What You Cannot Do with <video> and <audio>
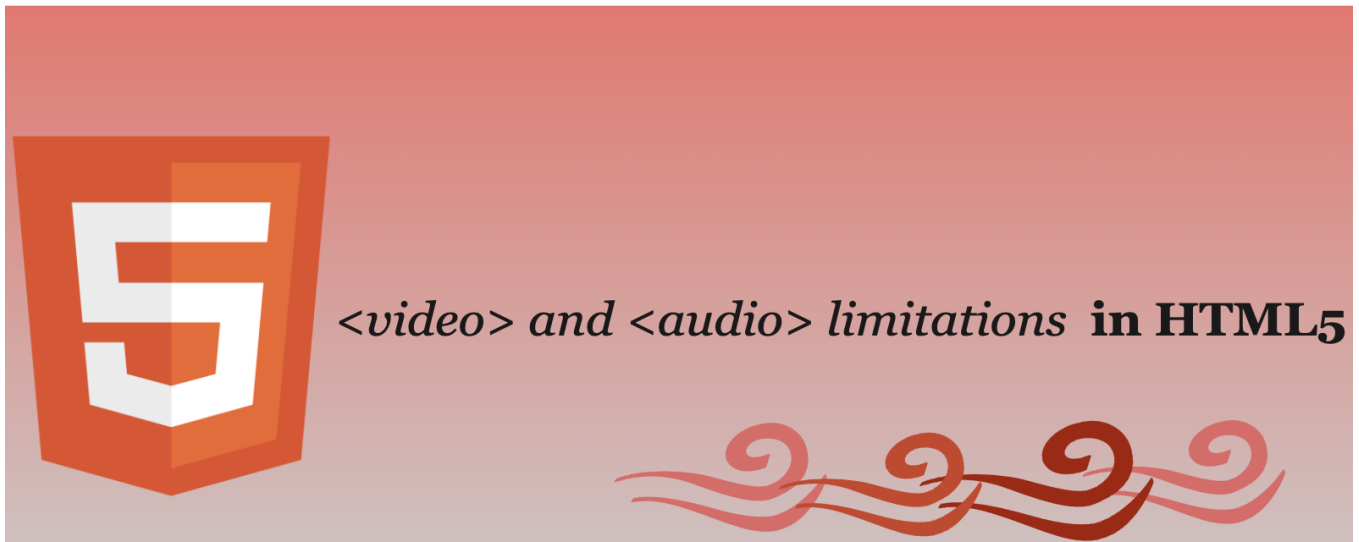
In this lesson, we'll explore some of the limitations of the video and audio tags.
Let's begin!

The `<video>` and `<audio>` HTML5 elements provide a great solution to add multimedia to your websites when the stream is available in one of the *native formats* supported by the majority of browsers.

However, there are some common situations when you *cannot* use these tags:

- **HTML5 does not support audio or video capturing or recording**. So, you do not have HTML5 native tools to stream audio or video content from one computer to another. If you want to build web pages that use the microphone or camera, **you need additional technology** (most of them use **JavaScript**).

- Most online video websites provide **adaptive streaming** with different video resolution, buffering, live events, and many more; and they adjust the video quality to the available bandwidth. Well, **today HTML5 does not provide these features**.

- Do not forget, that **HTML5 does not deliver any sort of copyright protection system**. So, if a video or audio is available for playing with the `<video>` or `<audio>` tags, respectively, they can be downloaded to the

the `<video>` or `<audio>` tags, respectively, they can be downloaded to the users' devices.

In any case where HTML5 does not support a video or audio feature you need, you have to fall back to other technologies.

In the *next lesson*, we'll summarize everything we've learned in this chapter so far. :)