

## MODULE: 3 (HTML 5)

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- *What are the new tags added in HTML5?*

Tags (Elements)	Description
<article>	Represents an independent piece of content of a document, such as a blog entry or newspaper article
<aside >	Represents a piece of content that is only slightly related to the rest of the page.
<audio>	Defines an audio file.
<canvas>	This is used for rendering dynamic bitmap graphics on the fly, such as graphs or games.
<datalist>	Together with the a new list attribute for input can be used to make comboboxes
<details>	Represents additional information or controls which the user can obtain on demand
<embed>	Defines external interactive content or plugin.
<figure>	Represents a piece of self-contained flow content, typically referenced as a single unit from the main flow of the document.
<footer>	Represents a footer for a section and can contain information about the author, copyright information, et cetera.
<header>	Represents a group of introductory or navigational aids.
<meter>	Represents a measurement, such as disk usage.
<nav>	Represents a section of the document intended for navigation.
<output>	Represents some type of output, such as from a calculation done through scripting.
<progress>	Represents a completion of a task, such as downloading or when performing a series of expensive operations.

<section>	Represents a generic document or application section
<time>	Represents a date and/or time.
<video>	Defines a video file.

- ***How to embed audio and video in a webpage?***

<audio>

<source src="file\_name" type="audio\_file\_type">

</audio>

<video>

<source src="file\_name" type="video\_file\_type">

</video>

- ***Semantic element in HTML5?***

Semantic elements = elements with a meaning.

A semantic element clearly describes its meaning to both the browser and the developer.

Examples of non-semantic elements: <div> and <span> - Tells nothing about its content.

Examples of semantic elements: <form>, <table>, and <article> - Clearly defines its content.

- ***Canvas and SVG tags.***

**Canvas** : The HTML <canvas> element is used to draw graphics, on the fly, via JavaScript.

The <canvas> element is only a container for graphics. You must use JavaScript to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

**SVG** : SVG stands for Scalable Vector Graphics

The HTML <svg> element is a container for SVG graphics.

SVG has several methods for drawing paths, boxes, circles, text, and graphic images.