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HTML5 Test

This test is about 45 multiple choice questions and should take less than 45 minutes to complete

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Test Contents

- Elements
- Canvas
- SVG
- Input types
- Forms
- Web storage
- App cache
- Workers

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ng you implement HTML5 today

Element Index   Resources

ML5 Element Index

s a quick reference of elements that are new or have redefined in HTML5. For each element there is a description, a link to the specification, and a code ble. "Our prognosis" links to the HTML5 Doctor e on the element. There are more articles in the e Archive.

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G H I J K L M N O P Q R S T U

If the a element has an `href` attribute, then it represent: hypertext anchor). If the a element has no `href` attribute represents a placeholder for where a link might otherwis been relevant.

The `target`, `rel`, `media`, `hreflang`, and `type` attribute `href` attribute is not present.

http://dev.w3.org/html5/spec/Overview.html#the-a-element

Represents an abbreviation or acronym. The optional ti to provide an expansion of the abbreviation. If specified, contain an expansion of the abbreviation and nothing els

PROGNOSIS

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Signed in as **Viacheslav Eremin**

HTML5 Test

Question 1 of 50

Time remaining: 01:55

Which of the following method is used to check if the browser can play the specified audio/video type?

checkType

canPlayType

typeSupport

mediaPlayType

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contain an expansion of the abbreviation and nothing els

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HTML5 Test

Question 2 of 50

Time remaining: 01:56

How do you make the content inside an element editable?

Setting the attribute contenteditable = "true"

Setting the attribute editable = "true"

Setting the attribute content = "editable"

The content inside all the elements is editable by default in HTML5.

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PROGNOSIS

Back to top

HTML5 Test

Time remaining: 00:11

Question 3 of 50

Which value of `Socket.readyState` atribute of WebSocket indicates that the connection is going through the closing handshake?

0

1

2

3

Continue

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Element Index | HTML 5 Doctor

Contributing to the API documentation

Contributing to the HTML technology

...ncapsulate objects, methods,

...elopers realised it was a really good
...f standard JavaScript objects. These

...an .

...u would use the API through a

...y documented here.

...ents even when their network
...eir ISP's coverage area — authors
...on to work offline and which

...dio backgrounds, music, videos,

...th of a file uploaded from the
...ows the website to show a
...ser to upload files via
...ished via Flash or other plugins.

...nd. You can develop apps that
...n. The asynchronous API
...t give you data by returning
...ded to be used with

.

...devices.

...de and longitude are available to

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HTML5 Test

Which one of the following is not a valid input control in HTML5?

range

url

address

number

Continue

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(>).

type   code snippet

...vel of emphasis that a particular
...stor em elements. The 'stress'
...s would be emphasised
...ce of a sentence.

element   code snippet

...pically non-HTML) application or

...e resource being embedded.

...e of the plugin to instantiate. The
...arameters. If both the type
...he type attribute must specify the
...etadata of the resource given by

...ed-element   code snippet

...new block formatting context.

...the conditions in the list below,
...ndered legend:

...positioned or floated).

...play:none').

...dset-element   code snippet

...or legend for the rest of the

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HTML5 Test

Time remaining: 01:41

Question 5 of 50

Which of the following is not a valid attribute for the audio element in HTML5?

preload

loop

stopped

muted

Continue

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HTML   CSS   JAVASCRIPT   MORE ▾   REFERENCES ▾

The numbers in the table specify the first browser version that fully supports the element.

Element	(Chrome)	(Edge)	(Firefox)	(Safari)	(Opera)
<audio>	4.0	9.0	3.5	4.0	10.5

Differences Between HTML 4.01 and HTML5

The <audio> tag is new in HTML5.

Tips and Notes

Tip: Any text inside the between <audio> and </audio> will be displayed in browsers that do not support the <audio> tag.

Attributes

Attribute	Value	Description
autoplay	autoplay	Specifies that the audio will start playing as soon as it is ready
controls	controls	Specifies that audio controls should be displayed (such as a play/pause button etc)
loop	loop	Specifies that the audio will start over again, every time it is finished
muted	muted	Specifies that the audio output should be muted
preload	auto metadata none	Specifies if and how the author thinks the audio should be loaded when the page loads
src	URL	Specifies the URL of the audio file

Global Attributes

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HTML5 Test

Time remaining: 01:16

Question 6 of 50

Which of these elements are deprecated in HTML5?

Note: There may be more than one right answer.

- `<center>`
- `<font>`
- `<iframe>`
- `<tfoot>`

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HTML | CSS | JAVASCRIPT | MORE | REFERENCES

Element		Description
`<sub>`		Defines subscripted text
`<summary>`	HTML5	Defines a visible heading for a `<details>` element
`<sup>`		Defines superscripted text
`<table>`		Defines a table
`<tbody>`		Groups the body content in a table
`<td>`		Defines a cell in a table
`<textarea>`		Defines a multiline input control (text area)
`<tfoot>`		Groups the footer content in a table
`<th>`		Defines a header cell in a table
`<thead>`		Groups the header content in a table
`<time>`	HTML5	Defines a date/time
`<title>`		Defines a title for the document
`<tr>`		Defines a row in a table
`<track>`	HTML5	Defines text tracks for media elements (`<video>` and `<audio>`)
`<tt>`		Not supported in HTML5. Use CSS instead. Defines teletype text
`<u>`		Defines text that should be stylistically different from normal text
`<ul>`		Defines an unordered list
`<var>`		Defines a variable
`<video>`	HTML5	Defines a video or movie
`<wbr>`	HTML5	Defines a possible line-break

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HTML5 Test

Question 8 of 50

Time remaining: 01:52

The element to specify a list of predefined options for input control is

    <source>

    <datalist>

    <tracklist>

    <optionlist>

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List of all APIs

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agreement ended in *September 2015*. This site has been frozen, and the assets we have
created will remain.

