DELHI TECHNOLOGICAL UNIVERSITY

DEPARTMENT OF APPLIED MATHEMATICS



WEB TECHNOLOGY (MC-320)

LAB FILE

Submitted to: Submitted by:

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VISION

To emerge as a centre of excellence and eminence by imparting futuristic technical education with solid mathematical background in keeping with global standards, making our students technologically and mathematically competent and ethically strong so that they can readily contribute to the rapid advancement of society and mankind.

MISSION

- 1. To achieve academic excellence through innovative teaching and learning practices.
- 2. To improve the research competence to address social needs.
- 3. To inculcate a culture that supports and reinforces ethical, professional behaviors for a harmonious and prosperous society.
- 4. Strive to make students understand, appreciate and gain mathematical skills and develop logic, so that they are able to contribute intelligently in decision making which characterizes our scientific and technological age.

Programme Educational Objectives (PEOs)

- 1. To prepare graduates with a solid foundation in Engineering, Mathematical Science and technology for a successful career in Mathematics & Computing/Finance/Computer Engineering fields.
- 2. To prepare graduates to become effective collaborators/innovators, who could ably address tomorrow's social, technical and engineering challenges.
- 3. To enrich graduates with integrity and ethical values so that they become responsible engineers.

Programme Specific Outcomes (PSOs)

- 1. Design and analyze the mathematical models for the problem related to industry and socio-economic world.
- 2. Develop an algorithm to perform tasks related to research/training for the industry and education.
- 3. Develop aptitude for managerial capacity and research & development

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- **AIM**: Design a webpage with HTML, document features and tag attributes having facilities for inserting table, form and text boxes.
- **DESCRIPTION:** HTML is the standard markup language for Web pages. HTML consists of a series of elements. HTML elements tell the browser how to display the content. HTML elements are represented by tags. HTML tags label pieces of content such as "heading", "paragraph", "table", and so on. Browsers do not display the HTML tags, but use them to render the content of the page.

```
The <!DOCTYPE html> declaration defines this document to be HTML5
```

The html element is the root element of an HTML page.

The <head> element contains meta information about the document.

The <title> element specifies a title for the document.

The <body> element contains the visible page content.

The <h1> element defines a large heading.

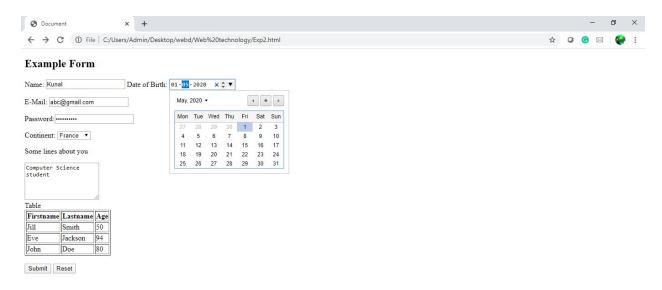
The element defines a paragraph.

• CODE

```
<head>
  <meta charset="UTF-8">
  <title>Document</title>
</head>
<body>
  <h2>Example Form</h2>
  <form>
       >
          <label>Name: </label><input type="text" name="value" placeholder="Enter Name">
          <label>Date of Birth: </label> <input type="date" name="ip" value="0">
      >
             <label>E-Mail: </label><input type="email" name="e-mail-address"</pre>
             placeholder="example@gmail.com">
      >
             <label>Password:</label><input type="password">
             <label>Continent: </label>
                   <select name="Country">
                    <option value="India">India</option>
                    <option value="India">France</option>
```

```
<option value="Sweden">Sweden</option>
       </select>
    Some lines about you
     <textarea id="info" placeholder="Description" rows="5" cols="20"></textarea><br>
    <label>Table </label>
    First Name Last Name Age
       Smith
                              50
       Jill
       Eve Jackson
                              94
       John Doe
                              80
       <br
     <input type="submit" name='sub' onclick="<a href='www.djangoproject.com'></a>">
     <input type = 'reset'>
 </form>
</body>
</html>
```

• OUTPUT



• **FINDINGS AND LEARNINGS :** From this experiment we learnt what is HTML and how to use the different types of HTML tags, their functions and how they are used to produce web pages. We also made a small form using different HTML tags and attributes.

