## DEPARTMENT OF INFORMATION TECHNOLOGY

## LABORATORY MANUAL

## C. SKILL LAB-II

(SSGMCE/WI/IT/2N/4IT09)



# SHRI SANT GAJANAN MAHARAJ COLLEGE OF ENGINEERING, SHEGAON

SSGMCE/FRM/32-C

	SHRI SANT GAJANAN MAHARAJ COLL	EGE OF I	ENGG	LABORAT	ORY MA	ANUAL
SSGMCE PRACTICAL EXPERIMENT INSTRUCTION SHEET					T	
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LABORATORY : C S	Skill Lab-II		SEMESTE	R :IV	PAGE:	1 OF1

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PREPARED BY: Prof. N. N. Ghuikar	APPROVED BY:(H.O.D.) Dr. A. S. Manekar

## SSGMCE/FRM/32-A

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LABORATORT M	IANUAL NO. :SSGMCE/WI/IT/01/4/IT09	ISSUE NO.: 00	ISSUE DAT	E: 22/01/2024
LABORATORY : C	Skill Lab-II		SEMESTER :IV	PAGE: 1 OF 1

# **MASTER LIST OF EXPERIMENT**

SN	EXPERIMENT NO. SSGMCE/WI/IT /01/4IT/09	EXPERIMENT DESCRIPTION	REV. NO.	REV. DATE	PAGE NO.
1	1	To study the basic fundamental of web development and			
		create a simple webpage by using basic html tags.			
2	2	Design webpage by using text level tags and list tags.	00	-	
3	3	Create your class time table using table tag.	00		
4	4	Create your resume using HTML tags and CSS also	0.0		
		experiment with colors, text, link, size etc.	00		
5	5	Create Registration form (Use textbox, textarea, checkbox,	00		
		radio button, select box etc.) (Use internal CSS)	00		
6	6	Design web page for your college containing a description of			
		course, department, faculties, library etc. (Use internal CSS)	00		
7	7	Develop a JavaScript program to display today's date.	00		
8	8	Develop a JavaScript program to design simple calculator to			
		perform the following operation addition, subtraction,	00		
		Multiplication and Division.			
9	9	Develop a JavaScript program to create responsive webpage			
		and use local and session Storage.	00		
10	10	Mini-Project	00		

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SSGMCE/FRM/32-B

	SHRI SANT GAJANAN MAHARAJ	COL	LEGE OF ENG	G. <b>LABORATO</b>	ORY MANUAL
	PRACTICAL EXPERIMENT INSTRUCTION SHEET				
SSGMCE	EXPERIMENT TITLE: Study the general structure of html and create a simple webpage by				
	using basic html tags.				
EXPERIMENT NO. : SSGMCE/WI/IT/01/4IT09/01 ISSUE NO. : 00 ISSUE DATE : 22.01.2024					2024
REV. DATE:	REV. NO. : DEPTT. : INFORMATION TECHNOLOGY				
LABORATORY: COMPUTER SKILL LAB-II (4IT09)				SEMESTER : IV	PAGE: 1 OF 5

## 1.0) AIM:

Study the general structure of html and create a simple webpage by using basic html tags.

#### 2.0) SCOPE:

Understanding to general structure of html and basic html tags.

## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## 4.0) THEORY:

**Web development** refers to the creating, building, and maintaining of websites. It includes aspects such as web design, web publishing, web programming, and database management. It is the creation of an application that works over the internet i.e. websites.

The word Web Development is made up of two words, that is:

- Web: It refers to websites, web pages or anything that works over the internet.
- **Development:** It refers to building the application from scratch.

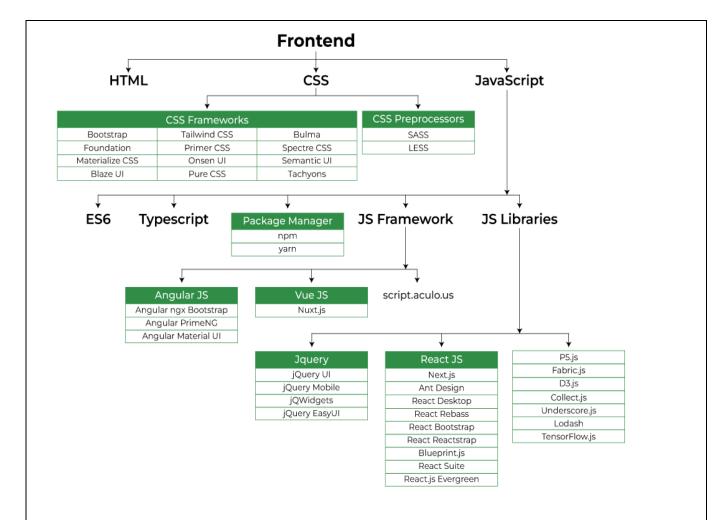
## Web Development can be classified into two ways:

- Frontend Development
- Backend Development

## **Frontend Development:**

The part of a website where the user interacts directly is termed as front end. It is also referred to as the 'client side' of the application.

## **Frontend Roadmap:**



## **Popular Frontend Technologies**

- **HTML:** HTML stands for HyperText Markup Language. It is used to design the front-end portion of web pages using markup language. It acts as a skeleton for a website since it is used to make the structure of a website.
- CSS: Cascading Style Sheets fondly referred to as CSS is a simply designed language intended to simplify the process of making web pages presentable. It is used to style our website.
- **JavaScript:** JavaScript is a scripting language used to provide a dynamic behavior to our website.
- HTML, CSS, and JavaScript are often used together in a web page. HTML defines the structure and content of the web page, while CSS is used to define the visual appearance of those elements. JavaScript is used to add interactivity and functionality to a web page.

• **Bootstrap:** Bootstrap is a free and open-source tool collection for creating responsive websites and web applications. It is the most popular CSS framework for developing responsive, mobile-first websites. Nowadays, the websites are perfect for all browsers (IE, Firefox, and Chrome) and for all sizes of screens (Desktop, Tablets, Phablets, and Phones).

#### • Introduction to HTML:

HTML (Hypertext Markup Language) is the standard markup language used to create web pages. It consists of a series of elements, which are represented by tags.

We start building a website by creating a file named index.html index.html is a special filename which is presented when the website root address is typed.

A Basic HTML Page:

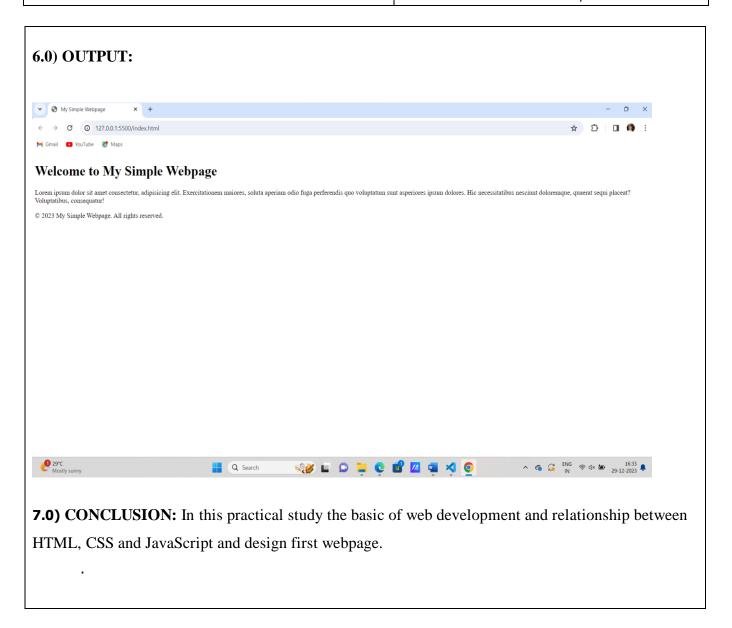
Following are basic tags of HTML

Tag	Description
	It defines the document type
<html></html>	It is the root of HTML document
<head></head>	It defines the head of an HTML document that contains non-visible data like
	metadata and other information
<body></body>	It defines the body of a webpage and contains everything that you see on the

	webpage
<h1> to <h6></h6></h1>	These are a group of heading tags used to create heading in a webpage
	It defines the paragraph in a webpage
	It is used to write comments in HTML documents
	It defines a line break
<hr/>	It creates a horizontal line in a webpage

#### 5.0) PROGRAM:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>My Simple Webpage</title>
</head>
<body>
       <h1>Welcome to My Simple Webpage</h1>
       Lorem ipsum dolor sit amet consectetur, adipisicing elit Exercitationem
maiores, soluta aperiam odio fuga perferendis quo voluptatum sunt asperiores ipsum
dolores. Hic necessitatibus nesciunt doloremque, quaerat sequi placeat? Voluptatibus,
consequatur!
   <footer>
        © 2023 My Simple Webpage. All rights reserved.
    </footer>
</body>
</html>
```



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SSGMCE/FRM/32-B

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SSGMCE	PRACTICAL EXPERIMENT INSTRUCTION SHEET					
SSUMCE	EXPERIMENT TITLE: Design webpage by using text level tags and list tags.				gs.	
EXPERIMENT NO.: SSGMCE/WI/IT/01/4IT09/02 ISSUE NO.: 00 ISSUE				ISSUE DATE : 22.01	2024	
REV. DATE : REV. NO. : DEPTT. : INFORMATION TECHNOLOGY						
LABORATORY: COMPUTER SKILL LAB-II (4IT09)			<u> </u>		SEMESTER : IV	PAGE: 1 OF 4

## 1.0) AIM:

Design webpage by using text level tags and list tags.

## 2.0) SCOPE:

Create a webpage using text level tags and list tags.

## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## **4.0) THEORY:**

we will know **HTML Text Formatting**, & will understand various ways of formatting the text. HTML facilitates the ability for formatting text just like we do in MS Word or any text editing software.

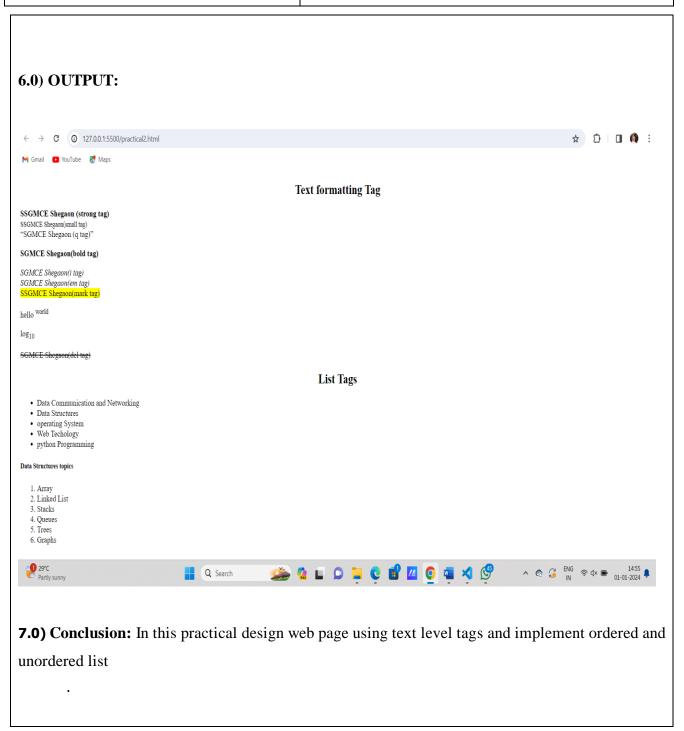
This is a list of formatting tags in HTML5. It gives us the ability to format the text without using CSS

Tag	Description
<b></b>	It is used to define bold text
<strong></strong>	It is used to define important text, add more semantic meaning to the tag
<i>&gt;</i>	It formats text in <i>italic form</i>
<em></em>	It represents stress emphasis on the text same as i tag
<u></u>	It underlines the text
<sup></sup>	It defines superscripted text
<sub></sub>	It defines subscripted text
<pre></pre>	It defines preformatted text
<small></small>	It defines smaller text

<abbr></abbr>	It defines an abbreviation or an acronym
<code></code>	It defines a piece of computer code
<kbd></kbd>	It is used to display keyboard input
<del></del>	It is used to display the text that has been removed from the webpage
<ins></ins>	It defines a word that has been inserted in the document. It underlines the word
<mark></mark>	It is used to highlight specific text
<blookquote></blookquote>	It is used for quotation of a text from another source
<s></s>	It defines the text that incorrect
<address></address>	It defines the address or contact of users on a webpage
<cite></cite>	It defines the title of a journal, a book, a poem, etc
<dfn></dfn>	It is used to specify a word that is going defined within the content
<meter></meter>	It defines a meter scale with a given range and shows the current value. It is also known as a gauge
<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>	It represents the progress of work on the webpage
<q></q>	It creates quotations around the text
<samp></samp>	It is used to define sample output or a computer program
<template></template>	It is used to hide a block of code when the page loads
<time></time>	It is used to define a specific time on the webpage
<var></var>	It is used to define some variable in a computer program or in a mathematical expression

## 5.0) PROGRAM:

