|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | **المــمـــــــــلكــــة العـربية الســــــعودية**  **بــينبع الـــــــهـــــــــــيـــــئة الملــــــكـــــــية**  **قــــطـــاع الـكــــــــــــلــيات والـمــعــاهـد** | Description: YUC | **Kingdom of Saudi Arabia**  **Royal Commission at Yanbu**  **Colleges & Institutes Division** | | **كـــــلية ينبع الجــــــــــــــــامـــــــــــعية**  **قسم علوم وهندسة الحاسب الآلي** | **Yanbu University College**  **Computer Science & Engineering Dept.** |   LAB Submission |
| **ACADEMIC YEAR**  1442/1443 H(2021/2022 G)**,** SEMESTER II (212) |

|  |
| --- |
| CS 381  web application development |

|  |  |  |  |
| --- | --- | --- | --- |
| **DATE:** | **Wednesday, May 11, 2022** | **TIME** | 10:00 AM |

|  |  |  |  |
| --- | --- | --- | --- |
| **STUDENT NAME:** | Issam Fiaz\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **STUDENT ID:** | |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 3 | 8 | 1 | 0 | 4 | 8 | 4 |  |  |  | | **SECTION:** | 1 |

|  |  |
| --- | --- |
| **FOR INSTRUCTOR USE ONLY** | **GENERAL INSTRUCTIONS** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** | **CLOs** | **MAX MARK** | **MARKS OBTAINED** | * Write your name and I.D. number in the space provided above. * Support materials are not allowed in the examination Hall except those provided by instructor. * Do not use digital or printed dictionary. * Do not use pencils for answering except for drawing. * Read each question carefully before answering. * Number shown on the right-hand side against each question is the mark allocated. |
| **1** | **2.01** | **10** |  |
|  |  |  |  |
| **TOTAL MARKS** | | **10** |  |

|  |  |
| --- | --- |
| **MARKED BY:** | **Signature:** |
| **CHECKED BY:** | **Signature:** |

HTML Labs

<!DOCTYPE html> <html> <head><title>Canvas</title> </head>

<body>

<canvas id='mycanvas' width='320' height='240'> This text is visible only in non-HTML5 </canvas> <!--First Canvas -->

<script>

var canvas = document.getElementById('mycanvas')

// returns the element object or null if no match.

canvas.width = window.innerWidth - 30

canvas.height = window.innerHeight - 20

canvas.style.border='1px solid black'

</script>

</body>

</html>

<!DOCTYPE html> <html> <head><title>Image to Data URL</title> </head>

<body>

<canvas id='mycanvas' width='320' height='240'></canvas>

<img id='myimage'>

<script>

var canvas = document.getElementById('mycanvas')

canvas.style.border='1px solid black'

var ctx= canvas.getContext('2d") // ('webgl')

ctx.arc(160, 120, 70, 0, Math.PI \* 2, false)

ctx.fillStyle='red'

ctx.fill()

// ctx.stroke()

// copy image from convas

var img = document.getElementById('myimage')

img.style.border='1px solid black'

img.src = canvas.toData URL()

</script>

</body>

</html>

<!DOCTYPE html><html>

<head> <title>Canvas Animation 1</title> <script src="Canvas Animation 1.js"></script></head>

<body> <canvas id='mycanvas' width='800' height='600'></canvas></body> </html>

// Canvas Animation 1.js

window.onload = function() // after loading the whole page (window.onload event), start the script

{

var canvas = document.getElementById('mycanvas')

canvas.style.border="1px solid black'

var ctx = canvas.getContext("2d")

ctx.fillStyle="Red"

canvas.onmousemove = function(event) // onmousedown, mouseup

{

ctx.clearRect(0, 0, canvas.width, canvas.height)

ctx.beginPath()

ctx.arc(event.x, event.y, 20, 0, Math.PI\*2, false)

ctx.fill()

}

}

<!DOCTYPE html> <html>

<head>

<title>Canvas Animation 2</title>

<meta http-equiv="refresh" content="1">

</head>

<body>

<canvas id='mycanvas' width='800' height='600'></canvas>

<script>

var canvas = document.getElementById('mycanvas');

canvas.style.border='1px solid black';

var ctx = canvas.getContext('2d');

ctx.fillStyle='Green';

var x = Math.random() \* canvas.width;

var y = Math.random() \* canvas.height;

var r = 10

ctx.beginPath();

ctx.arc(x,y,r,0,Math.PI\*2,false);

ctx.fill();

</script>

</body>

</html>

// Canvas Animation 3.js

var canvas = document.getElementById('mycanvas')

canvas.style.border = '1px solid black'

var ctx = canvas.getContext(2d')

ctx.fillStyle="Red"

var x = Math.random() \*canvas.width

var y=Math.random() \*canvas.height

var r= Math.random()\*50

var dx = dy = Math.random() \* 10

var anim

draw()

function draw()

{

ctx.clearRect(0, 0, canvas.width, canvas.height)

ctx beginPath()

ctx arc(x, y, r, 0, Math PI 2, false)

ctx.fill()

if( xir> canvas width || x-r< 0) dx = -dx

if yer> canvas height || y-r < 0)   dy = -dy

x + = dx

y += dy

anim= window.requestAnimationFrame(draw)

}

canvas.onmousedown=function(event) {windows.cancelAnimationFrame(anim)}

canvas.ondbclick=function(event) {windows.requestAnimationFrame(draw)}

<!DOCTYPE html> <html> <head> <title>Canvas Animation 4 XOR </title> </head>

<body> <canvas id="mycanvas" width= " 1200" height="120C "></canvas>

<script>

var canvas = document.getElementById('mycanvas')

var ctx = canvas.getContext('2d);

ctx.globalCompositeOperation ='xor'

var x = 100;

var y = 100;

ctx.fillStyle='#55AAFF';

ctx.fill Rect(x, y, 60, 30);

canvas.onmousemove = function(event)

{

ctx fillRect(x, y, 60, 30);

x = event.x

y = event.y

ctx.fill Rect(x, y, 60, 30);

