Module 5
HTML5

Q1. Difference b/w HTML & HTML5?

Ans:-

HTML	HTML5
➢ No support for audio and video ➢ Does not have any standard process to handle the codes that have structural error ➢ It does not allow JavaScript to run in the browser ➢ Makes the use of vector graphics possible when concurrently used with Flash, Silverlight or some other third party plugins ➢ HTML is not a mobile friendly markup language ➢ Doctype declaration and character encoding are way too long ➢ Low storage efficiency	➢ Supports high quality audio and video ➢ Have support for persistent error handler through improvised error handling process ➢ It allows JavaScript to run in the background ➢ Scalable Vector Graphic(SVG) comes as an integral part of this version without any third party plugins ➢ HTML5 is quite mobile friendly ➢ Doctype declaration and character encoding are very short and simple ➢ High storage efficiency

Q2. What are the additional tags used in HTML5?

Ans:-

1. Semantic Structure Tags

These tags enhance the structure and readability of web content, making it more meaningful and easier for search engines and developers to understand.

- **<header>**: Represents the introductory content or a group of navigation links.
- **<footer>**: Represents the footer for a document or section.
- **<article>**: Represents a self-contained piece of content, such as a blog post or news article.
- **<section>**: Represents a thematic grouping of content, typically with a heading.
- **<nav>**: Represents a section of navigation links.
- **<aside>**: Represents content that is tangentially related to the main content (e.g., sidebars or advertisements).
- **<main>**: Represents the main content of a document.
- **<figure>**: Represents self-contained content, such as an image or diagram, often with a caption.
- **<figcaption>**: Provides a caption or description for the <figure> element.
- **<mark>**: Highlights or marks text for reference or importance.

2. Multimedia Tags :-

HTML5 introduces built-in support for multimedia, eliminating the need for plugins.

- **<audio>**: Embeds audio content.
- **<video>**: Embeds video content.
- **<source>**: Specifies multiple media sources for <audio> or <video>.
- **<track>**: Provides subtitles, captions, or other text tracks for <video> or <audio>.
- **<embed>**: Embeds external content, like multimedia files or plugins.

3. Graphics and Scripting Tags :-

These tags support graphics, scripting, and interactivity directly in the browser.

 <canvas>: Provides a drawable region for rendering graphics, animations, or game elements.
 <svg>: Embeds Scalable Vector Graphics (for creating vector-based graphics).
 <script>: Now includes enhancements like the async and defer attributes.

 <noscript>: Displays alternative content for users with JavaScript disabled.

4. Form and Input Tags :-

HTML5 adds features to enhance form functionality and interactivity.

 New Input Types:

- email, url, number, range, date, month, week, time, datetime-local, color, search, tel.

 New Attributes:

- placeholder, required, pattern, autofocus, autocomplete, min, max, step.

 Tags:

- **<datalist>**: Provides a list of predefined options for an <input> element.
- **<output>**: Displays the result of a calculation or script.
- **<progress>**: Represents the progress of a task.
- **<meter>**: Represents a scalar measurement or range within a known range, such as disk usage.

5. Structural Tags L-

HTML5 introduces tags for better document organization.

 <time>: Represents a specific time or duration.
 <details>: Represents a disclosure widget that users can open or close to hide or reveal additional information.
 <summary>: Provides a summary, typically used as a label for the <details> element.

 <dialog>: Represents a dialog box or interactive component like a modal.

 <template>: Defines a template fragment that is not rendered until activated by JavaScript.