1. What are the new tags added in HTML5?

<section>: Represents a generic section of a document.
<article> : Represents a self-contained piece of content, like a news article or blog post.
<header>: Defines a header for a section or the entire page.
<nav>   : Identifies a navigation section.
<main>   : Indicates the main content of the document.
<footer> : Defines a footer for a section or the entire page.
<aside>   : Represents content that's indirectly related to the document's main content.

Media tags:
<audio> : Defines an audio clip.
<video> : Defines a video clip.
<source>: Specifies alternative media sources for the <audio> and <video> elements.
<canvas>: Used to draw graphics and animations on a web page.

Other new tags:
<time> : Defines a specific date or time.
<form>: Enhanced with new input types like date, email, search, tel, and url.
<wbr> : Represents a line break opportunity.

2. How to embed audio and video in a webpage?

```
<audio src="../Images/Khalasi(PagalWorld.com.pe).mp3" controls muted></audio>
```

The <audio> tag defines an audio clip. You can add the controls attribute to display a default audio player with controls like play, pause, and volume.

3. Semantic element in HTML5?

In HTML5, semantic elements are those that describe their content's meaning in a clear way, both for humans and machines. This goes beyond just how the element is displayed on the page.
SEO(Search engine Optimization) can use semantic elements to grasp the context and structure of a webpage's content, potentially improving search ranking.

SOME EXAMPLE OF SEMANTIC ELEMENTS………
- h1 to h6
- nav
- p
- header

4. Canvas and SVG tags.

Canvas and SVG are both methods for creating graphics in HTML5, but they have distinct purposes and functionalities.
SVG
SVG is an XML-based markup language for describing two-dimensional vector graphics.
SVG defines graphics using shapes, text, and other elements. These elements are stored in a text format, making them infinitely scalable without losing quality.
Canvas
What it is: The <canvas> element is a container for programmatic rendering of graphics on a web page using JavaScript.
How it works: Canvas provides a low-level drawing API that allows you to create shapes, lines, text, and other visual elements using pixels.