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:

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">

Html 5 Questions And Answers

Andy Harris

Html 5 Questions And Answers:

250 Important HTML5 Interview Questions and Answers Vamsee Puligadda, Get that job you aspire for Want to switch to that high paying job Or are you already been preparing hard to give interview the next weekend Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview Don t be that person this time This is the most comprehensive HTML5 interview questions book that you can ever find out It contains 250 most frequently asked and important HTML5 interview questions and answers Wide range of questions which cover not only basics in HTML5 but also most advanced and complex questions which will help freshers experienced professionals senior developers testers to crack their interviews *HTML5 and CSS3 All-in-One For Dummies* Andy Harris,2014-01-08 A new edition of a bestseller covers the latest advances in web development HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique This friendly all in one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together Building on the bestselling formats of the first two editions this new edition teaches you the fundamentals of HTML5 and CSS3 and then presents ways for using them with JavaScript MySQL and Ajax to create websites that work Covers using JavaScript PHP MySQL and Ajax in the context of programming dynamic web pages with CSS3 and HTML5 Includes self contained minibooks that review HTML CSS design and layout client side JavaScript Ajax and server side and putting it all together Examines new web development advancements including new technologies and changes to the standards Features a website that contains supporting materials including code and several valuable programs that are useful for web development HTML5 and CSS3 All in One For Dummies 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3 HTML5 For Dummies eBook Set Andy Harris,2012-12-19 Two complete e books on HTML5 for one low price This unique value priced e book set brings together two bestselling For Dummies books in a single e book file Including a comprehensive table of contents and the full text of each book complete with cover this e book set gives you in depth information on using HTML and its companion technologies CSS and XHTML for developing dynamic web pages It also includes the handy Quick Reference with step by step instructions for using HTML5 for rich Internet applications and mobile sites Best of all you ll pay less than the cost of each book purchased separately You ll get the complete text of HTML XHTML and CSS All in One For Dummies which covers The fundamentals of HTML XHTML and CSS and how they work together Using these technologies to create a fully integrated project Programming dynamic web pages that also incorporate JavaScript Web 2 0 elements and Ajax All the latest advancements in web development HTML5 For Dummies Quick Reference which shows you how to Use HTML5 to create rich Internet applications Apply HTML5 to mobile sites and rich media Create cool colorful graphics using the canvas tag and JavaScript Leverage the

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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   <u>HTML5 Advertising</u> 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 descripes 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 <u>JavaScript And HTML5 Projects</u> Çağatay ŞANLI, Who Is This BookFor 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 forthe 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 *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

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