

RAJARAJESWARI COLLEGE OF ENGINEERING



Approved by AICTE, New Delhi, Govt. of Karnataka, Affiliated to Visvesvaraya Technological University, Ramohalli Cross, Kumbalagodu Post, Bengaluru-74

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING



IV SEMESTER

WEB PROGRAMMING LAB MANUAL

[21CSL481]

PREPARED BY:

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Course Details

Course Name: Web Programming

Course Code: 21CSL481

Course prerequisite: HTML, Java Script, XHTML

Course Objectives

Upon completion of this course, students are expected to:

1. Learn web tool box and history of web browsers

- 2. Learn HTML, XHTML tags with utilization
- 3. Know CSS with dynamic document utilization
- 4. Learn Java script with element access in java script
- 5. Logically plan and develop web pages

21CSL481 WEB PROGRAMMING SYLLABUS

WEB PROGRAMMING (Practical based)				
Course Code	21CSL481	CIE Marks	50	
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50	
Total Hours of Pedagogy	12T + 12P	Total Marks	100	
Credits	01	Exam Hours	02	

Course Objectives:

- CLO 1. Learn Web tool box and history of web browsers.
- CLO 2. Learn HTML, XHTML tags with utilizations.
- CLO 3. Know CSS with dynamic document utilizations.
- CLO 4. Learn JavaScript with Element access in JavaScript.
- CLO 5. Logically plan and develop web pages..

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- Encourage collaborative (Group Learning) Learning in the class.
- Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
- Discuss how every concept can be applied to the real world and when that's possible, it helps improve the students' understanding.

	Module-1
Introduction to WEB Program HTTP, Security, The Web Program	nming: Internet, WWW, Web Browsers, and Web Servers, URLs, MIME, mmers Toolbox.
Textbook 1: Chapter 1(1.1 to 1	.9)
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Module-2
Basic text markup, Forms, Frames in HTML and XHT Textbook 1: Chapter 2(2.1 to 2 Teaching-Learning Process	TML, Syntactic differences between HTML and XHTML.
	Module-3
	e sheets, Style specification formats, Selector forms, Property value forms, Color, Alignment of text, Background images, tags. .12)
Teaching-Learning Process	Chalk and board, Demonstration, problem solving
35	Module-4
Java Script - I: Object orier	ntation and JavaScript; General syntactic characteristics; Primitives,

T	reen output and keyboard input.
Textbook 1: Chapter 4(4.1 to 4 Teaching-Learning Process	Chalk and board, Practical based learning, practical's
	Module-5
. accern matering using expressi	ons; Errors, Element access in JavaScript.
Textbook 1: Chapter 4(4.6 to 4	to the same of the
Textbook 1: Chapter 4(4.6 to 4 Teaching-Learning Process Course Outcomes (Course Skil	Chalk and board, MOOC

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S.NO	LIST OF PROGRAM	Pg.no
1	Design a website using HTML: a) Use Basic Text Formatting, Images	
2	Use HTML5 for performing following tasks: a) Draw a square using HTML5, fill the square with green color and make 6px brown stroke width b) Write the following mathematical expression by using HTML5 Math ML: d = x2 - y2. c) Redirecting current page to another page after 5 seconds using HTML5 Meta tag.	
3	Create employee registration webpage using HTML form objects	
4	Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.	
5	Write a program in html using a table col span and row span demonstration of employee table.	
6	Create a webpage containing 3 overlapping images using HTML, CSS and JS. Further when the mouse is over any image, it should be on the top and fully displayed.	
7	Write a JavaScript that calculator the squares and cubes of the numbers from 0 to 10 and outputs HTML text that displays the resulting values in an HTML table format	
8	Write an HTML page including JavaScript that takes a given set of integer numbers and shows them after sorting in descending order.	
9	Create following table using XHTML tags. Properly align cells, give suitable cell padding and cell spacing, and apply background color, bold and emphasis necessary	
10	Write a HTML program for creating a class time-table by using tables	