}

</script>

</body>

</html>

<!DOCTYPE html> <html> <head><title> Gradient Rectangles</title> </head> <body> <canvas id='mycanvas' width='640' height='600'></canvas> <script>

var canvas = document.getElementById('mycanvas')

canvas.style.background="lightblue"

var ctx = canvas.getContext("2d")

ctx.fillStyle='blue'

ctx.strokeStyle = 'green'

ctx.fillRect(20, 20, 600, 200)

ctx.clearRect(40, 40, 560, 160)

ctx.strokeRect(60, 60, 520, 120)

var gradient = ctx.createLinearGradient(80, 80, 400, 400) gradient = ctx.createRadialGradient(300,400,20,300,400,200)

gradient.addColorStop(0.00, "red") gradient.addColorStop(0.00, "red")

gradient.addColorStop(0.14, 'orange') gradient.addColorStop(0.14, 'orange)

gradient.addColorStop(0.28, yellow') gradient.addColorStop(0.28, yellow)

gradient.addColorStop(0.42, 'green') gradient.addColorStop(0.42, 'green')

gradient.addColorStop(0.56, 'blue') gradient.addColorStop(0.56, 'blue')

gradient.addColorStop(0.70, "indigo') gradient.addColorStop(0.70, "indigo")

gradient.addColorStop(0.84, 'violet') gradient.addColorStop(0.84, 'violet)

ctx.fillStyle= gradient ctx.fillStyle= gradient

ctx.fill Rect(80, 80, 480, 80) ctx.fill Rect(80, 300, 480, 200)

</script></body></html>

<!DOCTYPE html> <html> <head> <title> Image Pattern</title> </head>

<body> <canvas id='mycanvas' width='640' height='600'> This text is visible only in non-HTML5 </canvas>

<script>

var canvas = document.getElementById('mycanvas')

canvas.style.background="lightblue'

var ctx = canvas.getContext('2d")

var image = new Image()

image.src='image.png'

image.onload = function()

{

var pattern = ctx.createPattern(image, 'repeat')

ctx fillStyle= pattern

ctx.fill Rect(0, 0, 800, 400)

}

</script></body></html>

<!DOCTYPE html> <html> <head> <title> Image Pattern</title> </head>

<body> <canvas id='mycanvas' width='640' height='600'> This text is visible only in non-HTML5 </canvas>

<script>

var canvas = document.getElementById(mycanvas)

canvas.style.border="1px solid black"

var ctx = canvas.getContext("2d")

ctx.font='bold 140px Times New Roman'

ctx.textBaseline = 'top'

ctx.textAlign="left"

ctx.line Width=16

ctx.strokeStyle="red"

ctx.strokeText(Yanbu', canvas.width/4, canvas.height/4)

ctx.fillStyle='yellow'

ctx.fillText("Yanbu", canvas.width /4, canvas.height/4)

ver image = new Image()

image.src = 'Car.png'

image.onload = function ()

{ ctx.lineWidth = 1

ctx.fillStyle = ctx.createPattern(image, repeat)

ctx.strokeText("Yanbu", 200, 250)

ctx.fillText("Yanbu", 200, 250)

}

</script>

</body> </html>

<!DOCTYPE html> <html> <head> <title>Arc To</title> </head>

<body> <canvas id='mycanvas' width='640' height='600'> This text is visible only in non-HTML5 </canvas>

<script>

var canvas = document.getElementById('mycanvas')

canvas.style.border='1px solid black'

var ctx = canvas.getContext('2d')

canvas.style.background= 'lightblue'

ctx.lineWidth=12

ctx.fillStyle='Red'

ctx.beginPath()

ctx.moveTo(100, 100)

ctx.lineTo(400, 100)

ctx. lineTo(400, 300)

ctx.closePath()

ctx.stroke()

ctx.fill()

</script>

</body> </html>

<!DOCTYPE html> <html> <head> <title>Arc To</title> </head>

<body> <canvas id='mycanvas' width='640' height='600'> This text is visible only in non-HTML5 </canvas>

<script>

var canvas = document.getElementById('mycanvas')

canvas.style.border='1px solid black'

var ctx = canvas.getContext('2d')

canvas.style.background= 'lightblue'

ctx.lineWidth = 12

ctx.beginPath()

ctx.moveTo(100, 100)

ctx.lineTo(400, 100)

ctx.arcTo(600, 100, 600, 200, 100)

ctx.lineTo(600, 600)

cbxx.stroke()

</script>

</body> </html>

<!DOCTYPE html> <html> <head> <title>Image Draw Shadow</title> </head>

<body> <canvas id='mycanvas' width='1200' height='600'> This text is visible only in non-HTML5 </canvas> <script>

var canvas = document.getElementById('mycanvas')

canvas.style.border='1px solid black'

var ctx = canvas.getContext('2d')

var myimage = new Image()

myimage.src = 'Apple.png'

myimage.onload = function ()

{

ctx.drawImage(myimage, 20, 20, myimage.width/4, myimage.height/4)

ctx.shadowOffsetX = 10

ctx.shadowOffsetY = 10

ctx.shadowBlur = 5

ctx.shadowColor = 'black'

ctx.drawImage(myimage, 600, 20, myimage.width/4, myimage.height/4)

}

</script> </body>

</html>

<!DOCTYPE html> <html> <head> <title>Image Pixel manipulating</title> </head>

<body><canvas id='mycanvas' height='600' width='640'>

</canvas><script>

var canvas = document.getElementById('mycanvas')

canvas.style.border r='1px solid black'

var ctx = canvas.getContext('2d')

var myimage = new Image()

myimage.src = 'House.jpg'

myimage.onload = function ()

{

ctx.drawimage(myimage, 0, 0)

var idata = ctx.getimageData(0, 0, myimage.width, myimage.height)

for (y=0;y< myimage.height, y++)

{

var pos= y\* myimage.width \* 4

for (x=0 ; X < myimage width; x++)

{

var avg = (idata.data[pos]+ idata.data[pos + 1] + idata.data[pos + 2])/3

idata.data [pos] = avg

idata data[pos + 1] = avg

idata.data[pos + 2] = avg

pos += 4

}

}

ctx.putImageData(idata,400,0)

}

</script></body></html>

<!DOCTYPE html> <html> <head><title>Image Transformations</title> </head>

<body> <canvas id='mycanva' width='1400' height='800'> This text is visible only in non-HTML5 </canvas>

<script>

var canvas = document.getElementById('mycanvas')

canvas.style.border='1px solid black'

var ctx = canvas.getContext('2d')

var myimage = new Image()

myimage.src ='House.jpg'

myimage.onload = function ()

{ ctx.save() ctx.translate(400, 0) // moving the canvas and its origin x&y on the grid.

