

**Московский государственный технический
университет им. Н.Э. Баумана**

**Факультет «Информатика и системы управления»
Кафедра ИУ5 «Системы обработки информации и управления»**

Курс «Парадигмы и конструкции языков программирования»

Отчет по ДЗ

Выполнил:
студент группы ИУ5-33Б
Буров Роман

Проверил:
преподаватель каф. ИУ5
Гапанюк Ю. Е.

Москва, 2025 г.

Styles.css

```
.Style-container {  
background-image: url(/Background.jpg);  
margin-top: 0;  
margin-right: 10%;  
margin-left: 10%;  
padding-top: 0;  
height: 449px;  
width: 80%;  
}
```

```
.QTE-container {  
background-color: rgb(178, 179, 181);  
margin-top: 0;  
margin-right: 10%;  
margin-left: 10%;  
padding-top: 0;  
width: 80%;  
height: 472px;  
}
```

```
.Stratagems-container {  
background-image: url(/Background2.png);  
margin-top: 0;  
margin-right: 10%;  
margin-left: 10%;  
padding-top: 0;  
height: 449px;  
width: 80%;  
}
```

```
.Script-container {
```

```
background-color: rgb(186, 186, 59);  
margin-top: 0;  
margin-right: 10%;  
margin-left: 10%;  
padding-top: 0;  
padding-bottom: 0;  
width: 80%;  
height: 428px;  
}
```

```
.info {  
margin-top: 0;  
margin-right: 10%;  
margin-left: 10%;  
padding-top: 1%;  
}
```

```
.up-container {  
margin-top: 0;  
margin-left: 10%;  
margin-right: 10%;  
margin-bottom: 0;  
padding-top: 1px;  
padding-left: 3%;  
padding-right: 3%;  
padding-bottom: 1px;  
background-color: black;  
display: flex;  
}
```

```
.home-container {
```

```
margin-top: 80px;  
margin-left: 5%;  
margin-right: 5%;  
margin-bottom: 80px;  
padding-top: 200px;  
padding-left: 50px;  
padding-right: 50px;  
padding-bottom: 200px;  
background-color: rgb(8, 127, 107);  
border-radius: 30px;  
display: flex;  
}  
  
}
```

```
.black-line {  
margin-top: 0;  
margin-left: 10%;  
margin-right: 10%;  
margin-bottom: 0;  
padding-top: 5px;  
padding-bottom: 5px;  
background-color: black;  
}  
  
}
```

```
h1 {  
margin-top: 2%;  
margin-bottom: 2%;  
padding-left: 2%;  
padding-right: 2%;  
font-family: "Franklin Gothic Medium";  
}  
  
}
```

```
h2 {  
margin-top: 0;  
margin-bottom: 0;  
padding-left: 1%;  
padding-right: 2%;  
font-family: "Franklin Gothic Medium";  
text-align: justify;  
}  
  
{
```

```
img,  
video {  
margin-top: 0;  
margin-left: 0;  
margin-right: 0;  
margin-bottom: 0;  
}
```

```
a {  
color: white;  
display: block;  
background-color: black;  
text-decoration: none;  
}
```

```
.a1:hover {  
color: rgb(249, 198, 58);  
display: block;  
background-color: black;  
text-decoration: none;  
}
```

```
.a2:hover {  
color: red;  
display: block;  
background-color: black;  
text-decoration: none;  
}  
  
a2 {
```

```
.a3:hover {  
color: yellow;  
display: block;  
background-color: black;  
text-decoration: none;  
}  
  
a3 {
```

```
.a4:hover {  
color: rgb(41, 145, 136);  
display: block;  
background-color: black;  
text-decoration: none;  
}  
  
a4 {
```

```
.home-link {  
width: 30px;  
height: 30px;  
background-image: url(home.png);  
text-decoration: none;  
margin-top: 2%;  
margin-bottom: 2%;  
margin-left: 38%;  
padding-right: 0;  
}  
  
img {
```

```
.home-link:hover {  
    width: 30px;  
    height: 30px;  
    background-image: url(home-active.png);  
}  
  
 .card {
```

```
    width: 250px;  
    height: 250px;  
    border-radius: 10%;  
    cursor: pointer;  
    margin-left: 5%;  
    border-radius: 30px;  
    background-color: rgb(8, 127, 107);  
}
```

```
.card:hover {  
    transform: scale(1.2);  
    color: rgb(249, 198, 58);  
    background-color: rgb(8, 127, 107);  
    border-radius: 30px;  
}
```

```
.card-link {  
    background-color: rgb(8, 127, 107);  
}
```

```
.card-img {  
    width: 100%;  
    border-radius: 30px;
```

```
background-color: rgb(8, 127, 107);  
}
```

```
.card-title1 {  
font-family: "Franklin Gothic Medium";  
font-size: xx-large;  
width: 200px;  
padding-left: 50px;  
background-image: url(Background.jpg);  
color: rgb(249, 198, 58);  
border-radius: 30px;  
}
```

```
.card-title2 {  
font-family: "Franklin Gothic Medium";  
font-size: xx-large;  
width: 150px;  
padding-left: 100px;  
background-color: rgb(178, 179, 181);  
color: rgb(206, 6, 6);  
border-radius: 30px;  
}
```

```
.card-title3 {  
font-family: "Franklin Gothic Medium";  
font-size: xx-large;  
width: 200px;  
padding-left: 50px;  
background-color: yellow;  
color: black;  
border-radius: 30px;
```

```
}

.card-title4 {
    font-family: "Franklin Gothic Medium";
    font-size: xx-large;
    width: 170px;
    padding-left: 80px;
    background-color: rgb(41, 145, 136);
    color: black;
    border-radius: 30px;
}
```

