

Module:3 (HTML 5) Assignment

1. What are the new tags added in HTML5?

Ans: => The new tags HTML5:-

(MOVED)article, (MOVED)aside, audio, canvas, command, datalist, details, embed, figcaption, figure, footer, header, hgroup, keygen, mark, math, meter, nav, output, progress, rp, rt, ruby, section, source, summary, svg, time, track, video, wbr.

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

Ans: => Embed audio and video in HTML, we use the <audio> tag. Before HTML5, audio cannot be added to web pages in the Internet Explorer era.

=> To play audio and video, we used web plugins like Flash. After the release of HTML5, it is possible. This tag supports Chrome, Firefox, Safari, Opera, and Edge in three audio formats – MP3, WAV, OGG. Only Safari browser doesn't support OGG audio format.

=> syntax :- Audio

```
<audio>
```

```
<source src="file_name" type="audio_file_type">
```

```
</audio>
```

=> syntax :- video

```
<video width="320" height="240" controls>
```

```
<source src="movie.mp4" type="video/mp4">
```

```
<source src="movie.ogg" type="video/ogg">
```

Your browser does not support the video tag.

```
</video>
```

3. Semantic element in HTML5?

Ans: => Many web sites contain HTML code like: `<div id="nav"> <div class="header"> <div id="footer">` to indicate navigation, header, and footer.

=> In HTML there are some semantic elements that can be used to define different parts of a web page:- `<article>`, `<aside>`, `<details>`, `<figcaption>`, `<figure>`, `<footer>`, `<header>`, `<main>`, `<mark>`, `<nav>`, `<section>`, `<summary>`, `<time>` etc.

4. Canvas and SVG tags.

Ans. CANVAS Tag:-

=> 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.

=> Syntax:- Canvas Tag

```
<canvas id="mycanvas" height="300px"
width="300px"></canvas>
```

```
<script>
```

```
    var rect = document.getElementById("mycanvas")
```

```
    var draw = rect.getContext("2d")
```

```
    draw.fillStyle = "red"
```

```
    draw.fillRect(10,10,100,200)
```

```
</script>
```

SVG Tag:-

=> SVG stands for Scalable Vector Graphics

=> SVG is used to define graphics for the Web is a W3C recommendation

=> Syntax:- SGV Tag

```
<svg width="100" height="100">  
  <circle cx="50" cy="50" r="40" stroke="green" stroke-width="4"  
fill="yellow" />  
</svg>
```