- AIM: Design a webpage for inserting image, voice and video clips
- **DESCRIPTION**: The HTML <video> element specifies a standard way to embed a video in a web page. The HTML <audio> element specifies a standard way to embed audio in a web page. The controls attribute adds video and audio controls, like play, pause, and volume. If height and width are not set, the page might flicker while the video loads. The <source> element allows you to specify alternative video and audio files which the browser may choose from.

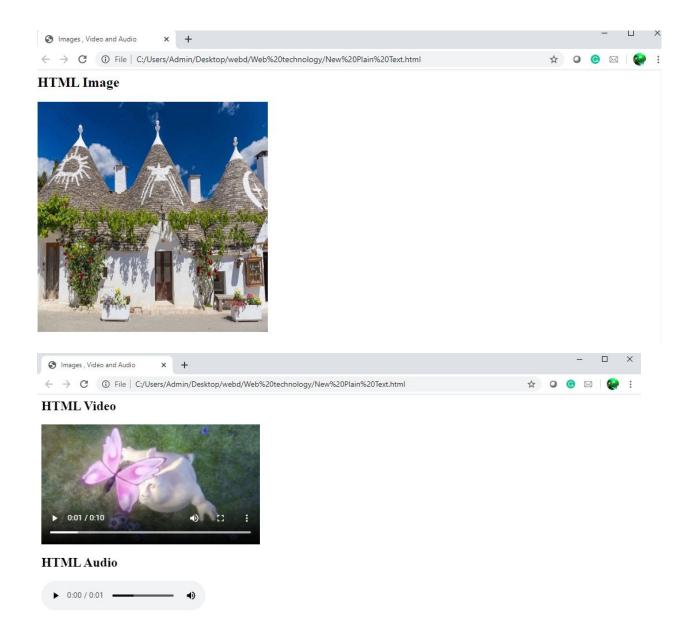
The browser will use the first recognized format. The text between the <video> and </video> tags will only be displayed in browsers that do not support the <video> element. The text between the <audio> and </audio> tags will only be displayed in browsers that do not support the <audio> element.

In HTML, images are defined with the tag. The tag is empty, it contains attributes only, and does not have a closing tag. The src attribute specifies the URL of the image.

• CODE:

```
<html>
<head>
  <title>Images , Video and Audio</title>
</head>
<body>
<h2>HTML Image</h2>
      <img src="pic trulli.jpg" alt="Trulli" width="400" height="400">
<h2>HTML Video</h2>
      <video width="400" controls>
         <source src="mov bbb.mp4" type="video/mp4">
         Your browser does not support HTML5 video.
       </video>
<h2>HTML Video</h2>
        <audio controls>
         <source src="horse.ogv" type="audio/ogg">
             Your browser does not support the audio element.
       </audio>
</body>
</html>
```

OUTPUT



• **FINDINGS AND LEARNINGS**: From this experiment we learnt about the image, audio and video tags and how they are used in web pages with other control features like play and pause. A text can also be written which gets displayed if the browser does not support the audio or video.

AIM

Getting files from servers via FTP request, response, entity headers

• **DESCRIPTION**: FTP stands for file transfer protocol. It is a means of transferring files between computers of different types across a network. A protocol is a language that enables computers to speak to one another. FTP is used to make files and folders publicly available for transfer over the Internet. The general format for ftp is **ftp://name_of_ftp_site/directory_name/file_name**.

This module defines the class FTP and a few related items. We used this to write Python programs that perform a variety of automated FTP jobs, such as mirroring other FTP servers. It is also used by the module urllib.request to handle URLs that use FTP.

CODE

```
from ftplib import FTP
import ftplib
import os
"""A = FTP('ftp.debian.org')
A.login()
A.cwd('debian')
A.retrlines('LIST')"""
with FTP('speedtest.tele2.net') as ftp:
  try:
     ftp.login()
     print(ftp.getwelcome())
     A = []
     ftp.dir(A.append)
     #print(A)
     for x in A:
       print(x)
  except ftplib.all errors as e:
     print('FTP error',e)
```

OUTPUT

```
TERMINAL
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.
Try the new cross-platform PowerShell https://aka.ms/pscore6
PS E:\ARNAV DTU\Semester 6\Web Technology> python -u "e:\ARNAV DTU\Semester 6\Web Technology\exp5.py"
220 (vsFTPd 3.0.3)
             10
                                 1073741824000 Feb 19 2016 1000GB.zip
-rw-r--r--
                                 107374182400 Feb 19 2016 100GB.zip
-rw-r--r--
-rw-r--r--
             10
                                  102400 Feb 19 2016 100KB.zip
-rw-r--r--
                                 104857600 Feb 19 2016 100MB.zip
             10
                                10737418240 Feb 19 2016 10GB.zip
             10
                                10485760 Feb 19 2016 10MB.zip
                                1073741824 Feb 19 2016 1GB.zip
              10
                                1024 Feb 19 2016 1KB.zip
1048576 Feb 19 2016 1MB.zip
              10
                                209715200 Feb 19 2016 200MB.zip
                                 20971520 Feb 19 2016 20MB.zip
              10
                                 2097152 Feb 19 2016 2MB.zip
                                  3145728 Feb 19 2016 3MB.zip
                                 524288000 Feb 19 2016 500MB.zip
                                 52428800 Feb 19 2016 50MB.zip
                                  524288 Feb 19 2016 512KB.zip
                                  5242880 Feb 19 2016 5MB.zip
                                  3145728 Feb 19 2016 3MB.zip
                                 524288000 Feb 19 2016 500MB.zip
-rw-r--r--
                                 52428800 Feb 19 2016 50MB.zip
              1 0
                                   524288 Feb 19 2016 512KB.zip
                                  5242880 Feb 19 2016 5MB.zip
              2 105
                        108
                                   561152 Apr 19 13:56 upload
PS E:\ARNAV DTU\Semester 6\Web Technology>
```

• FINDINGS AND LEARNINGS: From this experiment we learnt about file transfer protocol, its features and different applications. The file transfer protocol can access a wide range of information that is available online in forms of archives to be accessed by the common public. FTP servers provide a storage place for useful files and programs. It is command driven, therefore, commands like open, get, etc., are used.

- AIM
 - Getting files from server via HTTP using request, response, general and entity headers
- **DESCRIPTION**: Here we'll use pure JavaScript for getting files from the server via the request, response and entity headers AJAX: Used for modern web pages for transferring data without the requirement of reloading a web page. This AJAX Response is the object passed as the first argument of all Ajax requests callbacks. This is a wrapper around the native xmlHttpRequest object. It normalizes cross-browser issues while adding support for JSON via the responseJSON and headerJSON properties.

• CODE:

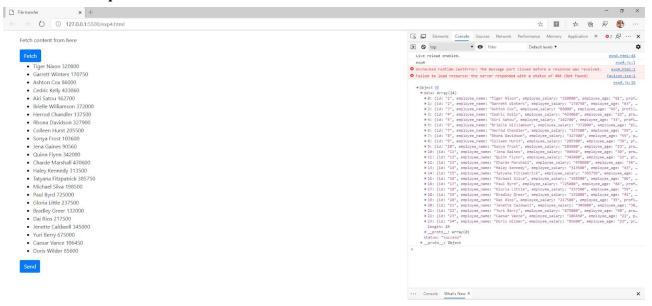
function XHR() {

```
HTML file
      <!DOCTYPE html>
      <html lang="en">
      <head>
        <meta charset="UTF-8">
        <title>File transfer</title>
        link rel="stylesheet"
      href="https://stackpath.bootstrapcdn.com/bootstrap/4.1.3/css/bootstrap.min.css"
      integrity="sha384-MCw98/SFnGE8fJT3GXwEOngsV7Zt27NXFoaoApmYm81iuXoPkFOJ
      wJ8ERdknLPMO" crossorigin="anonymous">
      </head>
      <body>
        <div class="container">
        Fetch content from here
        <button id="FetchBtn" class="btn btn-primary" > Fetch/button>
        ul id="list">
        </u1>
        <button id="SendBtn" class="btn btn-primary" >Send
      </div>
      </body>
      <script src="exp4.js"></script>
      </html>
JavaScript file
      console.log('exp4');
      let FetchBtn = document.getElementById('FetchBtn');
      FetchBtn.addEventListener('click', XHR);
```

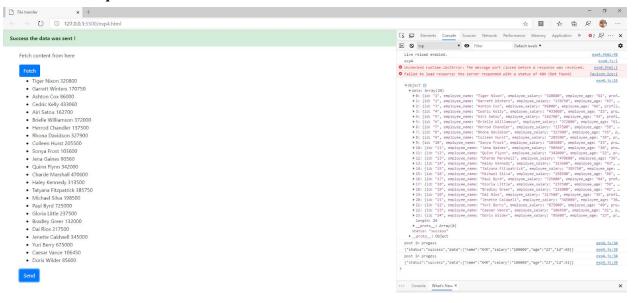
```
let xhr = new XMLHttpRequest();
  xhr.open('GET', 'http://dummy.restapiexample.com/api/v1/employees', true);
  xhr.getResponseHeader('Content-type', 'application/json');
  /*xhr.onprogress = function() { console.log('currently in progress'); }*/
  xhr.onload = function () {
    if (this.status === 200) {
       let resp = JSON.parse(this.responseText);
       console.log(resp);
       let list = document.getElementById('list');
       for (let re in resp.data) {
         let li = '${resp.data[re].employee name}
${resp.data[re].employee salary};
         list.innerHTML += li;
       } }
  xhr.send();
let SendBtn = document.getElementById('SendBtn');
SendBtn.addEventListener('click', XHRPOST);
function XHRPOST() {
  let xhr = new XMLHttpRequest();
  xhr.open('POST', 'http://dummy.restapiexample.com/api/v1/create', true)
  xhr.getResponseHeader('Content-type', 'application/json');
  xhr.onprogress = function () {
    console.log('post in progess');
  xhr.onload = function () {
    if (this.status === 200) {
       console.log(this.responseText);
    }
    else {
       console.error('Some error occured'); }
  let d = `{ "name": "XHR", "salary": "100000", "age": "23" }`;
  let head = document.getElementById('head');
  head.innerHTML = `<div class="alert alert-success" role="alert">
  <strong>Success the data was sent !</strong>
 </div>`;
  setTimeout(() \Rightarrow \{
 head.innerHTML = ` `;
  }, 5000);
    xhr.send(d);
}
```

OUTPUT

After 'GET' request



After POST request

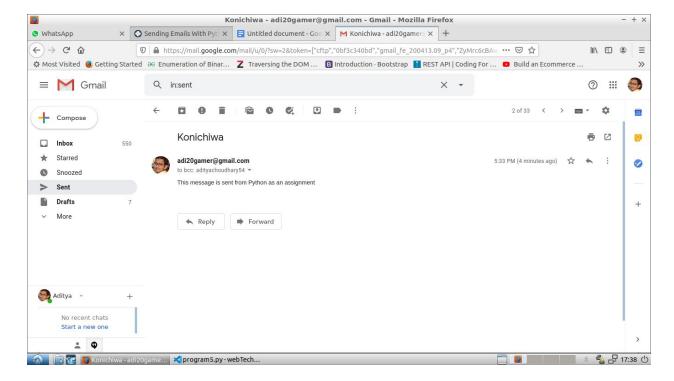


• **FINDINGS AND LEARNINGS :** We implemented an HTTP request, response and entity header. Here we learned how to use AJAX for implementing request, response and entity headers and we also learned how to use a dummy server for the same.

- AIM: Posting messages to the server via electronic mail
- **DESCRIPTION**: E-mail or electronic mail is one of the most popular applications of the Internet. With e-mail a user can send/receive messages from other users on different networks provided he has access to the Internet, thus simplifying the communication system. It is fast, cheap, reliable and convenient mode of communication.

• CODE

OUTPUT



• **FINDINGS AND LEARNINGS:** From this experiment we learnt about Electronic mail and how it is used. We also learnt how messages can be posted to the server through means of Email. We also learnt to send simple text mails using python and how SMTP and SSL work in conjunction.

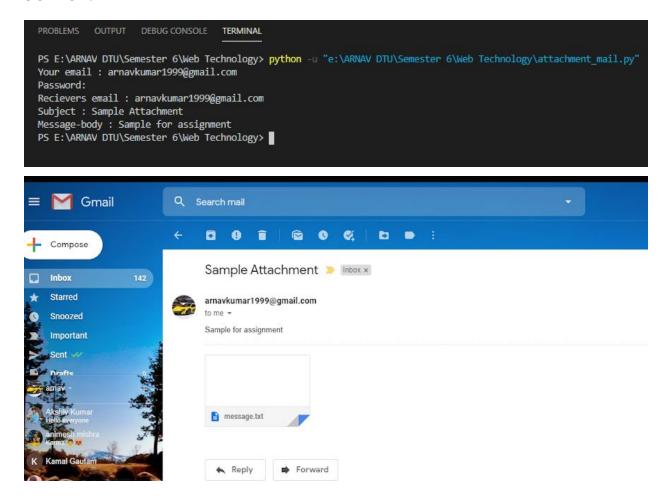
- AIM: Posting messages to server via SMTP
- **DESCRIPTION**: SMTP(simple mail transfer protocol) is a standard protocol on the Internet for mail transfer. It also provides for control of messages. Another new protocol is ESTMP in place of SMTP. It permits pipelining of the messages that transmission of multiple message commands simultaneously becomes possible. It has checkpoints within messages.

Here we will be posting messages to the server using SMTP and SSL. We try to post messages from one email id to another using a python script. SMTP helps us to send the email and SSL (Secure Sockets Layer) manages the security and ensures that message is transferred safely.

CODE

```
import smtplib
from getpass import getpass
from email.mime.multipart import MIMEMultipart
from email.mime.text import MIMEText
from email.mime.application import MIMEApplication
server=smtplib.SMTP('smtp.gmail.com',587)
server.ehlo()
server.starttls()
msg=MIMEMultipart()
sender add=input("Your email : ")
password=getpass()
server.login(sender add,password)
msg['From']=sender add
msg['To']=input("Receiver's email: ")
msg['Subject']=input("Subject : ")
text=input("Message-body:")
msg.attach(MIMEText(text))
with open('message.txt', 'rb') as f:
  part=MIMEApplication(f.read())
  part.add header('Content-Disposition', 'attachment', filename= 'message.txt')
  msg.attach(part)
server.sendmail(msg['From'],msg['To'], msg.as string())
```

• OUTPUT:



• **FINDINGS AND LEARNINGS**: From this experiment we learnt the usage of SMTP along with SSL. We also learnt how SMTP works in detail and how it can be used to send messages (text, images, videos, files etc) to the server by importing the SMTP module in a python script and then executing it in SSL.

AIM

Design a webpage for enrollment of students form which accepts complete details of students.

- **DESCRIPTION**: A HTML form is used to collect user input. The user input can then be sent to a server for processing. The HTML <form> element defines a form that is used to collect user input. An HTML form contains form elements. Form elements are different types of input elements. The <input> element is the most important form element. The <input> element is displayed in several ways, depending on the type attribute.
 - <input type="text"> defines a single-line input field for text input.
 - The <label> tag defines a label for many form elements. The <label> element is useful for screen-reader users, because the screen-reader will read out the label.
 - The for attribute of the <label> tag should be equal to the id attribute of the <input>
 - Radio buttons let a user select ONE of a limited number of choices.
 - Check boxes let a user select multiple of a limited number of choices.
 - Submit button defines a button for submitting the form data to a form-handler.
 - The form-handler is a page on the server with a script for processing input data.
 - The action attribute defines the action to be performed when the form is submitted. Usually, the form data is sent to a page on the server when the user clicks on the submit button.
 - The target attribute specifies if the submitted result will open in a new browser tab, a frame, or in the current window.
 - The method attribute specifies the HTTP method (GET or POST) to be used when submitting the form data.

• CODE

```
DATE OF BIRTH
<input type="date" name ="DOB">
EMAIL ID
<input type="email" name="Email Id" maxlength="100" />
MOBILE NUMBER
<input type="text" name="Mobile Number" maxlength="10" />(10 digit number) 
GENDER
Male <input type="radio" name="Gender" value="Male" />
  Female <input type="radio" name="Gender" value="Female" /> 
>
ADDRESS <br /><br />
="30">
CITY
<input type="text" name="City" maxlength="30" /> (max 30 characters a-z and A-Z) 
PIN CODE
<input type="text" name="Pin Code" maxlength="6" /> (6 digit number)
STATE
<input type="text" name="State" maxlength="30" /> (max 30 characters a-z and A-Z) 
COUNTRY
<input type="text" name="Country" value="India" readonly="readonly" />
```

```
HOBBIES <br /><br /><br />
Drawing <input type="checkbox" name="Hobby Drawing" value="Drawing" />
         Singing <input type="checkbox" name="Hobby Singing" value="Singing" />
               Dancing <input type="checkbox" name="Hobby Dancing" value="Dancing" />
               Sketching <input type="checkbox" name="Hobby Cooking" value="Cooking" />
<br/>hr />
Others
<input type="checkbox" name="Hobby Other" value="Other">
<input type="text" name="Other Hobby" maxlength="30" />
                                                                                                                                            >
QUALIFICATION <br /><br /><br/><br /><br /><
<b>S1.No.</b>
<b>Examination</b>
<b>Board</b>
<b>Percentage</b>
<b>Year of Passing</b>
 1 
Class X
<input type="text" name="ClassX Board" maxlength="30" />
<input type="text" name="ClassX Percentage" maxlength="30" />
<input type="text" name="ClassX YrOfPassing" maxlength="30" />
2
Class XII
<input type="text" name="ClassXII Board" maxlength="30" />
<input type="text" name="ClassXII Percentage" maxlength="30" />
="text" name="ClassXII YrOfPassing" maxlength="30" />
3
```

```
Graduation
<input type="text" name="Graduation Board" maxlength="30" />
<input type="text" name="Graduation Percentage" maxlength="30" />
<input type="text" name="Graduation YrOfPassing" maxlength="30" />
4
Masters
<input type="text" name="Masters Board" maxlength="30" />
<input type="text" name="Masters Percentage" maxlength="30" />
<input type="text" name="Masters YrOfPassing" maxlength="30" />
(10 char max)
(upto 2 decimal)
COURSES<br/>APPLIED FOR
BCA <input type="radio" name="Course BCA" value="BCA">
  B.Sc <input type="radio" name="Course BSc" value="B.Sc">
  B.Tech <input type="radio" name="Course BTech" value="B.Tech">
<input type="submit" value="Submit">
<input type="reset" value="Reset">
</form>
</body>
</html>
```

• OUTPUT

STUDENT REGISTRATION FORM

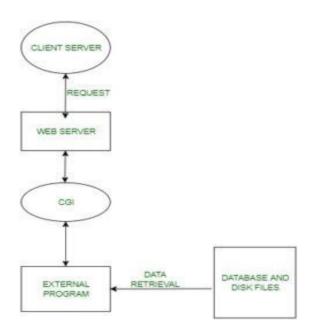
FIRST NAME	(max 30 characters a-z and A-Z)						
LAST NAME	(max 30 characters a-z and A-Z)						
DATE OF BIRTH	Day: ▼ Month: ▼ Year: ▼						
EMAIL ID							
MOBILE NUMBER	(10 digit number)						
GENDER	Male ● Female ●						
ADDRESS							
СПУ	(max 30 characters a-z and A-Z)						
PIN CODE	(6 digit number)						
STATE	(max 30 characters a-z and A-Z)						
COUNTRY	India						
HOBBIES	Drawing ■ Singing ■ Dancing ■ Sketching ■ Others ■						
QUALIFICATION	Sl.No. Examination 1 Class X	Board	Percentage	Year of Passing			
	2 Class XII						
	3 Graduation						
	4 Masters	(10 char max)	(upto 2 decimal)				
COURSES APPLIED FOR BCA B.Com B.Sc B.A B.A B.Com							
Submit Reset							

• **FINDINGS AND LEARNINGS:** From this experiment we learnt about the HTML forms. We learnt about how forms work and how they are created in HTML and php. We also created a student registration form which is often required during enrollment in a particular university. We also learnt about action, target and method attributes which are a part of form handler.

AIM

To implement CGI for transacting with database at client and server system

- **DESCRIPTION**: Common Gateway Interface (also known as CGI) is not a kind of language but just a specification(set of rules) that helps to establish a dynamic interaction between a web application and the browser (or the client application). The CGI programs make possible communication between client and web servers. Whenever the client browser sends a request to the webserver the CGI programs send the output back to the web server based on the input provided by the client-server
 - CGI is the standard for programs to interface with HTTP servers.
 - CGI programming is written dynamically generating web pages that respond to user input or webpages that interact with software on the server



• CODE:

```
Client
```

```
<form action="" method="post" id="frm">
     <input type="text" name="topt" id="topt">
     <input type="submit" value="Submit Data">
     </form>
<div id="add"></div>
<script>
     let formCode=`<h1>Add A player</h1>
<h3>Information Required.</h3>
<form action="/cgi-bin/script1.pl" method="Post">
Name:
     <input type="text" name="name">
     Gender:
     <select name="gender" size="1">
           <option>Female
           <option>Male
           <option>Transgender</option>
     </select>
     Nationality:
           <input type="text" name="profession">
     Sports:
           <input type="checkbox" name="sport"
                       value="Cricket">Cricket
                 <input type="checkbox" name="sport"</pre>
                       value="Hockey">Hockey
                 <input type="checkbox" name="sport"</pre>
                       value="TableTennis">TableTennis
                 <input type="checkbox" name="sport"</pre>
                       value="Football">Football
                 <input type="text" name="opt" value="1" hidden >
     <input type="submit">
     </form>`;
let e=document.getElementById('frm');
```

```
e.addEventListener('submit',(e)=>{
                     e.preventDefault();
                     // console.log(document.getElementById('topt').value);
                     if(document.getElementById('topt').value==1 &&
                     document.getElementById('add').innerHTML.length==0){
                            document.getElementById('add').innerHTML+=formCode;
                     if(document.getElementById('topt').value==2&&
                     document.getElementById('add').innerHTML.length==0){
                            document.getElementById('add').innerHTML+=`
                            <form action="/cgi-bin/script1.pl" method="Post" id='getAll'>
                                   <input type="text" name="opt" value="2" hidden</pre>
></form>`;
                            document.getElementById('getAll').submit();
                     if(document.getElementById('topt').value==3&&
                     document.getElementById('add').innerHTML.length==0){
                            document.getElementById('add').innerHTML+=`
                            <form action="/cgi-bin/script1.pl" method="Post" id='getAll'>
                                   You Have selected to Find a player
                                   Enter Name of Player<input type="text" name="delete"
id="del" value="">
                                   <input type="text" name="opt" value="3" hidden >
                                   <input type="submit">
                                   </form>`;
                     }
              });
              </script>
       </body>
       </html>
CGI (server)
#!"D:\Drive\xampp\perl\bin\perl.exe"
use strict;
use CGI ':standard';
my $opt=param('opt');
my $list;
print header,
start html(),
end html;
```

```
#Adding To server
if($opt eq 1)
 my $name = param('name');
 my $gender = param('gender');
 my $profession = param('profession');
 my @sports = param('sport');
if (@sports)
      $list = join',', @sports;
}
else
{
      list = 'Null';
open (FILE, ">> file3.txt");
print FILE "$name,$gender,$profession,$list";
print FILE "\n";
close FILE;
print "<h4>Successfully Submitted Data</h4>";
if(\$ opt eq 2){
print "<h2>list of all Players</h2>";
# print "Content-Type: text/plain; charset=UTF-8\n\n";
my $filename = 'file3.txt';
open(my $fh, '<:encoding(UTF-8)', $filename)
 or die "Could not open file '$filename' $!";
while (my row = < fh>) {
chomp $row;
 # print($row);
 my @spl=split(',',$row);
 print('<h3>',@spl[0],'</h3>');
 print('');
 print ("Name:", @spl[0], "");
 print ("Gender:", @spl[1],"");
 print ("Nationality:", @spl[2], "");
 print ("Sports:", @spl[3], "");
```

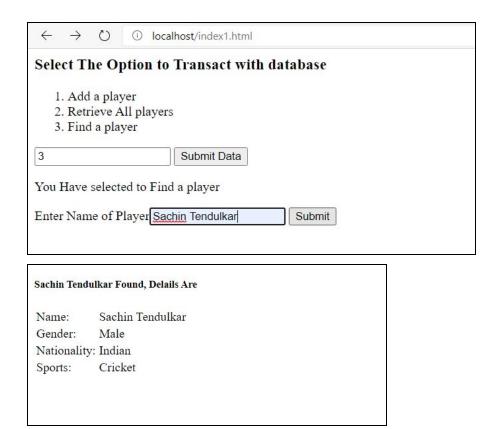
```
print('');
 print('<br>');
 # h4 td($row);
if(\$ opt eq 3)
 my $name=param('delete');
 # print "$name";
 my $filename = 'file3.txt';
 open(my $fh, '<:encoding(UTF-8)', $filename)
 or die "Could not open file '$filename' $!";
 my $found=0;
 while (my row = < fh>) {
 chomp $row;
# print($row);
 my @spl=split(',',$row);
 if($name eq @spl[0]){
 print('<h5>',@spl[0],' Found, Delails Are</h5>');
 print('');
print ("Name:", @spl[0],"");
 print ("Gender:", @spl[1], "");
 print ("Nationality:", @spl[2],"");
 print ("Sports:", @spl[3],"");
 print('');
 $found=1;
if($found eq 0){
 print "Name Not Found";
# print "done\n";
```

• OUTPUT









• **FINDINGS AND LEARNINGS:** From this experiment we learnt about the Common gateway interface. We also learnt it's principles, and how the working takes place at the client side and the server side respectively. We used PERL for the making the CGI program because it is the most preferred and oldest language with respect to CGI. We also made a program that interacts with both client and the database at XAMPP server.