APIs

Summary

APIs, or Application Programming Interfaces, are standard JavaScript objects that perform a
variety of tasks. They encapsulate objects, methods, properties, and events that you can use to
build applications that will work across different browsers.

Background

APIs came into popularity on the Web a number of years ago, when open standards creators
and web property developers realised it was a really good idea to make their data, services and
technologies easily query-able and reusable via simple interfaces consisting of standard
JavaScript objects. These days you'll find many examples of APIs available and in use all over the
Web, for example:

- Web sites/applications as diverse as Twitter , Flickr , Amazon , YouTube ,
  Dropbox and The Guardian .

- JavaScript libraries such as Modernizr , jQuery and Raphaël .

Many libraries include API functionality, so you don't have to use the raw API. For APIs like XHR
and Web Socket, you would use the API through a library like jQuery rather than spin up your
own HTTP request or build in your own socket layer.

Note: If you are completely new to web development, you may want to review Web development
for beginners.

Most of the APIs, however, are designed to be used right in your own code. Below are listed all
of the APIs currently documented here.

List of all APIs

API Name	Summary
appcache	In order to enable users to continue interacting with Web applications and documents even when their network connection is unavailable — for instance, because they are traveling outside of their ISP's coverage area — authors can provide a manifest

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Signed in as **Viachesl**

HTML5 Test

Question 9 of 50

Time remaining: 01:58

Play Audio Loop using the following code example?

```
audio = new Audio('asound.ogg');
audio.addEventListener('ended', function() {
    this.currentTime = 0;
    this.play();
}, false);
audio.play();
```

```
audio = new Audio('someSound.ogg');
if (typeof audio.loop == 'boolean')
{
    audio.loop = true;
}
else
{
    audio.addEventListener('loop', function() {
        this.currentTime = 1;
        this.autoplay();
    }, false);
}
audio.play();
```

```
audio = new Audio('asound.ogg');
audio.addEventListener('loop', function() {
    this.currentTime = 1;
    this.autoplay();
}, true);
audio.play();
```

All of the above

Continue

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HTML5 Test

Time remaining: 01:39

Question 9 of 50

Play Audio Loop using the following code example?

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    this.play();
}, false);
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```

```
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if (typeof audio.loop == 'boolean')
{
    audio.loop = true;
}
else
{
    audio.addEventListener('loop', function() {
        this.currentTime = 1;
        this.autoplay();
    }, false);
}
audio.play();
```

```
audio = new Audio('asound.ogg');
audio.addEventListener('loop', function() {
    this.currentTime = 1;
    this.autoplay();
}, true);
audio.play();
```

All of the above

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HTML5 Test

Question 10 of 50

Time remaining: 01:57

Which of the following is the correct way to display a PDF file in the browser?

```
<object type="application/pdf" data="filename.pdf" width="100%" height="100%"/>
```

```
<object type="application/pdf" id="filename.pdf" width="100%" height="100%"/>
```

```
<input type="application/pdf" data="filename.pdf" width="100%" height="100%"/>
```

```
<input type="application/pdf" src="filename.pdf" width="100%" height="100%"/>
```

Continue

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List of all APIs

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HTML5 Test

Question 11 of 50

Time remaining: 01:58

Which of the following statement is correct about Server-Side image maps?

This is enabled by the ismap attribute of the <img> tag and requires access to a server and related image-map processing applications

This is created with the usemap attribute of the <img> tag, along with corresponding <map> and <div> tags

This is created with the image attribute of the <img>, along with corresponding image <map> and data <area>

None of the above

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https://www.google.bg/s

object type= ap

Google

object type= application/pdf

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PDFObject: Examples for Embedding PDFs without JavaSc
https://**pdfobject**.com/static.html ▼ Превод на страницата
Using an <**object**> enables you to leave fallback content if the browser doesn't su
embedding. ... Please **download** the PDF to view it: **Download PDF**.

html - EMBED vs. OBJECT - Stack Overflow
stackoverflow.com/questions/1244788/embed-vs-**object** ▼ Превод на стра
7.08.2009 г. - OBJECT vs. EMBED - why not always use embed? Bottom line: OE
<**object** data="abc.pdf" **type**="**application/pdf**"> <embed ...

Recommended way to embed PDF in HTML? - Stack Overf
stackoverflow.com/.../recommended-way-to-embed-**pdf**-in-ht... ▼ Превод на
14.11.2008 г. - Probably the best approach is to use the PDF.JS library. It's a pure
..... <**object** data="http://yoursite.com/the.pdf" **type**="**application/pdf**" width="7(
height="700px"> <embed src="http://yoursite.com/the.pdf"> ...

embed PDF file in html using object tag - Stack Overflow
stackoverflow.com/.../embed-**pdf**-file-in-html-using-**object**-tag ▼ Превод на
31.05.2011 г. - I would try with an <iframe> element. If not, maybe transforming it i
<body> <**object** height="100%" width="100%" **type**="**application/pdf**" data="yii.pdf
amp;navpanes=0&scrollbar=1&amp ...

