

## HTML 5

1) What are the new tags added in HTML 5?

Ans. A. <article> : The <article> tag is one of the new sectioning element in HTML5. It is used to represent an article.

B. <aside> : The <aside> tag is used to describe the main object of the web page in a shorter way like a highlighter.

C. <audio> : The <audio> tag is used to insert an audio into an HTML webpage.

D. <canvas> : The <canvas> tag is used to draw graphics on a web page using javascript.

E. <video> : The <video> tag is used to embed video content in a document, such as a movie clip or other video streams.

F. <embed> : The <embed> tag is used for embedding external applications which are generally multimedia content like audio or video into an HTML document.

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

Ans. To embed audio in HTML, we use the <audio> tag. Before HTML5, audio cannot be added to webpages in the internet Explorer era. 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>

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

To embed video in HTML, we use the <video> tag. It contains one or more video sources at a time using <source> tag. It supports MP4, WebM and Ogg in all modern browsers. Only Ogg video format doesn't support in Safari browser.

Syntax. <video>

```
<source src="file_name" type="video_file_type">
</video>
```

3) Semantic element in HTML5?

Ans. Semantic elements have meaningful names which tell about the type of content. For example: header, footer, table, ... etc. HTML5 introduces

many semantic elements as mentioned below which make the code easier to write and understand for the developer as well as instruct the browser on how to treat them.

- Article
- Aside
- Details
- Figcaption
- Figure
- Footer
- Header
- Main
- Mark
- Nav
- Section

#### 4) Canvas and SVG tags

Ans. Canvas : The HTML element is used to draw graphics on the fly, via scripting. The element is only a container for graphics. You must use a script to actually draw the graphics. Canvas has several methods drawing paths, boxes, circles, text, and adding images.

Example: `<!DOCTYPE html>`

```
<html>

<head>
  <title>HTML5 Canvas Tag</title>
</head>

<body>
  <h2>Canvas Square</h2>

  <canvas id="newCanvas" width="100" height="100"
    style="border:1px solid #000000;">
  </canvas>

  <script>
    var c = document.getElementById('newCanvas');
    var ctx = c.getContext('2d');
    ctx.fillStyle = '#7cce2b';
    ctx.fillRect(0, 0, 100, 100);
  </script>
</body>

</html>
```