

Q1) What are the new tags added in HTML5?

Ans)

<article>	Represents an independent piece of content of a document, such as a blog entry or newspaper article
<aside >	Represents a piece of content that is only slightly related to the rest of the page.
<audio>	Defines an audio file.
<canvas>	This is used for rendering dynamic bitmap graphics on the fly, such as graphs or games.
<command>	Represents a command the user can invoke.
<datalist>	Together with the a new list attribute for input can be used to make comboboxes
<details>	Represents additional information or controls which the user can obtain on demand
<embed>	Defines external interactive content or plugin.
<figure>	Represents a piece of self-contained flow content, typically referenced as a single unit from the main flow of the document.
<footer>	Represents a footer for a section and can contain information about the author, copyright information, et cetera.
<header>	Represents a group of introductory or navigational aids.
<meter>	Represents a measurement, such as disk usage.
<nav>	Represents a section of the document intended for navigation.

<code><output></code>	Represents some type of output, such as from a calculation done through scripting.
<code><progress></code>	Represents a completion of a task, such as downloading or when performing a series of expensive operations.

Q2) How to embed audio and video in a webpage?

Ans)

To embed audio and video in a webpage, you can use HTML tags:

- `<audio>`: To play an audio file
- `<video>`: To display a video
- `<embed>`: To include controls for the multimedia

Q3) Semantic element in HTML5?

Ans) A semantic element clearly describes its meaning to both the browser and the developer.

Examples of **non-semantic** elements: `<div>` and `` - Tells nothing about its content.

Examples of **semantic** elements: `<form>`, `<table>`, and `<article>` - Clearly defines its content.

Q4) Canvas and SVG tags

Ans)

SVG

SVG stands for Scalable Vector Graphics. It's an XML-based markup language that describes 2D vector graphics. SVG is more accessible because it supports text. It's not suitable for game graphics.

Canvas

Canvas is a bitmap-based approach that draws pixels on a rectangular area using JavaScript. It's better for quickly rendering graphics and animations. However, images created on Canvas may lose quality when enlarged or displayed on Retina Displays.