index.hnml

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>ndex</title>
    <link rel="stylesheet" href="styles.css" />
</head>
<body style="background-color: darkslategray">
    <div class="home-container">
        <div class="card">
            <a href="http://localhost:5500/StyleRank.html" class="card-link">
                
            />
        </div>
    </div>
</body>
```

```
<div class="card-title1">Style Rank</div>
</a>
</div>

<div class="card">
<a href="http://localhost:5500/QTE.html" class="card-link">

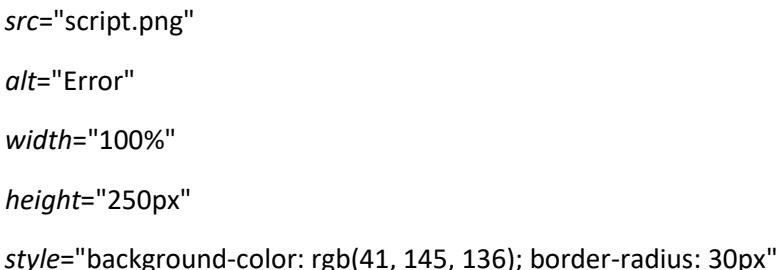
<div class="card-title2">QTE</div>
</a>
</div>

<div class="card">
<a href="http://localhost:5500/Stratagems.html" class="card-link">

<div class="card-title3">Stratagems</div>
</a>
</div>

<div class="card">
<a href="http://localhost:5500/Script.html" class="card-link">
<img
```

```



```

StyleRank.hnml

```

<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>Style Rank</title>
    <link rel="stylesheet" href="styles.css" />
  </head>
  <div class="up-container">
    <h1 style="color: rgb(249, 198, 58)">Style Rank</h1>
    <h1>
      <a href="http://localhost:5500/QTE.html" class="a2">QTE</a>
    </h1>
    <h1>
      <a href="http://localhost:5500/Stratagems.html" class="a3">Stratagems</a>
    </h1>
    <h1>

```

```
<a href="http://localhost:5500/Script.html" class="a4">Scripts</a>
</h1>
<a href="http://localhost:5500/index.html" class="home-link"></a>
</div>
<body style="background-color: rgb(22, 21, 101); margin: 0">
<div class="Style-container">
<video
src="DMC Style.mp4"
loop
autoplay
muted
width="65%"
style="margin-left: 0; margin-top: 0"
></video>

</div>
<div class="black-line"></div>
<div
class="info"
style="background-image: url(Background.jpg); padding-bottom: 49px"
>
<h2 style="color: aquamarine">
One of the hallmarks of the Devil May Cry series is the "Style Rank" system. This mechanic encourages the player for an aggressive and spectacular fighting style, rating their performance on a seven-point scale: from "Dismal" to the legendary "Smokin' Sick Style!!" The rank
```

increases through varied and continuous attacks, using different types of weapons, and evading enemy blows. Conversely, inactivity or taking damage quickly lowers the rating. A high rank not only provides a sense of satisfaction from mastery but also directly impacts the gameplay by significantly increasing the earned style points and the currency for character upgrades (Red Orbs). Thus, the system motivates players not just to defeat enemies, but to do so with maximum flair and creativity, turning every encounter into a spectacular show.

```
</h2>  
</div>  
</body>  
</html>
```

QTE.html

```
<!DOCTYPE html>  
<html lang="en">  
  <head>  
    <meta charset="UTF-8" />  
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />  
    <title>QTE</title>  
    <link rel="stylesheet" href="styles.css" />  
  </head>  
  <body style="background-color: rgb(159, 3, 3); margin: 0">  
    <div class="up-container">  
      <h1>  
        <a href="http://localhost:5500/StyleRank.html" class="a1">Style Rank</a>  
      </h1>  
      <h1 style="color: rgb(218, 51, 18)">QTE</h1>  
      <h1>  
        <a href="http://localhost:5500/Stratagems.html" class="a3">  
          Stratagems</a>  
      </h1>  
    </div>  
  </body>
```

```
>
</h1>
<h1>
<a href="http://localhost:5500/Script.html" class="a4">Scripts</a>
</h1>
<a href="http://localhost:5500/index.html" class="home-link"></a>
</div>
<div class="QTE-container">
<video
src="QTE.mp4"
loop
autoplay
muted
width="69%">
</video>
</div>
<div class="black-line"></div>
<div
class="info"
style="background-color: rgb(178, 179, 181); padding-bottom: 53px">
<h2 style="color: rgb(206, 6, 6)">
Quick Time Events (QTE) in the God of War series are not just cinematic
cutscenes, but a core gameplay element that merges action and narrative
into a seamless whole. These scenes, which require instant reactions to
buttons appearing on the screen, transform spectacular boss executions,
intense struggles, and even moments of world exploration into an
interactive challenge. QTEs were a symbol of Kratos's unrestrained rage,
allowing the player to personally perform incredibly brutal and
spectacular killings of mythical creatures. Thus, QTEs in God of War are
a powerful tool that keeps the player in constant tension, provides a
```

sense of direct participation in an epic story, and remains one of the most recognizable and authentic features of the franchise.

</h2>

</div>

</body>

</html>

Stratagems.html

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
  <head>
```

```
    <meta charset="UTF-8" />
```

```
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
```

```
    <title>Stratagems</title>
```

```
    <link rel="stylesheet" href="styles.css" />
```

```
  </head>
```

```
<body style="background-image: url(Background3.png); margin: 0">
```

```
  <div class="up-container">
```

```
    <h1>
```

```
      <a href="http://localhost:5500/StyleRank.html" class="a1">Style Rank</a>
```

```
    </h1>
```

```
    <h1>
```

```
      <a href="http://localhost:5500/QTE.html" class="a2">QTE</a>
```

```
    </h1>
```

```
    <h1 style="color: rgb(236, 227, 68)">Stratagems</h1>
```

```
    <h1>
```

```
      <a href="http://localhost:5500/Script.html" class="a4">Scripts</a>
```

```
    </h1>
```

```
    <a href="http://localhost:5500/index.html" class="home-link"></a>
```

```
  </div>
```

```
  <div class="Stratagems-container">
```

```
<video  
    src="Stratagems.mp4"  
    loop  
    autoplay  
    muted  
    width="65%"  
    style="margin-left: 0; margin-top: 0"  
></video>  
>  
</div>  
<div class="black-line"></div>  
<div  
    class="info"  
    style="background-image: url(Background2.png); padding-bottom: 22px"  
>  
<h2 style="color: yellow">  
    Stratagems in the Helldivers series are not merely additional abilities  
    but the cornerstone of the entire gameplay and its philosophy. Calling  
    them in by entering a unique combination of buttons or stick movements,  
    reminiscent of inputting a code, turns each use into a deliberate  
    tactical choice rather than a standard ability on cooldown. It is an  
    elegant gamification of the idea of managing combat from orbit: the  
    player acts as a strategist, requesting support at the most critical  
    moment. From a powerful orbital strike to life-saving equipment or a  
    turret, every stratagem requires time to "order" and deliver, adding  
    layers of planning and foresight. The mechanic brilliantly enhances the  
    cooperative spirit, as the team coordinates call-ins, covering each  
    other during the input process. Thus, stratagems transform a chaotic  
    shooter into a tense tactical operation where victory depends not only  
    on accuracy but also on collective strategic thinking.  
</h2>
```

```
</div>  
</body>  
</html>
```

