Experiment No -

Title: Use of Audio on web pages using HTML5.
Date:-
(Note:- pageonly write experiment details)

Create a webpage named audio.html to set an audio file in web page with controls such that it uses HTML5 elements. The audio file must play as soon as the webpage loads in browser and it will start over again, every time when it is completed.

Create another webpage named audio1.html which provides multiple source file formats for the same audio file that plays a sound automatically with controls. The browser should display the message with appropriate attribute, when audio file is not supported by browser. The code must incorporate the list of sound files formats (like way, MP3 or ogg etc).

(Note-from 2nd page start Question-answers)

Q1: Write short note on <audio> tag.

Ans:

The <audio> element enables you to embed(or add) audio files on Webpages.

HTML5 features include native audio and video support without the need for Flash. HTML5 includes special elements (tags) allowing to include video and audio and to define controls.

Common Audio Formats:

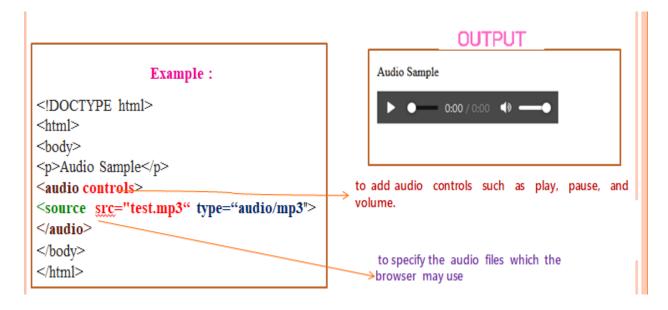
mp3 : An audio format from MPEG(Moving / Motion Pictures Experts Group).

aac: Advanced Audio Coding, standard format on Iphone, youtube etc.

ogg: An Open container and free audio format.

Syntax:

<audio src="sample.mp3" type="audio/mpeg" controls> </audio>



Q2.Write attributes of <audio> tag.

Ans: Attributes of <audio> tag.

Attribute	Values	Description
Autoplay		The audio will start playing as soon as it is ready
Controls	-	The audio controls should be displayed (i.e. play/pause button etc.)
loop	Value	The audio will start over again, every time it is finished
muted	-	This Specifies that the audio output should be muted
src	URL	Specifies the URL of the audio file