Interview Questions of HTML5

What were some of the key goals and motivations for the HTML5 specification?

HTML5 was designed to replace both HTML 4, XHTML, and the HTML DOM Level 2.

* Deliver rich content (graphics, movies, etc.) without the need for additional plugins (e.g., Flash).
* Provide better semantic support for web page structure through the introduction of new structural element tags.
* Provide better cross-platform support (i.e., to work well whether running on a PC, Tablet, or Smartphone).

What are some of the key new features in HTML5?

* Improved support for embedding graphics, audio, and video content via the new [<canvas>](http://www.w3schools.com/tags/tag_canvas.asp" \t "_blank), [<audio>](http://www.w3schools.com/tags/tag_audio.asp" \t "_blank), and [<video>](http://www.w3schools.com/tags/tag_video.asp" \t "_blank) tags.
* Extensions to the JavaScript API such as [geolocation](http://www.w3schools.com/html/html5_geolocation.asp" \t "_blank) and [drag-and-drop](http://www.w3schools.com/html/html5_draganddrop.asp" \t "_blank) as well for [storage](http://www.w3schools.com/html/html5_webstorage.asp" \t "_blank) and [caching](http://www.w3schools.com/html/html5_app_cache.asp" \t "_blank).
* Several new semantic tags were also added to complement the structural logic of modern web applications. These include the <main>, <nav>, <article>, <section>, <header>, <footer>, and <aside> tags.
* Introduction to webworkers. Webworkers at long last brings mutli-threading to javascript.

A web worker is a script that runs in the background (i.e., in another thread) without the page needing to wait for it to complete. The user can continue to interact with the page while the web worker runs in the background.

* New form controls, such as <calendar>, <date>, <time>, <email>, <url>, and <search>.

Give a simple implementation of the <video> tag to embed a video stored at http://www.example.com/amazing\_video.mp4. Give the video a width of 640 pixels by 360 pixels. Provide the user with controls.

<video src="http://www.example.com/amazing\_video.mp4" width="640" height="360" controls></video>

OR

<video width="640" height="360" controls>

<source src="http://www.example.com/amazing\_video.mp4">

</video>

Write the code necessary to create a 300 pixel by 300 pixel <canvas>. Within it, paint a blue 100 pixel by 100 pixel square with the top-left corner of the square located 50 pixels from both the top and left edges of the canvas.

<canvas id="c" width="300" height="300"></canvas>

<script>

var canvas = document.getElementById( "c" );

var drawing\_context = canvas.getContext( "2d" );

drawing\_context.fillStyle = "blue";

drawing\_context.fillRect( 50, 50, 100, 100 );

</script>

What is HTML5 Web Storage? Explain localStorage and sessionStorage.

With HTML5, web pages can store data locally within the user’s browser. Earlier, this was done with cookies.

The data is stored in name/value pairs, and a web page can only access data stored by itself. Unlike cookies, the storage limit is far larger (at least 5MB) and information is never transferred to the server.

Difference between local storage and session storage.

Data stored through localStorage is permanent: it does not expire and remains stored on the user’s computer until a web app deletes it or the user asks the browser to delete it.

SessionStorage has the same lifetime as the top-level window or browser tab in which the script that stored it is running. When the window or tab is permanently closed, any data stored through sessionStorage is deleted.

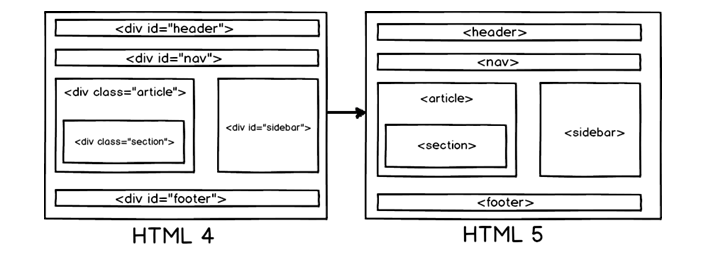
Both forms of storage are scoped to the document origin so that documents with different origins will never share the stored objects.

sessionStorage is also scoped on a per-window basis. If a user has two browser tabs displaying documents from the same origin, those two tabs have separate sessionStorage data: the scripts running in one tab cannot read or overwrite the data written by scripts in the other tab, even if both tabs are visiting exactly the same page and are running exactly the same scripts.

If I do not put <! DOCTYPE html> will HTML 5 work?

No, browser will not be able to identify that it’s a HTML document and HTML 5 tags will not function properly.

## How is the page structure of HTML 5 different from HTML 4 or previous HTML?



Below are more details of the HTML 5 elements which form the page structure.

* <header>: Represents header data of HTML.
* <footer>: Footer section of the page.
* <nav>: Navigation elements in the page.
* <article>: Self-contained content.
* <section>: Used inside article to define sections or group content in to sections.
* <aside>: Represent side bar contents of a page.

