**HTML- 5 Answers**

1. **How to create an area inside an image-map ?**

**The <area> tag defines an area inside an image map.**

1. **How to isolate a part of the text that might be formatted in a different direction from other text outside it ?**

**The <bdi> tag isolates a part of text that might be formatted in a different direction from other text outside it.**

1. **How to specify the column properties of each column with in a colgroup element?**

**Use the <col> tag within the <colgroup> tag to define different properties to a column within a <colgroup>.**

1. **How to define a container for an external (non-HTML) application?**

**The <embed> tag defines a container for an external resource, such as a web page, a picture, a media player, or a plug-in application.**

1. **How to define an alternate content for users that do not support client-side scripts?**

**The <noscript> tag defines an alternate content to be displayed to users that have disabled scripts in their browser or have a browser that doesn't support script. The <noscript> element can be used in both <head> and <body>.**

1. **How to define an option in a drop-down list?**

**To include an option in a drop-down list, use the <option> tag in HTML. The HTML <option> tag is used within a form for defining options in the drop-down list. Disables the input control. The button won't accept changes from the user.**

1. **How to underline a text in an HTML document?**

**The <u> tag in HTML stands for underline, and it's used to underline the text enclosed within the <u> tag. This tag is generally used to underline misspelled words. This tag requires a starting as well as ending tag.**

1. **Create JavaScript for display alert on Page Load**

**Syntex :-**

**<script>**

**window.alert("Hi this is alert");**

**</script>**

1. **Implement Event:**

**OnClick,OnMouseOut,Onmouseover**

**1. OnClick syntax :-**

**<script>**

**function myfunction()**

**{**

**document.getElementById('Dhruv').innerHTML="This is all HTML EVENTS";**

**}**

**</script>**

**<body>**

**<input type="submit" name="submit" value="onclick here" onclick="myfunction()"> <!-- onclick HTML EVENT-->**

**2.OnMouseOut syntex :-**

**<input type="submit" name="submit" value="onmouseover here" onmouseover="myfunction()">**

**3.OnMouseOver Syntex :-**

**<input type="submit" name="submit" value="onmouseout here" onmouseout="myfunction()">**

**</body>**

1. **Write JavaScript to change image source on button click event.**

**Syntex: -**

**<!DOCTYPE html>**

**<html>**

**<body>**

**<h2>What Can JavaScript Do?</h2>**

**<p>JavaScript can change HTML attribute values.</p>**

**<p>In this case JavaScript changes the value of the src (source) attribute of an image.</p>**

**<button onclick="document.getElementById('myImage').src='pic\_bulbon.gif'">Turn on the light</button>**

**<img id="myImage" src="pic\_bulboff.gif" style="width:100px">**

**<button onclick="document.getElementById('myImage').src='pic\_bulboff.gif'">Turn off the light</button>**

**</body>**

**</html>**

1. **Arithmetic Operation using Javascript.**

**<!DOCTYPE html>**

**<html>**

**<body>**

**<h2>JavaScript Arithmetic</h2>**

**<p>A typical arithmetic operation takes two numbers and produces a new number.</p>**

**<p id="demo"></p>**

**<script>**

**let x = 100 + 50;**

**document.getElementById("demo").innerHTML = x;**

**</script>**

**</body>**

**</html>**

**Output : 150**