HTML & CSS

New Tags

Semantic Tags

```
1. Block Level
     i. <header></header> Define navigation links
     ii. <footer></footer> Defines footer for a document
    iii. <nav></nav> Indicates navigation links
    iv. <article></article> Represents a self-contained, reusable piece of content
        example of article:- https://news.google.com/home?hl=en-IN&gl=IN&ceid=IN:en
    v. <aside></aside> Represents content indirectly related to the main content
    vi. <main></main> Highlights the main content of the document
    vii. <section></section> Defines a section in a document
   viii. <figure> Wraps media content (like images) with a caption.
            <figcaption> Caption for a <figure> element.
            </figcaption>
        </figure>
        example:
        <figure>
                 <img style="width: 300px;" src="https://cdn.pixabay.com/photo/2025/01/26/08/38/heart-9360465_1280.jpg" alt="A image">
                 <figcaption>
                     <cite>
                      <a href="https://example.com">Example Source</a>
                     </cite>
                 </figcaption>
        </figure>
```

Old Tags

- 1. Block Level Element
 - <blockquote></blockquote> Used to quote blocks of text from another source.
 - <address></address> Provides contact information, typically for the author or a section
 - Preformatted text. Preserves whitespace and line breaks.
- 2. Inline Element
 - <abbr title="world health orginasation"></abbr> encourages using the title attribute to provide full meaning
 - <q ></q> Short inline quotation (usually rendered with quotation marks("")).
 - Image Mapping

The image mapping feature in HTML is done using two main tags: <map> and <area>.

These allow you to create clickable regions on an image, each linking to different URLs or triggering actions — a technique known as an image map.

```
Tags Used in Image Mapping:
<img>
Defines the image and links it to a map via the usemap attribute.

<map>
Defines the map and groups clickable areas.

<area>
Defines a clickable region inside the map (with shape and coordinates)
shape can be rectangle(points->x1,y1,x2,y2),circle(x,y,radius) & polygon(x1,y1,x2,y2,x3,y3)
```

Example

If u dont know coordinates then visit https://www.image-map.net/

```
<img
src="https://plus.unsplash.com/premium_photo-1681302427948-2fd0eca629b1?q=80
&w=1935&auto=format&fit=crop&ixlib=rb-4.0.3
&ixid=M3wxMjA3fDB8MHxwaG90by1wYWdlfHx8fGVufDB8fHx8fA%3D%3D"</pre>
```

Media query

A media query is a CSS technique used to apply styles conditionally, based on characteristics of the device or browser displaying the content

Why Are Media Queries Used?

- Responsive Design
 - Adapts layout and styles based on screen width or device type.
 - Ensures content is readable and functional on all devices.
- Device Optimization
 - Avoids unnecessary styles or layout elements on small screens.

Syntax

```
@media media-type and (condition) {
     /* CSS */
}
example:
in html
<div class="box"></div>
in css
<style>
```

```
.box{
   width:200px;
    height:200px;
    background-color:red;
}
@media screen and (max-width:767px){
   width:500px;
   height:500px;
    background-color:purple;
}
various screen sizes:
/* Extra small devices (phones, <576px) */</pre>
@media screen (max-width: 575.98px) { ... }
/* Small devices (phones, ≥576px) */
@media screen (min-width: 576px) and (max-width: 767.98px) { ... }
/* Medium devices (tablets, ≥768px) */
@media screen (min-width: 768px) and (max-width: 991.98px) { ... }
/* Large devices (desktops, ≥992px) */
@media screen (min-width: 992px) and (max-width: 1199.98px) { ... }
/* Extra large devices (large desktops, ≥1200px) */
@media screen (min-width: 1200px) { ... }
</style>
```