* **What are the new tags added in HTML5?**
* audio
* canvas
* command
* datalist
* details
* embed
* figcaption
* figure
* footer
* header
* hgroup
* keygen
* mark
* math
* meter
* nav
* output
* progress
* rp
* rt
* ruby
* section
* source
* summary
* svg
* time
* track
* video
* wbr
* **How to embed audio and video in a webpage?**
* To embed audio in HTML, we use the <audio> tag. Before HTML5, audio cannot be added to web pages in the Internet Explorer era. To play audio, we used web plugins like Flash. After the release of HTML5, it is possible. This tag supports Chrome, Firefox, Safari, Opera, and Edge in three audio formats – MP3, WAV, OGG. Only Safari browser doesn’t support OGG audio format.
* **Syntax** **:** <audio>

<source src="file\_name" type="audio\_file\_type">

</audio>

* **Attribute :** Autoplay, controls, Loop, Muted, Preload, SRC.
* To embed video in HTML, we use the <video> tag. It contains one or more video sources at a time using <source> tag. It supports MP4, WebM, and Ogg in all modern browsers. Only Ogg video format doesn’t support in Safari browser.
* **Syntax** **:** <audio>

<source src="file\_name" type="video\_file\_type">

</audio>

* **Attribute :** Autoplay, controls, Loop, Muted, Preload, SRC, Height, Width.
* **Semantic element in HTML5?**
* Semantic elements = elements with a meaning.
* In HTML there are some semantic elements that can be used to define different parts of a web page:
* <article>
* <aside>
* <details>
* <figcaption>
* <figure>
* <footer>
* <header>
* <main>
* <mark>
* <nav>
* <section>
* <summary>
* <time>



* **Canvas and SVG tags?**
* 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.
* 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.

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| **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. |