//Save the current state

ctx.scale(-1, 1)

ctx.drawImage(myimage, 0, 0)

ctx.restore()

ctx.scale(3, 2)

ctx.drawImage(myimage, 100, 100)

ctx.scale(2, 1)

ctx.drawImage(myimage, 300, 200)

} </script></body> </html>

CSS labs

adds a 16px left and right padding to any HTML element.

adds a 16px top and bottom margin and a 16px left and right padding to any HTML element.

w3-display.

-ontaine

a container for w3-display-classes that allows to display elements in specific positions inside other HTML elements

<htm'><title>W3 Containers«/title><link rel="stylesheet" href="https://www.w3schools.com/w3css/4/w3.css"><body>

<div class="w3-container w3-teal">

<h1>Header</h1></div>

<div class="w3-container">

<p>The w3-container can be used to headers. «/p></div>

<div class="w3-panel w3-green">

<p> am a panel.«/p></div>

<div class="W3-panel w3-blue w3-round-xlarge">

<p>London is the most populous city in the UK.</p></div>

<div class="W3-container w3-red">

<p>Container with w3-red. </p></div>

<article class="w3-container">

section class="w3-container">

«h2>Paris</h2><p>The Paris area is one of the largest in Europe. </p></article>

«h2> Tokyo</h2><p> Tokyo is the center of the Greater Tokyo Area.</p></section>

<div class="W3-panel w3-red w3-display-container"><span onclick="this.parentElement.style.display='none'

class="w3-button w3-red w3-large w3-display-topright">x</span><p>Click on the X to close this panel. «/p></div>

«button class="W3-button W3-red" onclick="document.getElementBy|d(id01').style.display='block'">-Show Panel</button>

<div id="id01" class="w3-panel w3-green w3-display-container" style="display.none">

«span onclick="this.parentElement.style.display='none"' class="w3-button w3-red w3-display-topright">x</span>

<p>Click on the X to close this panel. «/p></div>

«footer class="W3-container w3-teal"> <h5>Footer</h5><p>Footer information goes here</p>«/footer>

</body></html>

«DOCTYPE html><htmi><head><title> W3 Cards</title><meta name="viewport" content="width=device-width, initial-scale=1">

<link rel="stylesheet" href="https://www.w3schools.com/w3c5s/4/w3.css"

«style>

\* { box-sizing: border-box;

cards { display: flex; flex-wrap: wrap; width: 100%; justify-content: space-between;)

img { width: 100%; )

</style><head>

«body>

<div class='cards'>

«div class="w3-container">

<div class="W3-panel w3-teal"><h4>Jeddah</h4></div>

«div class="W3-card-4" >

<img src="Jeddah/J1.jpg" >

<div class="w3-container w3-center"> «p>Old Jeddah</p></div>

</div>

</div>

</div>

</body>

</html>

<html>title>W3 Nav</title><meta name="viewport" content="width=device-width, initial-scale=1">

<link rel="stylesheet" href="https://www.w3schools.com/w3css/4/w3.css">

<link rel="stylesheet" href-"https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.7.0/css/font-awesome.min.css">«body>

<div class="w3-top">

<div class="W3-bar w3-blue w3-border">

«a href="#" class="w3-bar-item w3-button w3-mobile">«i class="fa fa-home"></is«la>

<a href="#" class="w3-bar-item w3-button w3-mobile"><i class="fa fa-search"><¡></a>

«a href-"H" class="w3-bar-item w3-button w3-mobile" > «i class="fa fa-envelope"></i></a>

«a href="#" class="3-bar-item w3-button w3-mobile"><i class="fa fa-sign-in"><i></a>

«input type="text" class="W3-bar-item w3-input" placeholder="Search."

«a href="#" class="3-bar-item w3-button W3-green">Go</a>

<div class="w3-dropdown-hover">

<button class=" w3-button">Dropdown</button>

«div class="W3-dropdown-content w3-bar-block w3-card-4">

<a href="#" class="w3-bar-item w3-button">Link 1</a>

«a href="#" class="w3-bar-item w3-button">Link 2</a>

«a href="#" class="w3-bar-item w3-button">Link 3</a>

</div>

</div>

Line<br>Line«br>Line«br>Line«br>Line«br>Line<br>Line«br>Line«br>Line<br>Line<br>Line«br>Line<br>Line«br>Line«br>Line<br>

</body>

</html>

==========================================================================

<IDOCTYPE html><html><title> W3 Sidebar</title>

«meta name="viewport" content="width=device-width, initial-scale=1">

«link rel="stylesheet" href="https://www.w3schools.com/w3css/4/w3.css">

«body>

<div id="mySidebar" class="3-sidebar w3-bar-block w3-border-right" style="display:.none">

«button onclick="w3 close()" class="w3-bar-item w3-large">X</button>

«a href="#" class="w3-bar-item w3-button">Link 1</a>

<a href="#" class="w3-bar-item w3-button">Link 2</a>

<a href="#" class="w3-bar-item w3-button">Link 3</a>

</div>

«button class="w3-button W3-teal w3-xlarge" onclick="w3 open()">=</button>

<div>

LineLineLineLineLineLineLineLine<br>LineLineLineLineLineLineLineLine<br>

</div>

«script>

</script>

function w3\_open@{document.getElementByld("mySidebar").style.display = "block",. }

function w3\_close() { document.getElementByld ("mySidebar").style.display = "none", }

</body>

</html>

«IDOCTYPEhtml><html> <head> <title> Position Boxes </title>

<style>

\* ( box-sizing: border-box;}

body{ margin: 0;)

a, #a { position: absolute;

.b, #b { position: fixed;

.C, #c { position: relative;

</style> </head>

<body>

<div class="b"></div>

«div id="b" style="right: 25%"></div>

«div class="c"> Why is this? </div>

<div class="a"></div>

«div id="a" style="right:25%" >«/div>

</body>

</html>

top:25%; width:25%; height: 25%; border: #888 5px solid; border-radius:60px}

top:50%; width:25%; height: 25%; border: 5px dashed #000;}

top:500%; width:25%; height: 25%; background-color:#ccc;]

