I'm not a bot



Font size: Smaller Larger Font weight: Lighter Heavier Welcome to the Education Center, friend! Want darker text? Use this option to adjust the font weight 1 Customizable Google Maps Made Easy! Try EasyMapBuilder Now » Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. There's a good chance you've even dabbled with the markup language as a means to edit your MySpace profile back in the day. HTML and CSS (Cascading Style Sheets) came on the scene in the late '90s and are considered the backbone or "power couple" of the internet, because they enable developers to build and structure web content. When people are just starting out learning how to code, HTML and CSS are typically the first languages that they start with. HTML has a simple, text-based structure that's easy for beginners to learn and understand. But what does HTML actually mean? HTML is an acronym that stands for HyperText Markup Languages are different from programming languages to determine how elements are displayed on a webpage. Here's an example: Page Title Heading Content So, what is HTML used for? Web Developers use it to organize, format, and display a web page's content. Read on to learn more about how HTML is usually stored in files that use the .htm or .html extension. A website can include hundreds or even thousands of these HTML files kept in various directories. When you visit a web page, its server sends its HTML files to your browser. Your browser then reads the HTML but generate it in response to specific actions on their servers. In the free beginner course Learn HTML: Fundamentals, you'll learn how HTML is used to create the structure and content of a web page and get to know the most important HTML elements. We can also add other types of content, like CSS and JavaScript files, images, and videos, to add more features to a web page. CSS allows us to add stylistic elements (like colors) to a webpage. JavaScript enables interactivity. Together, these three languages form the foundation of web development. Think of HTML elements as the building blocks of a web page. Elements are defined by their opening and closing tags and can be nested within other elements. Web developers use elements to structure a web page into sections, headings, and other content blocks. Here's an example: Heading The main content List item one List item elements to define them. Nested inside the div, we see an element. H1 elements define the main heading on the styles applied to the page. The tag creates a paragraph element. There will usually be a margin after the element, again, depending on the styles. Finally, we see a few sets of nested elements. The tag creates an unordered list, which does nothing until you nest at least one set of list elements () within it. A browser would render these elements as something like this: List item one List item two The HTML elements () within it. A browser would render these elements as something like this: List item one List item two The HTML elements () within it. and other elements to web pages. HTML5 is the latest version of HTML. The update improved the language's functionality, enabling the use of features that previously required additional software like browser plugins. It also added to the language: : The video tag allows developers to embed and stream video from a browser without needing a plugin like Flash or Silverlight: The audio tag is similar to the video tag in that you can use it to embed and stream sound files from a web browser. : The canvas tag defines a section in the HTML used to draw graphics using JavaScript. It can even handle 3D graphics and animation using WebGL.: HTML5 also added new tags to define specific web page sections, like the nav tag, which defines navigation elements. The features listed above are only some of the many brought about by HTML5. It was one of the biggest changes in the language's definition and made way for today's modern dynamic web pages. Now that we understand HTML's tags and elements and the updates brought about by HTML5, let's take a closer look at what the language can do. Structuring web pages With tags and elements, we can define the headings, paragraphs, and other contents of a web page. Browsers come with a built-in stylesheet that visually differentiates these elements. Content surrounded with tags will have a large, bolded font and its own line. Surrounding text with tags will make it bold and slightly smaller than the elements, and so on. Without these tags, the text on the web page would all look the same. Navigating the internet would be much harder without HTML.

Imagine having to manually enter the URL of every web page you wanted to visit. This would be our reality without anchor tags. HTML's anchor tags allow us to link pages to and from each other using the href attribute. Here's an example: Google As you've probably guessed, the code snippet above creates a hyperlink to Google. You can also use hyperlinks to link to a specific section of a webpage. HTML also allows you to not only embed images into a webpage but also adjust their width, height, position, and even the way they're rendered. In the past, developers would use Flash to embed videos into a webpage. But, with HTML5's addition of the tag, that's no longer necessary. Along with embedding videos, you can use other HTML attributes to adjust video controls, timestamps, thumbnails, autoplay, and more. HTML5 also improved the language's offline capabilities. Websites use cookies to store data about users that can be retrieved later when they revisit the site. Cookies work well for small data like authentication tokens and usernames, but HTML5's addition of localStorage and IndexDB enabled browsers to store more complex data. Plus, the application cache and cache manifest files you can reference from HTML allow users to browse a website while offline by retaining data on the user's machine. This allows your web app to continue functioning even if a user's connection drops. While you can't create video games purely with HTML, the element makes it possible to build video games in your browser using CSS and JavaScript. In the past, you could only do this with Flash or Silverlight. But with modern HTML, you can create both 2D and 3D games that run in your browser. Another feature of HTML is that it can interact with your operating system, not just with your web browser. These features make it possible to drag files onto a web page to upload them, full-screen a video, and more. As the language of the internet, every aspiring web developer needs to know HTML. Front-End Engineers use HTML (along with other languages like CSS and JavaScript) to design the structure and layout of web pages and applications. Similarly, Mobile Developers use these languages with frameworks like Ionic and React Native to build mobile applications. Back-End Engineers also need to be proficient with HTML. Even though the other languages in their tech stacks may generate HTML for them, they