Assignment-HTML 5

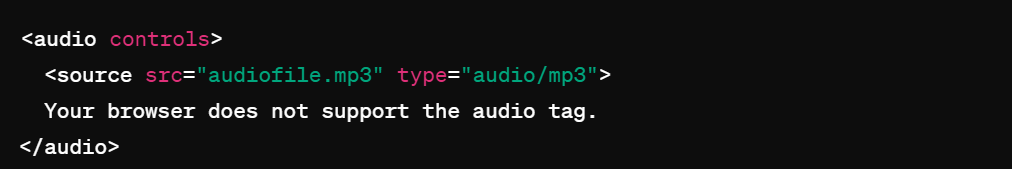
Q-1 What are the new tags added in HTML5?

Ans. introduced several new tags and attributes to enhance the structure and functionality of web pages. Some of the notable new tags added in HTML5 include:

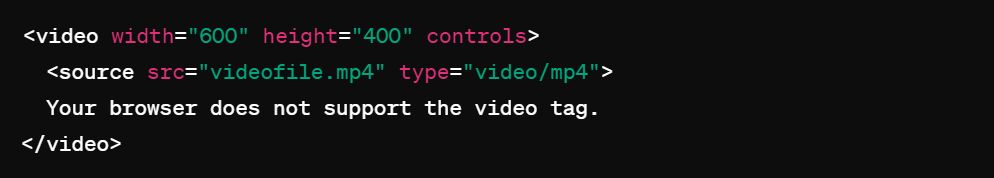
* <article>
* <aside>
* <details>
* <figcaption>
* <figure>
* <footer>
* <header>
* <main>

Q-2 How to embed audio and video in a webpage?

Ans. To embed audio and video in a webpage, HTML5 introduced the <audio> and <video> elements. Here's how you can use them:

Embedding Audio: 

* The ‘controls’ attribute adds play, pause and volume controls to the audio player.
* The ‘<source>’ element inside provides different formats of the audio file to ensure compatibility across browsers.

Embedding Video: 

* Similar to audio the ‘controls’ attribute adds play pause and volume controls to the video player.
* The ‘<source>’ element includes the path to the video file and specifies the file type.



Q-3 Semantic element in HTML5?

Ans.

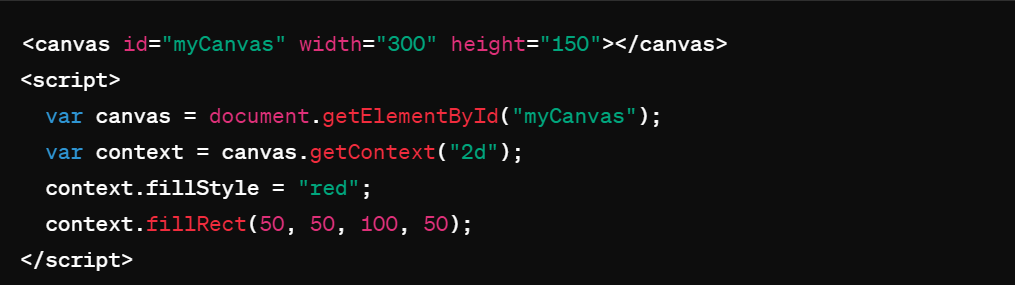
* <header>: Used to define the header of a document or a section.
* <summary>: Defines a visible heading for the <details> element.
* <main>: Represents the main content of the document and should not include headers.
* <section>: Defines a section of a document, often with its own heading, and is used to group related content together.
* <aside>: Represents content that is tangentially related to the content around it.
* <footer>: Represents the footer of a section or a page, typically containing metadata, copyright information, and links to related documents..

Q-3 Canvas and SVG tags

Ans.

|  |  |
| --- | --- |
| Canvas | SVG |
| * Elements are drawn programmatically | * Elements are part of the page’s DOM |
| * Drawing is done with pixels | * Drawing is done with vectors |
| * Animations are not built in | * Effects such as animations are built in |
| * High performance for pixel-based drawing operations | * Based on XML syntax, which provides better accessibility |
|  |  |

Example: Canvas:



Example: SVG

