HTML5 interview Basic Questions and Answers tutorial : 10 Commonly asked interview Questions

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**(1) What is the use of Canvas Element in HTML5?**

HTML5 Canvas element can be used to draw graphics images on a web page by using javascript.

**(2) Can you give an example of Canvas element how it can be used?**

```
var DGTCanvas=document.getElementById("DGTCanvas");
var DGTText=DGTCanvas.getContext("2d");
DGTText.fillStyle="#82345c";
DGTText.fillRect(0,0,150,75);
```

This book is far better than any other learning material. It has very basic information that includes both HTML5 and CSS3 with sample code and comprehensive examples.

**(3) What is the purpose of HTML5 versus XHTML?**

HTML5 is the next version of HTML 4.01, XHTML 1.0 and DOM Level 2 HTML. It aims to reduce the need for proprietary plug-in-based rich internet application (RIA) technologies such as Adobe Flash, Microsoft Silverlight, Apache Pivot, and Sun JavaFX. Instead of using those plugins, it enables browser to serve elements such as video and audio without any additional requirements on the client machine.

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**(4) What is the difference between HTML and HTML5 ?**

HTML5 is nothing more then upgraded version of HTML where in HTML5 supports the innovative features such as Video, Audio/mp3, date select function , placeholder , Canvas, 2D/3D Graphics, Local SQL Database added so that no need to do external plugin like Flash player or other library elemenets.

**(5) WHAT are some other advantages of HTML5?**

**a)** Cleaner markup than earlier versions of HTML
**b)** Additional semantics of new elements like <header>, <nav>, and <time>
**c)** New form input types and attributes that will (and in Opera's case, do) take the hassle out of scripting forms.

**(6) What is the  ? Is it mandatory to use in HTML5?**

The <!DOCTYPE> is an instruction to the web browser about what version of HTML the page is written in. The <!DOCTYPE> tag does not have an end tag. It is not case sensitive.

The <!DOCTYPE> declaration must be the very first thing in HTML5 document, before the <html> tag.  As In HTML 4.01, all <! DOCTYPE > declarations require a reference to a Document Type Definition (DTD), because HTML 4.01 was based on Standard Generalized Markup Language (SGML). WHERE AS HTML5 is not based on SGML, and therefore does not require a reference to a Document Type Definition (DTD).

**(7) What are the New Media Elements in HTML5?**

New Media Elements in HTML5 are :

| Tag | Description |
| --- | --- |
| | For multimedia content, sounds, music or other audio streams |
| | For video content, such as a movie clip or other video streams |
| | For media resources for media elements, defined inside video or audio<br>elements |
| | For embedded content, such as a plug-in |
| | For text tracks used in mediaplayers |

**(8) What is the major improvement with HTML5 in reference to Flash?**

Flash is not supported by major mobile devices such as iPad, iPhone and universal android applications. Those mobile devices have lack of support for installing flash plugins. HTML5 is supported by all the devices, apps and browser including Apple and Android products. Compared to Flash, HTML5 is very secured and protected. That eliminates major concerns that we have seen with Flash.

**(10) What is the sessionStorage Object in html5 ? How you can create and access that?**

The HTML5 sessionStorage object stores the data for one session. The data is deleted when the user closes the browser window. We can create and access a sessionStorage, created "name" as session

sessionStorage.name="DGTECH";
document.write(sessionStorage.name);

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