"HTML5 Assignments"

1. What are the new tags added in HTML5?

- <u><audio></u> : The <audio> tag is used to insert an audio into an HTML webpage.
- <video> : The <audio> tag is used to insert an audio into an HTML webpage.
- <u><embed></u>: The <embed> tag in HTML is used for embedding external applications which are generally multimedia content like audio or video into an HTML document.
- <header> : The <header> tag contains information related to the title and heading of the related content.
- <nav> : The <nav> tag is used for declaring the navigational section in HTML documents.
- <section> : The section tag divides the content into sections and subsections.
 - <u><footer></u>: The <footer> tag in HTML is used to define a footer of HTML document.

2. How to embed audio and video in a webpage?

- I. To embed audio in HTML, we can use the <audio> , <embed> & <iframe> tag.
- <audio controls loop>

```
<source src="file_name" type="audio_file_type">
</audio>
```

- <embed src="file name">
- <iframe src=" file_name"></iframe>
 - II. To embed video in HTML, we can use the <video> , <embed> & <iframe>tag.
- <video src="video.mp4" controls></video>
- <embed src="file_name">
- <iframe src=" file_name"></iframe>

3. Semantic element in HTML5?

- Semantic elements Clearly defines its content.
- 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>

4. Canvas and SVG tags.

i. SVG:

- SVG stands for Scalable Vector Graphics
- SVG is used to define graphics for the Web
- The HTML <svg> element is a container for SVG graphics.
- There is an example given below of SVG circle using <svq>:

iii. Canvas:

- The HTML <canvas> element is used to draw graphics on a web page.
- The HTML <canvas> element is used to draw graphics, on the fly, via JavaScript.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

```
<canvas id="myCanvas" width="200" height="100" style="bord
er:1px solid #000000;">
</canvas>
```