Module (HTML5) – 3

Q-1What are the new tags added in HTML5?

• <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 comboboxes

• <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.

• <wbr> - Represents a line break opportunity.

Q-2 How to embed audio and video in a webpage?

Ex:- <video width="400" controls>

<source src="mov\_bbb.mp4" type="video/mp4">

<source src="mov\_bbb.ogg" type="video/ogg">

Your browser does not support HTML video.

</video>

Q-3 Semantic element in HTML5?

Tag Description

<article> Defines independent, self-contained content

<aside> Defines content aside from the page content

<figcaption> Defines a caption for a <figure> element

<figure> Specifies self-contained content, like illustrations, diagrams, photos, code listings, etc.

<footer> Defines a footer for a document or section

<header> Specifies a header for a document or section

<nav> Defines navigation links

<section> Defines a section in a document

Ex:-

\* <article>  
<h2>Google Chrome</h2>  
<p>Google Chrome is a web browser developed by Google, released in 2008. Chrome is the world's most popular web browser today!</p>  
</article>

\* <aside>  
<h4>Epcot Center</h4>  
<p>Epcot is a theme park at Walt Disney World Resort featuring exciting attractions, international pavilions, award-winning fireworks and seasonal special events.</p>  
</aside>

\* <figure>  
  <img src="pic\_trulli.jpg" alt="Trulli">  
  <figcaption>Fig1. - Trulli, Puglia, Italy.</figcaption>  
</figure>

\* <footer>  
  <p>Author: Hege Refsnes</p>  
  <p><a href="mailto:hege@example.com">hege@example.com</a></p>  
</footer>

 \* <header>  
    <h1>What Does WWF Do?</h1>  
    <p>WWF's mission:</p>  
  </header>

\* <nav>  
  <a href="/html/">HTML</a> |  
  <a href="/css/">CSS</a> |  
  <a href="/js/">JavaScript</a> |  
  <a href="/jquery/">jQuery</a>  
</nav>

\* <section>  
<h1>WWF</h1>  
<p>The World Wide Fund for Nature (WWF) is an international organization working on issues regarding the conservation, research and restoration of the environment, formerly named the World Wildlife Fund. WWF was founded in 1961.</p>  
</section>

Q-4 Canvas and SVG tags

canvas:-

draw line

* <script>  
  var c = document.getElementById("myCanvas");  
  var ctx = c.getContext("2d");  
  ctx.moveTo(0, 0);  
  ctx.lineTo(200, 100);  
  ctx.stroke();  
  </script>

Draw circle

* <script>  
  var c = document.getElementById("myCanvas");  
  var ctx = c.getContext("2d");  
  ctx.beginPath();  
  ctx.arc(95, 50, 40, 0, 2 \* Math.PI);  
  ctx.stroke();  
  </script>

Draw text

* <script>  
  var c = document.getElementById("myCanvas");  
  var ctx = c.getContext("2d");  
  ctx.font = "30px Arial";  
  ctx.fillText("Hello World", 10, 50);  
  </script>

### Draw Linear Gradient

<script>  
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
  
// Create gradient  
var grd = ctx.createLinearGradient(0, 0, 200, 0);  
grd.addColorStop(0, "red");  
grd.addColorStop(1, "white");  
  
// Fill with gradient  
ctx.fillStyle = grd;  
ctx.fillRect(10, 10, 150, 80);  
</script>