```
<!--Text in Strong-->
   <strong>SSGMCE Shegaon (strong tag)</strong>
   <!--Text in small-->
   <small>SSGMCE Shegaon(small tag)</small>
    <!--Normal text-->
    <q>SGMCE Shegaon (q tag)</q>
    <!--Text in Bold-->
    >
       <br/>
<b>SGMCE Shegaon(bold tag)</b>
    <i>SGMCE Shegaon(i tag)</i><br>
    <em>SGMCE Shegaon(em tag)</em><br>
   <!--Text in Highlight-->
   <mark>SSGMCE Shegaon(mark tag)
   hello <sup>world</sup>
   log<sub>10</sub>
   <del>SGMCE Shegaon(del tag)</del>
   <h2 align="center">List Tags</h2>
   Data Communication and Networking
      Data Structures
      operating System
      Web Techology
      python Programming
   <h5>Data Structures topics</h5>
   type="">
      Array
      Linked List
      Stacks
      Queues
      Trees
      Graphs
   </body>
</html>
```



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SSGMCE/FRM/32-B

	SHRI SANT GA	JANAN MAHARAJ	COL	LEGE OF EN	GG.	LABORATOR	Y MANUAL
SSGMCE	PRACTICAL EXPERIMENT INSTRUCTION SHEET						
3331132	EXPERIMENT TITL	EXPERIMENT TITLE: Create your class time table using table tag.					
EXPERIMENT NO.	EXPERIMENT NO. : SSGMCE/WI/IT/01/4IT09/03			ISSUE NO.: 0	00 IS	SUE DATE : 22.01.	2024
REV. DATE:		REV. NO. : DEPTT. : INFORMATION TECHNOLOGY					
LABORATORY: COMPUTER SKILL LAB-II (4IT09)					SEME	STER: IV	PAGE: 1 OF 5

## 1.0) AIM:

Create your class time table using table tag.

### 2.0) SCOPE:

Understand the table tag and design class time table by using table tag.

## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## **4.0) THEORY:**

The **HTML Table** is an arrangement of data in *rows* and *columns* in tabular format. Tables are useful for various tasks such as presenting text information and numerical data. A table is a useful tool for quickly and easily finding connections between different types of data. Tables are also used to create databases.

**Table Tags** 

HTML Tags	Descriptions
	Defines the structure for organizing data in rows and columns
	within a web page.
	Represents a <b>row</b> within an HTML table, containing
	individual cells.
>	Shows a table <b>header</b> cell that typically holds titles or
	headings.
<	Represents a standard <b>data</b> cell, holding content or data.
<caption></caption>	Provides a title or description for the entire table.
<thead></thead>	Defines the header section of a table, often containing column
	labels.
	Represents the main content area of a table, separating it from
	the header or footer.
<tfoot></tfoot>	Specifies the footer section of a table, typically holding
	summaries or totals.
<col/>	Defines attributes for table <b>columns</b> that can be applied to
	multiple columns at once.
<colgroup></colgroup>	Groups together a <b>set of columns</b> in a table to which you can
	apply formatting or properties collectively.

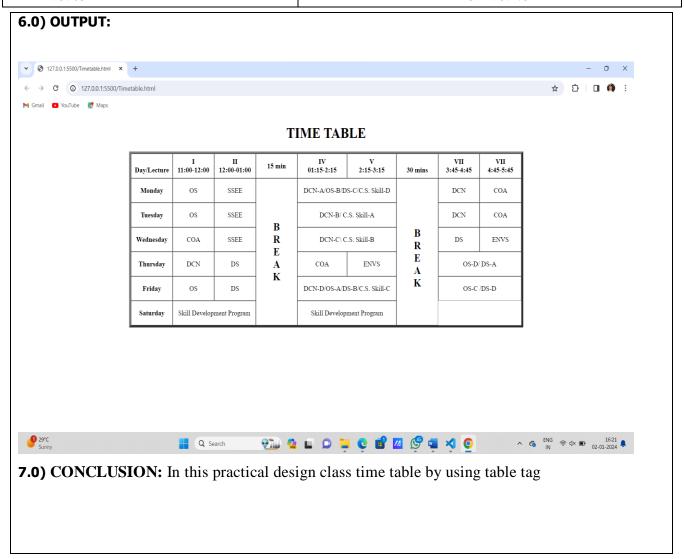
## 5.0) PROGRAM:

<!DOCTYPE html>

```
<html>
<body>
 <center><h1>TIME TABLE</h1></center>
 <!--<caption>Timetable</caption>-->
  <br>
     <b>Day/Lecture</b></br>
    <b>I<br>11:00-12:00</b>
    <b>II<br>12:00-01:00</b>
    <b>15 min</b>
    <b>IV<br>01:15-2:15</b>
    <b>V<br>2:15-3:15</b>
    <b><br>30 mins</b>
    <b>VII<br>3:45-4:45</b>
    <b>VII<br>4:45-5:45</b>
    <b>Monday</b>
    OS
    SSEE
        <h2>B<br>R<br>E<br>A<br>K</h2>
    DCN-A/OS-B/DS-C/C.S. Skill-
```

```
D
   <h2><br>B <br>E <br>A
<br>K</h2>
   DCN
   COA
  <b>Tuesday</b>
   <!--<td colspan="3" align="center" height="50">-->
   OS
   SSEE
   <!--<td align="center" height="50">-->
   DCN-B/ C.S. Skill-A
   DCN
   COA
  <b>Wednesday</b>
   COA
   SSEE
   DCN-C\ C.S. Skill-B
   DS
   ENVS
   <!--<td colspan="3" align="center" height="50">
   -->
  <b>Thursday</b>
   DCN
   DS
   COA
   <!--<td colspan="3" align="center" height="50">
   -->
   ENVS
    OS-D/ DS-A
  <b>Friday</b>
```

```
<!--<td colspan="3" align="center" height="50">
     -->
     OS
     DS
     DCN-D/OS-A/DS-B/C.S. Skill-
C
      OS-C /DS-D
   <b>Saturday</b>
     Skill Development Program
     <!--<td align="center" height="50">Mat-->
     Skill Development Program
     </body>
</html>
```



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CCCMCE	PRACTICAL EXPERIMENT INSTRUCTION SHEET						
SSGMCE	EXPERIMENT T	EXPERIMENT TITLE: Create your resume using HTML tags and CSS also experiment					
with colors, text, link, size etc.							
EXPERIMENT NO.	PERIMENT NO. : SSGMCE/WI/IT/01/4IT09/04			ISSUE NO.: 0	IO.: 00 ISSUE DATE: 22.01.2024		
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LABORATORY: COMPUTER SKILL LAB-II (4IT09) SEMESTER: IV PAGE:				PAGE: 1 OF 6			

#### 1.0) AIM:

Create your resume using HTML tags and CSS also experiment with colors, text, link, size etc.

## 2.0) SCOPE:

Understand the all-html tag and CSS properties and create Resume.

## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## **4.0) THEORY:**

A style.css file is a **Cascading Style Sheet** file that defines the **style** and **layout** of a web page or a part of a web page. A style.css file can control the **color**, **font**, **size**, **position**, **background**, **border**, **margin**, **padding**, **display**, **animation**, and many other aspects of how HTML elements are rendered on a web page

Without using **CSS**, the website will not look attractive. There are **3** types of **CSS** which are below:

- Inline CSS
- Internal/ Embedded CSS
- External CSS

#### 1. Internal CSS

The Internal\_CSS has <style>\_tag in the <head> section of the HTML document. This CSS style is an effective way to style single pages. Using the CSS style for multiple web pages is time-consuming because we require placing the style on each web page.

We can use the internal CSS by using the following steps:

1. Firstly, open the **HTML** page and locate the **<head>** 

- 2. Put the following code after the <head>
  - 1. **<style** type="text/css">
- 3. Add the **rules** of CSS in the new line.
- 4. Close the style tag.</style>

#### 2. External CSS

In external CSS, we link the web pages to the external .css file. It is created by **text editor**. The CSS is more efficient method for styling a website. By editing the .css file, we can change the whole site at once.

To use the external CSS, follow the steps, given below:

- 1. Create a new .css file with text editor, and add Cascading Style Sheet rules too.
- 2. Add a reference to the external .css file right after <title>\_tag in the <head> section of HTML sheet.
- 3. **link** rel="stylesheet" type="text/css" href="style.css" />

#### 3. Inline CSS

Inline CSS is used to style a specific **HTML** element. Add a **style** attribute to each HTML tag without using the selectors. Managing a website may difficult if we use only **inline CSS**. However, Inline **CSS** in HTML is useful in some situations. We have not access the **CSS files** or to apply styles to element.

In the following example, we have used the inline CSS in  $\langle p \rangle$  and  $\langle h1 \rangle$  tag.

- 1. <!DOCTYPE html>
- 2. **<html>**
- 3. **<body** style="background-color:white;">
- 4. <h1 style="color:Red;padding:20px;">CSS Tutorials</h1>
- 5. It will be useful here.
- 6. **</body>**
- 7. **</html>**

We can also use the selectors (**class and ID**) in the style sheet.

.class {