- 1. Design a website using HTML:
 - a) Use Basic Text Formatting, Images

```
<html>
<head>
<title>Text</title>
<style>
p{
font-size:18px;
font-family:TIMES NEW ROMAN;
font-weight:bold;
color:blue;
</style>
</head>
<body>
<h2 style="color:red">Display the image</h2>
<img src="C:\Users\MAD LAB\Desktop\img8.jpg" width="180px" height="100px"></img>
   
<img src="D:\2021 Web programming 4th sem\PROGRAMS/wp2.jpg" width="100px"</pre>
height="150px"></img>&nbsp;&nbsp;&nbsp;
<img src="D:\2021 Web programming 4th sem\PROGRAMS/wp3.jpg" width="80px"</pre>
height="80px"></img>
<h6>Formatting Text</h6>
This example demonstrates various text formatting and display the images
```

font size : HTML

font size : HTML

font color="red" : HTML

font size-15 and color -red : HTML

bold,underline and italic: <u><i>WEB BOOKS</i></u>

 $Bold:<\!\!b\!\!>\!\!HTML<\!\!/b\!\!><\!\!br/\!\!>$

Strong :HTML

Underline :<u>HTML</u>

Italic :<i>HTML</i>

Empasis :HTML

Strike :<s>HTML</s>

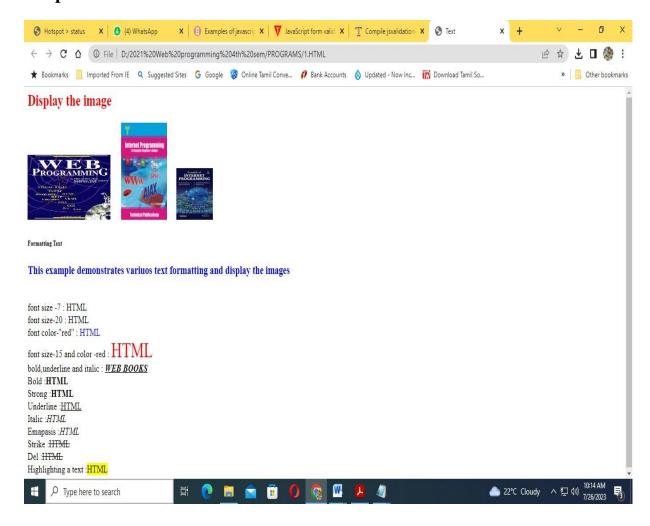
Del:HTML

Highlighting a text :<mark>HTML</mark>

</body>

</html>

Output

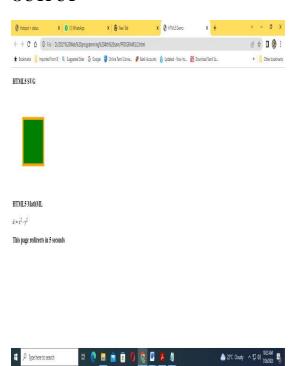


- 2. Use HTML5 for performing following tasks:
- a) Draw a square using HTML5, fill the square with green color and make 6px brown stroke width
- b) Write the following mathematical expression by using HTML5 Math ML: $d = x^2 y^2$.
- c) Redirecting current page to another page after 5 seconds using HTML5 Meta tag.

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8"/>
<title>HTML5 Demo</title>
<meta http-equiv="refresh" content="5; URL=http://www.vtu.ac.in">
</head>
<body>
<h3>HTML5 SVG</h3>
<svg width="200" height="200" align="centre">
<rect x="50" y="50" width="100" height="100" fill="green" stroke="orange"</pre>
stroke-width="6px"/>
</svg>
<h3>HTML5 MathML</h3>
<math xmlns = "http://www.w3.org/1998/Math/MathML">
<mrow>
<msup><mi>d</mi></msup>
< mo > = < /mo >
```

```
<msup><mi>x</mi><mn>2</mn></msup>
<mo>-</mo>
<msup><mi>y</mi><mn>2</mn></msup>
</mrow>
</math>
<h3>This page redirects in 5 seconds</h3>
</body>
```

</html>





3. Create employee registration webpage using HTML form objects.

```
<html>
<body>
<Center>
<img src="C:\Users\MAD LAB\Desktop\logo.jpg" height=52 width=52>
<Font size="+10" color=red>Employee Registration Form</font>
<form method=post action="prac.html">
<input type=radio name=initial checked>Mr.
<input type=radio name=initial>Mrs.
<input type=radio name=initial>Ms.
First Name
<input type=text name=fn placeholder="First Name">
Last Name
<input type=text name=ln placeholder="Last Name">

Mail Address1
<input type=text name=add1>
Mail Address2
```

```
<input type=text name=add2>
City
<input type=text name=ct>
State
<select name=state>
<option value="Gujarat">Gujarat
<option value="Maharastra">Maharastra
<option value="Karnataka">Karnataka
<option value="Delhi">Delhi
</select>
Zip
<input type=text name=zp>
Upload Photo
<input type=file name=photo>
E-Mail
<input type=text name=email size=30>
Mobile
<input type=text name=mob placeholder="+91">
```