HTML object tag - W3Schools
www.w3schools.com/tags/tag_**object**.asp ▼ Превод на страницата
The <**object**> tag defines an embedded **object** within an HTML document. ... to e
audio, video, Java applets, ActiveX, PDF, and Flash) in your web pages. ... The me
referred to by the classid attribute

object tag: embed content in valid strict HTML - joliclic - Fre
joliclic.free.fr/html/**object**-tag/en/ ▼ Превод на страницата
Study and tests of the **object** tag in strict HTML, media enbedding. ... embed a pc
data="data/test.pdf" **type**="**application/pdf**" width="300" ...

application types - joliclic
joliclic.free.fr/html/**object**-tag/en/**object**-**application**.html ▼ Превод на стр
<**object** data="data/test.pdf" **type**="**application/pdf**" width="300" height="200">
href="data/test.pdf">test.pdf </**object**> ...

Q: I need to display a PDF within html. I need suggestions. I
https://discussions.apple.com/thread/5147304?tstart=0 ▼ Превод на стран
3.07.2013 г. - <**object** id="objectPDF" **type**="**application/pdf**" data="Common D

Signed in as **Viacheslav**

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HTML5 Test

Question 11 of 50

Time remaining: 00:40

Which of the following statement is correct about Server-Side image maps?

This is enabled by the ismap attribute of the <img> tag and requires access to a server and related image-map processing applications

This is created with the usemap attribute of the <img> tag, along with corresponding <map> and <div> tags

This is created with the image attribute of the <img>, along with corresponding image <map> and data <area>

None of the above

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HTML <map> Tag

‹ Previous | Complete HTML Reference | Next ›

Example

An image-map, with clickable areas:

```
<img src="planets.gif" width="145" height="126" alt="Planets" usemap="#planetmap">

<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" href="sun.htm" alt="Sun">
  <area shape="circle" coords="90,58,3" href="mercur.htm" alt="Mercury">
  <area shape="circle" coords="124,58,8" href="venus.htm" alt="Venus">
</map>
```

Try it Yourself »

Definition and Usage

The <map> tag is used to define a client-side image-map. An image-map is an image with clickable areas.

The required name attribute of the <map> element is associated with the <img>'s usemap attribute and creates a relationship between the image and the

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HTML5 Test

Time remaining: 00:37

Question 11 of 50

Which of the following statement is correct about Server-Side image maps?

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None of the above

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HTML5 Test

Time remaining: 01:42

Question 12 of 50

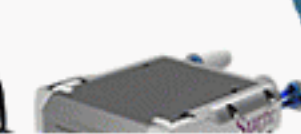Which of the following attributes requires you to have a value in an input control in HTML5?

autofoucs

required

placeholder

output

Continue

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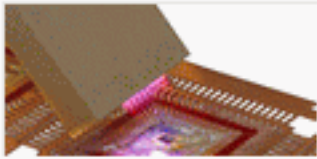Cookie Policy

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Can I use... | HTML5 Ge... | HTML ... | HTML - Le... | object typ...

www.w3schools.com/tags/ta | object type= ap

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HTML <map> Tag

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Try it Yourself »

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HTML5 Test

Time remaining: 00:37

Drawing text, The canvas rendering context provides following methods to render the text?

Note: There may be more than one right answer.

```
fillText(text, x, y [, maxWidth])
```

```
fillText(text, x, y {maxWidth})
```

```
strokeText(text, x, y {maxWidth})
```

```
strokeText(text, x, y [, maxWidth])
```

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object type= ap

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HTML <map> Tag

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HTML5 Test

Time remaining: 01:05

Question 15 of 50

What is used to continuously push events from the web server to the client's browser?

Server Sent Events

Web Workers

AJAX

Push Notifications

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HTML \<map> Tag

‹ Previous   Complete HTML Reference   Next ›

Example

An image-map, with clickable areas:

```
<img src="planets.gif" width="145" height="126" alt="Planets" usemap="#planetmap">

<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" href="sun.htm" alt="Sun">
  <area shape="circle" coords="90,58,3" href="mercur.htm" alt="Mercury">
  <area shape="circle" coords="124,58,8" href="venus.htm" alt="Venus">
</map>
```

Try it Yourself »

Definition and Usage

The \<map> tag is used to define a client-side image-map. An image-map is an image with clickable areas.

The required name attribute of the \<map> element is associated with the

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Search

Signed in as **Viacheslav**

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HTML5 Test
Question 17 of 50

Time remaining: 00:48

Which of the following is not a core method of WebSQL Database API?

openDatabase

transaction

executeSql

connect

Continue

Can this question be improved?
Let us know

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HTML5 - Web SQL Database

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The Web SQL Database API isn't actually part of the HTML5 specification but it is a separate specification which introduces a set of APIs to manipulate client-side databases using SQL.

I'm assuming you are a great web developer and if that is the case then no doubt, you would be well aware of SQL and RDBMS concepts. If you still want to have a session with SQL then, you can go through our SQL Tutorial ⧉ .

Web SQL Database will work in latest version of Safari, Chrome and Opera.

The Core Methods

There are following three core methods defined in the spec that I.m going to cover in this tutorial —

- **openDatabase** − This method creates the database object either using existing database or creating new one.

- **transaction** − This method give us the ability to control a transaction and performing either commit or roll-back based on the situation.

- **executeSql** − This method is used to execute actual SQL query.

Opening Database

The *openDatabase* method takes care of opening a database if it already exists, this method will create it if it already does not exist.

To create and open a database, use the following code −

```
var db = openDatabase('mydb', '1.0', 'Test DB', 2 * 1024 * 1024);
```

Above method took following five parameters −

HTML5 Test

Time remaining: 01:58

The hit region API allows you define an area of your canvas and provides another
possibility to expose interactive content on a canvas to accessibility tools, The API has
also the following methods?

Note: There may be more than one right answer.

