Ex.No:1 WEBPAGE LAYOUT USING SEMANTIC ELEMENTS

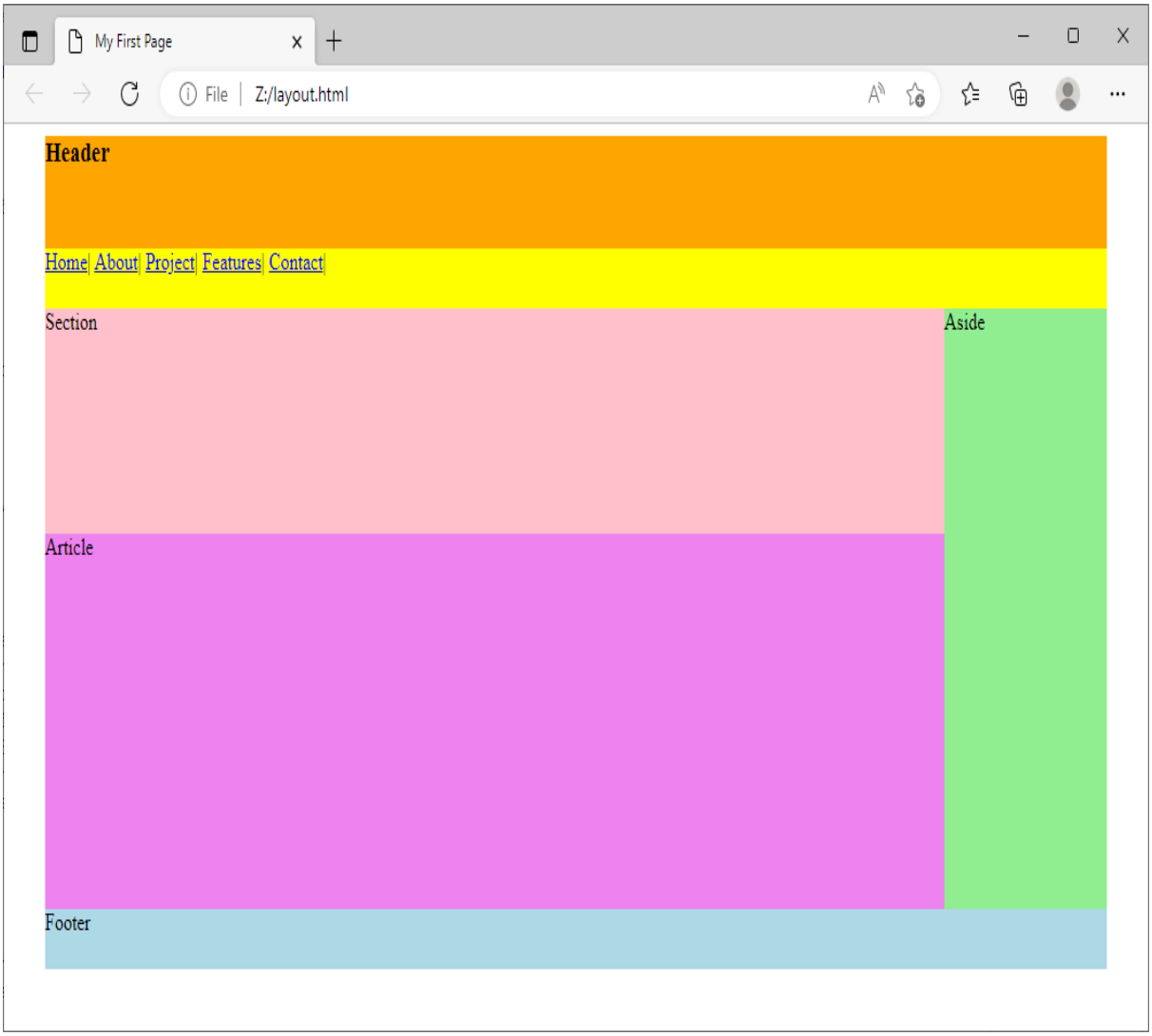
HTML Coding:

layout.html

```
<html>
    <head>
        <title>My first page</title>
            <style type="text/css">
                header, nav, section, article, aside, footer{
                        display:block;
                 }
                header{
                        background-color:orange;
                        width:980px;
                        height:100px;
                }
                nav{
                        background-color:yellow;
                        width:980px;
                        height:40px;
                }
                section{
                        background-color:pink;
                        width:830px;
                        height:200px;
                }
                article{
                        background-color:purple;
                        width:830px;
                        height:400px;
                }
                aside{
                        background-color:red;
                        float:right;
                        width:150px;
                        height:600px;
                }
                footer{
                        background-color:blue;
                        width:980px;
                        height:40px;
                }
                div{
                        width:980px;
                        margin-left:auto;
                        margin-right:auto;
                }
```

```
            </style>
        </head>
    <body>
        <div>
            <header>
                <h3>header</h3>
            </header>
            <nav>
                <a href="#">Home</a> |
                <a href="#">About</a> |
                <a href="#">Projects</a> |
                <a href="#">Features</a> |
                <a href="#">Contact</a> |
            </nav>
            <aside>
                aside
            </aside>
            <section>
                section
            </section>
            <article>
                article
            </article>
            <footer>
                footer
            </footer>
        </div>
    </body>
</html>
```

