

### **Q.1 What are the new tags added in HTML5?**

**ANS=** Tags (Elements)

`<section>` Represents a generic document or application section

`<time>` Represents a date and/or time.

`<video>` Defines a video file.

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

**ANS=** To embed audio and video in a webpage, we can use the `<audio>` and `<video>` HTML elements.

#### Embedding Audio

The `<audio>` element is used to embed sound content. You can use the `src` attribute to specify the audio file or provide the source inside the element. You can also add controls so the user can play, pause, or adjust the volume.

#### Embedding Video

The `<video>` element is used to embed video files. Like the `<audio>` element, you can provide a source and control options.

```
<audio src="audio-file.mp3" muted></audio>
```

```
<video src="video-file.mp4" muted></video>
```

### **Q.3 Semantic element in HTML5?**

**ANS=** Semantic elements in HTML5 are elements that have meaningful names, clearly describing their purpose and content. These elements make the structure of a webpage more understandable for both developers and search engines, as well as assistive technologies (like screen readers). Using semantic HTML helps with accessibility, SEO (Search Engine Optimization), and maintainability.

### **Q.4 Canvas and SVG tags?**

**ANS=** Canvas (`<canvas>`)

The `<canvas>` element is a bitmap-based drawing surface. You can draw shapes, graphs, images, and animations using JavaScript, but once drawn, the shapes and images are part of a raster, meaning they can't be manipulated as objects after being rendered.

#### **SVG (`<svg>`)**

SVG (Scalable Vector Graphics) is a vector-based image format for defining 2D graphics in XML. SVG images can be scaled indefinitely without losing quality because they are drawn using paths, shapes, and lines, not pixels.

