1. **What are the new tags added in HTML5?**

A. **List of all new tags in HTML5.**

   1 - \<audio>\</audio>

   2 - \<video> \</video>

   3 - \<canvas> \</canvas>

   4 - \<embed> \</embed>

   5 - \<article> \</article>

   6 - \<aside> \</aside>

   And more new tags include HTML5.

2.**How to embed audio and video in a webpage?**

A. 1.Save your audio and video files in a new directory on your computer.

   2.Create a new HTML file in the same directory, called index.html.

   3.Add \<audio> and \<video> elements to the page; make them display the default browser controls.
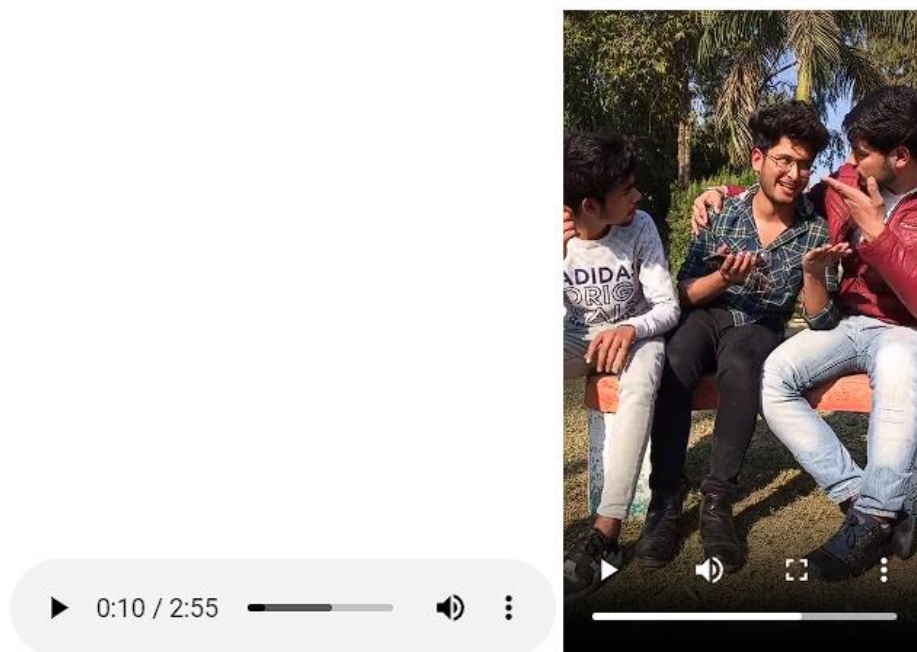
   4.Give both of them \<source> elements so that browsers will find the audio format they support best and load it. These should include type attributes.

   5.Give the \<video> element a poster that will be displayed before the video starts to be played. Have fun creating your own poster graphic.

Example:-

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <audio src="cont/t.mp3.mp3" controls >Audio</audio>

    <video src="cont/v.mp4.mp4"controls  width="200px"></video>
</body>
</html>
```

3. Semantic element in HTML5?

A. Semantic HTML elements are those that clearly describe their meaning in a human- and machine-readable way.

Elements such as `<header>`, `<footer>` and `<article>` are all considered semantic because they accurately describe the purpose of the element and the type of content that is inside them.

4. Canvas and SVG tags

A. The HTML <svg> element is a container for SVG graphics. SVG stands for Scalable Vector Graphics. SVG and useful for defining graphics such as boxes, circles, text, etc. SVG stands for Scalable Vector Graphics and is a language for describing 2D-graphics and graphical applications in XML and the XML is then rendered by an SVG viewer. Most of the web browsers can display SVG just like they can display PNG, GIF, and JPG.

The HTML <canvas> element is used to draw graphics, via JavaScript. The<canvas> element is a container for graphics.