OUTPUT:


My First Page
File | Z:/layout.html
Header
Home About Project Features Contact
Section
Aside
Article
Footer

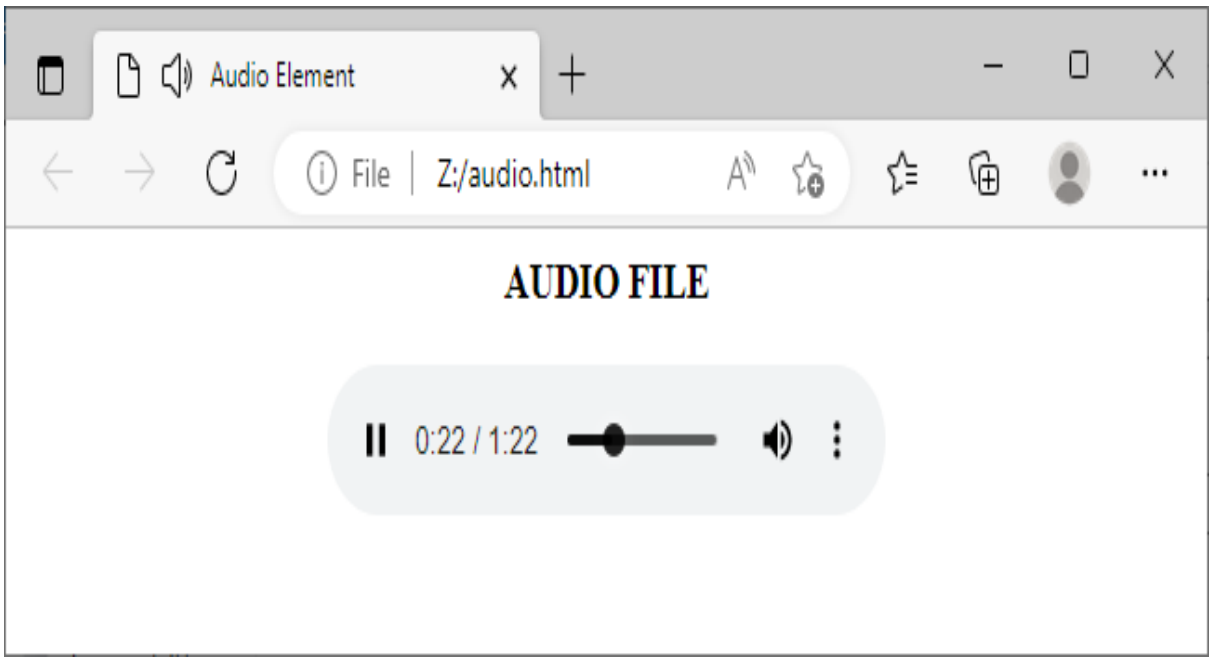
Ex.No:2 **AUDIO ELEMENTS**

HTML Coding:

audio.html

```
<html>
    <head>
        <title>Audio Element</title>
    </head>
    <body>
        <audio controls>
            <source src="music.mp3" type="audio/mp3">
        </audio>
     </body>
</html>
```

OUTPUT:



