

# Module 5 – Frontend – HTML5

## Theory Assignment

### • Question 1: Difference b/w HTML & HTML5?

⇒ Feature	⇒ HTML4/XHTML	⇒ HTML5
⇒ DOCTYPE	⇒ Long, SGML-based	⇒ Simple: <!DOCTYPE html>
⇒ Syntax	⇒ Strict, less error-tolerant	⇒ Flexible, forgiving parser
⇒ Semantic Tags	⇒ Mostly <div>	⇒ Adds <header>, <nav>, <article>, <footer>, etc.
⇒ Multimedia	⇒ Via plugins (Flash, etc.)	⇒ Native <audio>, <video>, <canvas>, SVG/MathML
⇒ Form Controls	⇒ Basic types only	⇒ Rich input types, validation attributes
⇒ APIs	⇒ Limited	⇒ Web Storage, WebSocket, Drag-&-Drop, Geolocation etc.
⇒ Graphics	⇒ None	⇒ Canvas, inline SVG
⇒ Mobile Ready	⇒ Not optimized	⇒ Designed for responsiveness, performance
⇒ Compatibility	⇒ Supported but outdated	⇒ Backward compatible with modern upgrade paths

### • Question 2: What are the additional tags used in HTML5?

⇒ Category	⇒ Examples
⇒ Sectioning	⇒ <header>, <nav>, <main>, <section>, <article>, <aside>, <footer>

⇒ **Category**

⇒ **Examples**

⇒ Media +  
Graphics

⇒ <figure>, <figcaption>, <audio>, <video>, <canvas>, <source>, <track>, <svg>

⇒ Text Semantics

⇒ <mark>, <time>, <ruby>, <bdi>, <abbr>

⇒ Form Controls

⇒ <datalist>, <output>, <progress>, <meter>, plus new input types

⇒ Interactive UI

⇒ <details>/<summary>, <dialog>, <menu>, <template>, <slot>, <wbr>