**Module (HTML5) – 3**

1. **What are the new tags added in HTML5?**

**Ans:** There are multiple tags are in HTML5

* <article>
* <aside>
* <details>
* <fig caption>
* <figure>
* <footer>
* <header>
* <main>
* <mark>
* <nav>
* <section>
* <summary>
* <time>

1. **How to embed audio and video in a webpage?**

**Ans:** HTML uses predefined tags and elements that tell the browser how to properly display the content on the screen. So, in this article, we will learn how to embed audio and video in HTML. In order to insert multimedia files on web pages, we already know how to insert images in HTML.

**Attributes of <audio>tag**

**For example:**

**<! Doctype html>**

**<html>**

**<head>**

**<title>page title</title>**

**</head>**

**<h2>click play button to play audio</h2>**

**< audio source =”. / test.mp3” controls></audio>**

**</body>**

**</html>**

1. **Semantic element in HTML5?**

**Ans:** Semantic HTML elements are those that clearly describes their meaning in a human- and machine-readable way. Elements such as <header><footer>and<article>are all purpose of the element and the type of the content that is inside them.

As the use of visually designed layouts progressed, programmers started to use a generic “non-semantic” tag like <div>. They would often give these elements a class or id attribute to describe their purpose. For example, instead of <header> this was often written as <div class="header">.

1. **Canvas and SVG tags**

**Ans:** The majority of contemporary browsers support SVG, a vector graphic format based on XML. It works well for creating straightforward graphics and diagrams that can be resized without pixelation. Additionally, JavaScript can be used to create interactive graphics using SVG. [SVG](https://developer.mozilla.org/en-US/docs/Web/SVG) is a [two-dimensional vector](https://www.vecteezy.com/free-vector/2d) image format relying on the XML standard. It is frequently used in web design and development to create and manage vector graphics like logos, diagrams, and icons. SVG images, as opposed to conventional raster images like JPEG, PNG, and GIF, can be scaled without sacrificing quality, making them a better option for displaying images on websites and devices with different resolutions. SVG images are additionally compressed, and they load faster than raster images.

Canvas is an HTML5 feature that makes it possible to create dynamic, interactive graphics for the web. Because it is raster-based, it is best suited for producing more intricate visualizations and animations, like data visualizations. When an image is scaled up too much on Canvas, which is not a vector-based format like SVG, it may become pixelated. [Canvas](https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API) offers a resolution-dependent bitmap canvas for dynamically displaying graphs, game graphics, and other visuals. Using JavaScript, it is possible to draw graphics directly on a website. The canvas element is nothing more than a holding area for graphics.