</style> </head>

<body>

<div class="b"></div>

<div id="b" style="right: 25%"></div>

<div class="c">Why is this?</div>

<div class="a"></div>

«div id="a" style=right: 25%" ></div>

</body>

</html>

«IDOCTYPEhtml><html><head> <title> First Letter Selector </title>

‹style>

green or red

h1 { color:green limportant;)

h1 color:red:)

gangls

\*focus { border: 10px dotted #888888;}

hello ther

hello you

a:active { color: darkblue;}

HELLO 000

p: first-letter(font-size:200%;}

.para1: first-line(text-transform: uppercase;}

</style></head><body>

<h1> green or red </h1>

<p><ahref="https://www.google.com/"> google </a></pa

<div style="border: 4px solid green; background-color-yellow;">hello there </div

<span style="border: 1px solid green;">hello you </span>

<p class="para1" style="border: 1px solid green;">hello 000</p>

</body></html>

<IDOCTYPEhtml><html> <head> «title>Transformation and Transition </title> <style>

divf

width: 200px;

height: 200px;

background: red;

box-shadow: 10px 10px #888;

text-shadow:8px 8px 2px #fff,

transition: width 1s;

div:hover { width: 600px;}

img?

margin: 100px;

transition: all 2s;

img:hover ( transform: rotate(360deg) scale(2,2); J</style> </head>

Meiew Car

«body>

<img sc = "SmallCar.png">

<div> My New Car </div>

</body>

</html>

«DOCTYPEhtm|> <html> <head> Animation</title>

<style>

div

width: 40px;

height: 40px;

background-color: blue;

position: relative;

0% (left: Opx;

top: Opx; background: orange;]

25% (left: 1000px; top: Opx;

background: red;}

50% (left: 1000px; top: 500px; background: green;)

75% (left: Opx;

top: 500px; background: blue:}

100% (left: Opx;

top: Opx;

background: black;]

</style></head><body> <div></div></body>

</html>

<!DOCTYPEhtml><html><head><title>Skew</title>

‹stvle>

skew

{ background: lightgreen;

height: 100px;

width: 200px;

text-align: center;

font-size: 500%;

border: 3px solid DarkGreen;

border-radius:15px;

animation: frames 3s infinite linear;

@keyframes frames

from { transform: skew(Odeg, Odeg);

25% { transform: skew(Odeg, 45deg); }

50% { transform: skew(0);

75% { transform: skew(-45deg, Odeg);}

to

{ transform: skew(0);

}

</style>

</head>

«body> <div class = "skew">YUC</div>

</body> </html>

<IDOCTYPE html><htmi><head>«title>Menu</title> «style>

body margin: 0;

#menu (list-style-type: none;

margin:

padding: 0;

overflow. hidden;

background: rqb(139, 18, 18): )

ameruli

( float left, )

#menu li.night ( lloat: nght;, )

#menu li a (display. block,

color: white;

text-align: center,

padding: 14px 16px

text-decoration: none; )

#menu li a active (background: #888; )

#menu li a:hover.not( active) background: #111;3

VieW

height. 400px,

padding 0 16px,

background:#aaa;)

@media screen and (max-width: 600px) ( /\* Media Queries: on

#menu li right, #menu F ( float none; )

<body>

<ul id="menu">

‹li><a class="btn active" href-"#home">Home</a></li>

<i><a class="btn" href="#news">News</a></li>

«li><a class="btn" href-"#contact"> Contact</a> </li>

<li class= "right"><a class="btn" href="#about">About</a></li>

</ul>

<script>

I change the active class

var myMenu = document.getElementByld ("menu");

var btns=myMenu.getElementsByClassName("btn");

for (var i=0; i < btns.length; ¡++) f

btns[i].addEventListener("click". functionOf

var current = document. getElementsByClassName("active");

current[0].className= current[O].className.replace(" active"

this.className+=

" active":

»):

</script>

<div class="View">

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

JavaScript labs

<html><head><title>Checking Scope Test</title></head><body>

<script>

test()

if( typeof a != 'undefined') document.write('a = " + a +" '<br>')

if( typeof b != 'undefined') document.write('b = + b + " '<br>')

if( typeof c != 'undefined') document.write('c = " '+ c + " '<br>')

function test(){

a = 123

var b = 456

if (a == 123) var c = 789

}

</script>

</body></html>

<html><head><title>Reading URL</title></head>

<body>

<a id="mylink" href="http://www.rcyci.edu.sa/en/"> Click me </a><br>

<script>

var url = document.Iinks.mylink.href

document.write('The URL is ' + url)

document.write( "<hr> Number of items in the current session = "+ history.length )

</script>

</body> </html>

<html><head><title>onerror Test</title></head> <body> <script>

window.onerror = disErr; // assign a function to onerror event document.writ("Welcome"); // deliberate error

function disErr(message, url, lineNo) {

alert(message + "\nInURL:\n" + url + "\n\nLine:\n" + lineNo + "\n"); return true; i/ true: prevents the firing of the default event handler.

</script> </body></html>

<html><head><title>Try Catch </title></head><body>

<p>Enter a number between 50 and 100</p>

<input type="text" id="number" >

<button onclick="check()">Enter</button>

<p id="message"></p>

<script>

function check() {

var n = document.getElementByld("number").value;

var msg = document.getElementByld("message");

msg.innerHTML = "";

try {

if (n == "") throw "Empty";

if (isNaN(n)) throw "not a number";

if (n > 100) throw "too high";

if (n < 50) throw "too low";

}

catch (err) { msg.innerHTML = "Input is " + err; }

finally{ // execute code, after try and catch, regardless of the result. }

}

</script>

</body></html>

}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<html><head><title>Variable Arguments Functions</title></head><body>

<script>

var words = fixNames("tHe", "DALLAS", "CowBoys");

for (j = 0; j < words.length; ++j)

document.write(words[j] + "<br>");

function fixNames()

{

var args = fixNames.arguments;

var str = new Array();

for (j = 0; j < args.length; ++j)

str[j] = args[j].charAt(0).toUpperCase() + args[j].substr(1 ).toLowerCase();

return str;

