

# HTML5

## Theory Assignment

- Question 1: Difference b/w HTML & HTML5?

Ans:

Html:it is earlier version of html.

Limited support(needs plugings like flash)

Long and complex:

<!DOCTYPE HTML PUBLIC>

NO NEW SEMANTIC TAGS

No native support

Uses cookies for storage

Fewer types

Older browsers

HTML5: latest version(html5)

Built-in support for audio, video, and graphics

Simple(!DOCTYPE html)

Include semantic tags like

<header>, <footer>, <section>, <article>, etc

Support <canvas> and <svg> for graphics

Uses localStorage and sessionStorage

New input types like date, email, range, etc

Designed to be compatible with modern browsers

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

Html5 introduced many new tags to improve document structure and multimedia integration.

Structural/semantic tags:

<header>,<footer>,<section>,<article>,  
<aside>,<nav>,<main>

Multimedia tags

<audio>,<video>,<track>

Graphics tags

<canvas>,<svg>

Form tags & input Types

<datalist>,<output>,<progress>,<meter  
>

New input

types:email,url,date,time,range,color

## Lab Assignment

- Task: Create a audio video tag
  - Also applied properties like muted loop autoplay

Code:

```
<!DOCTYPE html>
```

```
<head>
```

```
  <title>video and audio</title>
```

```
</head>
```

```
<body>
```

```
<h2>Audio Example</h2>
```

```
<audio controls autoplay loop muted>
```

```
<source  
src="C:\Users\lenovo\Downloads\origi  
nal-song-239607.mp3"  
type="audio/mp3">
```

Your browser does not support the audio element.

```
</audio>
```

```
<h2>Video Example</h2>
```

```
<video width="320" height="240"  
controls autoplay muted loop>
```

```
<source  
src="C:\Users\lenovo\Videos\wellness_  
screen.mp4" type="video/mp4">
```

Your browser does not support the video tag.

```
</video>
```

</body>



Screen Recording  
2025-07-15 231429.m

- Create some shape using canvas tag in html

<h2>Canvas Shape</h2>

```
<canvas id="myCanvas" width="200"
height="200" style="border:1px solid
#000;"></canvas>
```

```
<script>

  const canvas =
document.getElementById("myCanvas"
);

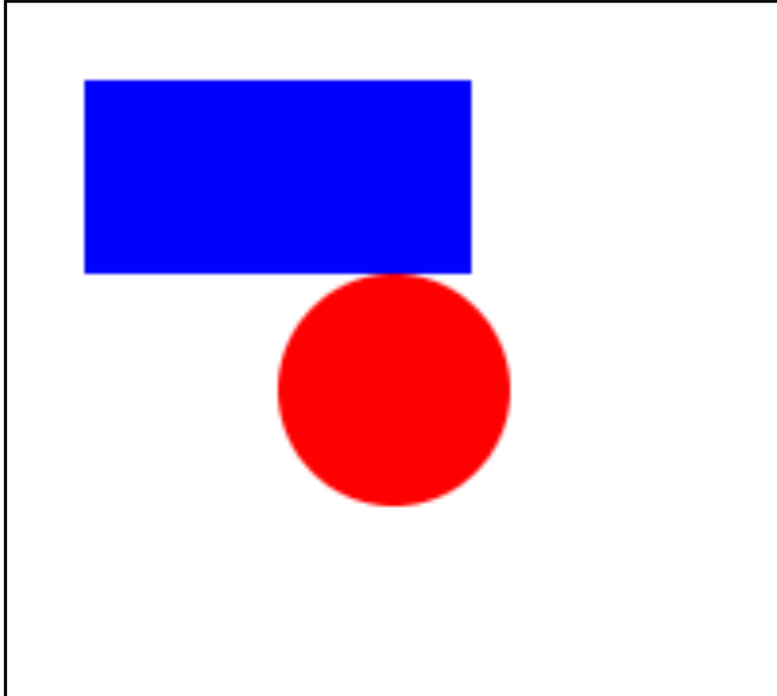
  const ctx = canvas.getContext("2d");


  ctx.fillStyle = "blue";
  ctx.fillRect(20, 20, 100, 50);


  ctx.beginPath();
  ctx.arc(100, 100, 30, 0, 2 * Math.PI);
  ctx.fillStyle = "red";
  ctx.fill();
</script>
```

Output:

# Canvas Shape



- Create some shape using svg tag in html

Code:

```
<h2>SVG Shape</h2>
```

```
<svg width="200" height="200">
```



```
<!-- Rectangle -->  
<rect x="10" y="10" width="100"  
height="50" fill="green" />  
  
<circle cx="100" cy="100" r="30"  
fill="orange" />  
</svg>
```

Output:

# SVG Shape