```
Languages known
<input type=checkbox name=lk value=Gujarati
checked>Gujarati
<input type=checkbox name=lk value=Hindi
checked>Hindi
<input type=checkbox name=lk value=English
checked>English
<input type=checkbox name=lk value=Marathi >Marathi
Additional Information
<textarea name=add rows=3 cols=20 placeholder="Optional"
wrap></textarea>
<input type=submit value=submit>&nbsp;<input type=reset
value=reset>
</form>
```

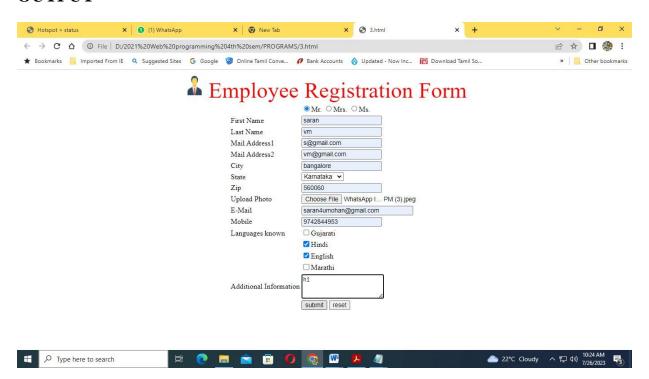
```
PRAC.html

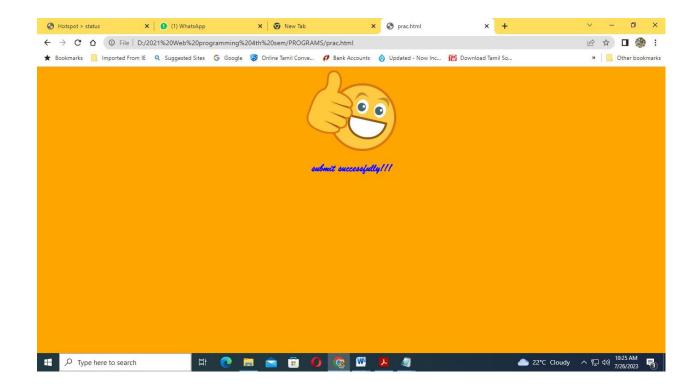
<html>
<body bgcolor="orange">

<center>
<img src="C:\Users\MAD LAB\Desktop\up.jpg" height="170"><br>
<font face="Brush Script MT" size="5" color="blue">
<h1><b>submit successfully!!!</b></font><br/>
</center>
</body>
```

</html>

</body> </html>





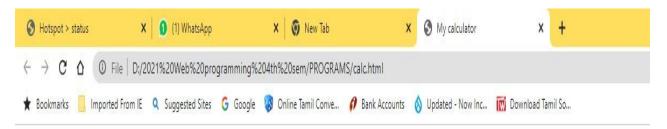
4. Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.

```
<html>
<head>
<title>My calculator</title>
<script type="text/javascript">
function call(click_id)

{
   var v1=parseFloat(document.getElementById("ip1").value);
   var v2=parseFloat(document.getElementById("ip2").value);
   if(isNaN(v1) || isNaN(v2))
```

```
alert("enter a valid number");
else if(click_id=="add")
document.getElementById("output").value=v1+v2;
else if(click_id=="sub")
document.getElementById("output").value=v1-v2;
else if(click_id=="mul")
document.getElementById("output").value=v1*v2;
else if(click_id=="div")
document.getElementById("output").value=v1/v2;
</script>
</head>
<body>
<center>
<h1> A SIMPLE CALCULATOR PROGRAM</h1>
<form method="get" action="">
<div width=50% align="center">
<label>OP1<input type="text" id="ip1"/></label>
<label>op2<input type="text" id="ip2"/></label>
<lable>total<input type="text" id="output"/></label>
```