still need to understand HTML structure to keep everything running smoothly. We also use HTML outside of the internet, like in intranets and internal applications. So, even if you're coding for offline purposes, you should still learn HTML. It can even be beneficial for non-technical teams, as some marketers use it for blogs and emails. You can find out more about HTML and its many uses in our Learn HTML course. In this course, you'll learn everything you need to know about HTML's basic syntax while creating your first web page. If you're interested in a career in web development, check out our Front-End Engineer Career Path. We'll teach you how to build web applications using languages like HTML, CSS, and JavaScript, help you develop a portfolio, and prepare for future interviews. This blog was originally published in April 2021 and has been updated to include additional HTML courses. As we know, HTML5 is the latest and most advanced version of HTML (HyperText Markup Language), designed to improve the way web content is structured and presented. It introduces a wide range of new elements—nearly 90% of which are now supported by all major modern browsers—making web development more powerful, efficient, and semantic. These newly introduced tags span across various aspects of web design and functionality, including layout structure, graphics (like and), media playback (, and enhanced form controls. They help developers write cleaner, more meaningful code, improve user experience, and enhance compatibility across platforms and devices. List of all elements introduced in HTML5HTML TagDescriptionRepresents an independent article with content separate from the rest of the site. Describes content related to the main object of the web page, but not its main intent. Used to insert audio into an HTML webpage. Used to draw graphics on a web page using JavaScript. Defines a command button for special operations (supported only by Internet Explorer). Provides an autocomplete feature for input elements. Used for initially hidden content that can be displayed interactively. Embeds external multimedia content like audio or video into an HTML document. Adds self-contained content like illustrations, diagrams, or photos. Defines a footer containing information like author details and copyright. Contains information related to the title and heading of the content. Groups heading elements (h1-h6) to provide structured heading information. Specifies a key-pair generator field in a form for secure user authentication. Defines marked text to highlight a part of the paragraph. Defines a scale for measurement with a well-defined range, used as a gauge. Declares the navigational section of HTML documents. Represents the result of a client-side script calculation. Represents the progress of a task or download. Specifies ruby annotations used in Japanese publications. Defines a section of documents, dividing content into sections and subsections. Displays humanreadable date/time and encodes dates/times in a machine-readable form.Defines a word break opportunity, used for line breaks in long words.Embeds video content such as movie clips in a document.HTML TagDescriptionRepresents a predefined list for input options. Used as a container to display calculation results or user action outcomes. HTML TagDescription Allows drawing graphics and animations with scripting. Used for scalable vector graphics.HTML TagDescriptionDefines sound content.Defines a container for external media or files.Specifies multiple media resources for media elements.Defines text tracks for audio and video files. Defines video content within an HTML document. HTML5 New Types Type Description color Represents an input field for selecting a color. date Represents an input field for selecting a date.datetimeRepresents a display of full date and time with time zone information.datetime-localRepresents date and time without time zone information.emailRepresents an input field with email pattern validation.monthRepresents an input field to enter a month for a specific year.numberRepresents a field that selects a numeric value only.rangeRepresents a numeric value selector within a specified range.searchRepresents a search field.telRepresents a control to enter a telephone number.timeRepresents a control to enter a time value without time zone.urlRepresents an input field to enter a URL.weekRepresents a selector for a week value in a specific year. HTML5 is an upgraded version of HTML 4.01. New elements are added in HTML5 to write easy and fast code to create complex, dynamic, engaging, and effective websites. These new elements add advanced functional features, improvised page layouts, and other improvements. The commonly used new HTML5 tags are , , , , , and . As the name suggests, the new semantic elements are used to define the structure of different parts of a web page. TAGFUNCTIONUsed to specify a portion of a page that includes an independent piece of content in a document, section, or website. Used to indicate that the specified article is somehow related to the rest of the document but is kept aside. It is mainly used for extra information in main content like links, sidebars, and ads. Used to facilitate a machine-readable version of the data. Used to define any additional information on a topic or a summary. Used to include a dialog box in webpage. Used to specify a caption for a element. Used to indicate content like photos, diagrams, categorizations, maps, images, code articles, etc. Used to specify a footer for a section Information like copyright, and author name are mentioned here. Used to specify a header for a section. Used to specify the main content or important section of a document. Used to mark or highlight the specified content with a background color. Used to specify a command that the user can invoke from a popup menu. Used to determine a scalar/fractional value within a given range. Used to specify a navigation link in a webpage. Used to include parentheses in a ruby character. Used to indicate the pronunciation of ruby characters. Used to specify a ruby annotation along with and . Ex: Japanese characters Used to define a specific section in a webpage. Used as a subpart of the tag which displays hidden text on clicking the heading. It displays human-readable date/time within a webpage. Example Output HTML 5 Text-level Tags TAGFUNCTION Bdi stands for Bi-Directional Isolation. It is used to isolate part of the text that might be formatted in a different direction from other text. It refers to a possible line break in the text. It is mainly used in the case of long words to avoid the browser from making line breaks at the wrong place. Example Output HTML5 has multiple new input types, attributes, and other elements. Some of the newly introduced HTML5 form tags are as follows. TAGFUNCTIONIt is used to facilitate an auto-complete feature for the text field. It is used to represent the type of output of a calculation or outcome of a