

Module 5 – Frontend – HTML5

Question 1 Difference b/w HTML & HTML5?

ANS:-

Here are the key differences between HTML and HTML5 in 10 lines:

1. **HTML** is the standard markup language for creating web pages, whereas **HTML5** is its latest version.
2. **HTML5** introduces new semantic elements like <article>, <section>, <nav>, and <header>, improving page structure.
3. HTML5 offers new **input types** such as email, date, and range for better forms.
4. **Multimedia support**: HTML5 natively supports <audio> and <video> tags for embedding media, unlike HTML.
5. HTML5 includes **Canvas** for drawing graphics directly in the browser, not available in HTML.
6. HTML5 has improved **local storage**, offering localStorage and sessionStorage for offline capabilities.
7. HTML5 supports the **geolocation API** to track users' location, a feature absent in HTML.
8. HTML5 is designed to be **mobile-friendly**, providing better support for responsive design.
9. **Deprecated elements** in HTML (like) are removed or replaced in HTML5.
10. HTML5 is more **compatible with modern web applications** like mobile apps and games.

Question 2: What are the additional tags used in HTML5?

ANS:-

HTML5 introduced several new tags that improve the structure and functionality of web pages. Some of the most notable additional tags include:

1. <section>: Groups related content within a document, often used for a theme or section of a page.

2. <nav>: Represents a navigation block that contains links to other pages or sections of the website.
3. <header>: Defines the introductory content or a header for a section or page, typically containing a logo or navigation.
4. <footer>: Represents the footer section of a page or section, often containing copyright information, links, or contact details.
5. <mark>: Highlights or marks text, usually for search results or important terms.
6. <output>: Represents the result of a calculation or user action, like a form submission.
7. <audio>: Allows embedding of audio files directly on the page.
8. <canvas>: Used for drawing graphics, like 2D shapes and images, via JavaScript.
9. <video>: Allows embedding of video content directly on the page, without needing third-party plugins.

These new tags help to make web pages more semantic and accessible, improving both SEO and user experience.

Create a audio video tag

⇒ **Also applied properties like muted loop autoplay**

⇒ **Create some shape using canvas tag in html**

⇒ **Create some shape using svg tag in html**

ANS:- Next File

