**(1) What are the new tags added in HTML5?**

HTML5 introduced several new semantic elements to improve the structure and accessibility of web pages. Some of the new tags added in HTML5 include:

1. **<header>**: Represents introductory content or a group of navigational links.
2. **<footer>**: Represents the footer of a document or section, typically containing metadata or contact information.
3. **<nav>**: Defines a section of navigation links.
4. **<article>**: Represents independent, self-contained content, such as blog posts or articles.
5. **<section>**: Defines a thematic grouping of content within a document.

**(2) How to embed audio and video in a webpage?**   
To embed audio and video in a webpage:

1. Use the **<audio>** element for audio files and the **<video>** element for video files.
2. Specify the source of the media file using the **src** attribute within the element.
3. Optionally, include controls for playback using the **controls** attribute.
4. Provide fallback content between the opening and closing tags for browsers that do not support the **<audio>** or **<video>** elements.

**(3) Semantic element in HTML5?**   
Semantic elements in HTML5 are tags that provide meaning to the content they enclose, making the structure of web documents more understandable for both humans and machines. They include elements like **<header>**, **<footer>**, **<nav>**, **<article>**, **<section>**, **<aside>**, **<main>**, **<figure>**, and **<figcaption>**. These elements help improve accessibility, search engine optimization, and the overall organization of web pages.

**(4) Canvas and SVG tags**

1. **Canvas**:
   * **<canvas>** is a container for graphics, where JavaScript can be used to draw graphics dynamically.
   * It provides a bitmap-based drawing API, allowing for pixel-level manipulation.
   * Ideal for dynamic and interactive graphics, animations, games, and data visualization.
2. **SVG** (Scalable Vector Graphics):
   * **<svg>** is an XML-based language for describing vector graphics.
   * It uses shapes, paths, and text elements to create scalable and resolution-independent graphics.
   * Perfect for static or dynamic graphics, icons, diagrams, and illustrations, especially those requiring precise scaling or animation.