WEB DESIGNING AND DEVELOPMENT LABORATORY

(**Semester -II** of B.Tech)

As per the curricul
lam and syllabus
of

Bharath Institute of Higher Education & Research

PREPARED BY

Ms. D. Sharmila

NEW EDITION

Department of Computer Science Engineering

Bharath
INSTITUTE OF HIGHER EDUCATION AND RESEARCH
(Declared as Deemed - to - be - University under section 3 of UGC Act 1956)
ACCREDITED WITH 'A' GRADE BY NAAC

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Department of Computer Science Engineering

SCHOOL OF COMPUTING

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

LAB MANUAL

SUBJECT NAME: Web Designing and Development
SUBJECT CODE: U20ITCJ02

Regulation R 2020

U20ITCJ02	Web Designing and Development	L	T	P	C
	Total Contact Hours- 75 (45+30)	3	0	0	3
	Prerequisite– **Web Designing and Development**				
	Course Designed by–Dept of Information Technology				

OBJECTIVES

- To impart a sound knowledge on the principles of computers involving the different application oriented topics required for all engineering branches.
- Graduates will demonstrate the ability to apply knowledge of mathematics to develop and analyze computing systems.
- Graduates will have a solid understanding of the the or y and concepts underlying com science.

COURSEOUTCOMES(COs)

CO1	Design simple web pages using markup languages like HTML and XHTML.
CO2	Gain knowledge of client-side scripting, validation of forms and AJAX programming.
CO3	Understand server-side scripting with PHP language.
CO4	Understand what XML is and how to parse and use XML Data with Java.
CO5	To introduce Server-side programming with Java Servlets and JSP.
CO6	Represent web data using XML and develop web pages using JSP.

MAPPING BETWEEN COURSE OUTCOMES & PROGRAM OUTCOMES(3/2/1INDICATESSTRENGTHOFCORRELATION) 3-High, 2-Medium,1-Low

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3												3		
CO2	3	2											3		
CO3	3	2		2									3		
CO4		2	3										3		
CO5		3	2	2									3		
CO6		2	3		2								3		

(Tick mark or level of correlation: 3-High, 2-Medium, 1-Low)

VISION AND MISSION OF THE INSTITUTE

VISION

"Bharath Institute of Higher Education & Research (BIHER) envisions and constantly strives to provide an excellent academic and research ambience for students and members of the faculties to inherit professional competence along with human dignity and transformation of community to keep pace with the global challenges so as to achieve holistic development."

MISSION

- To develop as a Premier University for Teaching, Learning, Research and Innovation on par with leading global universities.
- To impart education and training to students for creating a better society with ethics and morals.
- To foster an interdisciplinary approach in education, research and innovation by supporting lifelong professional development, enriching knowledge banks through scientific research, promoting best practices and innovation, industry driven and institute-oriented cooperation, globalization and international initiatives.
- To develop as a multi-dimensional institution contributing immensely to the cause of societal advancement through spread of literacy, an ambience that provides the best of international exposures, provide health care, enrich rural development and most importantly impart value-based education.
- To establish benchmark standards in professional practice in the fields of innovative and emerging areas in engineering, management, medicine, dentistry, nursing, physiotherapy and allied sciences.
- To imbibe human dignity and values through personality development and social service activities.

VISION AND MISSION OF THE DEPARTMENT

VISION

To be an excellence in education and research in Information Technology producing global scholars for improvement of the society

MISSION

- To provide sound fundamentals, and advances in Information Technology, Software Engineering, data Communications and Computer Applications by offering world class curriculum.
- To create ethically strong leaders and expert for next generation IT.
- To nurture the desire among faculty and students from across the globe to perform outstanding and impactful research for the benefit of humanity and, to achieve meritorious and significant growth.

PROGRAM EDUCATIONAL OBJECTIVES (PEO)

The Program Educational Objectives (PEOs) of Information technology are listed below: The graduate after 3-5 years of programme completion will

PEO1: PREPARATION

To provide students with sound fundamental in Mathematical, Scientific and Engineering fundamentals necessary to formulate, analyse, and comprehend the fundamental concepts essential to articulate, solve and assess engineering problems and to prepare them for research & development and higher learning.

PEO2: CORE COMPETENCE
To apply critical reasoning, quantitative, qualitative, designing and programming skills, to identify, solve problems and to analyze the experimental evaluations, and finally making appropriate decisions along with knowledge of computing principles and applications and be able to integrate this knowledge in a variety of industry and inter-disciplinary setting.

PEO3: PROFESSIONALISM
To broaden knowledge to establish themselves as creative practicing professionals, locally and globally, in fields such as design, development, problem solving to production support in software industries and R&D sectors.

PEO4: SKILL
To provide better opportunity to become a future researchers / scientist with good communication skills so that they may be both good team-members and leaders with innovative ideas for a sustainable development.

PEO5: ETHICS
To be ethically and socially responsible solution providers and entrepreneurs in Computer Science and other engineering discipline.

PROGRAMME OUTCOMES

PO 1	**gineering Knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
PO2	**oblem Analysis:** Identify, formulate, review research literature, and analyse complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences and engineering sciences.
PO 3	**sign/Development of Solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
PO 4	**nduct Investigations of Complex Problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions for complex problems.
PO 5	**odern Tool Usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
PO 6	**e Engineer and Society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
PO 7	**vironment and Sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
PO 8	**hics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO 9	**dividual and Team Work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
PO 10	**mmunication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
PO 11	**oject Management and Finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO 12	**fe-long Learning:** Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.

PROGRAMME SPECIFIC OUTCOME

PSO 1	**Programming Design :** Design and develop algorithm for real life problems using latest technologies and solve it by using computer programming languages and database technologies .
PSO 2	**IT Business Scalable Design :** Analyze and recommend computing infrastructures and operations requirements and Simulate and implement information networks using configurations, algorithms, suitable protocol and security for valid and optimal connectivity.
PSO 3	**Intelligent Agents Design :** Design and execute projects for the development of data modeling, data analytics and knowledge representation in various domain.

PART - B CONTENT OF THE COURSE

COURSE CONTENTS

UNIT I HTML, CSS **9**

Basic Syntax, Standard HTML Document Structure, Basic Text Markup, Images, Hypertext Links, Lists, Tables, Forms, HTML5. CSS: Levels of Style Sheets, Style Specification Formats, Selector Forms, The Box Model, Conflict Resolution.

UNIT II Javascript **9**

The Basic of JavaScript: Objects, Primitives Operations and Expressions, ScreenOutput and Keyboard Input, Control Statements, Object Creation and Modification, Arrays, Functions, Constructors, Pattern Matching using Regular Expressions DHTML: Positioning Moving and Changing Elements.

UNIT III XML **9**

XML: Document type Definition, XML schemas, Document object model, XSLT, DOM and SAX Approaches, AJAX. A New Approach: Introduction to AJAX, Integrating PHP and AJAX.

UNIT IV PHP PROGRAMMING **9**

Introducing PHP: Creating a PHP script, Running PHP script. Working with variables and constants: Using variables, Using constants, Data types, Operators. Controlling program flow: Conditional statements, Control statements, Arrays, functions. Working with forms and Databases such as MySQL.

UNIT V JSP APPLICATION DEVELOPMENT **9**

The Anatomy of a JSP Page, JSP Processing. JSP Application Design and JSP Environment, JSP Declarations, Directives, Expressions, Scripting Elements, implicit objects. Java Beans: Introduction to Beans, Deploying java Beans in a JSP page.

(45 Hrs)

WEB DESIGNING AND DEVELOPMENT- U20ITCJ02

LIST OF EXPERIMENTS **(30 Hrs)**

1. Create a HTML page, which has properly aligned paragraphs with image along with it.
2. Write a program to display list of items in different styles.
3. Create both client side and server side image maps.
4. Create your own style sheets and use them in your web page.
5. Create a form with various fields and appropriate front and validations using any one of the scripting languages.
6. Write a program to store the form fields in a database, use any appropriate Server Slide Scripting.
7. Create a web page using XML.
8. Write a program to connect a XML web page to any database engine.
9. Implement and modify the PHP program to use an xml instead of database.
10. Write a program to design a simple calculator using (a) JavaScript (b) PHP (c) Servlet and (d) JSP.

CONTENT

Ex: No: 1 a **FAVORITE PERSONALITY**

AIM:

To create and display favorite personality web page using html program with basic tags.

ALGORITHM:

Step 1: Start the program.
Step 2: Enter the html, head, and title tag.
Step 3: Specify the background color using the body bgcolor tag
Step 4: Marquee tag is used to scroll the text or image either horizontally or vertically in the document
Step 5: Define the color, size and type of the text using the font tag.
Step 6: Embed an image using image tag <img>
Step 7: Enter the paragraph and separate it by paragraph tag <p>
Step 8: Stop the program.

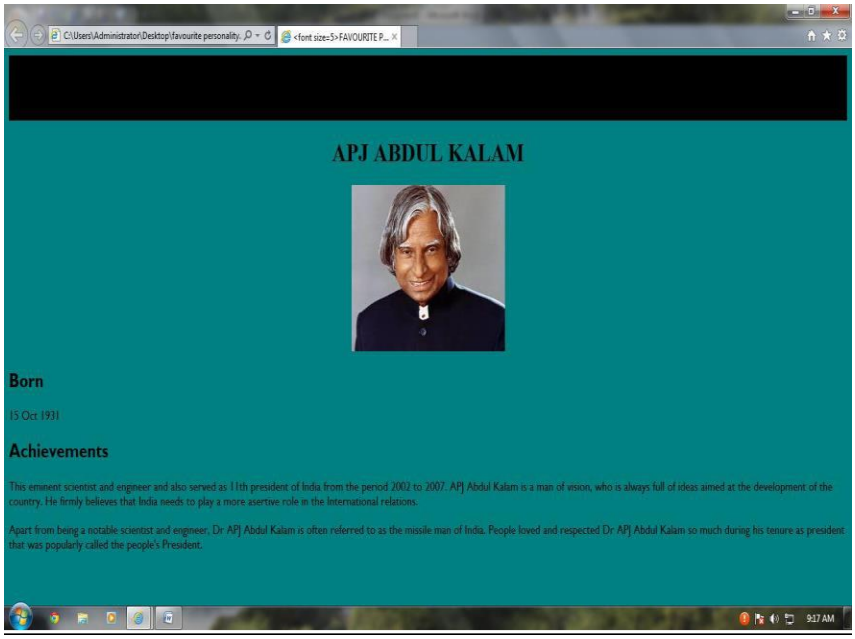
PROGRAM:

Favorite Personality.html

```
<html>
<head>
<title><font size=5>FAVORITE
PERSONALITY</title></head>
<body bgcolor=teal>
<marquee bgcolor=black>
<h1>
<b><font color=yellow>Favorite Personality</font>
</h1>
</marquee>
<h1 align=center>APJ ABDUL KALAM</h1>
<p><font color=black face="Gill sans mt"type=regular>
<h1 align=center>
<imgsrc="kalam.jpg">
<br></h1>
<h2>Born</h2>15 Oct 1931<br>
<h2>Achievements</h2><l><font size=3>
<p>This eminent scientist and engineer and also served as 11th president of India from the period 2002 to 2007. APJ Abdul Kalam is a man of vision, who is always full of ideas aimed at the development of the country. He firmly believes that India needs to play a more assertive role in the International relations.</l></p>
<p>Apart from being a notable scientist and engineer, Dr APJ Abdul Kalam is often referred to
```

as the missile man of India. People loved and respected Dr APJ Abdul Kalam so much during his tenure as president that was popularly called the people's President.</p></body>
</html>

OUTPUT:



RESULT:

Thus the html program for creating a document of favorite personality was successfully executed and the output is verified.

Ex: No: 1 b **RESUME PREPARATION**

AIM:

To create html program for preparation of resume using text formatting.

ALGORITHM:

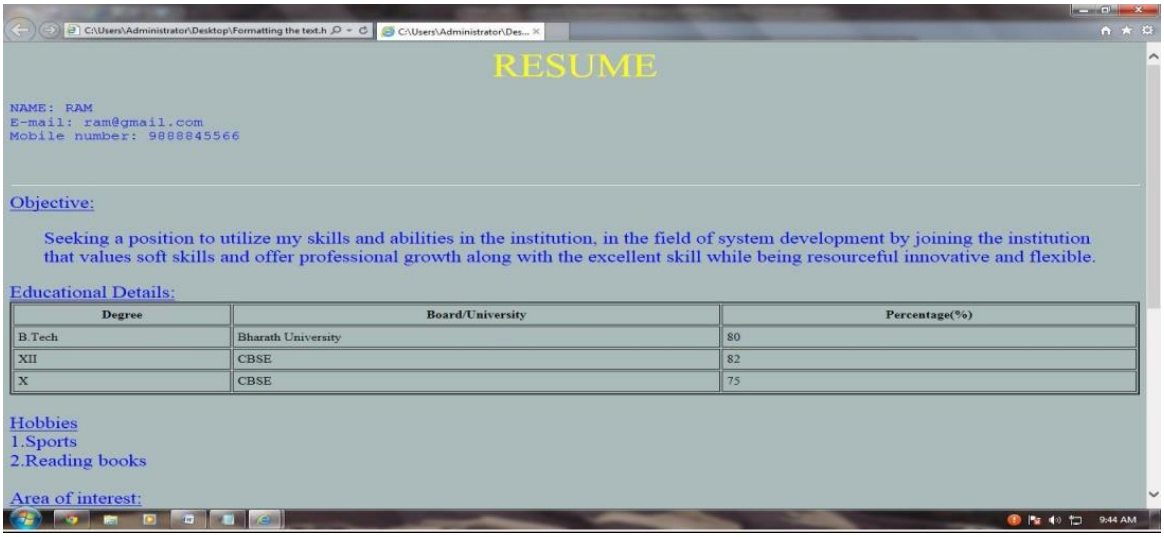
Step 1: Start the program.
Step 2: Insert the necessary tags such as body, background color, alignment, and font.
Step 3: Start a new paragraph by paragraph tag and enter the details in resume.
Step 4: Insert pre tag so that it preserves both spaces and line breaks.
Step 5: Create a table to display Degree, Board/University and Percentage in the web page.
Step 6: Furnish the other details such as hobbies, areas of interest, personal details and address.
Step 7: Stop the program.

PROGRAM:

```
<html>
<body bgcolor=#aabbbb>
<center>
<font color=yellow font
size=20>RESUME<font></center>
<font color=blue font size=5>
<p>
<p><pre>
NAME: RAM
E-mail: ram@gmail.com
Mobile number: 9888845566
<br>
</pre>
<hr>
<u>Objective:</u><br>
<blockquote>Seeking a position to utilize my skills and abilities in the institution, in the field of
system development
</blockquote>
<u>Educational Details:</u>
</font>
<table width=100% border=2 cellpadding=5>
```

```
<tr>
<th>Degree</th>
<th>Board/University</th>
<th>Percentage(%)</th>
</tr>
<tr>
<td>B.Tech</td>
<td>Bharath University</td>
<td>80</td></tr>
<tr>
<td>XII</td>
<td>CBSE</td>
<td>82</td></tr>
<tr>
<td>X</td>
<td>CBSE</td>
<td>75</td></tr></table>
<font color=blue font size=5>
<br>
<u>Hobbies</u><br>
1.Sports<br>
2.Reading books<br>
<br>
<u>Area of interest:<br></u>
1. Programmin in C<br>
2. Mobile Communication<br>
<p><u><br>
Personal Details</u><br>
Age & DOB:22& 04.05.1987<br> Father's
Name:Kumar.A<br><br><u>Mailing
Address:<br></u><address>No:07, I Main Road,
Tambaram, Chennai. </address><br>
<u>Permanent Address:<br></u>
<address>Door No:12, Gandhi Street, Trichy.</address>
Phone number: 044 29678956<p><br>
</body>
</html>
```

OUTPUT:



RESULT:

Thus, the html program to create a formatting the text using table ordered and unordered list was successfully executed and the output is verified.

Ex: No: 2 a **TIME TABLE**

AIM:

To create and display class time table web page using html program with basic tags.

ALGORITHM:

Step 1: Start the program.
Step 2: Insert the necessary tags such as body, background color, alignment, and font.
Step 3: Bgcolor attribute is inserted to specify the background color of a document.
Step 4: Insert the table align tag to specify the alignment of a table.
Step 5: Use cell padding attribute to specify the space in pixels between the cell and the cell content.
Step 6: The <tr> align attribute is used to align the content in a table row horizontally.
Step 7: Type the table contents to be inserted into the time table.
Step 7: Stop the program.

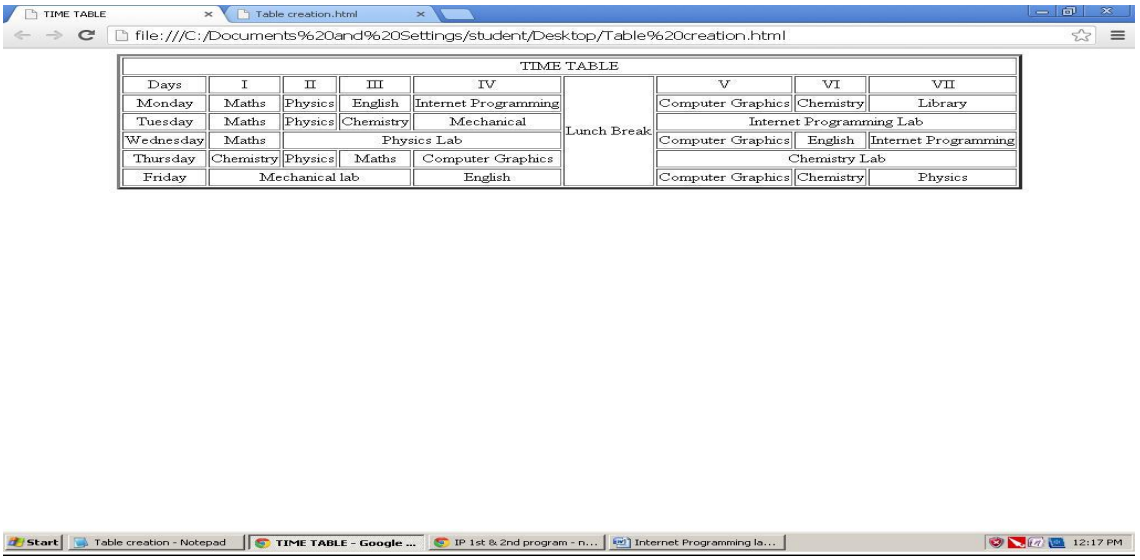
ROGRAM:

TimeTable.html

```
<html>
<head>
<title>TIME TABLE</title>
</head>
<body bgcolor=white>
<table align=center border=3 cell padding=2 size=50%><tr align=center>
<td colspan=9>TIME TABLE</td>
</tr>
<tr align=center>
<td>Days</td>
<td>I</td>
<td>II</td>
<td>III</td>
<td>IV</td>
<td rowspan=7>Lunch Break</td>
<td>V</td>
<td>VI</td>
<td>VII</td>
</tr>
<tr align=center>
<td>Monday</td>
<td>Maths</td>
<td>Physics</td>
<td>English</td>
<td>Internet Programming</td>
<td>Computer Graphics</td>
```

```
<td>Chemistry</td>
<td>Library</td>
</tr>
<tr align=center>
<td>Tuesday</td>
<td>Maths</td>
<td>Physics</td>
<td>Chemistry</td>
<td>Mechanical</td>
<td colspan=3>Internet Programming Lab</td></tr>
<tr align=center>
<td>Wednesday</td>
<td>Maths</td>
<td colspan=3>Physics Lab</td>
<td>Computer Graphics</td>
<td>English</td>
<td>Internet Programming</td>
</tr>
</table>
</body>
</html>
```

OUTPUT:



TIME TABLE								
Days	I	II	III	IV	Lunch Break	V	VI	VII
Monday	Maths	Physics	English	Internet Programming		Computer Graphics	Chemistry	Library
Tuesday	Maths	Physics	Chemistry	Mechanical		Internet Programming Lab		
Wednesday	Maths	Physics Lab				Computer Graphics	English	Internet Programming
Thursday	Chemistry	Physics	Maths	Computer Graphics		Chemistry Lab		
Friday	Mechanical lab			English		Computer Graphics	Chemistry	Physics

RESULT:

Thus the html program for creating class timetable was successfully executed and the output is verified.

Ex: No: 2 b **TABLE CREATION**

Date:

AIM:

To create html program for creating a table and inserting images in it.

ALGORITHM:

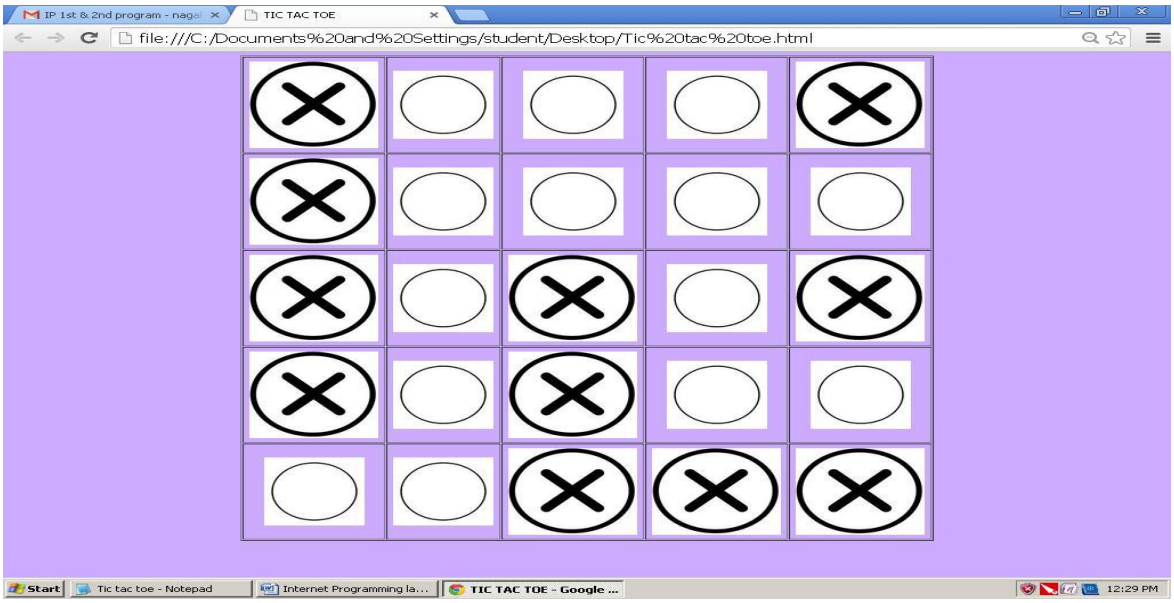
Step 1: Start the program.
Step 2: Insert the necessary tags such as html, head, body and title.
Step 3: Specify the background color of the program using body bgcolor attribute.
Step 4: Align the images into the table using <tr align> tag horizontally in table row.
Step 5: Embed the image of tic and toe using the image tag <img>.
Step 6: Execute the program to verify the appropriate insertion of images into table.
Step 7: Stop the program.

PROGRAM

```
<html>
<head>
<title>TIC TAC TOE</title>
</head>
<body bgcolor="#ccaaff">
<table align=center border=3 cellpadding=10 size=50%><tr align=center>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="tic.jpg"></td>
</tr>
<tr align=center>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
</tr>
<tr align=center>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="tic.jpg"></td>
</tr>
<tr align=center>
```

```
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
</tr>
<tr align=center>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="toe.jpg"></td>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="tic.jpg"></td>
<td><imgsrc="tic.jpg"></td>
</tr>
</table>
</body>
</html>
```

OUTPUT:



RESULT:

Thus, the html program for displaying the images in the table was successfully executed and the output is verified.

Ex: No: 3 a **STAR TRIANGLE**

AIM:

To create html program using JavaScript for displaying stars in triangle shape.

ALGORITHM:

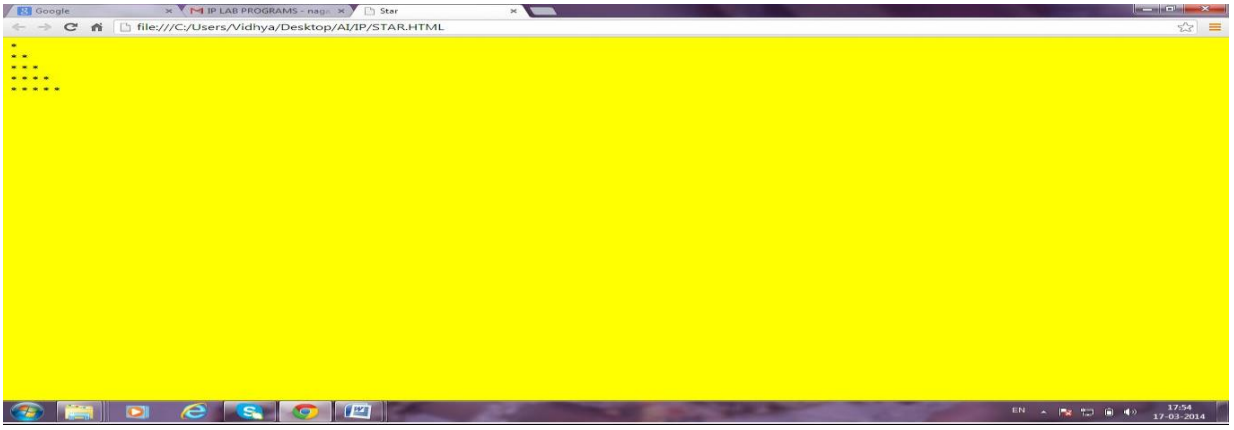
Step 1: Start the program.
Step 2: Insert <script> tag to define the client-side script, such as JavaScript.
Step 3: Use document.write to specify the content inside the script tag.
Step 4: Document.write tag is used to specify the stars with a tab space and break between stars.
Step 5: The script tag can be used either in head or body tag in JavaScript.
Step 6: Stop the program.

PROGRAM:

Star.html

```
<html>
<head>
<title>Star</title>
<script type="text/javascript">
for(vari=1;i<=5;i++)
{
for(var j=1;j<=i;j++)
{
document.write("\t*");
}
document.write("</br>");
}
</script>
</head>
<body bgcolor=yellow>
</body>
</html>
```

OUTPUT:



RESULT:

Thus, the html program for displaying the stars in triangle shape using JavaScript was successfully executed and the output is verified.

EX.NO: 3 b TEMPERATURE CONVERTERS

AIM:

To create temperature conversion using html program with basic tags and display it in a web page.

ALGORITHM:

Step 1: Start the program.
Step 2: Insert the necessary tags such as body, background color, alignment, and font.
Step 3: Insert table tag with specified alignment
Step 4: Use form tag to create an HTML form for user input.
Step 5: Use the onchange event to change the value of the element.
Step 6: Convert values from Fahrenheit to Celsius and vice versa.
Step 7: Stop the program.

PROGRAM:

Temperature.html

```
<html>
<head>
<title>TEMPERATURE CONVERTER</title></head>
<body bgcolor="#aaBBcccc">
<br><br>
<table border=2 width=50% align=center bgcolor="#faabbcf"><tr><th>
<center><font color=#000080 size=12 face="Monotype Corsiva"> Temperature
Converter</font><form action=" "></th></tr>
<td><center>
<input name=text type=hidden><br>
<form>Fahrenheit:<input name=F onchange="eval('c.value='+this.form.c_expr.value)"><input name=F_expr
type=hidden value="(212-32)/100*(c.value+32)"><br>
<br>
Celsius:<input name=c onchange="eval('F.value='+this.form.F_expr.value)">
<input name=c_expr type=hidden value="100/(212-32)*(F.value-32)">
<br>
</center>
</tr>
<td>
<center>
<input name=reset type=reset value=Reset>
<input name=" " type=button value=Convert>

</center>
</td>
</tr>
</table>
</form>
</center>
```

</body>
</html>

OUTPUT

RESULT:

Thus, the html program for conversion of temperature from Fahrenheit to Celsius and vice versa was successfully executed and the output is verified.