Datalist element in HTML 5 helps to provide autocomplete feature in a textbox

<input list="Country">

<datalist id="Country">

<option value="India">

<option value="Italy">

<option value="Iran">

<option value="Israel">

<option value="Indonesia">

</datalist>

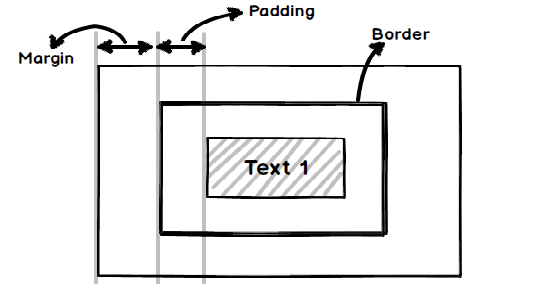
## Can you explain CSS box model?

CSS box model is a rectangular space around a HTML element which defines border, padding and margin.

Border: - This defines the maximum area in which the element will be contained. We can make the border visible, invisible, define height and width etc.

Padding: - This defines the spacing between border and element.

Margin: - This defines the spacing between border and any neighboring elements.



What is the difference between local storage and cookies?

|  |  |  |
| --- | --- | --- |
|  | **Cookies** | **Local storage** |
| **Client side / Server side.** | Data accessible both at client side and server side. Cookie data is sent to the server side with every request. | Data is accessible only at the local browser side. Server cannot access local storage until deliberately sent to the server via POST or GET. |
| **Size** | 4095 bytes per cookie. | 5 MB per domain. |
| **Expiration** | Cookies have expiration attached to it. So after that expiration the cookie and the cookie data get’s deleted. | There is no expiration data. Either the end user needs to delete it from the browser or programmatically using JavaScript we need to remove the same. |

Some important contents of html5

1.setup the language as english.

<html lang = "en"> </html>

2. redirect into another html page.

<meta charset="UTF-8"/>

<meta http-euiv = "refresh" content ="3; url = redirect.html/>

-it refreshes the page. After 3 sec, it automatically loads another html page

3. <meta name = "keywords" content = "html5 canvas, html5 turotial, learn html5 />

<meta name = "robots" content = "index, follow" >

- when you hit this keywords in google, this page is going to be rendered.

4. To set icon(picture) in tittle

<link rel='icon' href = 'favicon.ico />

for eg.

<html>

<link rel='icon' href='392087\_10151158884305006\_241945176\_n.jpg'>

<title> cubic </title>

</html>

5. in order to check if the html that you typed is valid.

go to : http://validator.w3.org/

6. to keep some quotes you can use following two methods

<blockquote cite="http://validator.w3.org/">

Never underestimate the power of a angry man </blockquote>

OR

<q cite="http://validator.w3.org/">

Never underestimate the power of a angry man

</q>

7. <pre> </pre> helps to display the content as it is. without any modification.

<code> </code> any JS or PHP code goes in here.

8. abbreviation

<abbr title="html stands for hypertext markup language>

html

</abbr>

OR

<dfn title = "html stands for hypertext markup language>

html

</dfn>

9. character entity / charref

&cent

&pound

&copy

&deg

<sup> and <sub> //super script and sub script

<ruby> japanese <rt> meaning </rt> </ruby>

10. <a href = "http://youtube.com " tittle = "youtube"> youtube </a>

hyperlink: links to another website.

11. how to bounce around in same page.

top dekhi bottom jane, feri bottom bata top jane

<a name="pageTop"> top of the page</a>

<a href = "bouncing.html#pageBottom"> bottom of page</a>

<p>

........

</p>

<a href="bouncing.html#pageTop">top pf page</a>

<a id="pageBottom">Bottom of page</a>

12. image map example. image ma click garda tesko link kholne

Use a program named GIMP

<map name="map">

paste all the codes from gimp

</map>

13. loading pdf file, html file, audio wave file.

<object data = "tutorial.pdf" type = "application/pdf width" = "750" height="400">

</object>

14. suppose I have to load youtube video, in my webpage.

<iframe width = "560" height="720" src="https://www.youtube.com/watch?v=ozVRGho-cZQ" allowfullscreen="">

</iframe>

<embed >

<video controls autoplay loop preload>

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

15. structures in html5

<nav> </nav>

<main>

<section>

<article>

</article>

</section>

</main>

<footer> </footer>

16. Table format in html5

<table>

<caption> Baseball </caption>

<thead>

<tr>

<td colspan="4"> best </td>

</tr>

</thead>

<tfoot>

<tr><td> footer </td></tr>

</tfoot>

</table>

17. use of local storage // something that is important.

<html>

<div>

Enter you name:

<br>

<input type = "text" id="yourName" size = "50">

<br><br>

<button onClick="setName()"> submit </button>

<button onClick="getName()"> Display </button>

<button onClick="removeName()"> remove </button>

<script>

function setName(){

var username = document.getElementById("yourName").value;

if(username === "") return false;

localStorage.setItem("name",username);

document.getElementById("yourName").value="Name saved";

}

function getName(){

if(localStorage.getItem("name" === null) ) return false;

document.getElementById("yourName").value = "Named saved as: "+localStorage.getItem("name");

}

function removeName(){

if(localStorage.getItem("name" === null) ) return false;

localStorage.removeItem("name");

document.getElementById("yourName").value="Name removed";

}

</script>

</div>

</html>

note:- disabled = true // in submit button can disabeled