    CanvasRenderingContext2D.clearHitRegions()

    CanvasRenderingContext2D.removeHitRegion()

    CanvasRenderingContext2D.addHitRegion()

    CanvasRenderingContext2D.getHitRegion()

Continue

Can this question be improved?
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Google

border-width

Всичко   Изображения   Видеоклипове   Карти   Новини   Ощ

Около 31 900 000 резултата (0,40 секунди)

CSS border-width property - W3Schools
www.w3schools.com/cssref/pr_**border-width**.asp ▾ Превод на страницат
Definition and Usage. The **border-width** property sets the width of an element's fo
property can have from one to four values. Examples:.

CSS Borders - W3Schools
www.w3schools.com/css/css_**border**.asp ▾ Превод на страницата
The CSS **border** properties allow you to specify the style, **width**, and color of an
have **borders** on all sides. I have a red bottom **border**.

CSS border-bottom-width property - W3Schools
www.w3schools.com/cssref/pr_**border**-bottom_**width**.asp ▾ Превод на стр
Note: Always declare the **border**-style property before the **border-bottom-width** p
must have **borders** before you can change the **width**.

border-width - CSS | MDN
https://developer.mozilla.org › ... › CSS ▾ Превод на страницата
1.12.2016 г. - The **border-width** property is a shorthand property for setting borde
right-width, border-bottom-width and border-left-width of ...

CSS Property: border-width | HTML Dog
www.htmldog.com › References › CSS › Properties ▾ Превод на страницат
The width of the border of a box, around the content and padding areas and before
width, combined with border style and border color, can also be ...

border-width | htmlbook.ru
htmlbook.ru/css/**border**-**width** ▾ Превод на страницата
Наследуется, Нет. Применяется, Ко всем элементам. Ссылка на спецификаци
/TR/CSS21/box.html#**border-width**-properties ...

border-width » Learn CSS3 | Cheat Sheet | CSS Tutorial | S
reference.sitepoint.com › ... › Borders and Outlines ▾ Превод на страница
border-width: sets the width for all four borders of an element. Get a full explanat
browser compatibility matrix at the SitePoint CSS Reference ...

css - Any way to limit border length? - Stack Overflow
stackoverflow.com/questions/.../any-way-to-limit-**border**-lengt... ▾ Превод н
9.11.2010 г. - Hope this helps: #mainDiv { height: 100px; **width**: 80px; position: rel
2px solid #f51c40; background: #3beadc; } ...

css - How to set border's thickness in percentages? - Stack

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HTML5 Test

The hit region API allows you define an area of your canvas a
possibility to expose interactive content on a canvas to acce
also the following methods?

Note: There may be more than one right answer.

CanvasRenderingContext2D.clearHitRegions()

CanvasRenderingContext2D.removeHitRegion()

CanvasRenderingContext2D.addHitRegion()

CanvasRenderingContext2D.getHitRegion()

Continue

Google

canvasrenderingcontext2d.

canvasrenderingcontext2d.**imagesmoothingenabled**
canvasrenderingcontext2d.**fillstyle**
canvasrenderingcontext2d.**prototype.drawimage**
canvasrenderingcontext2d.**prototype**

Натиснете Enter, за да търсите.

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Signed in

HTML5 Test
Question 20 of 50

The following methods can be used to manipulate paths of objects?

Note: There may be more than one right answer.

- CanvasRenderingContext2D.bezierCurveTo()

- CanvasRenderingContext2D.quadraticCurveTo()

- CanvasRenderingContext2D.line()

- CanvasRenderingContext2D.rectangle()

- CanvasRenderingContext2D.beginPath()

Can this question be improved?
Let us know

Continue

Adds an arc to the path with the given control points and radius, connected to the previous point by a straight line.

CanvasRenderingContext2D.ellipse() ⚗

Adds an ellipse to the path which is centered at *(x, y)* position with the radii *radiusX* and *radiusY* starting at *startAngle* and ending at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

CanvasRenderingContext2D.rect()

Creates a path for a rectangle at position *(x, y)* with a size that is determined by *width* and *height*.

Drawing paths

CanvasRenderingContext2D.fill()

Fills the subpaths with the current fill style.

CanvasRenderingContext2D.stroke()

Strokes the subpaths with the current stroke style.

CanvasRenderingContext2D.drawFocusIfNeeded()

If a given element is focused, this method draws a focus ring around the current path.

CanvasRenderingContext2D.scrollPathIntoView()

Scrolls the current path or a given path into the view.

CanvasRenderingContext2D.clip()

Creates a clipping path from the current sub-paths. Everything drawn after `clip()` is called appears inside the clipping path only. For an example, see Clipping paths in the Canvas tutorial.

CanvasRenderingContext2D.isPointInPath()

Reports whether or not the specified point is contained in the current path.

CanvasRenderingContext2D.isPointInStroke()

Reports whether or not the specified point is inside the area contained by the stroking of a path.

Transformations

Objects in the `CanvasRenderingContext2D` rendering context have a current transformation matrix and methods to manipulate it. The transformation matrix is applied when creating the current default path, painting text, shapes and `Path2D` objects. The methods listed below remain for historical and compatibility reasons as `SVGMatrix` objects are used in most parts of the API nowadays and will be used in the future instead.

CanvasRenderingContext2D.currentTransform

Current transformation matrix (`SVGMatrix` object).