}

</script>

</body></html>

<html><head><title> Class Method Separately </title></head><body><script>

function User(name, username, password) // functions are objects in JavaScript

{

this.name = name;

this.username = username;

this.password = password;

this.showUser = showUser;

}

function showUser()

{

document.write("Name: " + this.name + "<br>");

document.write("Username: " + this.username + "<br>");

document.write("Password: " + this.password + "<br>");

}

var name = prompt("Name:");

var u = new User(name. name+"user", name+"pass");

u.showUser();

</script></body></html>

<html><head><title> Class using prototype </title></head><body><script>

function User(name, username, password)

{

this.name = name;

this.username = username;

this.password = password;

User.prototype.showUser = function()

{

document.write("Name: "+ this.name + "<br>");

document.write("Username: " + this.username + "<br>");

document.write("Password: " + this. password + "<br>");

}

}

var name = prompt("Name:");

var u = new User(name, name+"user", name+"pass");

u.showUser;

</script>

</body></html>

<html><head><title> Class </title></head><body>

<div id='v'></div>

<script>

class Person

{

#firstName;

#lastName;

constructor(firstName, lastName)

{

this.#firstName = firstName;

this.#lastName = lastName;

}

getfullName() { return this.#firstName + " " + this.#lastName; }

}

var p = new Person('Tom', 'Hanks');

document.getElementByld('v').innerHTML = p.getfullName();

</script></body></html>

<!DOCTYPE html>

<htm1><head><title> Class Extending JavaScript objects </title></head>

<body>

<p><button onclick="runShow()">My Show</button></p>

<H1 ><p ic1='p1'>do not do that</p></H1>

<script>

document.addEventListener("dblclick". runShow);

function runShow()

{

var myP1 = document.getElementByld('p1');

myP1.innerHTML = myP1.innerHTML.myReplace();

}

String.prototype.myReplace= function()

{

return this.replace( )

}

</script> </body></html>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<!DOCTYPE htm1><htm1><head><title> Form Validation </title>

<style>.signup { border: 1 px solid #999999; font: normal 14px helvetica;color: #444444;}</style>

<script src="FormValidation.js">

function validate(form)

{

fail = validateName(form.name.value)

fail += validateUsername(form.username.value)

fail += validatePassword(form.password.value)

fail += validateAge(form.age.value)

fail += validateEmail(form.email.value)

if (fail == '') return true

else { alert(fail); return false }

</script></head><body>

<table class="signup" border="0" cellpadding="2" cellspacing="5" bgcolor="#eeeeee">

<form method="post" action="#" onsubmit="return validate(this)">

<th colspan="2" align="center"> Signup Form </th>

<tr><td>Name </td><td> <input type="text" maxlength="32" name="name"></td></tr>

<tr><td>Username></td><td> <input type="text" maxlength="16" narne="username"></td></tr>

<tr><td>Password </td><td> <input type="password" maxlength="12" name="password"></td></tr>

<tr><td>Age </td><td> <input type="text" maxlength="3" name="age"></td></tr>

<tr><td>Email </td><td> <input type="text" maxlength="64" name="email"></td></tr>

<tr><td colspan="2" align="center"> <input type="submit" value="Signup"></td></tr>

</form>

</table></body></html>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

//FormValidation.js

function validateName(field) { return (field == "") ? "No Forename was entered.\n" :""}

function validateUsername(field){

if (field == "") return "No Username was entered\n"

else if (field.length < 5) return "Usernames must be at least 5 char\n"

else if (/[^a-zA-Z0-9\_-]/.test(field)) return "Only a-z. A-Z, 0-9. - and \_ allowed in Usernames\n"

return ""

}

function validate Password(field) {

if (field == "") return "No Password was entered\n"

else if (field.length < 6) return "Passwords must be at least 6 char\n"

else if (!/[a-z]/.test(field) || ![A-Z]/.test(field)) return "one each of a-z. A-Z and 0-9\n"

return ""

}

function validateAge(field) {

if (field == isNaN(field)) return "No Age was entered\n"

else if (field < 18 || field > 110) return "Age must be between 18 and 110\n"

return""

}

function validateEmail(field) {

if (field == "") return "No Email was entered. \n"

else if (!((field.indexOf(".")> 0) && (field.indexOf("@")> 0)) || /[^a-zA-Z0-9.@\_-].test(field))

return "The Email address is invalid.\n"

return ""

}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<IDOCTYPE html><html>

<head><title> Dynamic User Interface</title> </head><body>

<script>

const body = document.querySelector('body');

body.setAttribute('align', 'center');

const div = document.createElement('div');

div.setAttribute('class', 'mydiv');

body.append(div);

const img = document.createElement('img');

img.setAttribute('src', 'DUI.png');

div.append(img);

const a = document.createElement('a');

a.innerHTML = "Students Information System";

a.setAttribute('href','https:iisis.rcyci.edu.sa/');

body.append(a);

</script></body></html>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<!DOCTYPE html><html> <head> <title>JSON</title>

</head>

<body>

<div id='mydiv'></div>

<script>

var output = document.getElementByld('mydiv');

var jsonArrayString = '[ {"x": 7, "y": 42}, {"x": 0, "y": 0}, {"x": 2.7, "y": 3.14}]';

var pointsArray = JSON.parse(jsonArrayString);

for(var i = 0; i < pointsArray.Iength; i++)

{

var point = pointsArray[i];

output.innerHTML +=" <br>Point: " + point.x + ", "+ point.y;

}

</script> </body </html>

<!DOCTYPE htm1><htm1><head><title>JSON and AJAX</title></head>

<body>

<p><button type="button" onclick="getDisplay()"> Get Info </button></p>

<div id='mydiv'></div>

<script>

function getDisplay()

{ var r = new XMLHttpRequest();

r.open('GET', 'https://support.oneskyapp.com/hc/en-us/article\_attachments/202761627/example\_l json', true);

isend();

r.onreadystatechange = function()

{ if( r. readyState == 4 && r.status == 200) // the response is ready

{

var output = document.getElementByld('mydiv');

var data = JSON.parse( r.responseText );

output.innerHTML += "<br><br>Fruit: "+ data.fruit + "<br>Size: " + data.size + "<br>Color: " + data.color;

