There has been a few elements introduced in HTML5. Some of them were imported from XHTML2, others from large statistical surveys on made by Google, Opera and other people. The analysis of **class** names and **id** names helped defining what were the most common semantic patterns. These new elements are not yet completely imported in all browsers at this time.

* (MOVED) [article](https://www.w3.org/wiki/HTML/Elements/article" \o "HTML/Elements/article)
* (MOVED) [aside](https://www.w3.org/wiki/HTML/Elements/aside" \o "HTML/Elements/aside)
* [audio](https://www.w3.org/wiki/HTML/Elements/audio" \o "HTML/Elements/audio)
* [canvas](https://www.w3.org/wiki/HTML/Elements/canvas" \o "HTML/Elements/canvas)
* [command](https://www.w3.org/wiki/HTML/Elements/command" \o "HTML/Elements/command)
* [datalist](https://www.w3.org/wiki/HTML/Elements/datalist" \o "HTML/Elements/datalist)
* [details](https://www.w3.org/wiki/HTML/Elements/details" \o "HTML/Elements/details)
* [embed](https://www.w3.org/wiki/HTML/Elements/embed" \o "HTML/Elements/embed)
* [figcaption](https://www.w3.org/wiki/HTML/Elements/figcaption" \o "HTML/Elements/figcaption)
* [figure](https://www.w3.org/wiki/HTML/Elements/figure" \o "HTML/Elements/figure)
* [footer](https://www.w3.org/wiki/HTML/Elements/footer" \o "HTML/Elements/footer)
* [header](https://www.w3.org/wiki/HTML/Elements/header" \o "HTML/Elements/header)
* [hgroup](https://www.w3.org/wiki/HTML/Elements/hgroup" \o "HTML/Elements/hgroup)
* [keygen](https://www.w3.org/wiki/HTML/Elements/keygen" \o "HTML/Elements/keygen)
* [mark](https://www.w3.org/wiki/HTML/Elements/mark" \o "HTML/Elements/mark)
* [math](https://www.w3.org/wiki/HTML/Elements/math" \o "HTML/Elements/math)
* [meter](https://www.w3.org/wiki/HTML/Elements/meter" \o "HTML/Elements/meter)
* [nav](https://www.w3.org/wiki/HTML/Elements/nav" \o "HTML/Elements/nav)
* [output](https://www.w3.org/wiki/HTML/Elements/output" \o "HTML/Elements/output)
* [progress](https://www.w3.org/wiki/HTML/Elements/progress" \o "HTML/Elements/progress)
* [rp](https://www.w3.org/wiki/HTML/Elements/rp" \o "HTML/Elements/rp)
* [rt](https://www.w3.org/wiki/HTML/Elements/rt" \o "HTML/Elements/rt)
* [ruby](https://www.w3.org/wiki/HTML/Elements/ruby" \o "HTML/Elements/ruby)
* [section](https://www.w3.org/wiki/HTML/Elements/section" \o "HTML/Elements/section)
* [source](https://www.w3.org/wiki/HTML/Elements/source" \o "HTML/Elements/source)
* [summary](https://www.w3.org/wiki/HTML/Elements/summary" \o "HTML/Elements/summary)
* [svg](https://www.w3.org/wiki/HTML/Elements/svg" \o "HTML/Elements/svg)
* [time](https://www.w3.org/wiki/HTML/Elements/time" \o "HTML/Elements/time)
* [track](https://www.w3.org/wiki/HTML/Elements/track" \o "HTML/Elements/track)
* [video](https://www.w3.org/wiki/HTML/Elements/video" \o "HTML/Elements/video)
* [wbr](https://www.w3.org/wiki/HTML/Elements/wbr" \o "HTML/Elements/wbr)

An easy way to embed audio on a website is by **using a sound hosting site, such as SoundCloud or Mixcloud**. All you need to do is upload the file and receive an HTML embed code. Then copy and paste the embed code into the web page's code or WYSIWYG site editor. This works for most CMS platforms and website builders.

Many web sites contain HTML code like: <div id="nav"> <div class="header"> <div id="footer"> to indicate navigation, header, and footer.

In HTML there are some semantic elements that can be used to define different parts of a web page:

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

| **SVG** | **Canvas** |
| --- | --- |
| Vector based (composed of shapes) | Raster based (composed of pixel) |
| Multiple graphical elements, which become the part of the page's DOM tree | Single element similar to [<img>](https://www.tutorialrepublic.com/html-reference/html-img-tag.php) in behavior. Canvas diagram can be saved to PNG or JPG format |
| Modified through script and CSS | Modified through script only |
| Good text rendering capabilities | Poor text rendering capabilities |
| Give better performance with smaller number of objects or larger surface, or both | Give better performance with larger number of objects or smaller surface, or both |
| Better scalability. Can be printed with high quality at any resolution. Pixelation does not occur | Poor scalability. Not suitable for printing on higher resolution. Pixelation may occur |