user action. It is used to specify a key-pair generator field (for forms) to authenticate users and provide security. It presents a progress bar to track the task progress. Example Output The Graphics tags allow developers to add graphics and make a bland website presentable. The graphic tags in HTML5 are as follows. TAGFUNCTIONIt is used to draw canvas, graphics and animations using JavaScript.It is used to draw vector graphics and display shapes. Example Output The media tags used to enhance a HTML webpage are , , , and . TAGFUNCTIONIt is used to insert a sound file into the webpage. It is used as a container to embed external files/applications/media. It only has the starting tag. It refers to multiple media resources for the media elements. It refers to text tracks for and files. It is used to insert video content (like movie clips) within an HTML document. Example Output More Relaxed Attribute Syntax In HTML5, attribute values can be represented by single or double quotes or without either (in the case of single-word entries). Attributes without a value (example - disabled) don't require equals or quotes.ExampleOutputThe HTML5 DeclarationThe declaration is not an HTML tag. It refers to the version of the HTML page. The declaration is the first line of the HTML document, which is placed before the opening tag. Syntax CodeOutput HTML5 has introduced developers to numerous new types. TypeFunctioncolorInput field with a specific color. It supports hexadecimal values.dateInput field for date selection.datetime-localInput field for a date without a time zone.emailInput field for an email address.monthInput month and year, (without time zone).numberInput field to enter a number.urlField for URL.weekField to enter the date with week-year, (without time zone).searchSingle line text field to search for a string.telInput field to enter the telephone number.rangeThe input specifies a range of 4.01.The new HTML5 elements come in handy for various kinds of development tasks. The new tags can be classified into: HTML5 Structural or Semantic Tags HTML5 Text-level Tags HTML5 Form Tags HTML5 Graphic Tags HTML5 Media Tags New types have been introduced in HTML5. For example - date, color, url, email, month etc. The new HTML5 elements add special features to make highly interactive websites with friendly interfaces, higher performance rates, and efficient outcomes. Burnout Extreme: Car RacingNEW Dead SeekNEW Body Drop 3D I Am A Driver Offroad Outlaws UnblockedNEW Dummies World CupNEW Italian Brainrot Bike RushNEW Top SniperNEW Daily Jewels Blitz Mahjong Motor TourNEW Plants Vs Zombies: Garden WarNEW Drive Zone Geo Dash Met 3D Raid & Rush Twisted Rope 3D Beach Club Italian Animals Brainrot Playground Bloons TD 6 Flick Goal Sprunki But It's Italian Brainrot Gold For Words: Guess The Word! Granny Original Poxel.io Basketball Superstars Nick Kingdoms Epic Puzzle: Match 3 RPG Drift Streets Start Fashion Week 2025 Rocket League Flip Diving Offroad Climb 4x4 Sprunksters Episode 2: The Cave Clash Of Scary Squad Bookworm Online Stick Annihilation II Three Cups Angry Bots Crocodilo Tralalero Run Speed Stars Sailor Chic Vs Pirate Charm Diamond Mosaic HomeRun Derby #1 Archery Master Weapons Ragdoll Arena Faily Brakes Xtreme Motorbikes Real Drive 3D Snake 2048.io Sprunkle Salad Hero Transform Race Candy Crush NSR Street Car Racing Fortzone Battle Royale Deeeep.io Unreal Drift Fisherman Life Online Google Snake Cyber Village In Russia Choo-Choo Charles Catch-up Cubis 2 Touchdown American Football Rugby Pixel Combat - Zombies Strike Heroes Arena: Adventure RPG Net Fishing Car Crash Multiplayer MineFun.io Blocky Cars: Car Battle Wood Block Jam Geometry Dash Wave Original Drift Hunters Blox Obby: The Floor Is LAVA Challenge Italian Brainrot Animals Attack 3D Lumber Inc Subway Surfers: Classic Obby Survivor Parkour Italian Animals Playground: Infection Mod Burrito Bison 3: Launcha Libre Dead Land: Survival Rome: Fire And Sword Car Football Online Fish Season Samurai's Shadow Highway Bike Racers Dragon Hunter Mad GunS - Battle Royale Hyper Nurse: Hospital Games Candy Crush Saga Hill Travel 3D Boom Karts Many new elements are added in HTML5 to facilitate some extra functionality to write easy and fast code to create an engaging and effective website. HTML 5 New Tags: Some new tags were introduced in HTML 5 to provide a better document structure. These tags are listed below. Structural or Semantic Tags: Tag Uses It is used to specify a blog, magazine, newspaper article, or any other independent content in a document. Used to indicate that the specified article is somehow related to the rest of the document. Used for bi-directional isolation, i.e., to isolate a part of a content that is formatted in another direction from the outside text document. Used to facilitate a machine-readable version of the data. Used to define any additional information on a topic or a summary. Used to specify a window or a dialog box. Used to specify a caption for a element. Used to specify self-contained content like photos, diagrams, etc. Used to specify a footer for a section. Used to specify a header for a section. Used to specify the main content of a document. Used to mark or highlight the specified content. Used to specify a command that the user can invoke from a popup menu. Used to determine a scalar value within a given range. Used to specify a navigation link in an HTML document. Used to define the progress of a task. Used to specify the content to show in a browser that doesn't support ruby annotation. Used to indicate an explanation or pronunciation of characters. Used to specify a ruby annotation along with and . Used to specify a section in an HTML document. Used to define a visible heading for the HTML element. Used to define a date or time. Used to specify a line break opportunity. HTML5 Form Tags: Tag Uses Used to facilitate an auto-complete feature for text field. Used to specify the output of a calculation or an outcome of the user action. Graphics Tags: Tag Uses Used to draw canvas in an HTML document. Used to display shapes. HTML5 Media Tags: Tag Uses Used to define an audio file in HTML. Used to specify a container for an external file, application, or media. Used to specify multiple media resources for a media element. Used to specify the text tracks for an or a element. Used to specify a video file in HTML. HTML5 New types: Type Uses color Used to define an input field to indicate a color selector. date Used to define an input field to indicate a date selector. datetime Used to display date and time along with the time zone information. datetime-local Used to display date and time without the time zone information. email Used to specify an input field with an email pattern validation property. month Used to specify an input field to enter the month for the particular year. number Used to specify a field that accepts a numeric value only. range Used to create a numeric value selector for a range of 1 to 100. search Used to create a search field. tel Used to define a control to enter a telephone number, time Used to define a control to enter time value with no time zone, url Used to define an input field to enter a URL, week Used to create a week value selector for a particular year. Thanks for your feedback! Do you find this helpful? HTML5 is a very excellent discovery of w3. All modern browser supports HTML5. This tutorial help to identify browser lists which are supporting HTML5.HTML5 are having many advanced elements which are used for specific purposes like header, footer, article and section.HTML5 is the latest and most enhanced version of HTML4 and a very excellent discovery of w3. HTML is not a programming language; it is a mark-up language. Apples, Safari, Microsoft internet explorer, Mozilla and chrome are fully HTML5-supported browsers.HTML5 has been designed to make things easier for browsers to render a web page, powerful applications, rich multimedia and stunning designs.HTML5 is the fifth significant update to the foundational Web programming

