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# **Frontend Assignment**

Part 1: Web Designing MODULE: 3 (HTML 5)

### • What are the new tags added in HTML5?

⇒ New tags added in below table

Tags (Elements)	Description	
<article></article>	Represents an independent piece of content of a document, such as a blog entry or newspaper article	
<aside></aside>	Represents a piece of content that is only slightly related to the rest of the page.	
<audio></audio>	Defines an audio file.	
<canvas></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></datalist>	Together with the a new list attribute for input can be used to make comboboxes	
<details></details>	Represents additional information or controls which the user can obtain on demand	
<embed/>	Defines external interactive content or plugin.	
<figure></figure>	Represents a piece of self-contained flow content, typically referenced as a single unit from the main flow of the document.	
<footer></footer>	Represents a footer for a section and can contain information about the author, copyright information, et cetera.	
<header></header>	Represents a group of introductory or navigational aids.	
<hgroup></hgroup>	Represents the header of a section.	
<keygen/>	Represents control for key pair generation.	

<mark></mark>	Represents a run of text in one document marked or highlighted for reference purposes, due to its relevance in another context.	
<meter></meter>	Represents a measurement, such as disk usage.	
<nav></nav>	Represents a section of the document intended for navigation.	
<output></output>	Represents some type of output, such as from a calculation done through scripting.	
<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>	Represents a completion of a task, such as downloading or when performing a series of expensive operations.	
<ruby></ruby>	Together with <rt> and <rp> allow for marking up ruby annotations.</rp></rt>	
<section></section>	Represents a generic document or application section	
<time></time>	Represents a date and/or time.	
<video></video>	Defines a video file.	
<wbr/>	Represents a line break opportunity.	
color	Color selector, which could be represented by a wheel or swatch picker	
date	Selector for calendar date	
datetime-local	Date and time display, with no setting or indication for time zones	
datetime	Full date and time display, including a time zone.	
email	Input type should be an email.	
month	Selector for a month within a given year	
number	A field containing a numeric value only	
range	Numeric selector within a range of values, typically visualized as a slider	
search	Term to supply to a search engine. For example, the search bar atop a browser.	
tel	Input type should be telephone number.	
time	Time indicator and selector, with no time zone information	
url	Input type should be URL type.	
week	Selector for a week within a given year	

#### • How to embed audio and video in a webpage?

⇒ The <vid eo> element allows us to embed video files into an HTML, very similar to the way images are embedded. Attributes we can include are: src This attribute stands for the source, which is very similar to the src attribute used in the image element. We will add the link to a video file in the src attribute.

#### • Semantic element in HTML5?

⇒ 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.

#### • Canvas and SVG tags

⇒ difference between SVG and Canvas below this table.

SVG	Canvas
SVG has better scalability. So it can be printed with high quality at any resolution	Canvas has poor scalability. Hence it is not suitable for printing on higher resolution
SVG gives better performance with smaller number of objects or larger surface.	Canvas gives better performance with smaller surface or larger number of objects.
SVG can be modified through script and CSS	Canvas can be modified through script only
SVG is vector based and composed of shapes.	Canvas is raster based and composed of pixel.