Ex: No: 4 a **CHANGING BACKGROUND COLOR**

AIM:

To create a program in html for changing the back ground colors in web page.

ALGORITHM:

Step 1: Start the program.
Step 2: Insert the necessary tags such as html, head, body etc.
Step 3: Script tag is inserted to define the client-side script.
Step 4: Switch statement is used to perform different actions based on different conditions.
Step 5: Form tag is inserted to select different kinds of user input.
Step 6: Table is inserted using <table> tag.
Step 7: Stop the program.

PROGRAM:

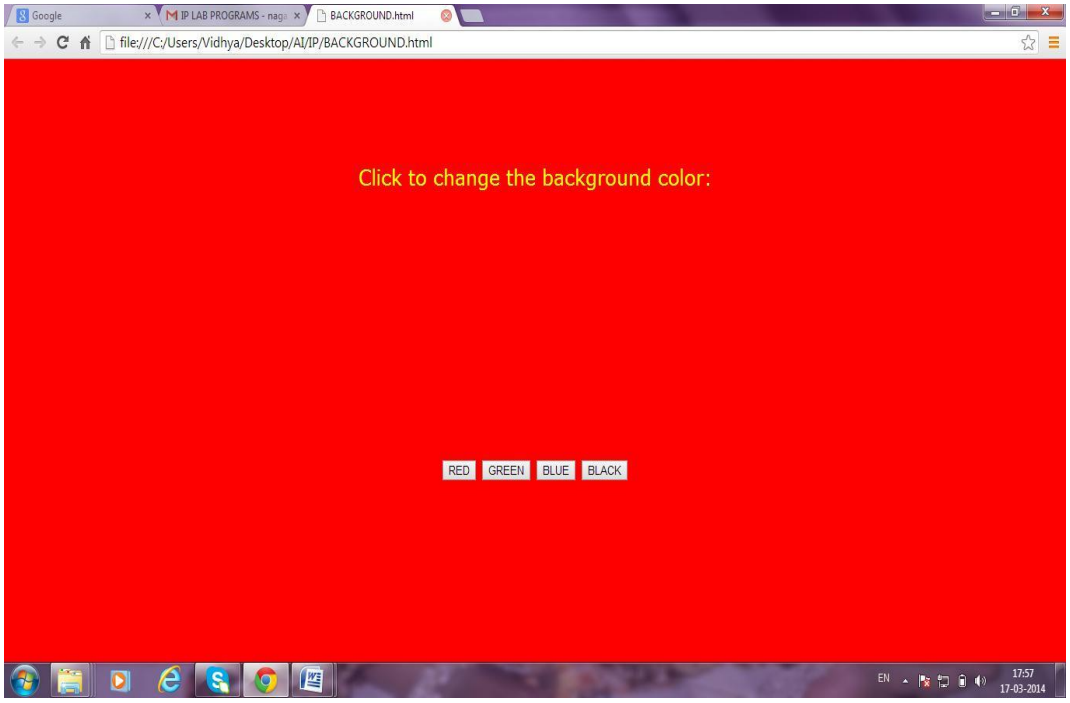
Background.html

```
<html>
<head>
</head>
<body>
<script language="JavaScript">
function colors(col)
{

        switch(col)
        {
                case 'red':
                document.bgColor="#FF0000";
                break;
                case 'green':
                document.bgColor="#00FF00";
                break;
                case 'blue':
                document.bgColor="#0000FF";
                break;
                case 'black':
                document.bgColor="black";
                break;
        }
}
</script>
<form name=”form1” method=”post” action=””><center><table
align=center width=80% height=90%><p>
```

```
<tr align=center>
<td>
<font size=5 face=Verdana Arial color=yellow>
Click to change the background color:
</p><br><br></td>
</tr>
<tr align=center>
<td>
<input type=button name=color value=RED onClick="colors('red')"><input type=button
name=color value=GREEN onClick="colors('green')">
<input type=button name=color value=BLUE onClick="colors('blue')">
<input type=button name=color value=BLACK onClick="colors('black')">
</p>
</form>
</td>
</tr>
</table>
</body>
</html>
```

OUTPUT:



RESULT:

Thus, the html program for changing the background color in the web page was successfully executed and the output is verified.

Ex: No: 4 b **SIMPLE CALCULATOR**

AIM:

To create and display simple calculator in a web page using html program with basic tags.

ALGORITHM:

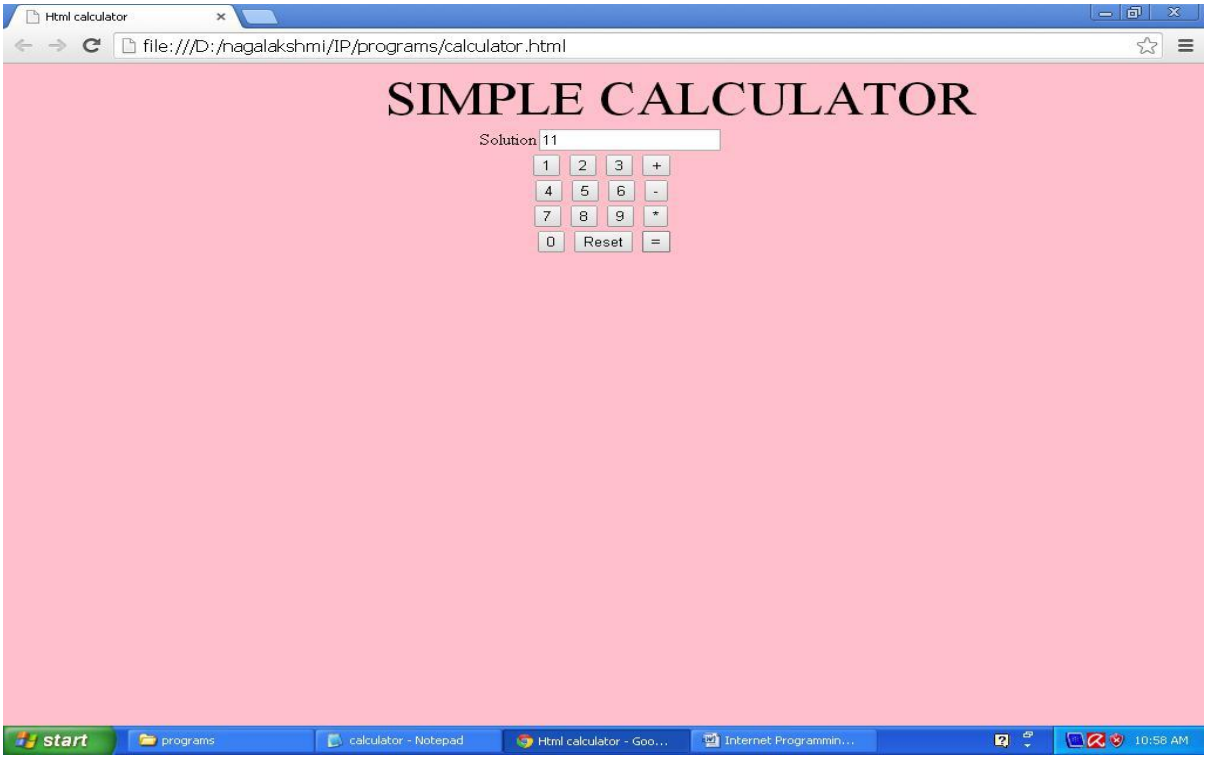
Step 1: Start the program.
Step 2: Insert the necessary tags such as body, background color, alignment, and font.
Step 3: Use marquee tool to scroll the text in the web page.
Step 4: Insert buttons using the objects. This is done using input tag.
Step 5: Specify Onclick event to perform an event when the user clicks on an element.
Step 6: Create the simple calculator and perform operations such as add, sub, multiply, divide etc.
Step 7: Stop the program.

PROGRAM:

Calculator.html

```
<html>
<head>
<title>Html calculator</title>
</head>
<body bgcolor=pink>
<marquee><font size=12>SIMPLE CALCULATOR</marquee>
<form name="calculator" >
<center>
Solution<input type="textfield" name="ans" value=""><br>
<input type="button" value="1" onClick="document.calculator.ans.value+='1'"><input type="button"
value="2" onClick="document.calculator.ans.value+='2'"><input type="button" value="3"
onClick="document.calculator.ans.value+='3'"><input type="button" value="+"
onClick="document.calculator.ans.value+='+'"><br>
<input type="button" value="4" onClick="document.calculator.ans.value+='4'"><input type="button"
value="5" onClick="document.calculator.ans.value+='5'"><input type="button" value="6"
onClick="document.calculator.ans.value+='6'"><input type="button" value="-"
onClick="document.calculator.ans.value+='-'"><br>
<input type="button" value="7" onClick="document.calculator.ans.value+='7'"><input type="button"
value="8" onClick="document.calculator.ans.value+='8'"><input type="button" value="9"
onClick="document.calculator.ans.value+='9'"><input type="button" value="*"
onClick="document.calculator.ans.value+='*'"><br>
<input type="button" value="0" onClick="document.calculator.ans.value+='0'">
<input type="reset" value="Reset">
<input type="button" value="="
onClick="document.calculator.ans.value=eval(document.calculator.ans.value)">
</center></form>
</body>
</html>
```

OUTPUT



RESULT:

Thus,the html program for creating a simple calculator was successfully executed and the output is verified.

Ex: No: 5 a **FORMS AND LINKS**
Date:

AIM:

To create a html program for creating forms and linking it.

ALGORITHM:

Step 1: Start the program.
Step 2: Insert the necessary tags such as html, title and body.
Step 3: Use body bgcolor to specify the background color of the program.
Step 4: Specify the font face, size and color of text using <font> tag.
Step 5: Insert marquee tag for scrolling the piece of text or image, displayed either horizontally across or vertically down in the web page.
Step 6: Insert buttons using the objects. This is done using input tag, hyperlink the appform.html to this program by using <a> tag.
Step 7: Create two forms such as home.html and appform.html and link it using appropriate tags.
Step 8: Stop the program.

PROGRAM:

home.html

```
<html>
<title>Simple</title>
<body bgcolor="#ccccdda">
<font color=red size=50 face="Arial">
<marquee bgcolor="black">BHARATH UNIVERSITY</marquee></font>
<p>
<center>(Established Under Sec 3 of the UGC Act, 1956)<br>
Selaiyur, Chennai-73.
</center></p>
<center>
<imgsrc="logo.jpg"></center><br>
<font color=red size=50 face="Arial">
<br>
<br>
<center><form>
<input type="button" onclick=location.href="Appform.html" value="Application Form">
</a></center></body>
</html>
```

Appform.html

```
<html>
<head>
<title>Application Form</title>
</head>
<body bgcolor="#ccaaff">
<center>
<font color=red size=50 face="Monotype Corsiva">
<marquee>BHARATH UNIVERSITY</marquee></font></center>
<h1><font color="blue" style="bold italic">
<center>APPLICATION FORM</font></center></h1>
<form method="post">
<p>
```