}

}

}

</script></body></html>

PHP labs

<?php //First.php

global $myVar;

$name="Fred Smith";

echo "Hi ".$name;

echo "<br>Hi $name";

echo '<br>Hi $name';

$hello ="<br> Hello: $name";

echo $hello;

echo "<br>This is line: ".\_\_LINE\_\_."of file:".\_\_FILE\_\_;

echo"<br><br> ".longDate(time());

function longdate($timestamp){

echo "<br>Function Name:".\_\_FUNCTION\_\_;

return date("D(d)-M(m)-Y(y) ",$timestamp);

}

?>

<?php

echo strrev(" dlrow olleh");

echo str\_repeat("Hip",2);

echo strtoupper("hooray!");

echo ucfirst( strtolower("this IS MY tiME. iT."));

printf("<span style='color:#%X%X%X'>Hello</span>",255,50,50);

?>

<?php // FixNamesGlobal.php

$names=fix\_names("WILLIAM","henry","gatES");

echo $names[0]."".$names[1]."".$names[2];

function fix\_names($n1,$n2,$n3){

$n1=ucfirst(strtolower($n1));

$n2=ucfirst(strtolower($n2));

$n3=ucfirst(strtolower($n3));

return array($n1,$n2,$n3);

}

?>

<?php

$user1=new User("Ahmed","123");

$user1->password="567";

$user1->save();

print\_r($user1);

print(User::PI);

class User{

public $name,$password;

const PI=3.14;

public function \_\_construct($name,$password){

$this->name=$name;

$this->password=$password;

}

function save(){

echo "Save User code<br>";

}

}

?>

<?php

$paper1[]="Copier";

$paper1[]="Inkjet";

$paper1[]="Laser";

$paper1[]="Photo";

print\_r($paper1);

print"<br>";

$paper2[0]="Copier";

$paper2[1]="Inkjet";

$paper2[2]="Laser";

$paper2[3]="Photo";

print\_r($paper2);

print"<br>";

for($j=0 ;$j<4;++$j)

print "<br> $j:$paper1[$j]";

?>

<?php

$paper['inkjet']="Inkjet Printer";

$paper['laser']="Laser Printer";

echo $paper['laser'];

$p2=array("copier"=>"Copier& Multipurpose",

'inkjet'=>"Inkjet Printer",

'laserl'=>"laser printer",

'photo'=>"Photographic paper");

echo "p2 element:".$p2['inkjet']."<br>";

?>

<?php

$p5=array("Copier","Inkjet","Laser","Photo");

foreach($p5 as $item)

echo "$item <br>";

$p6 =array('copier' => "Copier& Multipurpose",

'inkjet' => "Inkjet Printer",

'laser' => "laser printer",

'photo' => "Photographic paper");

print\_r($p6);

foreach($p6 as $item=> $desc)

echo "<br> $item:$desc";

?>

<?php

$chessboard=array(

array('r','n','b','q','k','b','n','r'),

array('p','p','p','p','p','p','p','p'),

array('','','','','','','',''),

array('','','','','','','',''),

array('','','','','','','',''),

array('p','p','p','p','p','p','p','p'),

array('R','N','B','Q','K','B','N','R'),

);

echo "<pre>";

foreach($chessboard as $row){

foreach ($row as $piece)

echo "$piece";

echo"<br>";

}

echo "</pre>";

$array=array("Copier","Inkjet","laser","photo");

list($a,$b,$c,$d)=$array;

echo "$a - $b - $c - $d";

?>

<?php

$fname="Doctor";

$sname="who";

$planet="Gallifrey";

$contact=compact('fname','sname','planet');

print\_r($contact);

$array=array("copier","inkjet","laser","photo");

echo current($array)."<br>\n";

next($array);

next($array);

echo current($array)."<br>\n";

reset($array);

echo current($array)."<br>\n";

end($array);

echo current($array)."<br>\n";

?>

<?php //write

$fh=fopen("testfile.txt","w") or die("Failed to create file");

$text=<<<\_END

Line 1

Line 2

\_END;

fwrite($fh,$text) or die("Could not write to file");

fclose($fh);

echo "File'testfile.txt' written successfully";

<?php // read

$fh=fopen("testfile.txt","r") or die("Failed to create file");

while(!feof($fh)){

$line=fgets($fh);

echo "<br>$line";

}

fclose($fh);

?>

<?php //copy

copy('testfile.txt', 'testfile2.txt') or die("Could not copy file");

echo "File copied to 'testfile2.txt'";

?>

<?php //rename

if(!rename('testfile2.txt', 'testfile2.new'))echo "could not rename it";

else

echo "File renamed to 'testfile2.new'";

?>

<?php //delete

if(!unlink('testfile2.new')) echo"<br>Could not delete file";

else echo "<br> File 'testfile2.new' deleted";

?>

<?php //fileupdate.php

$fh=fopen("testfile.txt",'r+') or die("Failed to open file");

$text=fgets($fh);

fseek($fh,0,SEEK\_END);

fwrite($fh,"$text")or die("could not write to file");

fclose($fh);

echo"File 'testfile.txt' updated";

?>

<?php

$fh=fopen("testfile.txt",'r+') or die("Failed to open file");

$text=fgets($fh);

if(flock($fh,LOCK\_EX)){

fseek($fh,0,SEEK\_END);

fwrite($fh,"$text")or die("could not write to file");

fflush($fh);

flock($fh,LOCK\_UN);

}

fclose($fh);

echo"File 'testfile.txt' successfully updated";

?>

<?php // fileGetEntire.php

echo "<pre>";

echo file\_get\_contents("testfile.txt");

echo "</pre>";

?>

<?php //GetHomePage.php

echo "<br><br><h1> Grabbing a page</h1>";

echo file\_get\_contents("https://en.wikipedia.org/");

?>

<?php //upload.php

echo <<<\_END

<html>

<head><title>PHP form upload</title></head>

<body>

<form method='post' action='upload.php' enctype='multipart/form-data'>

Select File: <input type='file' name='filename' size='10'>

<input type='submit' value='Upload'>

</form>

\_END;

if($\_FILES){

$name=$\_FILES['filename']['name'];

move\_uploaded\_file($\_FILES['filename']['tmp\_name'],$name);

echo "Uploaded image '$name'<br><img src='$name'>";

