**What are the new tags added in HTML5?**

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| <figure> | It defines a self-contained content, and referenced as a single unit. |
| <footer> | It represents the footer section of the webpage. |
| <header> | It defines the introductory or navigational content of the webpage. |
| <main> | It specifies the main content of the HTML document. |
| <mark> | It represent the text which is highlighted or marked for reference or notation purposes. |
| <meter> | It represents a scalar value within a known range. |
| <nav> | It represents the section which contains navigation links. |
| <progress> | It defines a progress bar which shows completions progress of a task. |
| <section> | It defines a generic section within an HTML document. |
| <svg> | It is used to draw scalable vector graphics. |
| <audio> | It defines sound content. |
| <embed> | It defines a container for external files/application/media. |
| <source> | It defines multiple media resources for the media elements. |
| <track> | It defines text tracks for <audio> and <video> files |
| <video> | It defines video content within HTML document. |

**How to embed audio and video in a webpage?**

Create a new HTML file in the same directory, called index. html . Add <audio> and <video> elements to the page; make them display the default browser controls. Give both of them <source> elements so that browsers will find the audio format they support best and load it.

**Semantic element in HTML5?**

A semantic element clearly describes its meaning to both the browser and the developer.

Examples of **non-semantic** elements: <div> and <span> - Tells nothing about its content.

Examples of **semantic** elements: <form>, <table>, and <article> - Clearly defines its content.

**Canvas and SVG tags**

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

**SVG:** The Scalable Vector Graphics (SVG) is an XML-based image format that is used to define two-dimensional vector-based graphics for the web. Unlike raster image (Ex .jpg, .gif, .png, etc.), a vector image can be scaled up or down to any extent without losing the image quality.