## Class Notes of audio and video tag

## **Audio Tag Notes**

- The <audio> tag is used to embed sound or music files in a webpage.
- Don't use the src attribute directly inside <audio>. Instead, use multiple <source> tags for better browser support.
- Using multiple <source> tags helps support different audio formats like MP3, OGG, WAV for compatibility across all devices.
- Use the controls attribute to display default play, pause, volume, etc. controls.
- Common audio formats:
  - MP3: Most widely supported
  - **OGG:** Open format, supported in Firefox, Chrome
  - WAV: Uncompressed, large file size
- autoplay attribute can be used to play audio automatically when the page loads (not supported in all modern browsers due to user experience rules).
- loop attribute is used to repeat the audio again and again.
- muted starts audio in mute mode (especially useful with autoplay).
- Best practice: Always use <source> tags inside <audio> for cross-browser compatibility.
- Example:

## **Video Tag Notes**

- The <video> tag is used to embed video files on a webpage.
- Just like audio, it's better to use multiple <source> tags for supporting different video formats.
- Supported video formats:
  - **MP4:** Most widely supported (H.264)
  - **WebM:** Open format (Chrome, Firefox)
  - **OGG:** Limited support
- Use the controls attribute to display play/pause buttons and volume controls.
- autoplay starts playing video automatically. Often used with muted to prevent blocking.
- loop makes the video play continuously in a loop.
- muted starts video in mute mode. Useful with autoplay.
- poster is used to show a thumbnail image before the video plays.
- **Important:** You cannot use poster and autoplay together effectively. If autoplay is set, the poster image might not appear.
- preload attribute controls how much of the video is loaded before playback:
  - o auto: browser decides
  - metadata: only metadata is loaded
  - none: nothing is loaded until user clicks play
- Example: