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HTML (Hypertext Markup Language)

HTML stands for Hyper Text Markup Language. It is used to design web pages using a markup language. HTML is the combination of Hypertext and Markup language. Hypertext defines the link between web pages. A markup language is used to define the text document within the tag which defines the structure of web pages.

language is used to annotate (make notes for the computer) text so that a machine can understand it and manipulate text accordingly. Most markup languages (e.g. HTML) are human-readable. The language uses tags to define what manipulation has to be done on the text.

1.HTML Modules(.html)   2.PHP Modules (.php)

5.2.2 HTML page structure:

The basic structure of an HTML page is laid out below. It contains the essential building-block elements (i.e. doctype declaration, HTML, head, title, and body elements) upon which all web pages are created.

- It is easy to learn and easy to use.
- It is platform-independent.
- Images, videos, and audio can be added to a web page.
- Hypertext can be added to the text.
- It is a markup language.

5.2.3 CSS (Cascading Style Sheet)

Cascading **S**tyle **S**heets, fondly referred to as **CSS**, is a simply designed language intended to simplify the process of making web pages presentable. CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independent of the HTML that makes up each web page.

CSS lets developers and designers define how it behaves, including how elements are positioned in the browser. While html uses tags, css uses rulesets. CSS is easy to learn and understand, but it provides powerful control over the presentation of an HTML document.

5.2.4 types

- **CSS saves time:** You can write CSS once and reuse the same sheet in multiple HTML pages.
- **Easy Maintenance:** To make a global change simply change the style, and all elements in all the webpages will be updated automatically.
- **Search Engines:** CSS is considered a clean codingtechnique, which means search engines won't have to struggle to "read" its content.
- **Superior styles to HTML:** CSS has a much wider array of attributes than HTML, so you can give a far better look to your HTML page in comparison to HTML attributes.
- **Offline Browsing:** CSS can store web applications locally with the help of an offline cache. Using this we can view offline websites.

5.2.5 JavaScript

JavaScript is a lightweight, cross-platform, and interpreted compiled programming language which is also known as the scripting language for webpages. It is well-known for the development of web pages, many non-browser environments also use it.

JavaScript can be used for CLIENT-SIDE developments as well as SERVER_SIDE developments. Javascript is both imperative and declarative type of language. JavaScript contains a standard library of objects, like array, date and math, and a core set of language elements like **operators**, **control structures**, and **statements**.

5.2.6 Client-side:

It supplies objects to control a browser and its Document Object Model (DOM).

Like if client-side extensions allow an application to place elements on an HTML form and respond to user events such as **mouse clicks**, **form input**, and **page navigation**.

5.2.7 Server-side:

It supplies objects relevant to running JavaScript on a server. Like if the server-side extensions allow an application to communicate with a database.

DB CONNECTIVITY

Database connectivity:

A database connection is a facility in computer science that allows client software to talk to database server software, whether on the same machine or not. A connection is required to send commands and receive answers, usually in the form of a result set.

Connections are a key concept in data-centric programming. Since some DBMS engines require considerable time to connect, connection pooling was invented to improve performance. No command can be performed against a database without an "open and available" connection to it.

Connections are built by supplying an underlying driver or provider with a connection string, which is a way of addressing a specific database or server and instance as well as user authentication credentials (for example, Server=sql_box;Database=Common;User ID=uid;Pwd=password;). Once a connection has been built it can be opened and closed at will, and properties (such as the command time-out length, or transaction, if one exists) can be set. The Connection String is composed of a set of key/value pairs as dictated by the data access interface and data provider being used.

CODE1

```
<!DOCTYPE html>
<html>
<head>
<tittle>
form site
</tittle>
```

```html
<style type="text/css">
form{
 padding-top:70px;
text-align:center;
font-size:30px;
}
input{
width:250px;
height:40px;
font-size:30px;
}
</style>
</center>
</head>
<body>
<form method="POST" method="connect.php">
username:<input type="text name="username"><br></br>
password:<input type="password" name="password"><br></br>
<input type="sumbit" value="sumbit">
</form>
</body>
</html>
```

CODE2

```php
<?php
$username =filter_input(INPUT_POST, 'username');
$password =filter_input(INPUT_POST, 'password');
if(!empty($username))
{
if(!empty($password))
{
$host="localhost";
$dbusername="root";
$dbpassword="";
$dbname="projectnew";
$conn=new mysqli($host,$dbusername,$dbpassword,$dbname);
if(mysqli_connect_error())
{
die('Connect Error(' . mysqli_connect_error() . ')' . mysqli_connect_error());
}
else
{
$sql="INSERT INTO form (username,password) values ('$username','$password')";
```

```php
if($conn->query($sql))
{
echo "New record  is  inserted sucessfully";
}
else
{
echo"Error: " . $sql . "<br>" . $conn->error;
}
$conn->close();
}
}
else
{
echo"Password should not be empty";
die();
}
}
else
{
echo"Username should not be empty";
die();
}
?>
```