

I'm not a bot



Back to Education Center Home: Go Back 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 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 licensor cannot revoke these freedoms as long as you follow 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 work. 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, rights of publicity, privacy, and moral rights may not be covered by the license. You may even be liable for damages if you do not follow the license. 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 Language. Markup languages are different from programming languages. Whereas programming languages help us modify data, we use markup 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 works, how HTML5 improved its functionality, and the different careers that use it. 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 in the files and displays it. Some web applications don't use static HTML but generate it in response to specific actions on their servers. In the free beginner course Learn HTML: Fundamentals, you'll learn how to create a static HTML page and how to use a templating engine to create dynamic web pages. You'll also learn how to use CSS to style your HTML pages. The HTML5 update brought a lot of new features and improvements to the language. 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 two In the HTML example above, the first element we see is, which wraps around the other elements. Div is one of the most common HTML elements and is a simple way to separate a page into sections. For example, if you wanted to create two columns on a web page, you could use div elements to define them. Nested inside the div, we see an element. H1 elements define the main heading of a web page. The text within a heading will usually be larger and bolder, depending 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 listed above are some of the most common, but we can use others to add images, tables, 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 the ability to create applications using HTML that function offline. Here are some of the tags that HTML5.5 added to the language. The update also added new tags to handle dynamic content, such as the tag, which can be used to create a dynamic web page. 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

[illegible]

Use the following article for more information on the HTML5 canvas element and this article for more on the HTML5 svg 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 tracks for and Defines video or movie content The HTML5 Declaration The declaration 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 like , , and . However, advanced HTML tags can improve accessibility, SEO, and performance. This article covers advanced tags and new HTML5 tags that every developer should know. 1. Advanced HTML Tags You Should Use 1.1 and (Collapsible Content) Used to create expandable sections. Great for FAQs, accordions, and extra information. Click to see more details This is additional content that is hidden by default. 1.2 (Native Modals & Popsups) Creates a built-in modal popup without JavaScript. This is a popup! Close Open Dialog 1.3 and (Displaying Progress & Measurements) : Shows progress (e.g., file upload status) : Represents a range or measurement. 1.4 (Responsive Images with Multiple Sources) Loads different images based on screen size or format support. 1.5 (Hidden HTML for Dynamic Content) Used for cloning elements dynamically with JavaScript. 2. New & Modern HTML Tags from HTML5 2.1 , , and (Semantic Layout) Improves SEO and accessibility.

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 (Enhanced Input Fields with Suggestions) 4. Best Practices & When to Use These Tags Use 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! First and previous version of HyperText Markup Language HTML5Filename extension .html, .htmlinternet media type text/htmlType codeTEXTinturner Type Identifier (UTI)public.html1Developed byWHATWGWORLD Wide Web Consortium (W3C; formerlyInitial release22 January 200817 years ago) 2008 01 22[2]Latest releases2 (Second revision)14 December 20177 (years ago) 2017 12 14[3] Type of formatMarkup languageExtended fromHTML4, XHTML1, DOM2 HTMLExtended toHTML LSSandardHTML 5.2Open formatYes HTMLDynamic HTMLHTML5 article audio canvas video XHTML Basic Mobile Profile HTML element meta dir and span blink marquee HTML attribute alt attribute HTML form HTML editor Character encodings named charactersUnicode Language code Document Object Model Style sheets CSS Font family Web colors JavaScript WebCL HTMLX Web3D WebGL WebGPU WebXR W3C Validator WHATWG Quirks mode Web storage Rendering engine Comparisons Document markup languages Comparison of browser engines vie HTML5 (Hypertext Markup Language 5) is a markup language used for structuring and presenting 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) recommendation. 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 with support for the latest multimedia and other new features; to keep 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 update of the specification on 22 January 2008.[12] 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: The W3C 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 other interactive – 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. The W3C developed a comprehensive test suite to achieve broad interoperability for the full 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" of the HTML5 specification. The concept of a "living standard" is that it is never complete and is always being updated and improved.[28] In December 2015, 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, W3C moved HTML5 to Proposed Recommendation.[31] On 28 October 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 HTML5 on 27 March 2018.[35] Additionally, the retirement included HTML 4.0,[36] HTML 4.01,[37] XHTML 1.0,[38] and XHTML 1.1.[39] HTML 5.1, HTML 5.2 and HTML 5.3 were all retired on 28 January 2021, in favour of the HTML living standard.[3][40] The combined timelines for the W3C recommendations of HTML5, HTML 5.1, HTML 5.2 and HTML 5.3: Version First draft Candidate recommendation Recommendation Retired HTML5 1 May 2007[41] 17 December 2012 28 October 2014 27 March 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 HTML 5.2 18 August 2016 8 August 2017 14 December 2017 28 January 2021[3] HTML 5.3 14 December 2017[44] — 28 January 2021[40] See also: HTML 5 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 Standard is now authoritative. 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