```
property1 : value1;
     property2 : value2;
     property3: value3;
   }
   #id {
     property1 : value1;
     property2 : value2;
     property3: value3;
   }
5.0) PROGRAM:
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Your Name - Resume</title>
    <style>
        body {
            font-family: Arial, sans-serif;
            line-height: 1.6;
            color: #333;
            margin: 20px;
            width: 500px;
            background-color: antiquewhite;
        }
        header {
            text-align: center;
        }
        h1, h2 {
            color: #007BFF;
        }
        section {
            margin-bottom: 20px;
        }
        .contact {
```

```
display: flex;
           justify-content: space-between;
       }
        .education, .experience {
           margin-bottom: 20px;
       }
        .education h3, .experience h3 {
           color: #28A745;
       }
       ul {
           list-style-type: none;
           padding: 0;
       }
       li {
           margin-bottom: 8px;
       }
        .skills {
           font-weight: bold;
           color: #17A2B8;
    </style>
</head>
<body >
    <header>
       <h1>Your Name</h1>
       Web Developer
    </header>
    <section class="contact">
       <div>
           <h2>Contact</h2>
           Email: your.email@example.com
           Phone: (123) 456-7890
           LinkedIn: linkedin.com/in/yourname
           </div>
        <div>
           <img src="profile-picture.jpg" alt="Profile Picture" width="150"</pre>
height="150">
       </div>
    </section>
```

```
<section class="education">
       <h2>Education</h2>
       <u1>
           <
              <h3>University Name - Degree</h3>
              Graduation Date: Month Year
           <!-- Add more education entries if needed -->
       </section>
   <section class="experience">
       <h2>Experience</h2>
       <u1>
           <1i>>
              <h3>Job Title - Company Name</h3>
               Employment Period: Start Date - End Date
               Description of responsibilities and achievements in this
role.
           <!-- Add more experience entries if needed -->
       </section>
   <section class="skills">
       <h2>Skills</h2>
       HTML, CSS, JavaScript, React, Git, etc.
   </section>
</body>
</html>
```

## 6.0) OUTPUT:

Profile Picture

### **Your Name**

Web Developer

#### Contact

Email: your.email@example.com

Phone: (123) 456-7890

LinkedIn: linkedin.com/in/yourname

#### **Education**

**University Name - Degree** 

Graduation Date: Month Year

#### **Experience**

**Job Title - Company Name** 

Employment Period: Start Date - End Date

Description of responsibilities and achievements in this role.

#### **Skills**

HTML, CSS, JavaScript, React, Git, etc.

**7.0) CONCLUSION:** In this practical we studied the types of CSS and design resume by using CSS and html.

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SSGMCE/FRM/32-B

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CCCMCE	PRACTICAL EXPERIMENT INSTRUCTION SHEET						
SSGMCE	EXPERIMENT T	EXPERIMENT TITLE: Create Registration form (Use textbox, textarea, checkbox, radio					
	button, select box etc.) (Use internal CSS).						
EXPERIMENT NO. : SSGMCE/WI/IT/01/4IT09/05			ISSUE NO.: 0	00 IS	SUE DATE : 22.01.	2024	
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LABORATORY: COMPUTER SKILL LAB-II (4IT09) SEMESTER: IV PAGE: 1 OF					PAGE: 1 OF 7		

#### 1.0) AIM:

Create Registration form (Use textbox, textarea, checkbox, radio button, select box etc.) (Use internal CSS).

## 2.0) SCOPE:

Understand the all-form attribute and create a registration form and apply CSS Properties.

## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## **4.0) THEORY:**

HTML forms provide a great way to capture data from your web site. A form in an HTML page can lused to submit data to a server for further processing. Each HTML form is introduced by the <form> and is made up of different input elements.

The <form> tag has several attributes that would tell the browser what to do with the information the entered in the different fields. These attributes are:

- action
- method

The action attribute tells your browser the location of the cgi script that you are going to use to process the form. On the other hand, the method attribute has two possible values, method=get or method=post, both of which specify a method of submitting data to the script you have specified in the action attribute.

## **Form Fields**

Any HTML form can contain the following fields. First you have the input elements:

- 1. Text
- 2. Password
- 3. Checkbox
- 4. Radio
- 5. Submit

- 6. Reset
- 7. File
- 8. Hidden
- 9. Image
- 10. Button

There are also other input methods that may be used in an HTML form, including drop-down lists, radio buttons, check boxes, text areas and others.

Let us see how each of these text elements is used in an HTML form.

#### 1. Text Field

A text field is just that, a field in your form where the user can enter a line of text. This is ideal for names, states, zip codes and other similar information that does not need too much space.

The syntax for a text field is as follows:

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

For example:

School: <input type="text" name="schoolname">

#### 2. Password

Very much like a text field, but this one is especially earmarked for passwords and other sensitive data. Whatever you enter into the password field is masked.

The syntax for a password field is as follows:

<input type="password" name="passwd">

#### 3. Checkboxes

A checkbox is used if you have a list of choices, a list from which you want the visitor to select as many options as possible or let them select none of the choices you provided.

<input type="checkbox" name="color" value="yes">

Yes, I am interested!<br>

<input type="checkbox" name="color" value="no">No, do not contact me.

If you want to have one of the options in your checkbox already checked (checked by

default), you can use the checked attribute for that option. For example:

<input type="checkbox" name="color" value="yes" selected>

Yes, I am interested!<br>

<input type="checkbox" name="color" value="no">No, do not contact me.

#### 4. Radio Buttons

Radio buttons are used when you have a set number of options and you only want to

let your site's visitor to choose only one of these choices.

```
<input type="radio" name="reply" value="yay">
```

Yup<br>

<input type="radio" name="reply" value="nay">Nope

## 5. Submit

The submit button allows your visitors to send their input to the server. The correct syntax for the submit button is:

```
<input type="submit" value="Submit">
```

You can use an image for your submit button, or simply an image button.

```
<input type="image" src="image.gif" name="image">
```

#### 6. Reset Button

If the submit button sends all the inputs to a server, the reset button allows your users to clear the form or revert it back to its original state.

The correct syntax for the reset button is

<input type="reset" value="Reset">

## 7. Drop-down Menus

Drop-down menus allow you to give your visitors a set number of options to choose from. Drop-down menus can function like a checkbox where you can choose more than one option. It can also work like a radio button wherein you are forced to choose only one option.

What's more, drop-down menus tend to take up less space than both checkboxes and radio buttons because you do not have to lay out everything. For example, with radio buttons and checkboxes, you would need to allot five lines for five options, but with a

drop-down box you only have to allot one line. So if you have a field wherein you do not need people to see all the choices all at once, drop-down menus are a great idea. The typical code for a drop-down box would be:

```
<select name="alphabets">
```

<option value="a">A</option>

<option value="b">B</option>

<option value="c" selected>C</option>

<option value="d">D</option>

</select>

Having the attribute "selected" would mean that when the drop-down box is first displayed on the page, it will show option "C" as the selected value (selected by default).

This HTML code will force your visitors to choose only one option. If you need to allow your visitors to choose more than one option, you just add the multiple attribute to the <select> tag, like so:

<select multiple name="alphabets">

#### 8. Text Area

A text area acts like a text field, only that you have more space than just one line. It is not defined by an <input> tag, but by a tag such as:

<textarea>

Input text here

</textarea>

This will show a text box with the words "Input text here" filled in. You can also specify the number of rows and columns to control the size of your text box, i.e.,<textarea rows="15" cols="20">

These are the different form fields that you can use in an HTML form.

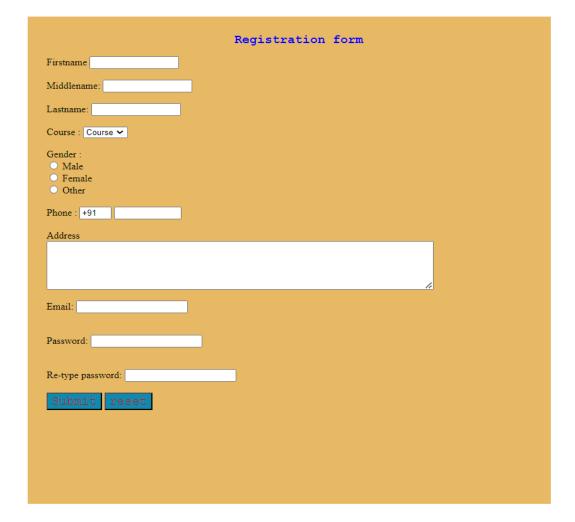
## 5.0)PROGRAM:

```
<Html>
    <head>
    <title>
    Registration Page
    </title>
    </head>
    <style>
    form {
        max-width:800px;
        height: 800px;
        background-color: rgb(231, 185, 100);
        color:rgb(10, 10, 1);
        margin-left: 500px;
        position: relative;
        padding-top: 10px;
    h2{
        text-align: center;
        color: blue;
        font-size: 20px;
```

```
font-family: 'Courier New', Courier, monospace;
input[type="submit"],
input[type="reset"]{
    color: rgb(200, 11, 11);
    font-size: 20px;
    font-family:'Courier New', Courier, monospace;
    background-color:rgb(14, 138, 175);
}
</style>
<body>
<br>
<br>>
<form action="#" method="post">
  <h2>Registration form</h2>
<label> Firstname </label>
<input type="text" name="firstname" size="15" required/> <br> <br>
<label> Middlename: </label>
<input type="text" name="middlename" size="15" required/> <br> <br>
<label> Lastname: </label>
<input type="text" name="lastname" size="15"required/> <br> <br>
<label>
Course:
</label>
<select>
<option value="Course">Course</option>
<option value="BCA">BCA</option>
<option value="BBA">BBA</option>
<option value="B.Tech">B.Tech</option>
<option value="MBA">MBA</option>
<option value="MCA">MCA</option>
<option value="M.Tech">M.Tech</option>
</select>
<br>
<br>
<label>
Gender:
</label><br>
<input type="radio" name="male"/> Male <br>
<input type="radio" name="female"/> Female <br>
<input type="radio" name="other"/> Other
<br>
<br>
```

```
<label>
Phone:
</label>
<input type="text" name="country code" value="+91" size="2"/>
<input type="text" name="phone" size="10"/> <br> <br>
Address
<br>
<textarea cols="80" rows="5" value="address">
</textarea>
<br> <br>>
Email:
<input type="email" id="email" name="email"/> <br>
<br> <br>>
Password:
<input type="Password" id="pass" name="pass"> <br>
Re-type password:
<input type="Password" id="repass" name="repass"> <br> <br>
<input type="submit" value="Submit"/>
<input type="reset" value="reset" reload/>
</form>
</body>
</html>
```

## **6.0) OUTPUT:**



**7.0) CONCLUSION:** In this practical design Registration form and studied the different form fields.

SSGMCE/FRM/32-B

	SHRI SANT GAJ	anan maharaj	COL	LEGE OF EN	GG.	LABORATOR	Y MANUAL
PRACTICAL EXPERIMENT INSTRUCTION SHEET							
SSGMCE	EXPERIMENT T	EXPERIMENT TITLE: Design web page for your college containing a description of					
	course, department, faculties, library etc. (Use internal CSS)						
EXPERIMENT NO.: SSGMCE/WI/IT/01/4IT09/06			ISSUE NO.: 0	0 I	SSUE DATE : 22.01.	2024	
REV. DATE:	REV. NO. : DEPTT. :			TT.: INFORMAT	ΓΙΟΝ	TECHNOLOGY	
LABORATORY: COMPUTER SKILL LAB-II (4IT09)					SEMI	ESTER : IV	PAGE: 1 OF 6

## 1.0) AIM:

Design web page for your college containing a description of course, department, faculties, library etc. (Use internal CSS)

## 2.0) SCOPE:

Understand the website layout and create webpage for college.

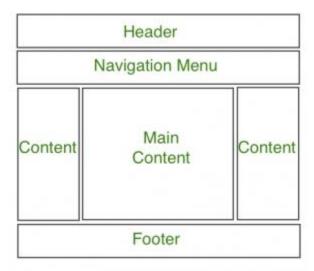
## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## **4.0) THEORY:**

A website can be divided into various sections comprising of header, menus, content, and footer based on which there are many different layout designs available for developers. Different layouts can be created by using a div tag and using CSS property to style it. The most common structure of website layout is given below:



**Notice:** Header section contains a website logo, a search bar and profile of user. The navigation menu contains link to various categories of articles available and content section is divided into 3 parts(columns) with left and right sidebar containing links to other articles and advertisements whereas the main content section is the one containing this article, then at the bottom there is a

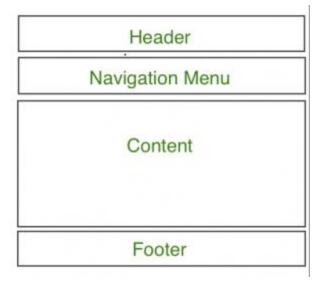
footer section which contains address, links, contacts etc. **Header Section:** The header section is generally placed either at the top of the Website or just below a top navigation menu. It often comprises of the name of the Website or the logo of the Website.

**Navigation Menu:** A Navigation Bar/Menu is basically a list of links that allows visitor to navigate through the website comfortably with easy access.

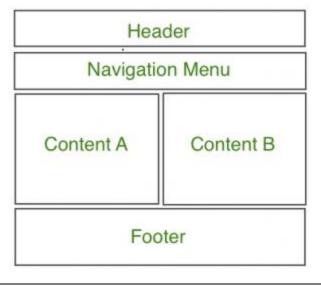
**Content Section:** The content section is the main body of the website. The user can divide the content section in an n-column layout.

The most common layouts are:

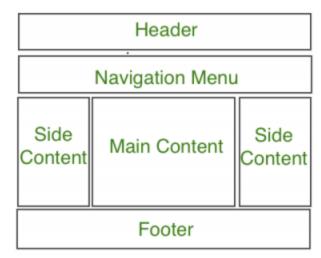
• 1-Column Layout: It is mostly used for mobile layout.



• **2-Column Layout:** This website layout is mostly used for tablets or laptops.



• **3-Column Layout:** This website layout is mostly used for desktops.

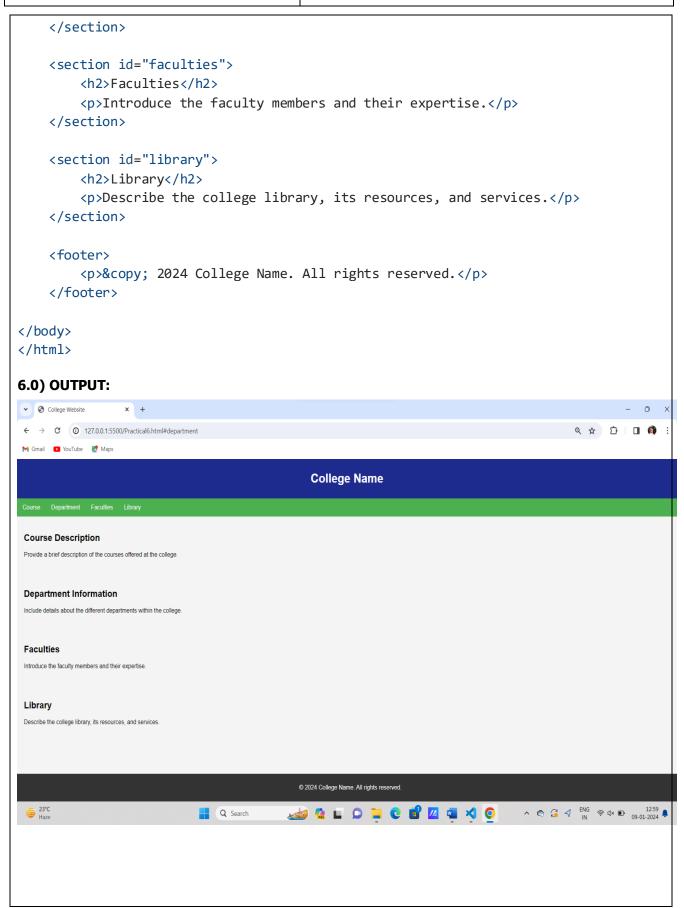


The user can also create a responsive layout where the layout will get changed as per screen size. Consider the below example where if the id th of the screen is more than 600px then there will be a 3-column layout and if the width of the screen is between 400px to 600px then there will be a 2-column layout and if the screen size is less than 400px then the 1-column layout will display.

#### **5.0) PROGRAM:**

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>College Website</title>
    <style>
        body {
            font-family: Arial, sans-serif;
            margin: 0;
            padding: 0;
            background-color: #f4f4f4;
        }
        header {
            background-color: #1e2b8e;
            color: #fff;
            padding: 10px;
            text-align: center;
        }
        nav {
            background-color: #4CAF50;
            overflow: hidden;
```

```
}
        nav a {
           float: left;
            display: block;
            color: #fff;
            text-align: center;
            padding: 14px 16px;
           text-decoration: none;
        }
        section {
            padding: 20px;
        }
        footer {
            background-color: #333;
            color: #fff;
            text-align: center;
            padding: 10px;
            position: fixed;
           bottom: 0;
           width: 100%;
        }
    </style>
</head>
<body>
    <header>
        <h1>College Name</h1>
    </header>
    <nav>
        <a href="#course">Course</a>
        <a href="#department">Department</a>
        <a href="#faculties">Faculties</a>
        <a href="#library">Library</a>
    </nav>
    <section id="course">
        <h2>Course Description</h2>
        Provide a brief description of the courses offered at the college.
    </section>
    <section id="department">
        <h2>Department Information</h2>
        Include details about the different departments within the college.
```



