

Unit 2: HTML5, JQuery and Ajax

HTML5 <audio> tag

It is used to play audio in html pages. It takes the below basic format in its simplest form:

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

With the above structure, when the html page loads the page requests for the audio file listed in the "src" attribute and the "controls" attribute displays the browser default audio player for controlling playback.

CODE:

```
<!doctype html>-
<html lang="en">-
<head>-
  <meta charset="UTF-8">
  <title>Intro to Audio</title>
</head>
<body>-
  <audio src="sample.mp3" controls></audio>-
</body>-
</html>-
```

Results:



The <audio> tag comes with many inline global attributes that help in modifying its behaviour. Some of the attributes are:

1. autoplay
2. buffered

3. controls
4. loop
5. muted
6. played
7. preload
8. src
9. Volume

Some of the attributes, values and description are given below:

Attribute	Value	Description
autoplay	autoplay	Specifies that the audio will start playing as soon as it is ready.
controls	controls	Specifies that controls will be displayed, such as a play button.
loop	loop	Specifies that the audio will start playing again (looping) when it reaches the end
preload	preload	Specifies that the audio will be loaded at page load, and ready to run. Ignored if autoplay is present.
src	<i>url</i>	Specifies the URL of the audio to play

HTML 5 <video> Tag

The HTML 5 <video> tag is used to specify video on an HTML document. For example, it can be embed in a music video on web page for visitors to listen to and watch. The <video> tag was introduced in HTML 5.

The HTML 5 <video> tag accepts attributes that specify how the video should be played. Attributes include preload, autoplay, loop and more.

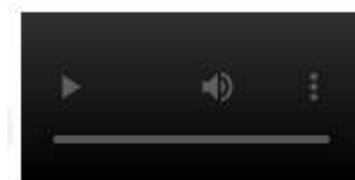
Any content between the opening and closing <video> tags is fallback content. This content is displayed only by browsers that don't support the <video> tag.

Attribute	Value	Description
audio	muted	Defining the default state of the the audio. Currently, only "muted" is allowed
autoplay	autoplay	If present, then the video will start playing as soon as it is ready
controls	controls	If present, controls will be displayed, such as a play button
height	<i>pixels</i>	Sets the height of the video player
loop	loop	If present, the video will start over again, every time it is finished
poster	<i>url</i>	Specifies the URL of an image representing the video
preload	preload	If present, the video will be loaded at page load, and ready to run. Ignored if "autoplay" is present
src	<i>url</i>	The URL of the video to play
width	<i>pixels</i>	Sets the width of the video player

CODE:

```
<video src="/video/pass-countdown.ogg" width="170" height="85" controls>
<p>If you are reading this, it is because your browser does not support the HTML5 video element.</p>
</video>
```

Results:



HTML 5 <progress> Tag

The <progress> element is used to create a progress bar to serve as a visual demonstration of progress towards the completion of task or goal. The max and value attributes are used to define how much progress (value) has been made towards task completion (max).

It can be indeterminate progress bar, which can be either in the form of spinning wheel or a horizontal bar. In this mode, the bar only shows cyclic movements and do not provide the exact progress indication. This mode is usually used at the time when the length of the time is not known.



CODE:

```
<progress value="33" max="100"></progress>
```

Results:



Reference Link for styling progress elements:

<https://css-tricks.com/html5-progress-element/>