

# Module 5 – Frontend – HTML5

## Lab Assignment

### Create a audio video tag

- Also applied properties like muted loop auto play
- Create some shape using canvas tag in html
- Create some shape using svg tag in html

```
• <!DOCTYPE html>
• <html>
• <head>
•   <title>HTML5 Multimedia and Graphics</title>
• </head>
• <body>
•
•   <h2>Audio</h2>
•   <audio muted loop autoplay controls>
•     <source src="https://www.soundhelix.com/examples/mp3/SoundHelix-
Song-1.mp3" type="audio/mp3">
•   </audio>
•
•   <h2>Video</h2>
•   <video width="320" height="240" muted loop autoplay controls>
•     <source src="https://www.w3schools.com/html/mov_bbb.mp4"
type="video/mp4">
•   </video>
•
•   <h2>Canvas Shapes</h2>
•   <canvas id="myCanvas" width="300" height="150"></canvas>
•
•   <script>
•     var canvas = document.getElementById("myCanvas");
•     var ctx = canvas.getContext("2d");
•
•     // Draw a blue rectangle
•     ctx.fillStyle = "blue";
•     ctx.fillRect(10, 10, 100, 50);
•
•     // Draw a red circle
•     ctx.beginPath();
•     ctx.arc(200, 75, 40, 0, 2 * Math.PI);
•     ctx.fillStyle = "red";
```

```
•     ctx.fill();
•   </script>
•
•   <h2>SVG Shapes</h2>
•   <svg width="300" height="150">
•     <rect x="10" y="10" width="100" height="50" fill="green" />
•     <circle cx="200" cy="75" r="40" fill="orange" />
•   </svg>
•
• </body>
• </html>
•
```