box to display additional information. The expanding/collapsing behaviour does not depend on scripting, so it should work even if JavaScript is disabled or not supported. An optional element that summarizes the contents of the parent details element. As such, it may contain a description, caption, or legend. Contains both human-friendly contents, along with a machine-readable form of those contents in the datetime attribute. The kinds of content range from various kinds of dates, to times, time-zone offsets, and durations. Text-level Elements Defines a part of text that might be formatted in a different direction from other text Defines a possible line-break in text that is written as one long word. New Form Elements HTML5 introduces a number of new input types, attributes, and other elements to the HTML language. Defines pre-defined options for input controls. It works in a similar way to an autocomplete textbox. Defines a key-pair generator field (for forms). When the control's form is submitted, the private key is stored in the local keystore, and the public key is packaged and sent to the server. Defines the result of a calculation Presents a progress bar that tracks the progress of a task. New Input Types HTML5 introduced a number of new input types for forms to address specific behavioral and formatting requirements that were lacking for the HTML 4.01 spec. For instance, handling the inputting of dates, numbers,

language. Help for app developers, enhanced interoperability, and additional parts based on accepted norms are some of this revision's key features. Users could comment on the document until October 14, 2014, following the publication of specifications defining the modification in mid-September 2014. The W3C HTML5 specification introduces numerous new tags to define semantic/structural elements, text-formatting instructions, form controls, input types, and more. This page describes all of the new HTML5 tags along with updates to an existing tag. New Semantic/Structural Elements HTML5 offers new semantic elements to define different parts of a web page: A self-contained composition in a document that is independently distributable or reusable, e.g. a forum post, a magazine or newspaper article, or blog entry. Defines

conjunction with the element to mark up diagrams, illustrations, photos, and code listings, etc. Not be confused with the element, the tag typically contains the section?s heading (an h1?h6 element), as well as other content, such as a navigation links, table of contents, a search form, or any relevant logos. For content located at the very bottom of the web page or nearest section. A footer typically contains information about its section such as who wrote it, links to related documents, copyright data, etc. It in turn may contain entire sections, with appendices, indexes, license agreements, and other similar content. Delineates the main content of the body of a document or web app. As such, the main content that is directly related to or expands upon the central topic of the page. Moreover, it helps screen readers and other assistive technologies understand where the main page content begins. Meant to bring the reader?s attention to a part of the text due to its contextual relevance. Denotes a section with navigation links,

content tangentially related to the content surrounding it, such as related reading links and glossaries, which may or not be nested within an article element. Defines a caption for a element. Used in

either to other pages or to parts within the same page. Unlike the tag, which is used for a myriad of purposes, not the least of which is formatting content, the element demarcates a thematic grouping of

content. Each section typically includes a heading element and associated content within DIVs and Paragraphs. Examples include introduction, blog entries, and contact information. Produces an expandable

telephone numbers, etc. New Input Types New Input Attributes color date datetime datetime-local email month number range search tel time url week autocomplete autofocus form formaction formenctype formmethod formnovalidate formtarget height and width list min and max multiple pattern (regexp) placeholder required step More Relaxed Attribute Syntax In HTML5, attribute values may be delimited by single or double quotes or, in the case of single word entries, without either. Attributes without a value (such as disabled) don't require an equals or quotes (=""). Graphic Elements Defines graphic drawing using SVG See the following article for more information on the HTML5 canvas element and this article for more on the HTML5 syg element. Media Elements As the Internet becomes a more immersive multi-media experience, browsers are now equipped to handle many media types without the need for additional plugins. A prime example is the element that has to an explosion in YouTube video sharing. Defines sound or music content Defines containers for external applications (usually a video player) Defines sources for and Defines video rand Defines video or movie content The HTML5 beclaration is not an HTML tag per se, but rather an instruction to the web browser about what version of HTML the page is written in. In HTML 4.01, the declaration referred to a DTD, because HTML 4.01 was based on SGML. Since HTML5 is no longer based on SGML, Web documents do not require a reference to a DTD. The declaration must be on the very first line of your HTML document, before the opening tag. The following table compares some previous HTML 4.01 declarations to HTML5's single replacement: HTML 4.01 HTML5 Many developers are familiar with basic HTML tags (and in Improve accessibility, SEO, and performance. This article covers advanced tags and new HTML5 tags than tevery developer should know. I. Advanced HTML Tags You Should Use 1.1 and (Collapsible Content) Used to create expandable sections. Great for FAQs, accordions, and extra information.

