# What is the need of mentioning <!DOCTYPE HTML> at the beginning of an HTML page?

The <!DOCTYPE HTML> indicates the version of HTML which in this case is 5

# What are “web workers”?

A web worker is a script that runs in the background (i.e., in another thread) without the page needing to wait for it to complete. The user can continue to interact with the page while the web worker runs in the background. Workers utilize thread-like message passing to achieve parallelism.

# Explain the two web storage in HTML5.

In HTML 5 data storage can be done in two ways:

* **Session Storage**: The current session (i.e., a user who is browsing the website) details are stored. Once the user closes the browser, the storage is cleared.
* **Local Storage**: Data stored in local storage will not be cleared automatically or when the user closes the browser.

# What is the difference between span and div?

The difference is that span gives the output with display: inline and div gives the output with display: block.

span is used when we need our elements to be shown in a line, one after the other.

# What is the Geolocation API in HTML5?

HTML5’s Geolocation API lets users share their physical location with chosen web sites. JavaScript can capture a user’s latitude and longitude and can send it to the back-end web server to enable location-aware features like finding local businesses or showing their location on a map.

A Geolocation object can be created as follows:

var geolocation = navigator.geolocation;

# What’s the difference between the <svg> and <canvas> elements?

The HTML <svg> element is a container for SVG graphics. SVG stands for Scalable Vector Graphics. SVG and useful for defining graphics such as boxes, circles, text, etc. SVG stands for Scalable Vector Graphics and is a language for describing 2D-graphics and graphical applications in XML and the XML is then rendered by an SVG viewer. Most of the web browsers can display SVG just like they can display PNG, GIF, and JPG.

The HTML <canvas> element is used to draw graphics, via JavaScript. The<canvas> element is a container for graphics.

| **SVG** | **HTML Canvas** |
| --- | --- |
| SVG has better scalability. So it can be printed with high quality at any resolution | Canvas has poor scalability. Hence it is not suitable for printing on higher resolution |
| SVG gives better performance with smaller number of objects or larger surface. | Canvas gives better performance with smaller surface or larger number of objects. |
| SVG can be modified through script and CSS | Canvas can be modified through script only |
| SVG is vector based and composed of shapes. | Canvas is raster based and composed of pixel. |

# List few input type attributes that are new in HTML5.

An input tag can take some attributes based on the requirement. ie <input type=”text”> creates a textbox that takes text/number/special characters into it. The attribute type can take more values, these are:

* **Datetime**: Gives a datetime accepted textbox.
* **Placeholder**: Places an editable text in the textbox.
* **Number**: Takes only numbers and no text and special characters.
* **Tel**: Takes inputs like a telephone number.
* **Email**: Takes text with email format.

# What is the usage of a novalidate attribute for the form tag that is introduced in HTML5?

The form attribute novalidate is a Boolean type which takes true/false values. If disabled or made false, the form data is not validated when submitted.