

HTML5

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

<article>	Used to specify a blog, a magazine or a newspaper article or any other independent piece of content in a document.
<aside>	Used to indicate that the specified article is somehow related to the rest of the document.
<details>	Used to define any additional information on a topic or a summary.
<figure>	Used to specify a self-contained content like photos, diagrams etc.
<footer>	Used to specify a footer for a section.
<header>	Used to specify a header for a section.
<main>	Used to specify the main content of a document.
<mark>	Used to mark or highlight the specified content.
<nav>	Used to specify a navigation link in an HTML document.
<canvas>	Used to draw canvas in an HTML document.
<svg>	Used to display shapes.
<audio>	Used to define an audio file in HTML.
<video>	Used to specify a video file in HTML.

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

Ans:- To embed audio in HTML, we use the <audio> tag. Before HTML5, audio cannot be added to web pages in the Internet Explorer era. To play audio, we used web plugins like Flash. After the release of HTML5, it is possible.

```
<audio src="/test.mp3" controls></audio>
```

Video : – In previous version of HTML, videos were embedded into the site via third-party plugins, such as QuickTime, RealPlayer or Flash. HTML5 has a new <video> tag, which is used to insert a video into the web page.

```
<video src="example" controls></video>
```

Q .3 :- Semantic element in HTML5?

Ans:- In HTML there are some semantic elements that can be used to define different parts of a web page:

- <article>
- <aside>
- <details>
- <figcaption>
- <figure>
- <footer>
- <header>
- <main>
- <mark>
- <nav>
- <section>
- <summary>
- <time>

Q .4 :-Canvas and SVG tags

Ans:-

Svg:--The Scalable Vector Graphics (SVG) is an XML-based image format that is used to define two-dimensional vector based graphics for the web. Unlike raster image (e.g. .jpg, .gif, .png, etc.), a vector image can be scaled up or down to any extent without losing the image quality.

An SVG image is drawn out using a series of statements that follow the XML schema — that means SVG images can be created and edited with any text editor, such as Notepad. There are several other advantages of using SVG over other image formats like JPEG, GIF, PNG, etc.

- SVG images can be searched, indexed, scripted, and compressed.
- SVG images can be created and modified using JavaScript in real time.
- SVG images can be printed with high quality at any resolution.
- SVG content can be animated using the built-in animation elements.
- SVG images can contain hyperlinks to other documents.
- Canvas:- The HTML5 canvas element can be used to draw graphics on the webpage via JavaScript. By default the `<canvas>` element has 300px of width and 150px of height without any border and content. However, custom width and height can be defined using the CSS `height` and `width` property whereas the border can be applied using the CSS `border` property. The canvas is a two-dimensional rectangular area. The coordinates of the top-left corner of the canvas are (0, 0) which is known as origin, and the coordinates of the bottom-right corner are (*canvas width*, *canvas height*).