

## HTML Basics

1. What does HTML stand for?

Ans: Hyper Text Markup Language

2. What does vlink mean?

Ans: visited link

3. What tag is used to add columns to tables?

Ans: <td>

4. What is the REFRESH meta tag used for?

Ans: Redirect to a new domain

5. Choose the correct HTML tag to make a text italic

(a) <italic>

(b) <i>

(c) <it>

(d) <ia>

Correct Ans: b

6. Choose the correct HTML tag to make a text bold

(a) <bold>

(b) <b>

(c) <bo>

(d) <ba>

Correct Ans: b

7. How can you make a list that lists the items with numbers?

Ans: <ol>

8. HTML code for adding a background color?

Ans: <body style="background-color:white">

9. Which tags we can use to add rows to your tables?

Ans: <tr> and </tr>

10. Choose the correct HTML to left-align the content inside a table cell

Ans: <td align="left">

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# Html 5 Questions And Answers

**Robin Nixon**



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hands on experience through project based learning enabling you to build responsive websites and deliver stunning web experiences with confidence

**DESCRIPTION** Did you know that 80% of web developers cite HTML5 and CSS3 as essential skills for creating modern web experiences With over 40% of websites using these technologies to ensure mobile compatibility understanding HTML5 and CSS3 is crucial for staying competitive Master HTML5 and CSS3 with this must have guide designed for both beginners and experienced developers Add powerful tools to your toolkit as you embark on a seamless learning journey building a strong foundation in crafting visually stunning fully responsive websites Dive into advanced CSS3 techniques like fluid layouts adaptive designs and media queries to ensure your sites look flawless on any device desktop tablet or smartphone Leverage the power of Flexbox and Grid for dynamic flexible layouts and create engaging experiences with animations and transitions With hands on projects and real world examples you ll gain the skills to elevate your web design approach blending creativity with cutting edge technology Whether you re just starting out or looking to sharpen your expertise this ultimate guide will help you build responsive high performance websites that truly stand out in today s digital world

**WHAT WILL YOU LEARN** Gain a solid foundation in HTML5 and CSS3 with an introduction to essential web design concepts and tools Learn the fundamentals of CSS including selectors properties and styling techniques to enhance your web pages Discover how to incorporate media elements create interactive links and design user friendly forms using HTML5 features Master advanced positioning techniques and layout strategies to create well structured visually appealing web designs Explore responsive design with media and container queries and harness the power of Flexbox and Grid for flexible dynamic layouts Dive into creating engaging animations working with Scalable Vector Graphics SVG and writing custom functions to add interactive and visual flair to your sites Delve into more complex aspects of web design and development to refine your skills and tackle sophisticated projects

**WHO IS THIS BOOK FOR** This book is tailored for aspiring web developers beginners with basic computer skills and self taught learners wanting to solidify their HTML and CSS knowledge It also benefits busy professionals entrepreneurs career changers and students in web development courses offering the latest techniques for creating professional visually appealing and responsive websites

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**Learning PHP, MySQL, JavaScript, CSS & HTML5** Robin Nixon, 2014-06-06 Build interactive data driven websites with the potent combination of open source technologies and web standards even if you only have basic HTML knowledge With this popular hands on guide you ll tackle dynamic web programming with the help of today s core technologies PHP MySQL JavaScript CSS and HTML5 Explore each technology separately learn how to use them together and pick up valuable web programming practices along the way At the end of the book you ll put everything together to build a fully functional social networking site Learn PHP in depth along with the basics of object oriented programming Explore MySQL from database

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**Exam Ref 70-481 Essentials of Developing Windows Store Apps Using HTML5 and JavaScript (MCSD)** Wouter de Kort, 2014-07-22 Fully updated Prepare for Microsoft Exam 70 481 and help demonstrate your real world mastery of Windows Store app development using HTML5 and JavaScript Designed for experienced developers ready to advance their status Exam Ref focuses on the critical thinking and decision making acumen needed for success at the MCSD level Focus on the expertise measured by these objectives Design Windows Store apps Develop Windows Store apps Create the user interface Program user interaction Manage security and data This Microsoft Exam Ref Is fully updated for Windows 8 1 and Visual Studio 2013 Organizes its coverage by objectives for Exam 70 481 Features strategic what if scenarios to challenge you Requires a minimum of two to five years of experience developing HTML CSS and JavaScript applications including one or more years developing applications that conform to the Windows Store app guidelines

