The <audio> element in HTML is used to embed audio content (sound files) into a web page. It allows users to listen to audio directly in their browser without needing external plugins (in most cases).1

**Basic Structure:**

HTML

<audio controls>

<source src="audio.mp3" type="audio/mpeg">

Your browser does not support the audio element.

</audio>

* <audio>: The container element for the audio.
* <source>: Specifies the audio file and its type. You can include multiple <source> elements for different audio formats (for browser compatibility).
* controls: Adds default browser audio controls (play/pause, volume, etc.). This is generally recommended for usability.
* The text between the opening and closing <audio> tags is displayed if the browser doesn't support the <audio> element.

**Key Attributes:**

* **src (Source):** Specifies the URL of the audio file.2 This can be used directly on the <audio> tag if you only have one audio source. However, using <source> elements is generally preferred for better browser compatibility.
* **controls:** Adds default browser audio controls.3 It's a boolean attribute (just its presence is enough).
* **autoplay:** Starts playing the audio automatically as soon as it's loaded.4 **Use with caution!** Autoplaying audio can be annoying for users.5 It's often better to let the user initiate playback.
* **loop:** Repeats the audio when it finishes playing.6 It's a boolean attribute.
* **muted:** Mutes the audio.7 It's a boolean attribute.
* **preload:** Specifies how much of the audio should be loaded before playback.8
  + auto: The browser decides.
  + metadata: Only the metadata (information about the audio) is loaded.
  + none: The audio is not preloaded.
* **volume:** Sets the audio volume (a number between 0.0 and 1.0).9

**Using <source> Elements (Recommended):**

Using <source> elements inside the <audio> tag allows you to provide multiple audio files in different formats. The browser will choose the first format it supports. This is crucial for cross-browser compatibility.

HTML

<audio controls>

<source src="audio.mp3" type="audio/mpeg">

<source src="audio.ogg" type="audio/ogg; codecs=vorbis">

<source src="audio.wav" type="audio/wav">

Your browser does not support the audio element.

</audio>

The <video> element in HTML is used to embed video content into a web page. It allows users to watch videos directly in their browser without needing external plugins (in most cases).

**Basic Structure:**

HTML

<video controls width="640" height="360">

<source src="video.mp4" type="video/mp4">

<source src="video.webm" type="video/webm">

Your browser does not support the video element.

</video>

* <video>: The container element for the video.
* <source>: Specifies the video file and its type. You can include multiple <source> elements for different video formats (for browser compatibility).
* controls: Adds default browser video controls (play/pause, volume, fullscreen, etc.). This is generally recommended for usability.
* width and height: Specify the dimensions of the video player.
* The text between the opening and closing <video> tags is displayed if the browser doesn't support the <video> element.

**Key Attributes:**

* **src (Source):** Specifies the URL of the video file. This can be used directly on the <video> tag if you only have one video source. However, using <source> elements is generally preferred for better browser compatibility.
* **controls:** Adds default browser video controls. It's a boolean attribute (just its presence is enough).
* **autoplay:** Starts playing the video automatically as soon as it's loaded. **Use with caution!** Autoplaying video can be annoying for users. It's often better to let the user initiate playback.
* **loop:** Repeats the video when it finishes playing. It's a boolean attribute.
* **muted:** Mutes the video. It's a boolean attribute.
* **poster:** Specifies an image to display while the video is loading or before the user starts playback.
* **preload:** Specifies how much of the video should be loaded before playback.
  + auto: The browser decides.
  + metadata: Only the metadata (information about the video) is loaded.
  + none: The video is not preloaded.
* **width and height:** Specify the dimensions of the video player in pixels. It's generally recommended to control dimensions with CSS for responsiveness.

**Using <source> Elements (Recommended):**

Using <source> elements inside the <video> tag allows you to provide multiple video files in different formats. The browser will choose the first format it supports. This is crucial for cross-browser compatibility.

HTML

<video controls width="640" height="360" poster="video\_poster.jpg">

<source src="video.mp4" type="video/mp4">

<source src="video.webm" type="video/webm">

<source src="video.ogv" type="video/ogg">

Your browser does not support the video element.

</video>