HTML5 Test

Which method is used to finish a launched worker?

endWorker

end

terminate

finish

Continue

Can this question be improved?
Let us know

---

distance the shadow will be offset. Default 0.

deringContext2D.shadowOffsetY

ng methods can be used to manipulate paths of objects.

deringContext2D.beginPath()

new path by emptying the list of sub-paths. Call this method when you want to create a new

deringContext2D.closePath()

the point of the pen to move back to the start of the current sub-path. It tries to draw a
line from the current point to the start. If the shape has already been closed or has only one
is function does nothing.

deringContext2D.moveTo()

he starting point of a new sub-path to the **(x, y)** coordinates.

deringContext2D.lineTo()

s the last point in the subpath to the x, y coordinates with a straight line.

deringContext2D.bezierCurveTo()

ubic Bézier curve to the path. It requires three points. The first two points are control points
third one is the end point. The starting point is the last point in the current path, which can
ged using moveTo() before creating the Bézier curve.

deringContext2D.quadraticCurveTo()

quadratic Bézier curve to the current path.

deringContext2D.arc()

arc to the path which is centered at *(x, y)* position with radius *r* starting at *startAngle* and
at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

deringContext2D.arcTo()

arc to the path with the given control points and radius, connected to the previous point by a
line.

deringContext2D.ellipse() 🧪

ellipse to the path which is centered at *(x, y)* position with the radii *radiusX* and *radiusY*
at *startAngle* and ending at *endAngle* going in the given direction by *anticlockwise* (defaulting to
e).

deringContext2D.rect()

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HTML5 Test

Time remaining: 01:03

Which method is used to finish a launched worker?

endWorker

end

terminate

finish

Continue

Can this question be improved?
Let us know

---

deringContext2D.shadowOffsetY

distance the shadow will be offset. Default 0.

ng methods can be used to manipulate paths of objects.

deringContext2D.beginPath()

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deringContext2D.quadraticCurveTo()

quadratic Bézier curve to the current path.

deringContext2D.arc()

arc to the path which is centered at *(x, y)* position with radius *r* starting at *startAngle* and
at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

deringContext2D.arcTo()

arc to the path with the given control points and radius, connected to the previous point by a
line.

deringContext2D.ellipse() ⚗

ellipse to the path which is centered at *(x, y)* position with the radii *radiusX* and *radiusY*
at *startAngle* and ending at *endAngle* going in the given direction by *anticlockwise* (defaulting to
e).

deringContext2D.rect()

HTML5 Test

Time remaining: 01:55

Which method is used to execute a query in WebSQL?

```
execute
```

```
executeWebSQL
```

```
executeSql
```

```
executeQuery
```

Continue

Can this question be improved?
Let us know

---

deringContext2D.**shadowOffsetY**

distance the shadow will be offset. Default 0.

ng methods can be used to manipulate paths of objects.

deringContext2D.**beginPath()**

new path by emptying the list of sub-paths. Call this method when you want to create a new

deringContext2D.**closePath()**

the point of the pen to move back to the start of the current sub-path. It tries to draw a
line from the current point to the start. If the shape has already been closed or has only one
is function does nothing.

deringContext2D.**moveTo()**

he starting point of a new sub-path to the **(x, y)** coordinates.

deringContext2D.**lineTo()**

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deringContext2D.**bezierCurveTo()**

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deringContext2D.**quadraticCurveTo()**

quadratic Bézier curve to the current path.

deringContext2D.**arc()**

arc to the path which is centered at *(x, y)* position with radius *r* starting at *startAngle* and
at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

deringContext2D.**arcTo()**

arc to the path with the given control points and radius, connected to the previous point by a
line.

deringContext2D.**ellipse()** 🧪

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at *startAngle* and ending at *endAngle* going in the given direction by *anticlockwise* (defaulting to
e).

deringContext2D.**rect()**

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HTML5 Test

Line styles, The following methods and properties control how lines are drawn?

Note: There may be more than one right answer.

CanvasRenderingContext2D.setLineDash()

CanvasRenderingContext2D.lineStyle

CanvasRenderingContext2D.miterLimit

CanvasRenderingContext2D.lineDashOffset

CanvasRenderingContext2D.lineDrawDash

Continue

Can this question be improved?
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CanvasRenderingContext2D.beginPath()
Starts a new path by emptying the list of sub-paths. Call this method when you want to create a new path.

CanvasRenderingContext2D.closePath()
Causes the point of the pen to move back to the start of the current sub-path. It tries to draw a straight line from the current point to the start. If the shape has already been closed or has only one point, this function does nothing.

CanvasRenderingContext2D.moveTo()
Moves the starting point of a new sub-path to the **(x, y)** coordinates.

CanvasRenderingContext2D.lineTo()
Connects the last point in the subpath to the x, y coordinates with a straight line.

CanvasRenderingContext2D.bezierCurveTo()
Adds a cubic Bézier curve to the path. It requires three points. The first two points are control points and the third one is the end point. The starting point is the last point in the current path, which can be changed using moveTo() before creating the Bézier curve.

CanvasRenderingContext2D.quadraticCurveTo()
Adds a quadratic Bézier curve to the current path.

CanvasRenderingContext2D.arc()
Adds an arc to the path which is centered at *(x, y)* position with radius *r* starting at *startAngle* and ending at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

CanvasRenderingContext2D.arcTo()
Adds an arc to the path with the given control points and radius, connected to the previous point by a straight line.

CanvasRenderingContext2D.ellipse() ⚗
Adds an ellipse to the path which is centered at *(x, y)* position with the radii *radiusX* and *radiusY* starting at *startAngle* and ending at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

CanvasRenderingContext2D.rect()
Creates a path for a rectangle at position *(x, y)* with a size that is determined by *width* and *height*.

Drawing paths

CanvasRenderingContext2D.fill()
Fills the subpaths with the current fill style.

CanvasRenderingContext2D.stroke()
Strokes the subpaths with the current stroke style.

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HTML5 Test

Time remaining: 01:45

Question 25 of 50

Line styles, The following methods and properties control how lines are drawn?

Note: There may be more than one right answer.

