

### **Ex.No.5: Creation of Dynamic Web pages DHTML – Part II**

6.a. Create a web page with two horizontal frames. Write a DHTML code to display three images in the upper frame. When any one of the images is clicked, it must be displayed in the lower frame. On clicking the displayed image, it must be cleared.

6.b. Create a web page with two vertical frames. Write a DHTML code to add a list on the left frame along with items available in a departmental store. When the user clicks on an item in the list box, its image will be displayed on the right frame. Also the price of the selected item must be dynamically retrieved in the left frame and transferred to the right frame through an alert dialog.

6.c. Create a web page that enables the user to play the game of 15. There is a 4-by-4 board implemented as an XHTML table for a total of 16 slots. One of the slots is empty. The other slots are occupied by 15 tiles, randomly numbered from 1 through 15. Any tile next to the currently empty slot can be moved into the currently empty slot by clicking on the tile. Your program should create the board with the tiles out of order. The user's goal is to arrange the tiles in sequential order row by row. Using the DHTML model and the onclick event, write a script that allows the user to swap the positions of the open position and adjacent tile.

6.d. Write a DHTML code to add an image to the web page. The image is then divided into 16 equally sized pieces. Discard one of the pieces and randomly place the other 15 pieces in the XHTML table.

6.e. Add two elements to the web page that the users can click. Use an image as the first element. When the user clicks the image, display an alert dialog box with the text "You clicked the image". For the second element, create a one-row table containing a text string. Set the table border to 1. When the user clicks the table, display an alert dialog box containing "You clicked the table". In the two accompanying functions, set each event object to true. ( Use Event Bubbling )

6.f. Write a DHTML code to load an image on the webpage and perform the following.

- Rotate the image horizontally and vertically using Flip Filters.
  - Apply transparency effects dynamically using Chroma Filter.
  - Produce the Negative image effect using Invert Filter.
  - Produce the Gray Scale image effect using Gray Filter.
  - Produce the X-Ray image effect using Xray Filter.
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