Blog Title

Content goes here... Related Links 2.2, ,, and (Structural Elements) Enhances document readability and structure. Website Title Home About 2.3 (Date & Time Formatting) Used to specify dates and times. Published on March 10, 2025 2.4 (Highlight Important Text) Don't forget to submit your assignment by tomorrow! 2.5 (Word Break Opportunity) Helps break long words properly. Visit our website: www.example.com 3. Accessibility & Performance Enhancements with HTML 3.1 (Abbreviations with Tooltips) HTML is a markup language. 3.2 (Bidirectional Text for Multilingual Sites) Username: 3.3 (Bidirectional Text for Multilingual Sites) Username: 3.4 (Abbreviations with Tooltips) HTML is a markup language. 3.2 (Bidirectional Text for Multilingual Sites) Username: 3.4 (Abbreviations with HTML 3.1 semantic HTML for SEO and accessibility. Prefer over custom JavaScript popups for better performance. Optimize to load images efficiently. Combine and for user-friendly FAQs. Conclusion Advanced and new HTML tags improve user experience, SEO, and accessibility. Try these tags in your next project to enhance performance. What are your favorite HTML5 tags? Share in the comments! Fifth and previous version of HyperText Markup Language HTML5Filename extension .html, .htmInternet media type text/htmlType codeTEXTUniform Type Identifier (UTI)public.html[1]Developed byWHATWGWorld Wide Web Consortium (W3C; formerly)Initial release22 January 2008(17 years ago) (2008-01-22)[2]Latest release 5.2 (Second revision)14 December 2017(7 years ago) (2017-12-14)[3] Type of formatMarkup languageExtended toHTML Dynamic HTML Dynamic HTML Basic Mobile Profile HTML element meta div and span blink marquee HTML attribute alt attribute alt attribute alt attribute HTML frame HTML editor Characters Unicode Language code Document Object Model Browser Object Model Browser Object Model Browser Object Model Style sheets CSS Font family Web storage Rendering engine Comparisons Document markup languages Comparison of browser engines vte HTML5 (Hypertext documents on the World Wide Web. It was the fifth and final[4] major HTML version that is now a retired World Wide Web Consortium (W3C) ndation. The current specification is known as the HTML Living Standard. It is maintained by the Web Hypertext Application Technology Working Group (WHATWG), a consortium of the major browser vendors (Apple, Google, Mozilla, and Microsoft). HTML5 was first released in a public-facing form on 22 January 2008,[2] with a major update and "W3C Recommendation" status in October 2014.[5][6] Its goals were to improve the language both easily readable by humans and consistently understood by computers and devices such as web browsers, parsers, etc., without XHTML's rigidity; and to remain backward-compatible with older software. HTML5 is intended to subsume not only HTML 4 but also XHTML1 and even the DOM Level 2 HTML itself.[7] HTML5 includes detailed processing models to encourage more interoperable implementations; it extends, improves, and rationalizes the markup available for documents and introduces markup and application programming interfaces (APIs) for complex web applications. [8] For the same reasons, HTML5 is also a candidate for cross-platform mobile applications because it includes features designed with low-powered devices in mind. Many new syntactic features are included. To natively include and handle multimedia and graphical content, the new, and elements were added; expandable sections are natively implemented through ... and ... rather than depending on CSS or JavaScript; and support for scalable vector graphics (SVG) content and MathML for mathematical formulas was also added. To enrich the semantic content of documents, new page structure elements such as , , , and are added. New attributes were introduced, some elements and attributes were removed, and others such as , , and were changed, redefined, or standardized. The APIs and Document Object Model (DOM) are now fundamental parts of the HTML5 specification,[8] and HTML5 also better defines the processing for any invalid documents. [9] The Web Hypertext Application Technology Working Group (WHATWG) began work on the new standard in 2004. At that time, HTML 4.01 had not been updated since 2000,[10] and the World Wide Web Consortium (W3C) was focusing future developments on XHTML 2.0. In 2009, the W3C allowed the XHTML 2.0 Working Group's charter to expire and decided not to renew it.[11] The Mozilla Foundation and Opera Software presented a position paper at a World Wide Web Consortium workshop in June 2004,[12] focusing on developing technologies that are backward-compatible with existing browsers,[13] including an initial draft specification of Web Forms 2.0. The workshop concluded with a vote—8 for, 14 against—for continuing work on HTML.[14] Immediately after the workshop, WHATWG was formed to start work based upon that position paper, and a second draft, Web Applications 1.0, was also announced.[15] The two specifications were later merged to form HTML5.[16] The HTML5 specification was adopted as the starting point of the work of the new HTML working group of the W3C in 2007. WHATWG's Ian Hickson (Google) and David Hyatt (Apple) produced W3C's first public working draft of the specification on 22 January 2008.[2] Many web browsers released after 2009 support HTML5, including Google Chrome 3.0, Safari 3.1, Firefox 3.5, Opera 10.5, Internet Explorer 9 and later. Main article: Thoughts on Flash While some features of HTML5 are often compared to Adobe Flash, the two technologies are very different. Both include features for playing audio and video within web pages, and for using Scalable Vector Graphics. However, HTML5 on its own cannot be used for animation or interactivity - it must be supplemented with CSS3 or JavaScript. There are many Flash capabilities that have no direct counterpart in HTML5 (see Comparison of HTML5 and Flash). HTML5's interactive capabilities became a topic of mainstream media attention around April 2010[17][18][19][20] after Apple Inc.'s then-CEO Steve Jobs issued a public letter titled "Thoughts on Flash" in which he concluded that "Flash is no longer necessary to watch video or consume any kind of web content" and that "new open standards created in the mobile era, such as HTML5, will win".