CanvasRenderingContext2D.setLineDash()

CanvasRenderingContext2D.lineStyle

CanvasRenderingContext2D.miterLimit

CanvasRenderingContext2D.lineDashOffset

CanvasRenderingContext2D.lineDrawDash

Continue

Can this question be improved?
Let us know

---

border-width

https://develc

ext2D.beginPath()

y emptying the list of sub-paths. Call this method when you want to create a new path.

ext2D.closePath()

the pen to move back to the start of the current sub-path. It tries to draw a straight line from the start. If the shape has already been closed or has only one point, this function does

ext2D.moveTo()

point of a new sub-path to the **(x, y)** coordinates.

ext2D.lineTo()

oint in the subpath to the x, y coordinates with a straight line.

ext2D.bezierCurveTo()

curve to the path. It requires three points. The first two points are control points and the point. The starting point is the last point in the current path, which can be changed using eating the Bézier curve.

ext2D.quadraticCurveTo()

ézier curve to the current path.

ext2D.arc()

ath which is centered at *(x, y)* position with radius *r* starting at *startAngle* and ending at e given direction by *anticlockwise* (defaulting to clockwise).

ext2D.arcTo()

path with the given control points and radius, connected to the previous point by a straight

ext2D.ellipse() 🜇

he path which is centered at *(x, y)* position with the radii *radiusX* and *radiusY* starting at ng at *endAngle* going in the given direction by *anticlockwise* (defaulting to clockwise).

ext2D.rect()

rectangle at position *(x, y)* with a size that is determined by *width* and *height*.

ths

ext2D.fill()

ith the current fill style.

ext2D.stroke()

s with the current stroke style.

← ① 🔒 Mozilla Foundation (US) | https://developer.m | ⟳ | 🔍 border-width →

`CanvasRenderingContext2D.measureText()` instead.

⚠ 🗑 **CanvasRenderingContext2D.mozPathText()**
This method was introduced in Gecko 1.9 and is removed starting with Gecko 7.0.

⚠ 🗑 **CanvasRenderingContext2D.mozTextAlongPath()**
This method was introduced in Gecko 1.9 and is removed starting with Gecko 7.0.

Internal APIs (chrome-context only)

⚠ **CanvasRenderingContext2D.asyncDrawXULElement()**
Renders a region of a XUL element into the `canvas`.

⚠ **CanvasRenderingContext2D.drawWindow()**
Renders a region of a window into the `canvas`. The contents of the window's viewport are render clipping and scrolling.

⚠ **CanvasRenderingContext2D.demote()**
This causes a context that is currently using a hardware-accelerated backend to fallback to a soft should be preserved.

Internet Explorer

⚠ **CanvasRenderingContext2D.msFillRule**
The ⤢ fill rule to use. This must be one of evenodd or nonzero (default).

Specifications

Specification	Status	Comment
⤢ WHATWG HTML Living Standard The definition of 'CanvasRenderingContext2D' in that specification.	**Ls** Living Standard	

Browser compatibility

Desktop | Mobile

Feature	Chrome	Edge	Firefox (Gecko)	Internet Explorer	Opera	Safari
Basic support	1	(Yes)	1.5 (1.8)	9	9	2

Compatibility notes

- Starting with Gecko 5.0 (Firefox 5.0 / Thunderbird 5.0 / SeaMonkey 2.2), specifying invalid value ignored for the following methods and properties: `translate()`, `transform()`, `rotate()`, sca `clearRect()`, `fillRect()`, `strokeRect()`, `lineTo()`, `moveTo()`, `quadraticCurveTo()`, `arc()`, s `shadowOffsetY`, `shadowBlur`.

← ① 🔒 Upwork Inc (US) | https://www.upwork.com/ostep/tes | ⟳ | 🔍 Search

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HTML5 Test

Time remaining: 01:37

Question 27 of 50

Drawing rectangles, There are following methods that immediately draw rectangles to the bitmap?

Note: There may be more than one right answer.

`CanvasRenderingContext2D.strokeRect()`

`CanvasContext2D.strokeRect()`

`CanvasRenderingContext2D.clearRect()`

`CanvasContext2D.fillRect()`

`CanvasRenderingContext2D.fillRect()`

Continue

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Left window (Firefox - MDN)

Internet Explorer

⚠ **CanvasRenderingContext2D.msFillRule**

The ↗ fill rule to use. This must be one of evenodd or nonzero (default).

Specifications

Specification	Status	Comment
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Desktop | Mobile

Feature	Chrome	Edge	Firefox (Gecko)	Internet Explorer	Opera	Safari
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See also

- HTMLCanvasElement

🏷 Tags: API | Canvas | CanvasRenderingContext2D | Games | Graphics | Reference

👥 Contributors to this page: erikadoyle, teoli, rudolfo, fscholz, cirocosta, cpmsmith, 2is10, drezabek94, JaredWein, GijsKruitbosch, Noitidart, Dimanjy, rvighne, Mahdi, kscarfone, strawn_04, cactus1, therold, thaddee.tyl@gmail.com, shanebdavis, deepakyadav, Sheppy, adion, chapko, kathwy, Jeremie, tehsis, Manuel_Strehl, Ms2ger, trevorh, Jonathan_Wa Brettz9

🕐 Last updated by: erikadoyle, Nov 23, 2016, 1:02:50 PM

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Right window (Firefox - Upwork)

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Signed in as **Viachesla**

HTML5 Test

Time remaining: 01:46

Question 29 of 50

Which of the following attributes can be specified on any HTML element?

Note: There may be more than one right answer.

