1. What is HTML?

HTML full form is Hyper Text Markup Language. By using this markup language we can make static web pages.

1. What do you mean by a markup language?

A computer language that consists of easily understood keywords, names, or tags that help format the overall view of a page and the data it contains. Some examples of a markup language are BBC, HTML, SGML, and XML.

1. Can you share examples of other markup languages and how they differ from HTML?

KML – Keyhole Markup Language. MathML – Mathematical Markup Language. SGML – Standard Generalized Markup Language. XHTML – eXtensible Hypertext Markup Language.

* 1. HTML tags are predefined tags.
  2. XML tags are user defined tags.

1. What version of HTML do you use in your projects? How is HTML 5 different from HTML 4?

We are using HTML 5 in our projects.

HTML 5:

1.it is extension of html4. It is 5th version of html.

2.html is very simpl compared to html4.

3.html provides consistency in malformed documents.it has better error handling.

4.it has many new tags which was not present in hrml4 like canvas,video,audio.

5.multimedia support provided by html5.

HTML4:

1.it is 4th version of html.

2.it is older version of html5.

3.it does not provides better error handling like html5.

4.these tags provided by html4 version.

5.in html4 these supported provided by third party like Silverlight and flash.

1. What are attributes in HTML?

Attributes define additional characteristics or properties of the element such as width and height of an image. Attributes are always specified in the start tag (or opening tag) and usually consists of name/value pairs like name="value" . Attribute values should always be enclosed in quotation marks

1. What are data- attributes good for?

HTML5 is designed with extensibility in mind for data that should be associated with a particular element but need not have any defined meaning. Data- attributes allow us to store extra information on standard, semantic HTML elements without other hacks such as non-standard attributes, or extra properties on DOM

1. Describe the difference between &<script>, <script async> and <script defer>.

1. <script>: used to define a client-side script.

2.<script async≥: If async is present: The script is executed asynchronously with the rest of the page (the script will be executed while the page continues the parsing) If async is not present and defer is present: The script is executed when the page has finished parsing.

3.<script defer≥: The defer attribute tells the browser to only execute the script file once the HTML document has been fully parsed

1. Why is it generally a good idea to position CSS <link>s between <head></head&> and JS <script>s just before </body>? Do you know any exceptions?

CSS files are linked in the head because they get applied regardless of DOM already rendered or not. Hence the webpage looks elegant as soon as the page loads. However just like JS you can link the CSS at the end which would mean that the webpage first loads with just plain HTML and then the CSS is applied to it. This shift is clearly visible to the user and moreover an important thing to remember is that the page would load with bare minimum HTML and if the user has slow Internet connection, the CSS load would take considerable amount of time, which means that the webpage shows just the HTML meanwhile. This might make the user close the website without waiting for it to load fully. The main reason as to why JS files are linked at the bottom of the body is because whenever a browser encounters any JS, it parses it and executes that on the spot. Hence if it was to be added at the top, it would make the page rendering slow and thus it would take more time for page load. Moreover since the DOM won't be rendered fully, JS won't be able to manipulate the elements.