## FORM NO. SSGMCE/FRM/32 B

EXPT NO. 06	PAGE NO. /6

**5.0)** Conclusion: In this practical design class time table by using table tag

PREPARED BY: Prof. N.N. Ghuikar	APPROVED BY:(H.O.D.) Dr. A.S. Manekar

	SHRI SANT GA	Janan Maharaj	COL	LEGE OF EN	GG. LABORA	TOR	Y MANUAL
SSGMCE	F	PRACTICAL EXP	PERI	MENT INST	RUCTION SHE	ET	
3331132	EXPERIMENT TITL	E : Develop a Jav	aScr	ipt program t	to display today	's dat	te
EXPERIMENT NO.: SSGMCE/WI/IT/01/4IT09/07			ISSUE NO.: 0	0 ISSUE DATE : 2	SSUE DATE: 22.01.2024		
REV. DATE:	REV. NO.: DI			TT.: INFORMA	TION TECHNOLOG	Y	
LABORATORY: COMPUTER SKILL LAB-II (4IT09)			•		SEMESTER: IV	•	PAGE: 1 OF 5

#### 1.0) AIM:

Develop a JavaScript program to display today's date.

#### 2.0) SCOPE:

Develop a JavaScript program to display today's date and work on different method of Date object.

# 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

#### **4.0) THEORY:**

JavaScript (js) is a light-weight object-oriented programming language which is used by several websites for scripting the webpages. It is an interpreted, full-fledged programming language that enables dynamic interactivity on websites when applied to an HTML document. It was introduced in the year 1995 for adding programs to the webpages in the Netscape Navigator browser. Since then, it has been adopted by all other graphical web browsers. With JavaScript, users can build modern web applications to interact directly without reloading the page every time. The traditional website uses js to provide several forms of interactivity and simplicity.

A **JavaScript variable** is simply a name of storage location. There are two types of variables in JavaScript: local variable and global variable.

There are some rules while declaring a JavaScript variable (also known as identifiers).

- 1. Name must start with a letter (a to z or A to Z), underscore(), or dollar(\$) sign.
- 2. After first letter we can use digits (0 to 9), for example value1.
- 3. JavaScript variables are case sensitive, for example x and X are different variables.

#### <script>

```
var x = 10;
var y = 20;
var z=x+y;
```

document.write(z);

### </script>

JavaScript provides different **data types** to hold different types of values. There are two types of data types in JavaScript.

- 1. Primitive data type
- 2. Non-primitive (reference) data type

JavaScript is a **dynamic type language**, means you don't need to specify type of the variable because it is dynamically used by JavaScript engine. You need to use **var** here to specify the data type. It can hold any type of values such as numbers, strings etc. For example:

- 1. var a=40;//holding number
- 2. var b="Rahul";//holding string

JavaScript primitive data types

There are five types of primitive data types in JavaScript. They are as follows:

Data Type	Description
String	represents sequence of characters e.g. "hello"
Number	represents numeric values e.g. 100
Boolean	represents boolean value either false or true
Undefined	represents undefined value
Null	represents null i.e. no value at all

javaScript operators are symbols that are used to perform operations on operands. For example:

var sum = 10 + 20;

Here, + is the arithmetic operator and = is the assignment operator.

There are following types of operators in JavaScript.

- 1. Arithmetic Operators
- 2. Comparison (Relational) Operators
- 3. Bitwise Operators

**Logical Operators** 

- 4. Assignment Operators
- 5. Special Operators

The **JavaScript if-else statement** is used *to execute the code whether condition is true or false*. There are three forms of if statement in JavaScript.

- 1. If Statement
- 2. If else statement
- 3. if else if statement

JavaScript If statement

It evaluates the content only if expression is true. The signature of JavaScript if statement is given below.

```
if(expression){
//content to be evaluated
}
```

Flowchart of JavaScript If statement

```
<script>
var a=20;
if(a>10){
document.write("value of a is greater than 10");
}
</script>
```

The **JavaScript date** object can be used to get year, month and day. You can display a timer on the webpage by the help of JavaScript date object.