- contenteditable
- height
- **id**
- name
- spellcheck
- translate
- value

Continue

Can this question be improved? Let us know

Internet Explorer

⚠ **CanvasRenderingContext2D.msFillRule**

The ↗ **fill rule** to use. This must be one of evenodd or nonzero (default).

Specifications

Specification	Status	Comment
↗ WHATWG HTML Living Standard The definition of 'CanvasRenderingContext2D' in that specification.	**Ls** Living Standard	

Browser compatibility

Desktop | Mobile

Feature	Chrome	Edge	Firefox (Gecko)	Internet Explorer	Opera	Safari
Basic support	1	(Yes)	1.5 (1.8)	9	9	2

Compatibility notes

- Starting with Gecko 5.0 (Firefox 5.0 / Thunderbird 5.0 / SeaMonkey 2.2), specifying invalid value are now silently ignored for the following methods and properties: translate(), transform(), rotate(), scale(), rect(), clearRect(), fillRect(), strokeRect(), lineTo(), moveTo(), quadraticCurveTo(), arc(), shadowOffsetX, shadowOffsetY, shadowBlur.

See also

- HTMLCanvasElement

🏷 Tags: API | Canvas | CanvasRenderingContext2D | Games | Graphics | Reference

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HTML5 Test

Time remaining: 01:18

Question 31 of 50

Which of the following is list of important attributes which can be used with   tag?

Note: There may be more than one right answer.

- hide
- autoplay
- **align**
- **name**
- loop

Continue

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Internet Explorer

⚠ **CanvasRenderingContext2D.msFillRule**

The ⧉ fill rule to use. This must be one of evenodd or nonzero (default).

Specifications

Specification	Status	Comment
⧉ WHATWG HTML Living Standard The definition of 'CanvasRenderingContext2D' in that specification.	Ls Living Standard	

Browser compatibility

Desktop | Mobile

Feature	Chrome	Edge	Firefox (Gecko)	Internet Explorer	Opera	Safari
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Compatibility notes

- Starting with Gecko 5.0 (Firefox 5.0 / Thunderbird 5.0 / SeaMonkey 2.2), specifying invalid value are now silently ignored for the following methods and properties: `translate()`, `transform()` `rotate()`, `scale()`, `rect()`, `clearRect()`, `fillRect()`, `strokeRect()`, `lineTo()`, `moveTo()`, `quadraticCurveTo()`, `arc()`, `shadowOffsetX`, `shadowOffsetY`, `shadowBlur`.

See also

- `HTMLCanvasElement`

🏷 Tags: API | Canvas | CanvasRenderingContext2D | Games | Graphics | Reference

Contributors to this page: erikadoyle, teoli, rudolfo, fscholz, cirocosta, cpmsmith, 2is10, drezabek94, JaredWein, GijsKruitbosch, Noitidart, Dimanjy, rvighne, Mahdi, kscarfone, strawn_04, cactus1, therold, thaddee.tyl@gmail.com, shanebdavis, deepakyadav, Sheppy, adion, chapko, kathyw, Jeremie, tehsis, Manuel_Strehl, Ms2ger, trevorh, Jonathan_Wa Brettz9

Last updated by: erikadoyle, Nov 23, 2016, 1:02:50 PM

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Time remaining: 01:48

Question 32 of 50

The following core attributes that can be used on the majority of HTML elements?

Note: There may be more than one right answer.

Class

Id

Title

Style

None of the above

Continue

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Internet Explorer

⚠ **CanvasRenderingContext2D.msFillRule**

The ↗ fill rule to use. This must be one of evenodd or nonzero (default).

Specifications

Specification	Status	Comment
↗ **WHATWG HTML Living Standard** The definition of 'CanvasRenderingContext2D' in that specification.	**Ls** Living Standard	

Browser compatibility

Desktop | Mobile

Feature	Chrome	Edge	Firefox (Gecko)	Internet Explorer	Opera	Safari
Basic support	1	(Yes)	1.5 (1.8)	9	9	2

Compatibility notes

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See also

- `HTMLCanvasElement`

🏷 Tags: API | Canvas | CanvasRenderingContext2D | Games | Graphics | Reference

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⏱ Last updated by: erikadoyle, Nov 23, 2016, 1:02:50 PM

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HTML5 Test

Time remaining: 01:33

Question 33 of 50

Controlling the position of elements, ____ positions the element in relation to its containing element?

> Normal

Relative

Absolute

None

Continue

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explore the canvas options we have at our disposal to make our drawings a little more attractive. You will learn how to add different colors, line styles, gradients, patterns and shadows to your drawings.

Colors

Up until now we have only seen methods of the drawing context. If we want to apply colors to a shape, there are two important properties we can use: `fillStyle` and `strokeStyle`.

`fillStyle = color`
    Sets the style used when filling shapes.

`strokeStyle = color`
    Sets the style for shapes' outlines.

color is a string representing a CSS `<color>`, a gradient object, or a pattern object. We'll look at gradient and pattern objects later. By default, the stroke and fill color are set to black (CSS color value #00000).

> 📝 **Note:** When you set the `strokeStyle` and/or `fillStyle` property, the new value becomes the default for all shapes being drawn from then on. For every shape you want in a different color, you will need to reassign the `fillStyle` or `strokeStyle` property.