[21] This sparked a debate in web development circles suggesting that, while HTML5 provides enhanced functionality, developers must consider the varying browser support of the different parts of the standard as well as other functionality differences between HTML5 and Flash.[22] In early November 2011, Adobe announced that it would discontinue the development of Flash for mobile devices and reorient its efforts in developing tools using HTML5.[23] On 25 July 2017, Adobe announced that both the distribution and support of Flash would cease by the end of 2020.[24] Adobe itself officially discontinued Flash on 31 December 2020 and all Flash content was blocked from running in Flash Player as of 12 January 2021.[25] On 14 February 2011, the W3C extended the charter of its HTML Working Group with clear milestones for HTML5. In May 2011, the working group advanced HTML5 to "Last Call", an invitation to communities inside and outside W3C to confirm the technical soundness of the specification by 2014, which was the target date for recommendation.[26] In January 2011, the WHATWG renamed its "HTML5" specification HTML Living Standard. The W3C nevertheless continued its project to release HTML5.[27] In July 2012, WHATWG and W3C decided on a degree of separation. W3C will continue the HTML5 specification work, focusing on a single definitive standard, which is considered a "snapshot" by WHATWG. The WHATWG organization continues its work with HTML5 as a "living standard". The concept of a living standard is that it is never complete and is always being updated and improved. New features can be added but functionality will not be removed. [28] In December 2012, W3C designated HTML5 as a Candidate Recommendation.[29] The criterion for advancement to W3C Recommendation is "two 100% complete and fully interoperable implementations".[30] On 16 September 2014, HTML5 was released as a W3C Recommendation,[32] bringing the specification process to completion.[5] On 1 November 2016, HTML 5.1 was released as a W3C Recommendation.[33] On 14 December 2017, HTML 5.2 was released as a W3C Recommendation.[34] The W3C retired HTML 5.1, HTML 5.1, HTML 5.1, HTML 5.2 was released as a W3C Recommendation.[34] The W3C retired HTML 5.1, HT 2018[42] HTML 5.1 17 December 2012 21 June 2016 1 November 2016 28 January 2021[43] HTML 5.1 2nd Edition — 20 June 2017 3 October 2017 14 December 2017 [44] — 28 January 2021[40] See also: HTML § Transition of HTML Publication to WHATWG The W3C ceded authority over the HTML and DOM standards to WHATWG on 28 May 2019, as it considered that having two standards is harmful.[45][46][47][4] The HTML Living Standards is now authority, W3C and WHATWG had been characterized as both working together on the development of HTML5, [11] and yet also at cross purposes[28][5] ever since the July 2012 split. The W3C "HTML living standard" is continually updated. The relationship had been described as "fragile", even a "rift",[48] and characterized by "squabbling".[5] In at least one case, namely the permissible content of the element, the two specifications allowing a broader range of uses than the WHATWG definition.[49][50] The "Introduction" section in the WHATWG spec (edited by Ian "Hixie" Hickson) is critical of W3C, e.g. "Note: Although we have asked them to stop doing so, the W3C also republishes some parts of this specification as separate documents." In its "History" subsection it portrays W3C as resistant to Hickson's and WHATWG's original HTML5 plans, then jumping on the bandwagon belatedly (though Hickson was in control of the W3C HTML5 spec, too). Regardless, it indicates a major philosophical divide between the organizations:[51] For a number of years, both groups then worked to publish a "finished" version of "HTML5", while the WHATWG wanted to continue working on a Living Standard for HTML, continuously maintaining the specification rather than freezing it in a state with known problems, and adding new features as needed to evolve the platform. Since then, the WHATWG wanted to continue working on this specification (amongst others), and the W3C has been copying fixes made by the WHATWG into their fork of the document (which also has other changes). The two entities signed an agreement to work together on a single version of HTML on 28 May 2019.[52] In addition to the contradiction in the element mentioned above, other differences between the two standards include at least the following as of September 2018[update]: Content or Features Unique to W3C or WHATWG Standard W3C[53] WHATWG[54] Site pagination Single page version[55] (allows global search of contents) Chapters §5 Microdata[56] §9 Communication[57] §10 Web workers[58] §11 Web storage[59] Global attributes :[60] class, id :[61] autocapitalize, enterkeyhint, inputmode, is, itemid, itemprop, itemref, itemscope, itemtype, nonce Chapter Elements of HTML §4.13 Custom elements[62] Elements of HTML §4.13 Custom elements[62] Elements, [63] [64] (See compatibility notes below.) [65] is in section Sections. § §4.2.5.4. Other pragma directives, [70] based on deprecated WHATWG procedure.