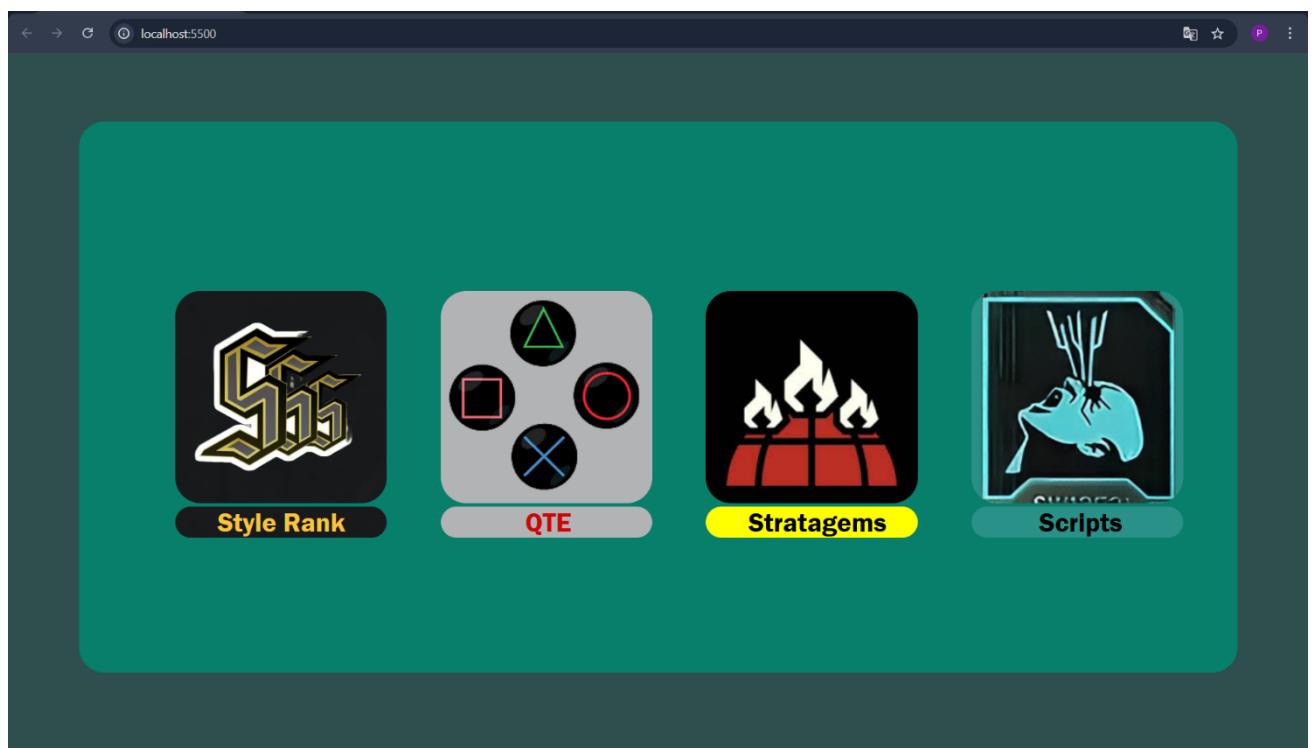
Script.html

```
<!DOCTYPE html>  
<html lang="en">  
  <head>  
    <meta charset="UTF-8" />  
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />  
    <title>QTE</title>  
    <link rel="stylesheet" href="styles.css" />  
  </head>  
  <body style="background-color: rgb(41, 145, 136); margin: 0">  
    <div class="up-container">  
      <h1>  
        <a href="http://localhost:5500/StyleRank.html" class="a1">Style Rank</a>  
      </h1>  
      <h1>  
        <a href="http://localhost:5500/QTE.html" class="a2">QTE</a>  
      </h1>  
      <h1>  
        <a href="http://localhost:5500/Stratagems.html" class="a3">Stratagems</a>  
      </h1>  
      <h1>  
        <a href="http://localhost:5500/index.html" class="home-link"></a>  
      </h1>  
    </div>  
    <div class="Script-container">  
      <video  
    *src="Script.mp4"*  
    *loop*  
    *autoplay*  
    *muted*  
    *width="62%"*

></video>  
</div>  
<div *class="black-line"*></div>  
<div *class="info"*  
    *style="background-color: rgb(186, 186, 59);*  
    *padding-bottom: 43px;"*>  
    <h2 *style="color: rgb(2, 1, 1)"*>  
        The hacking script system, or cyberdeck, in Cyberpunk 2077 is a  
        masterful gamification of the hacker's role in a hyper-technological  
        world. It transforms any encounter from a straightforward shootout into  
        a complex puzzle where the environment becomes your weapon. The player  
        analyzes a network of targets, selecting the necessary scripts from an  
        arsenal of utilities: from the enemy-poisoning "Contagion" to disabling  
        their implants with "Reboot Optics." Success depends on the ability to  
        quickly find vulnerabilities in defenses and create chains for virus  
        propagation. This mechanic is deeply integrated into the game's world,  
        reflecting its central theme of the fusion between human and machine. It  
        encourages a creative, subversive approach, allowing an entire squad to  
        be eliminated without firing a single shot, and remains one of the most  
        atmospheric and memorable features of the Night City universe.