}

echo "</body></html>";

?>

<?php //

echo <<<\_END

<html>

<head><title>PHP form upload</title></head>

<body>

<form method='post' action='fileload.php' enctype='multipart/form-data'>

Select a JPG, GIF, PNG or TIF File:

<input type='file' name='filename' size='10'>

<input type='submit' value='Upload'>

</form>

\_END;

if($\_FILES){

$name=$\_FILES['filename']['name'];

switch($\_FILES['filename']['type']){

case 'image/jpeg': $ext='jpg'; break;

case 'image/gif': $ext='gif'; break;

case 'image/png': $ext='png'; break;

case 'image/tiff': $ext='tiff'; break;

default: $ext='';

}

if($ext){

$name=preg\_replace("/[^A-Za-z0-9.]/","",$name);

move\_uploaded\_file($\_FILES['filename']['tmp\_name'],$name);

echo "Uploaded image $name<br>";

echo "<img src='$name'>";

}

else echo "'$name' is not an accepted image file";

}

echo "</body></html>";

?>

<?php

fix();

function fix(){

try{

throw new Exception('My Exception');

}

catch (Exception $e){

echo "XXX $e XXX";}

finally{

}}?>

MYSQL labs

<?php

$hn ='localhost';

$db='publications';

$un='root';

$pw='';

?>

<?php

require\_once '00 login.php';

$conn =new mysqli($hn, $un, $pw, $db);

if($conn->connect\_error)die("Fatal Error");

$query="SELECT \* FROM classics";

$result =$conn->query($query);

if(!$result) die("Fatal Error");

$rows =$result->num\_rows;

for($j=0;$j<$rows;++$j){

$result->data\_seek($j);

echo 'Author:'.htmlspecialchars($result->fetch\_assoc()['author']).'<br>';

$result->data\_seek($j);

echo 'Totle:'.htmlspecialchars($result->fetch\_assoc()['title']).'<br>';

$result->data\_seek($j);

echo 'Category:'.htmlspecialchars($result->fetch\_assoc()['type']).'<br>';

$result->data\_seek($j);

echo 'Year:'.htmlspecialchars($result->fetch\_assoc()['year']).'<br>';

$result->data\_seek($j);

echo 'ISBN:'.htmlspecialchars($result->fetch\_assoc()['isbn']).'<br>';

}

$result->close();

$conn->close();

?>

<?php

require\_once '00 login.php';

$conn =new mysqli($hn, $un, $pw, $db);

if($conn->connect\_error)die("Fatal Error");

$query="SELECT \* FROM classics";

$result =$conn->query($query);

if(!$result) die("Fatal Error");

$rows =$result->num\_rows;

for($j=0;$j<$rows;++$j){

$row=$result->fetch\_array(MYSQLI\_ASSOC);

echo 'Author:'.htmlspecialchars($row['author']).'<br>';

echo 'Totle:'.htmlspecialchars($row['title']).'<br>';

echo 'Category:'.htmlspecialchars($row['type']).'<br>';

echo 'Year:'.htmlspecialchars($row['year']).'<br>';

echo 'ISBN:'.htmlspecialchars($row['isbn']).'<br>';

}

$result->close();

$conn->close();

?>

<?php

require\_once '00 login.php';

$conn =new mysqli($hn, $un, $pw, $db);

if($conn->connect\_error)die("Fatal Error");

if(isset($\_POST['delete']) && isset($\_POST['isbn'])){

$isbn=get\_post($conn,'isbn');

$query="DELETE FROM classics WHERE isbn='$isbn'";

$result =$conn->query($query);

if(!$result) echo "DELETE FAILED <br><br>";

}

if(isset($\_POST['author']) && isset($\_POST['title'])

&& isset($\_POST['type']) && isset($\_POST['year'])

&& isset($\_POST['isbn']))

{

$author =get\_post($conn, 'author');

$title =get\_post($conn, 'title');

$type =get\_post($conn, 'type');

$year =get\_post($conn, 'year');

$isbn =get\_post($conn, 'isbn');

$query ="INSERT INTO classics VALUES"."('$author','title','$type','$year','isbn')";

$result =$conn->query($query);

if(!$result) echo "INSERT FAILED <br><br>";

}

echo <<< \_END

<form action="AddDeleteRecSql.php" method="post"><pre>

Author <input type="text" name="author">

Title <input type="text" name="title">

Type <input type="text" name="type">

Year <input type="text" name="year">

ISBN <input type="text" name="isbn">

<input type="submit"value="add record">

</pre></form>

\_END;

$query="SELECT \* FROM classics";

$result =$conn->query($query);

if(!$result) die ("Database access failed");

$rows=$result->num\_rows;

for($j=0; $j<$rows;++$j){

$row=$result->fetch\_array(MYSQLI\_NUM);

$r0=htmlspecialchars($row[0]);

$r1=htmlspecialchars($row[1]);

$r2=htmlspecialchars($row[2]);

$r3=htmlspecialchars($row[3]);

$r4=htmlspecialchars($row[4]);

}

echo <<<\_END

<pre>

Author $r0

Title $r1

Type $r2

Year $r3

ISBN $r4

</pre>

<form actions='AddDeleteRecSql.php'method='post'>

<input type='hidden' name='delete' value='yes'>

<input type='hidden' name='isbn' value='$r4'>

<input type='submit' value='delete record'>

</form>

\_END;

$result->close();

$conn->close();

function get\_post($conn,$var){

$var=$conn->real\_escape\_string($\_POST[$var]);

$var =strip\_tags($var);

$var=htmlentities($var);

return $var;

}

?>

<?php // using placeholder

require\_once '00 login.php';

$conn=new mysqli($hn,$un,$pw,$db);

if($conn->connect\_error)die("Fatal error");

$stmt=$conn->prepare('INSERT INTO classics VALUES(?,?,?,?,?)');

$stmt->bind\_param('sssss',$author,$title,$category,$year,$isbn);

$author ='Emily Bronte';

$title='Wuthering Heights';

$category='Classic Fiction';

$year='1847';