[71] § Sections § 4.3.11.2 Sample outlines[72] § 4.3.11.3 Exposing outlines to users[73] Structured data Recommends Microdata (code examples,[74][85][79][80][81] spec chapter,[56] special attributes[61]). The following table provides data from the Mozilla Development Network on compatibility with major browsers, as of September 2018[update], of HTML elements unique to one of the standards: Element Standard Compatibility Note [82] W3C All browsers, except Edge [83][84] W3C All browsers, except IE [85] WHATWG All browsers "[Since] the HTML outline algorithm is not implemented in any browsers ... the semantics are in practice only theoretical." [86] WHATWG All browsers [87] WHATWG All browsers The W3C proposed a greater reliance on modularity as a key part of the plan to make faster progress, meaning identifying specific features, either proposed or already existing in the spec, and advancing them as separate specifications. Some technologies that were originally defined in HTML5 itself are now defined in separate specifications: HTML Working Group — HTML Canvas 2D Context; Immersive Web Working Group — WebXR Device API, WebXR Gamepads Module, WebXR Augmented Reality Module, and others; [88] Web Apps Working Group — Web Messaging, Web workers, Web Storage, WebSocket, Server-sent events, Web Components[89] (this was not part of HTML5, though); the Web Applications Working Group (WPWG). IETF HyBi Working Group — WebSocket Protocol WebRTC Working Group — WebRTC; Web Media Text Tracks Community Group — WebVTT. Some features that were removed from the original HTML5 specification have been standardized separately as modules, such as Microdata and Canvas. Technical specifications introduced as HTML5 extensions such as Polyglot markup have also been standardized as modules. Some W3C specifications that were originally separate specifications have been adapted as HTML5 extensions or features, such as SVG. Some features that might have slowed down the standardization of HTML5 were or will be standardized as upcoming specifications, instead. HTML5 introduces elements and attributes that reflect typical usage on modern websites. Some of them are semantic replacements for common uses of generic block () and inline () elements, for example (website navigation block), (usually referring to bottom of web page or to last lines of HTML code), or and instead of .[90][91][92] Some deprecated elements from HTML 4.01 have been dropped. whose effects have long been superseded by the more capable Cascading Style Sheets. [93] There is also a renewed emphasis on the importance of client-side JavaScript used to create dynamic web pages. [citation needed] The HTML5 syntax is no longer based on SGML [94] [95] despite the similarity of its markup. It has, however, been designed to be backward-compatible with common parsing of older versions of HTML. It comes with a new introductory line that looks like an SGML document type declaration, , which triggers the standards-compliant rendering mode.[96] Since 5 January 2009, HTML5 also includes Web Forms 2.0, a previously separate WHATWG specification.[97][98] HTML5

related APIs[99] In addition to specifying markup, HTML5 specifies scripting application programming interfaces (APIs) that can be used with JavaScript.[100] Existing Document Object Model (DOM) interfaces are extended and de facto features documented. There are also new APIs, such as: Canvas;[101] Timed Media Playback;[102] Offline;[103] Editable content;[104] Drag and drop;[105] History;[106] MIME type and protocol handler registration;[107][108] Microdata;[109] Web Messaging;[110] Web Storage - a key-value pair storage framework that provides behavior similar to cookies but with larger storage capacity and improved API.[111] Not all of the above technologies are included in the W3C HTML5 specification, though they are in the WHATWG HTML specification, are as follows. The W3C publishes specification, are as follows. The W3C publishes specification, are as follows. The W3C publishes specification, are not part of either the W3C HTML5 or the WHATWG HTML specification, are as follows. The W3C publishes specification are not part of either the W3C HTML5 or the W3C HTML WebSimpleDB); [113] File[114] - an API intended to handle file uploads and file manipulation; [115] Directories and System - an API intended to satisfy client-side-storage use cases not well served by databases; [116] File Writer - an API intended to satisfy client-side file uploads and file manipulation; [117] Web Audio [118] - a high-level JavaScript API for processing and synthesizing audio in web applications; ClassList.[119] Web SQL Database (no longer maintained);[120] HTML5 cannot provide animation within web pages. Additional JavaScript and HTML 4[123][failed verification], and within SVG elements through SMIL, although browser support of the latter remains uneven as of 2011[update]. See also: XHTML § XHTML5 XML documents must be served with an XML Internet media type (often called "MIME type") such as application/xhtml+xml or application/xml,[100] and must conform to strict, well-formed syntax of XML. XHTML5 is simply XML-serialized HTML5 data (that is, HTML5 constrained to XHTML that has been written to conform to both the HTML and XHTML specifications and therefore produces the same DOM tree designed so that old browsers can safely ignore new HTML5 constructs.[8] In contrast to HTML5 constructs when parsing incorrect syntax.[126] Although HTML5 now defines a consistent behavior for "tag soup" documents, those documents do not conform to the HTML5 standard.[126] According to a report released on 30 September 2011, 34 of the world's top 100 Web sites were using HTML5 - the adoption led by search engines and social networks.[127] Another report released in August 2013 has shown that 153 of the Fortune 500 U.S. companies implemented HTML5 on their corporate websites. [128] Since 2014, HTML5 is at least partially supported by most popular layout engines. The following is a cursory list of differences and some specific examples. New parsing rules: oriented towards flexible parsing and compatibility; not based on SGML Ability to use inline SVG and MathML in text/html New elements: article, aside, audio, bdi, canvas, command, data, datalist, details, embed, figcaption, figure, footer, header, keygen, mark, meter, nav, output, progress, rp, rt, ruby, section, source, summary, time, track, video, wbr New types of form controls: dates and times, email, url, search, number, range, tel, color[129] New attributes: charset (on meta), async (on script) Global attributes (that can be applied for every element): id, tabindex, hidden, data-* (custom data attributes) Deprecated elements will be dropped altogether: acronym, applet, basefont, big, center, dir, frame, frameset, isindex, noframes, strike, tt W3C Working Group publishes "HTML5 differences from HTML 4",[130] which provides a complete outline of additions, removals and changes between HTML5 and HTML5. Unlike other badges previously issued by the W3C, it does not imply validity or conformance to a certain standard. As of 1 April 2011, this logo is official.