**Summary of Computer Applications**

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| --- | --- |
| **Some important characters:**  **&lt; >>> <**  **&gt; >>> >**  **&amp; >>> &**  **&nbsp; >>> to make a space**  **&copy; >>> ©**  **&quot; >>> "**  **&times; >>> x**  **&divide; >>> ÷** | **Tags to know:**  **<body bgcolor="#00FFFF" text="#FF00FF" link=”red” vlink=”yellow” Alink=”black”>**  **<body background="ANYNAME.gif">**  **<em> to display italic, <strong>, <code>**  **<i>, <b>, <tt> <big> <small>**  **<sub>, <sup> all of those has closing tag**  **<!-- some comment here -->**  **<h1 >for putting headlines</h1 >**  **<strike></strike> strikes a line through the text** |
| **Lists:**  **<ul type="disc">**  **<ul type="circle">**  **<ol start="5">**  **<ol type="A">**  **<dl> >>> definition list**  **V**  **<dt> >>> definition term**  **V**  **<dd> >>> definition data** | **Tables:**  **<td colspan="2">**  **<td rowspan="2">**  between border and content  **<table border=”3” cellpadding=”3” cellspacing=”4” bgcolor="#FFCC00">**  Between cells together  **V**  **<tr align=”right”>**  **V**  **<td > or <th>**  To define the place of the text in cells |
| **Frames:**  **we don’t use frameset and body tag in the same page**  **<frameset cols="25,\*" frameborder=”3” framespacing=”3”>**  **<frame src="fr1.html">**  Second frame is replaced with a frameset  **<frameset rows="50%,50%">**  **<frame src="fr2.html">**  **<frame src="fr3.html">**  **</frameset>**  **<frame scrolling="no" noresize src="htmltitl.html">**  **<noframes>**  Changing the content of frame from anther one  **<!-- For browsers without frames. -->**  **</noframes>**  **<frame name="rframe" src="right1.html">**  **<a href="right1.html" target="rframe">One</a> in anther frame**  **<iframe src="11.html" width="500px" height="500px"**  **overflow="auto"></iframe>**  **<iframe src="demo\_iframe.htm"name="iframe\_a"> </iframe>** | **Anchors:**  **<a ref="http://test.com/testpage.html#namedplace"> </a>**  **<a name=" namedplace ">You jumped here!\*\*\*\*\*</a>**  **<a href="mailto:ahmed@yahoo.com">**  **<img src="anypicturename.gif" width="59" height="42"**  **alt="\*\* 88 \*\*" align="top" border=”3”> </a>**  **\_blank 🡪 into a new browser window.**  **\_self 🡪 the current window.**  **\_parent 🡪 superior frame to the frame the**  **Hyperlink is in.**  **\_top🡪 cancels all frames, and loads in full browser window.** |
| **Image Mapping:**  **Image maps are images, usually in gif format that have**  **been divided into regions; clicking in a region of the image cause the web surfer to be connected to a new URL.**    **<IMG SRC="note.GIF" Width=200 Height=200**  **border="5" USEMAP="#map1">**  **<MAP NAME="map1">**  **<AREA SHAPE="RECT" COORDS="0,0,90,90"**  **HREF="hi.html" ALT="see me…">**  **<AREA SHAPE="RECT" COORDS="100,100,160,160"**  **HREF="divPara.html" ALT="see him…" >**  **<AREA SHAPE="CIRCLE" COORDS="150,50,20"**  **HREF="house.html" ALT="see it…" >**  **</MAP>**  **We can use Poly as well as Rect……**  **Rect 4 numbers for two corners**  **Circle 3 numbers for the center & R**  **Poly depends on the number of corners of the shape( 2 numbers for each corner)**  **The img tag has two attributes Hspace and Vspace to define the distance between the picture and the border of the page** | **Forms:**  **<form name=“form1"action=“test2.cfm" method=“post">**  **We have two methods get -> sends the data in the URL and post -> sends the data in the body of the request**  **<input type="password" name="password">**  **<input type="text"**  **name="lastname“ size=“10”maxlength=“50”>**  **we use the same name for more than one radiobutton to group them so only one is cheched**  **<input type="radio" name="sex" value="female">**  **<input type="checkbox" name="vehicle" value="Car">**  **<select name="cars">**  **<option value="volvo">Volvo</option>**  **<option value="saab">Saab</option>**  **<option value="fiat">Fiat</option>**  **<option value="audi">Audi</option>**  **</select>**  **<textarea rows="10" cols="30"> The cat was playing in**  **the garden.**  **</textarea>**  **<input type="submit" value="Submit" />**  **<input type="hidden" name="Language" value="English"> it’s hidden in the page** |
| **Math Object in JavaScript:**  **Its properties:**  **PI, E , log2E , log10E, sqrt2**  **Its methods:**  **Abs()**  **Acos()**  **Ceil()**  **Floor()**  **Log()**  **Max()**  **Min()**  **Power()**  **Random()**  **Round()** | **General notes:**  **<p><a href="http://www.w3schools.com" target="iframe\_a">W3Schools.com</a></p>**  **To bread line <br />**  **<br clear="all"> breaks out of the text wrap that's occurring between the two**  **floating images.**  **There is no closing tag for the frame tag and the img tag and the input tag and frame tag not iframe**  **<hr/> draws horizontal line in the page**  **<div align=”center”></div > to adjust the place of some content**  **Font attributes are face, color and size** |