**HTML5 and JavaScript Projects** Jeanine Meyer, 2018-08-21 Build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5 applications Through the many interesting projects you can create in this book you ll develop HTML5 skills for future projects and extend the core skills you may have learned with its companion book The Essential Guide to HTML5 HTML5 and JavaScript Projects is fully updated as a second edition and covers important programming techniques and HTML CSS and JavaScript features to help you build projects with images animation video audio and line drawings You ll learn how to build games quizzes and other interactive projects incorporate the use of the Google Maps API and localStorage and address the challenges of Responsive Design and Accessibility Each project starts out with a description of the example s operation often with full color illustrations You ll then review the HTML5 and JavaScript concepts that relate to the project followed by a step by step explanation of the programming used Tables are used to show the relationship of functions and provide comments for each line of code so that you can easily apply the techniques to your own HTML5 projects What You ll Learn Enhance your HTML5 and JavaScript programming skills Produce applications combining Canvas drawings photos and videos Incorporate Google Maps and geolocation into your projects Build applications requiring persistent data storing the information locally or on a database on the server Who This Book Is For Developers who have some knowledge of programming and want to build more substantial applications by combining basic features and combining JavaScript with other technologies

**Exam Ref 70-482 Advanced Windows Store App Development using HTML5 and JavaScript (MCSD)** Roberto Brunetti, Vanni Boncinelli, 2013-10-15 Prepare for Microsoft Exam 70 482 and help demonstrate your real world mastery of building Windows Store apps with HTML5 and JavaScript Designed for experienced developers ready to advance their status Exam Ref focuses

on the critical thinking and decision making acumen needed for success at the MCSD level Focus on the expertise measured by these objectives Develop Windows Store apps Discover and interact with devices Program user interaction Enhance the user interface Manage data and security Prepare for a solution deployment This Microsoft Exam Ref Organizes its coverage by exam objectives Features strategic what if scenarios to challenge you *The HTML5 Developer's Collection (Collection)* Jennifer Kyrnin, Chuck Hudson, Tom Leadbetter, 2011-12-29 The HTML5 Developer s Collection includes two recently published HTML5 application development eBooks Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours HTML5 Developer s Cookbook With Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours learn how to turn Web pages into stunning mobile applications in just 24 hours or less HTML5 adds a number of new features and APIs to the language that allow Web designers to be more descriptive and effective in creating their Web pages Using the new APIs you can build offline Web applications work with location data store data on a local computer in a manner similar to cookies and more Author Jennifer Kyrnin walks you through how to get started with the HTML5 specification to build great mobile applications HTML5 Developer s Cookbook brings together all the expert advice and proven code you need to start building production quality HTML5 applications right now Pioneering HTML5 experts Chuck Hudson and Tom Leadbetter present tested modular recipes at beginner intermediate and advanced levels You ll learn exactly how to deliver state of the art user experiences by integrating HTML5 s new and enhanced elements with CSS3 styles JavaScript APIs and events Completely up to date to reflect current standards this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each covered feature This collection covers Working with the new HTML5 tags most valuable for mobile development Getting started fast with HTML5 features already supported by today s browsers Detecting mobile devices and HTML5 support and upgrade sites to support them Styling and building more efficient usable mobile pages Using jQuery Mobile to quickly create mobile apps Leveraging HTML5 s breakthrough drawing and typography features Efficiently integrating media content into your apps Adding meaning with HTML5 sectioning and semantic elements Implementing drag and drop more easily than ever Building offline applications and other apps that use local storage Detecting and working with location data via the GeoLocation API Using microformats and microdata to make Web pages friendlier to computers Adding powerful back end functionality with WebSockets Web Workers and File APIs Improving user navigation with the History API Understanding and using HTML5 s new structural elements Using grouping text level and redefined semantics Managing browser handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness into mobile applications with the Geolocation API Implementing client side storage and working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data HTML5 Advertising John Percival, 2013-02-03 Web advertising is changing What was once a predominantly

Flash based medium is making the switch to HTML5 with the benefit of a plug in free environment giving a larger audience for ads and better integration with the page they are featured on We live in a time where marketers designers and developers are confused as to what they can and can t do on different devices browsers and operating systems What better way to finally make sense of it all than by stepping through the entire campaign process on your own terms HTML5 Advertising will educate you on the whole digital advertising process from start to finish and help you take advantage of new HTML5 features such as canvas CSS3 animations DOM events audio and video and offline storage You ll also learn how to get around discrepancies in browser support with JavaScript and polyfills You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible which is especially important when deploying to mobile devices This book Takes you through the advertising campaign process with HTML5 from design to delivery Provides in depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5 CSS3 and JavaScript HTML5 Advertising equips you with the knowledge to attack cutting edge rich media projects with confidence and scale while also learning the essentials to communicate to internal and external clients HTML5 is here whether you like it or not so why not jump in early and head down the path of building the future

**Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours** Jennifer Kyrnin, 2012 Learn how to turn Web pages into stunning mobile applications in just 24 hours or less HTML5 adds a number of new features and APIs to the language that allow web designers to be more descriptive and effective in creating their Web pages This guide describes how to use the features of this software

**HTML5 Game Development Insights** Colt McAnlis, Peter Lubbers, Brandon Jones, Andrzej Mazur, Sean Bennett, Bruno Garcia, Shun Lin, Ivan Popelyshev, Jon Howard, Ian Ballantyne, Takuo Kihira, Jesse Freeman, Tyler Smith, Don Olmstead, Jason Gauci, John McCutchan, Chad Austin, Mario Andres Pagella, Florian dErfurth, Duncan Tebbs, 2014-04-19 HTML5 Game Development Insights is a from the trenches collection of tips tricks hacks and advice straight from professional HTML5 game developers The 24 chapters here include unique cutting edge and essential techniques for creating and optimizing modern HTML5 games You will learn things such as using the Gamepad API real time networking getting 60fps full screen HTML5 games on mobile using languages such as Dart and TypeScript and tips for streamlining and automating your workflow Game development is a complex topic but you don t need to reinvent the wheel HTML5 Game Development Insights will teach you how the pros do it The book is comprised of six main sections Performance Game Media Sound and Rendering Networking Load Times and Assets Mobile Techniques and Advice Cross Language JavaScript Tools and Useful Libraries Within each of these sections you will find tips that will help you work faster and more efficiently and achieve better results Presented as a series of short chapters from various professionals in the HTML5 gaming industry all of the source code for each article is included and can be used by advanced programmers immediately

*Training Guide Programming in HTML5*



with JavaScript and CSS3 (MCSD) Glenn Johnson,2013-03-15 Designed to help experienced programmers develop real world job role specific skills this Training Guide focuses on creating applications with HTML5 JavaScript and CSS3 Build hands on expertise through a series of lessons exercises and suggested practices and help maximize your performance on the job Provides in depth hands on training you take at your own pace Focuses on job role specific expertise for using HTML5 JavaScript and CSS3 to begin building modern web and Windows 8 apps Features pragmatic lessons exercises and practices Creates a foundation of skills which along with on the job experience can be measured by Microsoft Certification exams such as 70 480 Coverage includes creating HTML5 documents implementing styles with CSS3 JavaScript in depth using Microsoft developer tools AJAX multimedia support drawing with Canvas and SVG drag and drop functionality location aware apps web storage offline apps writing your first simple Windows 8 apps and other key topics **Exam Ref 70-480 Programming in HTML5 with JavaScript and CSS3 (MCSD)** Rick Delorme,2014-08-12 Prepare for Microsoft Exam 70 480 and help demonstrate your real world mastery of programming with HTML5 JavaScript and CSS3 Designed for experienced developers ready to advance their status Exam Ref focuses on the critical thinking and decision making acumen needed for success at the Microsoft Specialist level Focus on the expertise measured by these objectives Implement and manipulate document structures and objects Implement program flow Access and secure data Use CSS3 in applications This Microsoft Exam Ref Organizes its coverage by exam objectives Features strategic what if scenarios to challenge you JavaScript And HTML5 Projects Çağatay ŞANLI, Who Is This Book For I do believe my explanations are complete but I am not claiming The Essential Guide to HTML5 that this book is for the total beginner This book is for the developer who has some knowledge of programming and who wants to build more substantial applications by combining basic features and combining JavaScript with other technologies It also can serve as an idea book for someone working with programmers to get an understanding of what is possible **HTML5: 20 Lessons to Successful Web Development** Robin Nixon,2015-01-30 Master HTML and HTML5 in 20 lessons video tutorials included Based on the author s successful online courses this complete integrated learning tool provides easy to follow lessons that feature clear explanations sample code and exercises and video tutorials Each lesson is designed to take you less than an hour to complete HTML5 20 Lessons to Successful Web Development covers the basics of HTML including laying out an HTML document using fonts colors and images creating lists and tables and building forms Next you ll learn how to use the HTML5 canvas support geolocation build advanced forms implement local storage add audio and video to your pages and much more Together the book and almost five hours of video training make learning HTML5 easier than ever Ready to use code at [www.mhprofessional.com](http://www.mhprofessional.com) *AI 2006: Advances in Artificial Intelligence* Abdul Sattar,Byeong Ho Kang,2006-11-18 This book constitutes the refereed proceedings of the 19th Australian Joint Conference on Artificial Intelligence AI 2006 held in Hobart Australia December 2006 Coverage includes foundations and knowledge based system machine learning connectionist AI data mining intelligent agents cognition and user interface

vision and image processing natural language processing and Web intelligence neural networks robotics and AI applications