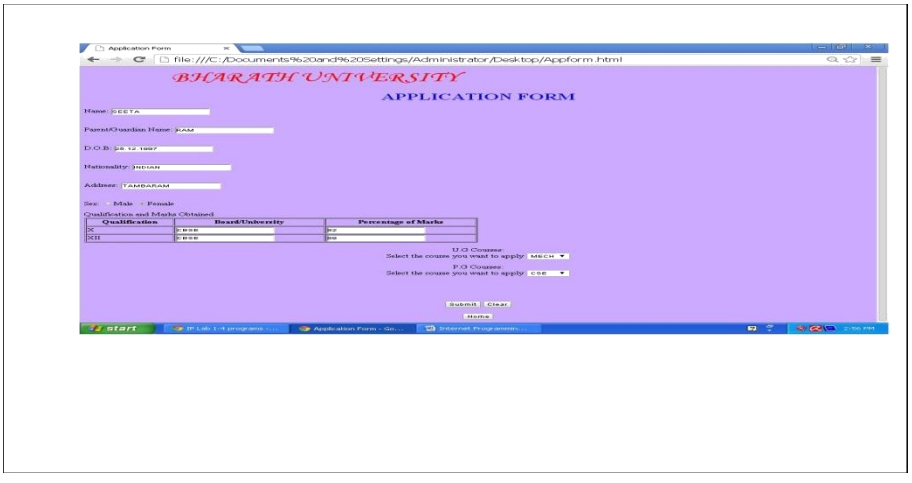
```
<label>Name:
<input type="text" name="pname"
size="25"></label><br><br><br>
<label>Parent/Guardian Name:
<input type="text" name="pname"
size="25"></label><br><br><br>
<label>D.O.B:
<input type="text" name="D.O.B"
size="25"></label><br><br><br>
<label>Nationality:
<input type="text" name="pname"
size="25" text wrap="5" row="7"></label><br><br><br>
<label>Address:
<input type="text area" name="address"
size="25"></label><br><br><br>
<label>Sex:
<input type="radio" name="male">Male <input type="radio"
name="female">Female </label>
<p>Qualification and Marks Obtained
<table border=2 cellpadding=2 width=50%>
<tr><th>Qualification</th>
<th>Board/University</th>
<th>Percentage of Marks</th></tr>
<tr><td>X</td>
<td><input type="text" name="u1" size="25"></td><td><input type="text"
name="m1" size="25"></td></tr>
<tr><td>XII</td>
<td><input type="text" name="u2" size="25"></td><td><input type="text"
name="m2" size="25"></td></tr></table>
<p><center>U.G Courses:<br>
Select the course you want to apply
<select>
<option>CSE
<option>EEE
<option>ECE
<option>MECH
<option>CIVIL</select></center>
<p><center>P.G Courses:<br>
Select the course you want to apply
<select>
<option>CSE
<option>EEE
<option>ECE
<option>MECH
<option>CIVIL
<option>MCA
<option>MBA
</select><br></center>
<center>
```


<input type="submit" value="Submit"><input type="reset" value="Clear">

<input type="button" onclick=location.href="home.html" value="Home">

</body>
</html>

OUTPUT:



RESULT:

Thus the html program for creation of forms and linking the forms was successfully executed and the output is verified.

Ex: No: 5 b **FRAMES WITH LINKS AND LISTS**
Date:

AIM:

To create a html program for frames in web page and linking it.

ALGORITHM:

Step 1: Start the program.
Step 2: Insert the necessary tags such as html, head, title, body etc.
Step 3: Frameset tag is defined such that it holds one or more <frame> elements.
Step 4: <frame> rows attribute is inserted to specify the number and size of rows in a document.
Step 5: Use <a> tag in link.html program such that it defines a hyperlink, which can be used to link from one page to another.

Step 6: Insert <ol> tag to define an ordered list and it can be numerical or alphabetical.
Step 7: <li> tag is specified to list the items and href attribute is used to specify URL of the page.
Step 8: For the necessary programs insert <ul> tag to define unordered list and insert table for black.html, lava.html, nokia.html and htc.html programs. Use <tr> and <td> tags to specify number of rows and data of the table respectively.
Step 9: Stop the program.

PROGRAM:

Frame.html

```
<html>
<frameset rows="20%,80%">
<frame name=top src="mobile.html">
<frameset cols="25%,*">
<frame name=left src="link.html">
<frame name=right>
</frameset>
</frameset>
</html>
```

mobile.html

```
<html>
<head>
<title>THE MOBILE STORE</title></head><body
bgcolor="black">
<font color=red size=15 style="bold italic" face="Arial">
<marquee>THE MOBILE STORE</marquee>
</font>
</body>
</html>
```

link.html

```
<html>
<head>
<title>MOBILES</title>
</head>
<body bgcolor=yellow>
<ol type=A>
```

```
<li><a href="black.html" target=right>BLACKBERRY</a><li><a href="lava.html"
target=right>LAVA</a>
<li><a href="nokia.html" target=right>NOKIA</a>
<li><a href="htc.html" target=right>HTC</a>
</ol>
</body>
</html>
```

black.html

```
<html>
<head>
<title>BLACKBERRY</title>
</head>
<body bgcolor="#aaccccdd">
<table border=2 align=center width=30%>
<ul type="square">
<caption>BLACKBERRY MODEL</caption>
<td><li>8220</td></tr>
<tr align=center>
<td><li>perlflip</td></tr>
<tr align=center>
<td><li>strom</td></tr>
<tr align=center>
<td><li>8330</td></tr>
</ul></table>
</body>
</html>
```

lava.html

```
<html>
<head>
<title>LAVA</title>
</head>
<body bgcolor="#ccbbccdd">
<table border=2 align=center width=30%>
<caption>LAVA MODEL</caption>
<td><li>lava 250</td></tr>
<td><li>lava image</td></tr>
<tr align=center>
<td><li>lava 3110</td></tr>
</ul>
</table>
</body>
</html>
```

OUTPUT:

RESULT:

Thus, the html program for creation of frames with links and lists was successfully executed and the output is verified.