You can use different Date constructors to create date object. It provides methods to get and set day, month, year, hour, minute and seconds.

Constructor

You can use 4 variant of Date constructor to create date object.

- 1. Date()
- 2. Date(milliseconds)
- 3. Date(dateString)
- 6. Date(year, month, day, hours, minutes, seconds, milliseconds)

Methods	Description
getDate()	It returns the integer value between 1 and 31 that represents the day for the specified date on the basis of local time.
getDay()	It returns the integer value between 0 and 6 that represents the day of the week on the basis of local time.
getFullYears()	It returns the integer value that represents the year on the basis of local time.
getHours()	It returns the integer value between 0 and 23 that represents the hours on the basis of local time.
getMilliseconds()	It returns the integer value between 0 and 999 that represents the milliseconds on the basis of local time.
<pre>getMinutes()</pre>	It returns the integer value between 0 and 59 that represents the minutes on the basis of local time.
getMonth()	It returns the integer value between 0 and 11 that represents the month on the basis of local time.
getSeconds()	It returns the integer value between 0 and 60 that represents the seconds on the basis of local time.

#### 5.0) PROGRAM:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Today's Date</title>
</head>
<body>
<script>
   // Create a new Date object
   var today = new Date();
   // Extract date components
   var day = today.getDate();
   var month = today.getMonth() + 1; // Months are zero-indexed, so add 1
   var year = today.getFullYear();
   // Display the date in the format: MM/DD/YYYY
   var formattedDate = month + '/' + day + '/' + year;
```

```
// Output the date to the console or display it on the web page
    console.log("Today's date is: " + formattedDate);

    // If you want to display it on the webpage, you can use document.write or
manipulate the DOM
    // document.write("Today's date is: " + formattedDate);
    // Or, if you have an HTML element with an id "output", you can do:
    // document.getElementById("output").innerHTML = "Today's date is: " +
formattedDate;
</script>
</body>
</html>
```

## 6.0) OUTPUT:



**7.0) CONCLUSION:** In this practical implement JavaScript program by using the Date class. Display the current date.

	SHRI SANT GA.	JANAN MAHARAJ	COL	LEGE OF EN	GG.	LABORATOR	Y MANUAL
	PRACTICAL EXPERIMENT INSTRUCTION SHEET						
SSGMCE	EXPERIMENT 7	EXPERIMENT TITLE: Develop a JavaScript program to design simple calculator to					
	perform the following operation addition, subtraction, Multiplication and Division.						
EXPERIMENT NO. : SSGMCE/WI/IT/01/4IT09/08			ISSUE NO.: 00   ISSUE DATE: 22.01.2024		2024		
REV. DATE:	E: REV. NO. :			ΓΤ. : INFORMA <sup>*</sup>	TION	TECHNOLOGY	
LABORATORY: COMPUTER SKILL LAB-II (4IT09)					SEM	ESTER : IV	PAGE: 1 OF 5

# 1.0) AIM:

Develop a JavaScript program to design simple calculator to perform the following operation addition, subtraction, Multiplication and Division.

### 2.0) SCOPE:

Write a JavaScript program to design simple calculator to perform the following operation addition, subtraction, Multiplication and Division.

## 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## **4.0) THEORY:**

The **JavaScript switch statement** is used *to execute one code from multiple expressions*. It is just like else if statement that we have learned in previous practical. But it is convenient than *if..else..if* because it can be used with numbers, characters etc.

The signature of JavaScript switch statement is given below.

```
switch(expression){
case value1:
code to be executed;
break;
case value2:
code to be executed;
break;
......
default:
code to be executed if above values are not matched;
```

**JavaScript functions** are used to perform operations. We can call JavaScript function many times to reuse the code.

## **Advantage of JavaScript function**

There are mainly two advantages of JavaScript functions.

- 1. **Code reusability**: We can call a function several times so it save coding.
- 2. **Less coding**: It makes our program compact. We don't need to write many lines of code each time to perform a common task.

The syntax of declaring function is given below.

```
function functionName([arg1, arg2, ...argN]){
  //code to be executed
}
Example:
<script>
function msg(){
  alert("hello! this is message");
}
</script>
<input type="button" onclick="msg()" value="call function"/>
```

# **Document Object Model:**

The **document object** represents the whole html document.

When html document is loaded in the browser, it becomes a document object. It is the **root element** that represents the html document. It has properties and methods. By the help of document object, we can add dynamic content to our web page.

The important methods of document object are as follows:

Method	Description
write("string")	writes the given string on the doucment.
writeln("string")	writes the given string on the doucment with newline character at the end.

EXPT NO. 08 PAGE NO. 5/5

getElementById()	returns the element having the given id value.	
getElementsByName()	returns all the elements having the given name value.	
getElementsByTagName()	returns all the elements having the given tag name.	
getElementsByClassName()	returns all the elements having the given class name.	

# **5.0) PROGRAM:**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Simple Calculator</title>
  <style>
     input, button {
       margin: 5px;
     }
  </style>
</head>
<body>
<script>
  function calculate() {
     // Get input values
     var num1 = parseFloat(document.getElementById('num1').value);
     var num2 = parseFloat(document.getElementById('num2').value);
     // Get selected operation
     var operation = document.getElementById('operation').value;
     // Perform calculation based on the operation
     var result;
     switch (operation) {
       case 'addition':
          result = num1 + num2;
          break;
```

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```
case 'subtraction':
          result = num1 - num2;
          break;
       case 'multiplication':
          result = num1 * num2;
          break;
       case 'division':
          if (num2 !== 0) {
             result = num1 / num2;
          } else {
            result = 'Cannot divide by zero';
          break;
       default:
          result = 'Invalid operation';
     }
     // Display the result
     document.getElementById('result').innerHTML = 'Result: ' + result;
  }
</script>
<h2>Simple Calculator</h2>
<label for="num1">Number 1:</label>
<input type="text" id="num1">
<label for="operation">Operation:</label>
<select id="operation">
  <option value="addition">Addition</option>
  <option value="subtraction">Subtraction</option>
  <option value="multiplication">Multiplication
  <option value="division">Division</option>
</select>
<label for="num2">Number 2:</label>
<input type="text" id="num2">
```

EXPT NO. 08 PAGE NO. 5/5

<button onclick="calculate()">Calculate</button>
<pre></pre>
4
6.0) OUTPUT:
← → C 127.0.0.1:5500/pra8.html
7 127.0.0.1.5500/prao.intilli
Caralla Vantula Mana
M Gmail D YouTube 🔀 Maps
Simple Calculator
Simple Calculator
Number 1: 12 Operation: Multiplication ✓ Number 2: 8 Calculate
Result: 96
<b>7.0)</b> Conclusion: In this practical design simple calculator that perform the arithmetic operation by using
switch case and function.
SWITCH CASE AND TUNCTION.

PREPARED BY: Prof. N.N. Ghuikar	APPROVED BY:(H.O.D.) Dr. A.S. Manekar

	SHRI SANT GA	JANAN MAHARAJ	COL	LEGE OF EN	GG.	LABORATOR	RY MANUAL	
	PRACTICAL EXPERIMENT INSTRUCTION SHEET							
SSGMCE	EXPERIMENT 7	EXPERIMENT TITLE: Develop a JavaScript Program to Create responsive Webpage and						
	Use local and ses	Use local and session Storage.						
EXPERIMENT NO. : SSGMCE/WI/IT/01/4IT09/09				ISSUE NO.: 0	0 I	SSUE DATE: 22.01.2024		
REV. DATE:	REV. NO. : DE			TT.: INFORMA	TION	TECHNOLOGY		
LABORATORY : CC			SEME	ESTER : IV	PAGE: 1 OF 6			

# 1.0) AIM:

Develop a JavaScript Program to Create responsive Webpage and Use local and session Storage.

#### 2.0) SCOPE:

Understand the responsive website study about local and session storage.

# 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

## 4.0) THEORY:

The local Storage and session Storage objects, part of the web storage API, are two great tools for saving key/value pairs locally. Using local Storage and session Storage for storage is an alternative to using cookies and there are some advantages:

- The data is saved locally only and can't be read by the server, which eliminates the security issue that cookies present.
- It allows for much more data to be saved (10mb for most browsers).
- The syntax is straightforward.

It's also supported in all modern browsers, so you can use it today without an issue. Cookies are still useful, especially when it comes to authentication, but there are times when using local Storage or session Storage may be a better alternative.

## Step 1 — Understanding local Storage vs sessionStorage

Local Storage and session Storage are almost identical and have the same API. The difference is that with session Storage, the data is persisted only until the window or tab is closed. With local Storage, the data is persisted until the user manually clears the browser cache or until your web app clears the data. This tutorial features local Storage, but the syntax for session Storage is the same.

With this knowledge, you can now create, read, and update key/value pairs in localStorage.

## Step 2 — Creating, Reading, and Updating Entries

You can create entries for the localStorage object by using the setItem() method.

The setItem() method takes two arguments, the key and corresponding value:

```
let key = 'Item 1';
```

localStorage.setItem(key, 'Value');

o read entries, use the getItem() method. The getItem() method takes one argument which must be the key. This function will return the corresponding value as a string:

let myItem = localStorage.getItem(key);

This code sets myItem equal to 'Value', which is the corresponding value for key.

Updating an entry is done with the setItem() method. Again, it takes two arguments. The key argument will be an existing key while the value argument will be a new value:

localStorage.setItem(key, 'New Value');

Now, the local Storage value for key is 'New Value' instead of 'Value'.

You can create, read, and update entries in the localStorage object. You can also delete individual entries and clear all entries in localStorage.

## **Step 3** — **Deleting and Clearing Entries**

You can delete an entry with the removeItem() method. The removeItem() method takes one argument which will be a key of the localStorage object:

localStorage.removeItem(key);

You can also clear all items in localStorage. This can be done with the clear() method:

Here's how to clear everything that's stored in localStorage:

localStorage.clear();

These methods give you more the ability to remove and clear items from localStorage quickly. There are some limits to localStorage, though. Both localStorage and sessionStorage can only store strings.

To work around this, you will have to use JSON methods.

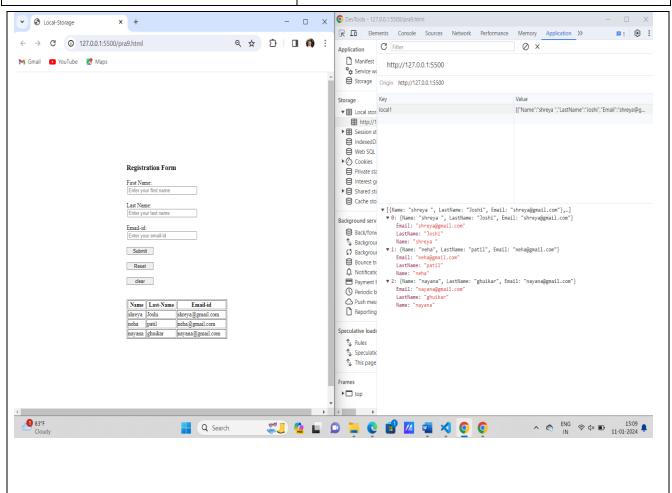
#### 5.0) Program:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<title>Local-Storage</title>
</head>
<style>
```

```
.flex1{
display:flex;
align-items: center;
justify-content: center;
height:100vh;
width:100vw;
background:white;
.flex2{
display:flex;
height:px;
width:300px;
background:white;
flex-direction:column;
}
.input{
display:flex;
width:200px;
height:15px;
margin-left:2px;
.sbutton{
width:80px;
height:20px;
</style>
<body>
<script>
function submit()
    //alert("aa");
    var fname=document.getElementById("first-name").value;
    var lname=document.getElementById("last-name").value;
    var email=document.getElementById("eid").value;
    //alert(fname);
    var table=document.getElementById("tab");
    var row=table.insertRow(1);
    var cell1=row.insertCell(0);
    var cell2=row.insertCell(1);
```

```
var cell3=row.insertCell(2);
   cell1.innerHTML=fname;
   cell2.innerHTML=lname;
   cell3.innerHTML=email;
   /*insert Data into localStorage*/
   var arr=[];
   for(var i=1;i<table.rows.length;i++){</pre>
       var objCells=table.rows.item(i).cells;
       var f=objCells[0].innerHTML;
       var l=objCells[1].innerHTML;
       var e=objCells[2].innerHTML;
       var obj={Name:f,LastName:l,Email:e};
       arr.push(obj);
       localStorage.setItem("local1", JSON.stringify(arr));
</script>
  <div class="flex1">
  <div class="flex2">
   <h3>Registration Form</h3>
    First Name: <input type="text" id="first-name" placeholder="Enter your first
name "class="input"><br>
    Last Name: <input type="text" id="last-name" placeholder="Enter your last name
"class="input"><br>
    Email-id: <input type="email" id="eid" placeholder="Enter your email-id
"class="input"><br>
    <button type="button" onclick="submit()" class="sbutton"> Submit</button><bre>
     <button type="reset" onclick="reset()" class="sbutton">Reset</button><br>
    <button type="clear" onclick="clear()" class="sbutton">clear</button><br><br>
Name
Last-Name
Email-id
</div>
</div>
<script>
```

```
/*get data from local Storage*/
var l=localStorage.local1;
var a=JSON.parse(1);
//console.log(a);
var table=document.getElementById("tab");
for(var i=1;i<=a.length;i++){</pre>
var row=table.insertRow(i);
var cell1=row.insertCell(0);
var cell2=row.insertCell(1);
var cell3=row.insertCell(2);
var s=a[i-1];
cell1.innerHTML=s.Name;
cell2.innerHTML=s.LastName;
cell3.innerHTML=s.Email;
}
function reset(){
     window.location.reload();}
function clear(){
    localStorage.clear();
</script>
</body>
</html>
6.0) Output:
```



**7.0) Conclusion:** In this practical created simple registration form and store all entries in local storage.

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LABORATORY: COMPUTER SKILL LAB-II (4IT09)					SEMESTER: IV	PAGE: 1 OF 1

# 1.0) AIM:

Mini -Project

# 2.0) SCOPE:

Mini -Project based on all practical's.

# 3.0) FACILITIES:

Computer System: Any desktop or laptop computer with basic configuration.

Software Package: Text Editor and web browser or Install VS code with live server.

# 4.0) Project Description:

- Steps of Implementation
- Program
- output

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