| **Some CSS Styles:**  **Color:red;**  **color:#000000;**  **color:rgb(255,255,204);**  **text-align:right**  **font-family:Arial**  **text-decoration:underline or none or blink**  **font-style:italic or normal**  **font: 10 pt Aria can contain collection of font values**  **font-size:20px**  **font-weight:normal or bold**  **white-space:normal or pre**  **text-transform:capitalize or uppercase or lowercase**  **background-color:yellow or transperant**  **background-image:none or URL(image url)**  **list-style: URL(image url) or disc or lower-roman**  **we can use its class with lists or with its elements**  **<div style="border:#000000 2px solid; overflow:scroll;**  **width: 300px; height:100px"> enclose the content inside border with specific properties</div>**  **I can use Body as a selector in CSS**  **BODY {backgroundimage:url(myimage.gif)}** | **CSS:**  This style will work with each tag B enclosed by I tag  **<style type="text/css">**  **#layer1 {position:absolute; left:100;top:100; z-**  **Index:0}**  **p.center,.headline,I B {font-size:16px;color:red}**  **.headlines {font-size:14pt;} 🡪 to put something unique for this class**  **</style>**  **<div ID="layer1">**  **<b class="headline">This is a bold tag**  **<p class=”center”>This is a bold tag**  **<link rel=”stylesheet” href="whatever.css" type="text/css">**  **A CSS comment begins with "/\*", and ends with "\*/"**  **<div class=”headline”> to give style to some content and separate it**  **<span class=”headline”> to give style to some content without separating it**  **Where to place CSS**  **1. Inline Style Sheets inside the tag like an attribute**  **<p style=”font-size :12px”></p>**  **2. internal Style Sheets in the head**  **3. External Style Sheets**  **A:active {text-decoration: none}**  **A:link {text-decoration: underline overline}**  **The order link🡪 hover 🡪 active 🡪 visited to be effective**  **.class1 A:visited {text-decoration: none}**  **.class2 A:visited {text-decoration: underline overline**  **Call it by a span or div tag** |
| **Array object:**  **To define an array:**  **var fruits = new Array( "apple", "orange", "mango" );**  **some array properties:**  **index**  **length**  **some array methods:**  **indexOf()**  **reverse()**  **sort()** | **The Date Object:**  **Var 1= new date(has around 9 constructor)**    **Its mehods:**  **getDate() 🡪 return the month**  **getDay() 🡪 returns the day of week**  **getmonth()**  **getFullYear()**  **getminutes()**  **getMilliseconds()**  **getHours()**  **getSecondes()**  **getTime()**  **note: we have Setxxxx() for the above methods** |
| **JavaScript::**  **<script language="javascript" type="text/javascript">**  **var1 = 10 don’t need to mention its type**  **var money; anther way**  **</script>**  **The typeof is a unary operator that is placed**  **before its single operand, which can be of any**  **type. Its value is a string indicating the data type of**  **the operand**  **alert("Warning Message");**  **var retVal = confirm("Do you want to continue ?");**  **if( retVal == true )**  **var retVal = prompt("Enter your name : ", "your name**  **here");**  **comment in javascript // or /\*…\*/**  **to define a function:**  **function functionname(parameter-list)**  **{function body}**  **Calling a function:**  **<script type="text/javascript">**  **sayHello();**  **</script>**  **Button to print a page:**  **<input type="button" value="Print" onclick="window.print()" />**  **Saving a cookie:**  **document.cookie=“key1=value1;key2=value2;expires=date";**  **to get browsers name:**  **var browsername=navigator.appName;**  **calling my function by an event:**  **<input type="button" value="Click Me" onclick="myFunc();" />**  **Most important events in JavaScript:**  **onload()**  **onunload()**  **onkeypress()**  **onkeydown()**  **onkeyup()**  **onerror() we must define it**  **window.onerror = function (msg, url, line) {**  **alert("Message : " + msg );**  **alert("url : " + url );**  **alert("Line number : " + line );**  **}** | **Methods to format a string:**  **Big()**  **Fontcolor()**  **Fontsize()**  **Bold()**  **Sup()**  **Sub()**  **Small()**  **Strikes()**  **Italics()**  **Navigator’s important properties:**  **Appcodename 🡪 returns the browsers name**  **Plugins [] 🡪 array of plugins installed**  **Appversion 🡪 browser version**  **Language 🡪 two letters indicate the language**  **Useragent[] 🡪 array contains the browser name and the version**  **Navigator’s important methods:**  **javaEnalbled() 🡪 returns true if the browser supports Javascript**  **String properties:**  **Length 🡪 the length of the string**  **String methods:**  **CharAt()**  **charCodeAt() 🡪 returns the UNI code of the char**  **indexOF()**  **lastIndexOf()**  **replace() 🡪 string or char by anther one**  **substring () 🡪 returns the characters between two indexes**  **toLowerCase()**  **toUpperCase()**  **toString() 🡪 returns string representing the object** |
| **Code to get a cookie from the computer:**  **var ca = document.cookie.split(';');**  **to write an external javaScript code:**  **<script src="myScript.js"></script>**  **Where the code In the external file without <script> tag**  **The way to get the day in date by code:**  **var d = new Date();**  **document.getElementById("demo").innerHTML = d.getDay();**  **anther code:**  **var today=new Date();**  **var h=today.getHours();**  **var m=today.getMinutes();**  **to write date directly:**  **document.write(Date());**  **we can write code in the event of the button:**  **<button onclick="getElementById('demo').innerHTML=Date()">The time is?</button>** | **This defines the shape of the curser in specific area:**  **style="cursor:auto"**  **all its values after cursor**  **crosshair**  **default**  **e-resize**  **help**  **move**  **n-resize**  **nw-resize**  **ne-resize**  **pointer**  **sw-resize**  **text**  **w-resize**  **wait**  **not-allowed**  onmouseover() is good event of the mouse |