```
</div>
<br/>br>
<div width=50% align="center">
<input type="button" value="+" id="add" onclick="call(this.id)"/>
<input type="button" value="-" id="sub" onclick="call(this.id)"/>
<input type="button" value="*" id="mul" onclick="call(this.id)"/>
<input type="button" value="/" id="div" onclick="call(this.id)"/>
<input type="reset" value="clear"/>
</div>
</form>
</center>
</body>
</html>
```



A SIMPLE CALCULATOR PROGRAM



5. Write a program in html using a table col span and row span demonstration of employee table.

PROGRAM

COLSPAN

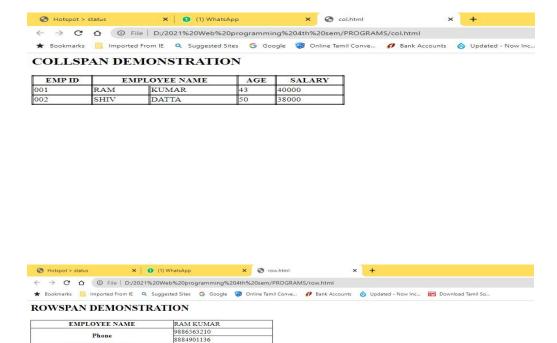
```
<!DOCTYPE html>
<html>
<head>
<style>
table, th, td {
border: 1px solid black;
border-collapse: collapse;
border:double;
</style>
</head>
<body>
<h2>COLLSPAN DEMONSTRATION</h2>
EMP ID
EMPLOYEE NAME
AGE
SALARY
```

```
001
 RAM 
<td>\timesUMAR</td>
 43 
40000
002
<td>SHIV</td>
<td>DATTA</td>
50
 38000 
</body></html>
ROWSPAN
<!DOCTYPE html>
<html>
<head>
<style>
table, th, td
border: 1px solid black;
border-collapse: collapse;
</style>
```

```
</head>
<body>
<h2>ROWSPAN DEMONSTRATION</h2>
EMPLOYEE NAME
RAM KUMAR
Phone
9886563210

8884901136
EMPLOYEE NAME
SHIV DUTT
Phone
9886563210

8884901136
</body></html>
```



6. Create a webpage containing 3 overlapping images using HTML, CSS and JS. Further when the mouse is over any image, it should be on the top and fully displayed.

PROGRAM

Phone EMPLOYEE NAME

SHIV DUTT 9886563210

```
<html lang="en">
<head>
<meta charset="utf-8">
<meta name="author" content="Putta" >
<title>Animal Stacking</title>
<style>
```

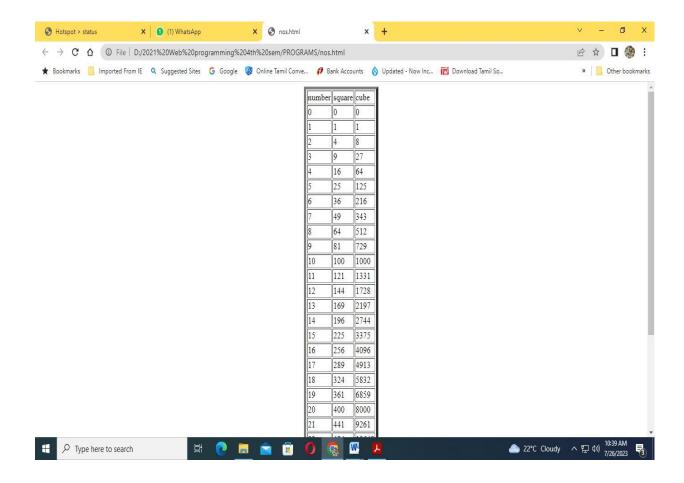
```
h1 {text-align: center;}
.dog {
position: absolute;
left: 10%; top: 10%;
z-index: 0;
}
.cat {
position: absolute;
left: 30%; top: 30%;
z-index: 1;
.horse {
position: absolute;
left: 50%; top: 50%;
z-index: 2;
}
</style>
<script>
var topIndex = 2;
function moveToTop(picture) {
picture.style.zIndex = ++topIndex; }
</script>
</head>
<body>
<h1>Image Overlap Demo</h1>
```

```
<div id="image-container">
<img id="dog" class="dog" src="D:\2021 Web programming 4th sem\PROGRAMS\dog.jpg"</pre>
onmouseover="moveToTop(this)" width="
400" height="300">
<img id="cat" class="cat" src="D:\2021 Web programming 4th sem\PROGRAMS\cat.jpg"</pre>
onmouseover="moveToTop(this)" width="
400" height="300">
         id="horse"
                       class="horse"
<img
                                        src="D:\2021
                                                         Web
                                                                  programming
                                                                                   4th
sem\PROGRAMS\horse.jpg" onmouseover="moveToTop(this)"
width="400" height="300">
</div>
</body>
</html>
```



7. Write a JavaScript that calculator the squares and cubes of the numbers from 0 to 10 and outputs HTML text that displays the resulting values in an HTML table format.