$isbn='97805532123423';

$stmt->execute();

printf("%d Row inserted.\n",$stmt->affected\_rows);

$stmt->close();

$conn->close();

?>

<? Php //send http header

header("Location: http://www.google.com/");

exit;

?>

<?php //HTTPAuthentication

$username='jim';

$password='mypasswd';

$realm='My Restricted area';

if(isset($\_SERVER['PHP\_AUTH\_USER']) && isset($\_SERVER['PHP\_AUTH\_PW']))

{

if ($\_SERVER['PHP\_AUTH\_USER']===$username && $\_SERVER['PHP\_AUTH\_PW']===$password)

echo "You are now loged in";

else die("Invalid username/password combination");

}

else{

header('WWW-Authenticate: Basic realm="My Restricted Area"');

header('HTTP/1.0 401 Unauthorized');

die ("Please enter your username and password");

}?>

<?php

require\_once '00 login.php';

$conn=new mysqli($hn,$un,$pw,$db);

if($conn->connect\_error)die("Fatal error");

$query="CREATE TABLE users(forename VARCHAR(32) NOT NULL,

surname VARCHAR(32) NOT NULL,

username VARCHAR(32) NOT NULL UNIQUE,

password VARCHAR(255) NOT NULL)";

$result=$conn->query($query);

if(!$result){die("Could not create table");}

add\_user('Bill','Smith','bsmith','mypasswd');

add\_user('Pauline','Jones','pjones','acrobat');

function add\_user($conn,$fn,$sn,$un,$pw){

$hash=password\_hash($pw,PASSWORD\_DEFAULT);

$stmt=$conn->prepare('INSERT INTO users VALUES(?,?,?,?)');

$stmt->bind\_param('ssss',$fn,$sn,$un,$hash);

$stmt->execute();

$stmt->close();

}?>

<?php // user Authorization

require\_once '00 login.php';

$realm='My Restricted area';

$conn=new mysqli($hn,$un,$pw,$db);

if($conn->connect\_error)die("Fatal error");

if(isset($\_SERVER['PHP\_AUTH\_USER']) )

{

$un\_temp=fix($conn,$\_SERVER['PHP\_AUTH\_USER']);

$pw\_temp=fix($conn,$\_SERVER['PHP\_AUTH\_PW']);

$query="SELECT \* FROM users WHERE username='$un\_temp'";

$result=$conn->query($query);

if(!$result) die("User not found");

else if ($result->num\_rows){

$row=$result->fetch\_array(MYSQLI\_NUM);

$result->close();

if(password\_verify($pw\_temp,$row[3]))

echo htmlspecialchars("Hi $row[0] $row[1]");

else die("Invalid username/password combination");

}

else die("Invalid username/password combination");

}

else{

header('WWW-Authenticate: Basic realm="My Restricted Area"');

header('HTTP/1.0 401 Unauthorized');

die ("Please enter your username and password");

}

$conn->close();

function fix($conn,$string){

return htmlentities($conn->real\_escape\_string($string));

}

?>

<?php

require\_once '00 login.php';

require\_once 'Sessions.php';

$conn=new mysqli($hn,$un,$pw,$db);

if($conn->connect\_error)die("Fatal error");

$message="";

if(count($\_POST)>1){

$un\_temp=fix($conn,$\_POST['userName']);

$pw\_temp=fix($conn,$\_POST['password']);

$query="SELECT \*FROM users WHERE username='$un\_temp'";

$result =$conn->query($query);

if(!$result) $message="User not found";

else if ($result->num\_rows){

$row=$result->fetch\_array(MYSQLI\_NUM);

$result->close();

if(password\_verify($pw\_temp,$row[3])){

$\_SESSION['forename']=$row[0];

$\_SESSION['surname']=$row[1];

$\_SESSION['ip']=$\_SERVER['REMOTE\_ADDR'];

echo htmlspecialchars("Hi $row[0] $row[1]");

header("Location: SessionActive.php");

}

$message="Invalid username/password combination";

}

$message="Invalid username/password combination";

}

$conn->close();

function fix($conn,$string){

return htmlentities($conn->real\_escape\_string($string));

}

?>

<html><head><title>User Login</title>

<style>

.tlogin{ border:2px solid #6388ad; background:#c9d6e4; border-radius:15px;}

td{text-align:center;}

.theader{font-size:center;}

.message{color:#ff0000; font-weight: blod;}

.btnSubmit{border:1px solid #daeafa; baclground: #22598b; padding:10px 20px; color: #FFF;}

</style>

</head>

<body>

<form action="" method="post">

<table cellpadding="10" cellspacing="1" width="500" align="center" class="tlogin">

<tr class="theader"><td>Login</td></tr>

<tr><td><input type="text" name="userName" placeholder="User Name"></td></tr>

<tr><td><input type="password" name="password" placeholder="Password"></td></tr>

<tr><td><input type="submit" name="submit" value="submit" class="btnSubmit"></td></tr>

<tr><td class"message"><?php if($message!=""){echo $message;}?></td></tr>

</table>

</form>

</body></html>

<?php

require\_once 'Sessions.php';

if(isset($\_SESSION['ip'])){

if($\_SESSION['ip']!=$\_SERVER['REMOTE\_ADDR']) endSession();

$forename=$\_SESSION['forename'];

$surname=$\_SESSION['surname'];

echo "Welcome back<br>";

echo htmlspecialchars("$forename $surname");

$rtime=$timeout+5;

$page=htmlentities($\_SERVER['PHP\_SELF']);

header("Refresh:$rtime;url=$page");

}

else

{

header("Location: authwithsession.php");

}

?>

<?php

$timeout=10;

ini\_set('session.gc\_maxlifetime',$timeout);

ini\_set('session.use\_only\_cookies',$timeout);

session\_start();

if(isset($\_SESSION['LAST\_ACTIVITY'])&& ($\_SERVER['REQUEST\_TIME']-$\_SESSION['LAST\_ACTIVITY'])>$timeout)

endSession();

$\_SESSION['LAST\_ACTIVITY']=$\_SERVER['REQUEST\_TIME'];

function endSession(){

setcookie(session\_name(),'',time()-2592000,'/');

session\_unset();

session\_destroy();

session\_start();

}

?>