[131] When initially presenting it to the public, the W3C announced the HTML5 logo as a "general-purpose visual identity for a broad set of open web standards Project, criticized that definition of "HTML5" as an umbrella term, pointing out the blurring of terminology and the potential for miscommunication.[132] Three days later, the W3C responded to community feedback and changed the logo "represents HTML5, the cornerstone for modern Web applications".[131] Industry players including the BBC, Google, Microsoft, and Apple Inc. have been lobbying for the inclusion of Encrypted Media Extensions (EME),[134][135][136][137][138] a form of digital rights management (DRM), into the HTML5 standard. As of the end of 2012 and the beginning of 2013, 27 organizations[139] including the Free Software Foundation[140] have started a campaign against including digital rights management in the HTML 5.1 standard.[143][142] However, in late September 2013, the W3C HTML Working Group decided that Encrypted Media Extensions, a form of DRM, was "in scope" and will potentially be included in the HTML 5.1 standard.[143][144] WHATWG's "HTML Living Standard" continued to be developed without DRM-enabled proposals.[144] Manu Sporny, a member of the W3C, said that EME would not solve the problem it was supposed to address.[145] Opponents point out that EME is just an architecture for a DRM plug-in mechanism.[146] The initial enablers for DRM in HTML5 were Google[147] and Microsoft.[148] Supporters also include Adobe.[149] On 14 May 2014, Mozilla announced plans to support EME in Firefox, the last major browser to avoid DRM.[150][151] Calling it "a difficult and uncomfortable step", Andreas Gal of Mozilla explained that future versions of Firefox would remain open source but ship with a sandbox designed to run a content decryption module from Google which is much more widely adopted by Adobe, [150] later it was replaced with Widevine module from Google which is much more widely adopted by content providers. While promising to "work on alternative solutions", Mozilla's Executive Chair Mitchell Baker stated that a refusal to implement EME would have accomplished little more than convincing many users to switch browsers.[151] This decision was condemned by Cory Doctorow and the Free Software Foundation.[152][153] As of December 2023, the W3C has changed their opinion on EME, stating: "Encrypted Media Extensions (EME) brings greater interoperability, better privacy, security, accessibility and user experience in viewing movies and TV on the Web".[154] Internet portal Cache manifest in HTML5 Canvas element Dave Hyatt, Apple's editor of HTML5 specs Polyglot markup ^ "Mac Developer Library: System-Declared Uniform Type Identifiers". Apple. 17 November 2009. ^ a b c "HTML5: A vocabulary and associated APIs for HTML and XHTML". W3.org. W3C. 22 January 2008. Retrieved 28 January 2009. ^ a b c "HTML 5.2 Publication History - W3C". ^ a b Cimpanu, Catalin (29 May 2019). "Browser vendors Win War with W3C over HTML and DOM standards". ZDNet. Archived from the original on 29 May 2019. Retrieved 29 May 2019. ^ a b c d "HTML5 specification finalized, squabbling over specs continues". Ars Technica. 29 October 2014. Retrieved 29 October 2014. Retrieved 28 October 2014. ^ "HTML5 Differences from HTML4". W3.org. W3C. Introduction. Retrieved 2 March 2018. HTML4 became a W3C Recommendation in 1997. While it continues to serve as a rough guide to many of the core features of HTML, it does not provide enough information to build implementations that interoperate with each other and, more importantly, with Web content. The same goes for XHTML1, which defines an XML serialization for HTML4, and DOM Level 2 HTML, which defines JavaScript APIs for both HTML and XHTML. HTML replaces these documents. ^ a b c d "HTML5.2 W3C Recommendation". W3.org. W3C. 14 December 2017. § 1.10.2 Syntax Errors. Retrieved 29 June 2017. ^ "HTML 4 Errata". World Wide Web Consortium. 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A section is a thematic grouping of content, typically preceded by header, possibly with a footer after. sections can be nested inside of each other, if needed, and can hold any amount of typically a headline or grouping of headlines, but may also contain supplemental information about the section. A footer typically contains

grouping of content, typically preceded by header, possibly with a footer after. sections can be nested inside of each other, if needed, and can hold any amount of typicall markup. The header of a section, typically a headine or grouping of headlines, but may also contain supplemental information about its section as who wrote it, links to related documents, copyright data, and the like. Defines the navigation area, typically a header of a section, header, and feature of the content around it. Putting it Together So let's take a look at how we would put together a typical blog page with our new structural tags. Standard Blog Home Archives About Contact Title Lorem ipsum... Title Lorem ipsum.... Topyright © 2008 All Rights Note: This example is a little verbose in markup for the simplicity of the content, but I wanted to exaggerate for emphasis. As you can see, the tags themselves are much more descriptive than simply providing an id attribute to a div. This also gives the added benefit of a descriptive closing tag, as is much more understandable that wondering which goes work in 1E6. There are only a few little quirks we need to get past if we're going to start using this today. First, because most browsers don't understand the new tags are immediately usable. Starting that wondering the sum of the