**Top 50 HTML5 Interview Questions and Answers** Knowledge Powerhouse, 2017-10-22 Introduction Top 50 HTML5 Interview Questions Answers HTML5 is the latest trend in Technology world It is very popular interview topic for UI Engineer as well as Full stack engineers If you are aiming to get a job in companies with HTML5 based sites like Netflix Amazon etc then this book can help you prepare for the technical interview This book also covers UI Engineer and Full stack engineer level information in Q A format for easy grasp of the concept This book helps you in understanding the deep concepts behind HTML5 It is an important topic for a software developer to know about HTML5 It is a compilation of advanced HTML5 interview questions after attending dozens of technical interviews in top notch companies like Facebook Google Ebay Amazon etc Each question is accompanied with an answer so that you can prepare for job interview in short time Often these questions and concepts are used in our daily programming work But these are most helpful when an Interviewer is trying to test your deep knowledge of HTML5 concepts How will this book help me By reading this book you do not have to spend time searching the Internet for HTML5 interview questions We have already compiled the list of the most popular and the latest HTML5 Interview questions Are there answers in this book Yes in this book each question is followed by an answer So you can save time in interview preparation What is the best way of reading this book You have to first do a slow reading of all the questions in this book Once you go through them in the first pass mark the questions that you could not answer by yourself Then in second pass go through only the difficult questions After going through this book 2 3 times you will be well prepared to face a technical interview in HTML5 architecture What is the level of questions in this book This book contains questions that are good for a Associate Software engineer to an Architect level The difficulty level of question varies in the book from a Fresher to an Experienced professional What are the sample questions in this book What are the new features introduced in HTML5 What are the popular web browsers that support HTML5 Can we use HTML5 web pages on old versions of browsers Is HTML5 a Case sensitive language Why do we use section tag in HTML5 Why do we use article tag in HTML5 How can you force user to enter at least some value in an input in HTML5 Why do we use aside tag in HTML5 What is MathML Do we need a plugin to use MathML tags in HTML5 Why do we use header tag in HTML5 What are the main limitations of using cookies Why do we use footer tag in HTML5 Why do we use nav tag in HTML5 How will you migrate from HTML4 to HTML5 Why do we use dialog tag in HTML5 Why do we use figure tag in HTML5 Have you used custom attributes in HTML5 What is new in Web Forms 2.0 of HTML5 What is the purpose of datetime input type in HTML5 Forms Why do we use datetime local input type in HTML5 Forms How will you take date as an input in HTML5 form Why do we use month input type in HTML5 form How will you take week as an input from user in HTML5 form How will you validate email address as input in HTML5 form How will you take time as an input in HTML5 form Why do we use number input control in HTML5 form How will you take a range of numbers as input in HTML5 form Why do we use output tag in HTML5

<http://www.knowledgepowerhouse.com>      *The Essential Guide to HTML5* Jeanine Meyer, 2018-11-05 Gain a deep practical knowledge of HTML and JavaScript that will provide an introduction to programming and enable you to build interactive websites. This completely updated second edition explains HTML, JavaScript, and CSS in the context of working examples and contains full color screen shots of the programs in action. You'll begin at an introductory level learning the essentials of HTML5 and JavaScript and programming techniques. Each chapter features either a familiar game such as Hangman, Rock Paper Scissors, Craps, Memory, and Blackjack or a simple type of game such as a quiz, a maze, or animated simulations. You'll develop solid programming skills that will help when learning other programming languages. Each chapter contains tables revealing the structure of the program with comments for each line of code. These examples demonstrate the features introduced with HTML5. You'll see how to use canvas elements for line drawing. You can include your own audio and video clips directly controlled by your JavaScript code. For example, the reward for correct completion of a quiz can be the playing of an audio clip and a video clip. You'll also learn how to use localStorage to store high scores or game preferences on a user's computer for retrieval next time they play. The Essential Guide to HTML5 explores all of this and more. What You'll Learn Understand HTML 5 concepts with the help of easy to grasp appealing examples. Use HTML5 to explore new avenues for application and game development on the web. Review important new elements of HTML 5. Build test and upload simple games to a web site. Who This Book Is For Both absolute beginners and users with some knowledge of HTML who want to learn the new HTML5 features.

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