Question 1: Difference b/w HTML & HTML5?

Answer:

HTML stands for Hyper Text Markup Language. It is used to design web pages using a markup language. HTML is a combination of Hypertext and Markup language. Hypertext defines the link between the web pages. A markup language is used to define the text document within the tag which defines the structure of web pages. This language is used to annotate (at the note for the computer) text so that a machine can understand it and manipulate text accordingly.

- It allows the creation of hyperlinks with the <a> tag, connecting different web pages.
- Uses tags to mark elements and content, such as headings (<h1> to <h6>).
- It supports embedding images (<img>), videos (<video>), and audio (<audio>) for multimedia content.
- It provides form elements like <form>, <input>, and <button> for user input and data submission.
- Semantic tags like <article>, <section>, and <nav> for better document structure and accessibility.

HTML 5 is the fifth and current version of HTML. It has improved the markup available for documents and has introduced application programming interfaces(API) and Document Object Model(DOM). It has introduced various new features like drag and drop, geo-location services

- Introduced new semantic elements like <header>, <footer>, <section>, and <article> for improved structure.
- Enhances multimedia capabilities with native support for audio and video elements.
- Provides the local Storage API, allowing web applications to store data locally on the user's device.
- Enables websites to access a user's geographical location.
- Uses SQL database to store data offline.

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

Answer:

<article>	Represents an independent piece of content of a document, such as a blog entry or newspaper article
<aside >	Represents a piece of content that is only slightly related to the rest of the page.
<audio>	Defines an audio file.

<canvas>	This is used for rendering dynamic bitmap graphics on the fly, such as graphs or games.
<command>	Represents a command the user can invoke.
<datalist>	Together with the a new list attribute for input can be used to make combo boxes
<details>	Represents additional information or controls which the user can obtain on demand
<embed>	Defines external interactive content or plugin.
<figure>	Represents a piece of self-contained flow content, typically referenced as a single unit from the main flow of the document.
<footer>	Represents a footer for a section and can contain information about the author, copyright information, et cetera.
<header>	Represents a group of introductory or navigational aids.
<hgroup>	Represents the header of a section.
<keygen>	Represents control for key pair generation.
<mark>	Represents a run of text in one document marked or highlighted for reference purposes, due to its relevance in another context.
<meter>	Represents a measurement, such as disk usage.
<nav>	Represents a section of the document intended for navigation.
<output>	Represents some type of output, such as from a calculation done through scripting.
<progress>	Represents a completion of a task, such as downloading or when performing a series of expensive operations.
<ruby>	Together with <rt> and <rp> allow for marking up ruby annotations.

<section>	Represents a generic document or application section
<time>	Represents a date and/or time.
<video>	Defines a video file.
 	Represents a line break opportunity.