The valid strings you can enter should, according to the specification, be CSS `<color>` values. Each of the following examples describe the same color.

```
1  // these all set the fillStyle to 'orange'
2
3  ctx.fillStyle = "orange";
4  ctx.fillStyle = "#FFA500";
5  ctx.fillStyle = "rgb(255, 165, 0)";
6  ctx.fillStyle = "rgba(255, 165, 0, 1)";
```

A `fillStyle` example

In this example, we once again use two for loops to draw a grid of rectangles, each in a different color. The resulting image should look something like the screenshot. There is nothing too spectacular happening here. We use the two variables i and j to generate a unique RGB color for each square, and only modify the red and green values. The blue channel has a fixed value. By modifying the channels, you can generate all kinds of palettes. By increasing the steps, you can achieve something that looks like the color palettes Photoshop uses.

```
1  function draw() {
2     var ctx = document.getElementById('canvas').getContext('2d');
3     for (var i = 0; i < 6; i++) {
```

HTML5 Test

Question 35 of 50

There are following different methods to set colors in your web page?

Note: There may be more than one right answer.

| Color digit |
| Color names |
| Hex codes |
| Color decimal |
| Percentage values |

Continue

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williammalone

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HOW DO YOU DRAW AN IMAGE ON HTML5 CANVAS?

Use HTML5 canvas' drawImage method in JavaScript:

The drawImage method can be invoked with three different set of arguments:

- context.drawImage(image, dx, dy)
- context.drawImage(image, dx, dy, dw, dh)
- context.drawImage(image, sx, sy, sw, sh, dx, dy, dw, dh)

where d represents the destination canvas and s represents the source image.

drawImage(image, dx, dy)

```Js
var context = document.getElementById('canvas1').getCont

var img = new Image();
img.onload = function () {
    context.drawImage(img, 0, 0);
}
img.src = "images/watermelon-duck.png";
```

---

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Signed in as Viachesla

HTML5 Test

Time remaining: 01:49

Question 37 of 50

RenderingContext is a helper type representing any of the following rendering contexts?

Note: There may be more than one right answer.

WebGL2RenderingContext

WebGLRenderingContext

CanvasRenderingContext2D

WebGLRenderingContext2D

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CanvasRenderingContext2D

LANGUAGES   EDIT ✏

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CanvasRenderingContext2D

IN THIS ARTICLE   ▸

The **CanvasRenderingContext2D** interface is used for drawing rectangles, text, images and other objects onto the canvas element. It provides the 2D rendering context for the drawing surface of a `<canvas>` element.

To get an object of this interface, call `getContext()` on a `<canvas>` element, supplying "2d" as the argument:

```
1  var canvas = document.getElementById('mycanvas'); // in your HTML this element ap
2  var ctx = canvas.getContext('2d');
```

Once you have the 2D rendering context for a canvas, you can draw within it. For example:

```
1  ctx.fillStyle = "rgb(200,0,0)"; // sets the color to fill in the rectangle with
2  ctx.fillRect(10, 10, 55, 50);   // draws the rectangle at position 10, 10 with a
```

See the properties and methods in the sidebar and below. The canvas tutorial has more information, examples, and resources as well.

Drawing rectangles

There are three methods that immediately draw rectangles to the bitmap.

`CanvasRenderingContext2D.clearRect()`
Sets all pixels in the rectangle defined by starting point *(x, y)* and size *(width, height)* to transparent

---

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HTML5 Test

Time remaining: 00:47

Question 37 of 50

RenderingContext is a helper type representing any of the following rendering contexts?

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WebGL2RenderingContext

WebGLRenderingContext

CanvasRenderingContext2D

WebGLRenderingContext2D

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See the properties and methods in the sidebar and below. The canvas tutorial has more information, examples, and resources as well.

Drawing rectangles

There are three methods that immediately draw rectangles to the bitmap.

CanvasRenderingContext2D.clearRect()
  Sets all pixels in the rectangle defined by starting point *(x, y)* and size *(width, height)* to transparent black, erasing any previously drawn content.

CanvasRenderingContext2D.fillRect()
  Draws a filled rectangle at *(x, y)* position whose size is determined by *width* and *height*.

CanvasRenderingContext2D.strokeRect()
  Paints a rectangle which has a starting point at *(x, y)* and has a *w* width and an *h* height onto the canvas, using the current stroke style.

Drawing text

The following methods are provided for drawing text. See also the TextMetrics object for text properties.

CanvasRenderingContext2D.fillText()
  Draws (fills) a given text at the given (x,y) position.

CanvasRenderingContext2D.strokeText()
  Draws (strokes) a given text at the given *(x, y)* position.

CanvasRenderingContext2D.measureText()
  Returns a TextMetrics object.

Line styles

The following methods and properties control how lines are drawn.

CanvasRenderingContext2D.lineWidth
  Width of lines. Default 1.0

CanvasRenderingContext2D.lineCap
  Type of endings on the end of lines. Possible values: butt (default), round, square.

CanvasRenderingContext2D.lineJoin
  Defines the type of corners where two lines meet. Possible values: round, bevel, miter (default).

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HTML5 Test
Question 38 of 50

Time remaining: 01:48

On which tag background color for the page can be set?

| <head> |

| <body> |

| <font> |

| <page> |

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Internet Explorer

⚠ `CanvasRenderingContext2D.msFillRule`

The ⬈ fill rule to use. This must be one of evenodd or nonzero (default).

Specifications

Specification	Status	Comment
⬈ WHATWG HTML Living Standard The definition of 'CanvasRenderingContext2D' in that specification.	Ls Living Standard	

Browser compatibility

Desktop | Mobile

Feature	Chrome	Edge	Firefox (Gecko)	Internet Explorer	Opera	Safari
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HTML5 Test

Time remaining: 01:48

Question 39 of 50

Text styles, The following properties control how text is laid out?

Note: There may be more than one right answer.

CanvasRenderingContext2D.move

CanvasRenderingContext2D.textAlign

CanvasRenderingContext2D.lineDraw

CanvasRenderingContext2D.font

CanvasRenderingContext2D.textBaseline

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