

IFRAME	<p>An iframe (short for "inline frame") is an HTML element used to embed content from another source within a web page. It allows you to display an entire webpage, a video, a map, or any other HTML document from a different origin inside the current document. Iframes are often used to include external content from another domain, such as embedded videos or interactive maps, and they provide a way to seamlessly integrate third-party content into your web page.</p> <p>Creating an iframe:</p> <pre><iframe src="URL_OF_CONTENT"></iframe></pre> <p>Setting the size</p> <pre><iframe src="URL_OF_CONTENT" width="500" height="300"></iframe></pre> <p>Controlling iframe borders:</p> <pre><iframe src="/videos/" width="500" height="300" frameborder="0"></iframe></pre> <p>Allowing or disallowing scrolling:</p> <pre><iframe src="URL_OF_CONTENT" width="500" height="300" scrolling="no"></iframe></pre> <p>Fallback content:</p> <pre><iframe src="URL_OF_CONTENT" width="500" height="300"> <!-- Fallback content goes here --> Your browser does not support iframes. </iframe></pre>
With CSS	<pre><!DOCTYPE html> <html> <head> <title>IFrame with CSS</title> <style> /* CSS styles for the iframe */ #myIframe { width: 400px; height: 300px; border: 2px solid #ccc; } </style> </head> <body> <h1>IFrame with CSS</h1> <!-- Embed an iframe with the specified styles --></pre>

	<pre> <iframe id="myIframe" src="https://www.haarisinfotech.com"></iframe> </body> </html> </pre>
CSS + Image+ video+ iframe	<pre> <!DOCTYPE html> <html> <head> <title>IFrame with CSS, Image, Video, and Audio</title> <style> /* CSS styles for the iframe */ .embedded-content { width: 400px; height: 300px; border: 2px solid #ccc; margin: 10px; } </style> </head> <body> <h1>IFrame with CSS, Image, Video, and Audio</h1> <!-- IFrame with Image --> <div class="embedded-content"> <h2>Image</h2> <iframe src="https://www.example.com/image.jpg"></iframe> </div> <!-- IFrame with Video --> <div class="embedded-content"> <h2>Video</h2> <iframe src="https://www.youtube.com/embed/VIDEO_ID"></iframe> </div> <!-- IFrame with Audio --> <div class="embedded-content"> <h2>Audio</h2> <iframe src="https://www.example.com/audio.mp3"></iframe> </div> </body> </html> </pre>
iFrame with Javascript	<pre> <!DOCTYPE html> <html> <head> <title>IFrame with CSS, Image, Video, and Audio</title> <style> /* CSS styles for the iframe */ .embedded-content { </pre>

	<pre> width: 400px; height: 300px; border: 2px solid #ccc; margin: 10px; } </style> </head> <body> <h1>IFrame with CSS, Image, Video, and Audio</h1> <!-- IFrame with Image --> <div class="embedded-content"> <h2>Image</h2> <iframe src="https://www.example.com/image.jpg"></iframe> </div> <!-- IFrame with Video --> <div class="embedded-content"> <h2>Video</h2> <iframe src="https://www.youtube.com/embed/VIDEO_ID"></iframe> </div> <!-- IFrame with Audio --> <div class="embedded-content"> <h2>Audio</h2> <iframe src="https://www.example.com/audio.mp3"></iframe> </div> </body> </html> </pre>
Video tag	<p>Adding video with controls</p> <pre> <!DOCTYPE html> <html> <head> <title>Video Tag Tutorial</title> </head> <body> <h1>Video Tag Tutorial</h1> <video src="example_video.mp4" width="640" height="360" controls> Your browser does not support the video tag. </video> </body> </html> </pre> <p>Adding captions</p> <pre> <!DOCTYPE html> </pre>

	<pre> <html> <head> <title>Video Tag Tutorial</title> </head> <body> <h1>Video Tag Tutorial</h1> <video width="640" height="360" controls> <source src="example_video.mp4" type="video/mp4"> <!-- Captions/Subtitles --> <track src="captions.vtt" kind="subtitles" srclang="en" label="English"> Your browser does not support the video tag. </video> </body> </html> </pre>
Canvas	<p><code><canvas></code> element, which allows you to draw graphics, animations, and interactive elements on a web page using JavaScript. Canvas provides a powerful 2D drawing API that you can use to create various visual effects and custom graphics.</p> <pre> <!DOCTYPE html> <html> <head> <title>Canvas Tutorial</title> </head> <body> <h1>Canvas Tutorial</h1> <!-- Canvas element --> <canvas id="myCanvas" width="400" height="300"></canvas> <!-- Include the JavaScript file --> <script src="script.js"></script> </body> </html> </pre> <p>Script.js</p> <pre> // Get the canvas element and its 2D drawing context var canvas = document.getElementById("myCanvas"); var ctx = canvas.getContext("2d"); // Draw a blue rectangle ctx.fillStyle = "blue"; ctx.fillRect(50, 50, 100, 75); // Draw a red circle ctx.beginPath(); ctx.arc(300, 150, 50, 0, 2 * Math.PI); ctx.fillStyle = "red"; ctx.fill(); ctx.closePath(); </pre>