```
</h2>
</div>
</body>
</html>
```

## Скриншоты работы сайта



**Style Rank**   **QTE**   **Stratagems**   **Scripts**



**Stratagems** in the *Helldivers* series are not merely additional abilities but the cornerstone of the entire gameplay and its philosophy. Calling them in by entering a unique combination of buttons or stick movements, reminiscent of inputting a code, turns each use into a deliberate tactical choice rather than a standard ability on cooldown. It is an elegant gamification of the idea of managing combat from orbit: the player acts as a strategist, requesting support at the most critical moment. From a powerful orbital strike to life-saving equipment or a turret, every stratagem requires time to "order" and deliver, adding layers of planning and foresight. The mechanic brilliantly enhances the cooperative spirit, as the team coordinates call-ins, covering each other during the input process. Thus, stratagems transform a chaotic shooter into a tense tactical operation where victory depends not only on accuracy but also on collective strategic thinking.

localhost:5500/QTE.html

**Style Rank**   **QTE**   **Stratagems**   **Scripts**



**Quick Time Events (QTE)** in the *God of War* series are not just cinematic cutscenes, but a core gameplay element that merges action and narrative into a seamless whole. These scenes, which require instant reactions to buttons appearing on the screen, transform spectacular boss executions, intense struggles, and even moments of world exploration into an interactive challenge. QTEs were a symbol of Kratos's unrestrained rage, allowing the player to personally perform incredibly brutal and spectacular killings of mythical creatures. Thus, QTEs in *God of War* are a powerful tool that keeps the player in constant tension, provides a sense of direct participation in an epic story, and remains one of the most recognizable and authentic features of the franchise.

**Style Rank**   **QTE**   **Stratagems**   **Scripts**   



Электрический темный рыцарь  
Кавалье Анджело

One of the hallmarks of the Devil May Cry series is the "Style Rank" system. This mechanic encourages the player for an aggressive and spectacular fighting style, rating their performance on a seven-point scale: from "Dismal" to the legendary "Smokin' Sick Style!" The rank increases through varied and continuous attacks, using different types of weapons, and evading enemy blows. Conversely, inactivity or taking damage quickly lowers the rating. A high rank not only provides a sense of satisfaction from mastery but also directly impacts the gameplay by significantly increasing the earned style points and the currency for character upgrades (Red Orbs). Thus, the system motivates players not just to defeat enemies, but to do so with maximum flair and creativity, turning every encounter into a spectacular show.

**Style Rank**   **QTE**   **Stratagems**   **Scripts**   



The hacking script system, or cyberdeck, in Cyberpunk 2077 is a masterful gamification of the hacker's role in a hyper-technological world. It transforms any encounter from a straightforward shootout into a complex puzzle where the environment becomes your weapon. The player analyzes a network of targets, selecting the necessary scripts from an arsenal of utilities: from the enemy-poisoning "Contagion" to disabling their implants with "Reboot Optics." Success depends on the ability to quickly find vulnerabilities in defenses and create chains for virus propagation. This mechanic is deeply integrated into the game's world, reflecting its central theme of the fusion between human and machine. It encourages a creative, subversive approach, allowing an entire squad to be eliminated without firing a single shot, and remains one of the most atmospheric and memorable features of the Night City universe.