

HTML

1) What is doctype and why it is used? `<!DOCTYPE HTML>` -- html4 and html5

Reference 1:

The `<!DOCTYPE>` declaration must be the very first thing in your HTML document, before the `<html>` tag.

The `<!DOCTYPE>` declaration is not an HTML tag; it is an instruction to the web browser about what version of HTML the page is written in.

In HTML 4.01, the `<!DOCTYPE>` declaration refers to a DTD, because HTML 4.01 was based on SGML. The DTD specifies the rules for the markup language, so that the browsers render the content correctly.

HTML5 is not based on SGML, and therefore does not require a reference to a DTD.

Reference2:

The HTML syntax of HTML5 requires a DOCTYPE to be specified to ensure that the browser renders the page in standards mode. The DOCTYPE has no other purpose and is therefore optional for XML. Documents with an XML media type are always handled in standards mode. [DOCTYPE]

The DOCTYPE declaration is `<!DOCTYPE html>` and is case-insensitive in the HTML syntax. DOCTYPEs from earlier versions of HTML were longer because the HTML language was SGML-based and therefore required a reference to a DTD. With HTML5 this is no longer the case and the DOCTYPE is only needed to enable standards mode for documents written using the HTML syntax. Browsers already do this for `<!DOCTYPE html>`.

Reference3:

- 2) Differences between html4 and HTML5
- 3) semantic elements ? what are them, why we use
- 4) media elements (audio and video)
- 5) HTML5 Api's (storage, web workers, file api, navigator, application cache)
- 6) differences between cookie, local storage and session storage
- 7) why div and span?
- 8) why inline and block elements
- 9) differences between xhtml, dtml and regular html
- 10) what is header, footer, aside, nav, menu
- 11) what is iframe? what is frameset?
- 12) What is canvas and how use it? how have you used in your

- 13) svg?
- 14) diff between svg and canvas?
- 15) polyfills for html5 in ie8?
- 16) cross browser compatibilty in html