```
<html>
<head>
</head>
<body>
numbersquarecube
<script type="text/javascript">
for(var n=0; n<=30; n++)
document.write( \ "<\!tr><\!td>" + n + "<\!/td><\!td>" + n*n + "<\!/td><\!td>" + n*n*n
+ "" );
}
</script>
</body>
</html>
```

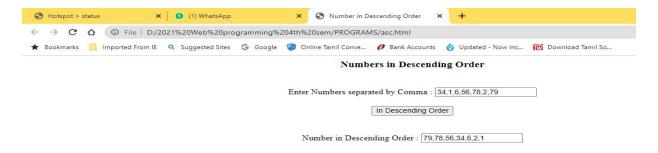


8. Write an HTML page including JavaScript that takes a given set of integer numbers and shows them after sorting in descending order.

<html></html>
<head></head>
<title>Number in Descending Order</title>
<pre><script language="javascript"></pre></td></tr><tr><td>function ndesc()</td></tr></tbody></table></script></pre>

```
var num_array=new Array();
var num=document.forms["frm1"].num.value;
document.forms["frm1"].desc.value="";
var nums = num.split(',');
var len=num.split(',').length;
for(var i=0;i<len;i++)
num_array.push(nums[i]);
function sortN(a,b)
{ return b - a;
document.forms["frm1"].desc.value= num_array.sort(sortN);
</script>
</head>
<body>
<form name="frm1">
<center>
<h3> Numbers in Descending Order</h3>
</center>
<br/>br/>
<center>Enter Numbers separated by Comma : <input type="text"</pre>
name="num"</input><br/></center>
```

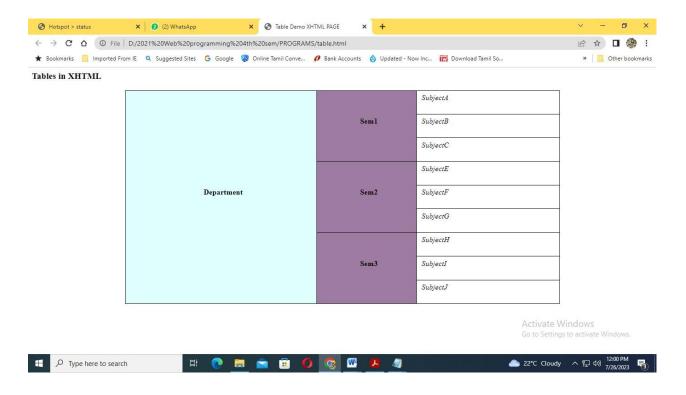
```
<br/>
<br/>
<center>
<input type="button" name="inwords" value="In Descending Order"
onclick="ndesc()"></input>
</center>
<br/>
<br/>
<br/>
<center>Number in Descending Order : <input type="text" name="desc"</input></center>
<br/>
<br/>
</form>
</body>
</html>
```



9.Create following table using XHTML tags. Properly align cells, give suitable cell padding and cell spacing, and apply background color, bold and emphasis necessary

```
<a href="http://www.w3.org/1999/xhtml" xml:lang="en">
<head>
<title>Table Demo XHTML PAGE</title>
<style>
table, th, td
border: 1px solid black;
border-collapse: collapse;
th, td
padding-left: 10px;
padding-bottom: 20px
Table
border-spacing: 30px;
</style>
</head>
<body>
<h3>Tables in XHTML</h3>
<b>Department</b>
<b>Sem1</b>
<em>SubjectA</em>
<em>SubjectB</em>
<em>SubjectC</em>
```

```
<b>Sem2</b>
<em>SubjectE</em>
<em>SubjectF</em>
<em>SubjectG</em>
<b>Sem3</b>
<em>SubjectH</em>
<em>SubjectI</em>
<em>SubjectJ</em>
</body>
</html>
```



10. Write a HTML program for creating a class time-table by using tables.

```
<html>
<head>
<title>Timetable</title>
</head>
<body>
<h1 align="center"><font color="Salmon">Timetable of III
CSE</font></h1><br>

> DAY
> II
</h>
> II
</h>
> II

</h>
</h>
</h>
</h>

</ra>
II

<p
```

```
<th
b > 
 V 
<th>>VI</th>
<th>>VII</th>
MON
IS
 WT 
 SEM 
 OOAD 
SCI
C#
COMP
TUE
 AP 
AP Lab
AP Lab
 WT 
IS
OOAD
<th>WED
 WT 
IS
 C# 
SCI
MOOC'S
THU
IS
LIB
<td>>OOAD</td>
 WT 
WT Lab
FRI
 AP 
 AP
```

```
C#
OOAD
C# Lab
<th>>SAT</th>
OOAD
SCI
 WT 
 SEM 
 AP 
 AP 
C#
</body>
</html>
```