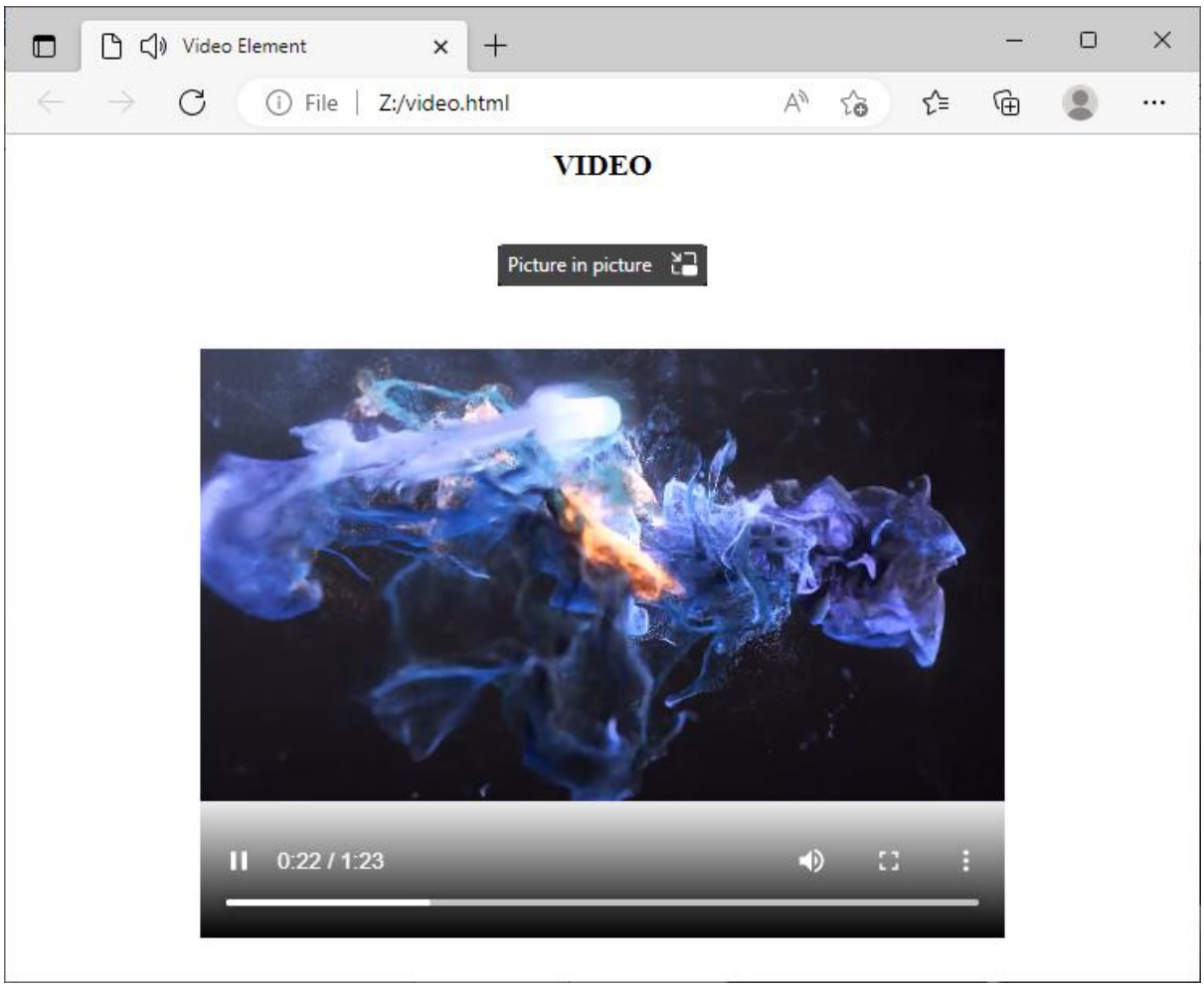
Ex.No:3 **VIDEO ELEMENT**

HTML Coding:

video.html

```
<html>
    <head>
        <title>Video Element</title>
    </head>
    <body>
        <video width="500" height="450" controls>
            <source src="video.mp4" type="video/mp4">
        </video>
    </body>
</html>
```

OUTPUT:


Video Element
File | Z:/video.html
VIDEO
Picture in picture
0:22 / 1:23

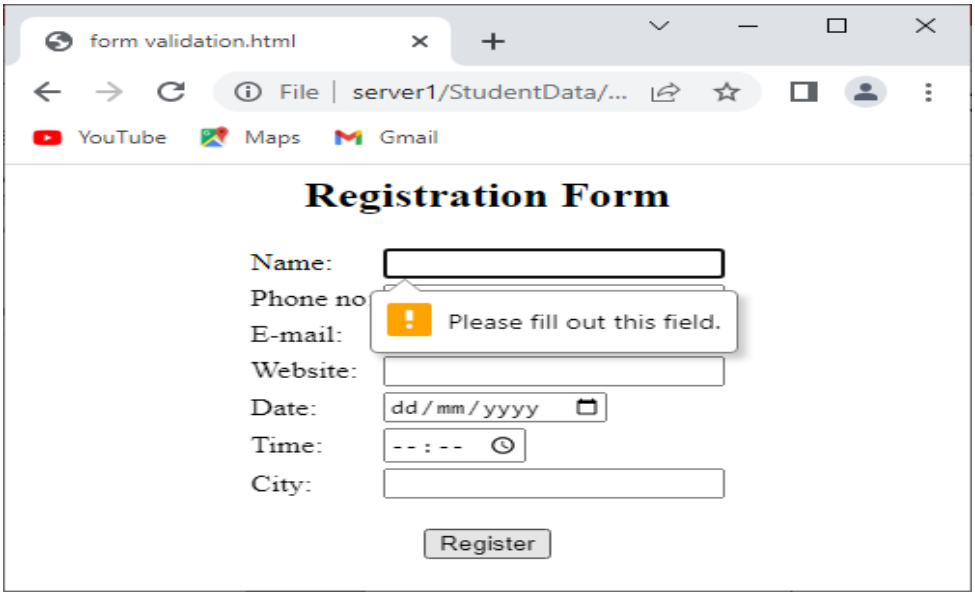
Ex.No:4 **FORM VALIDATION**

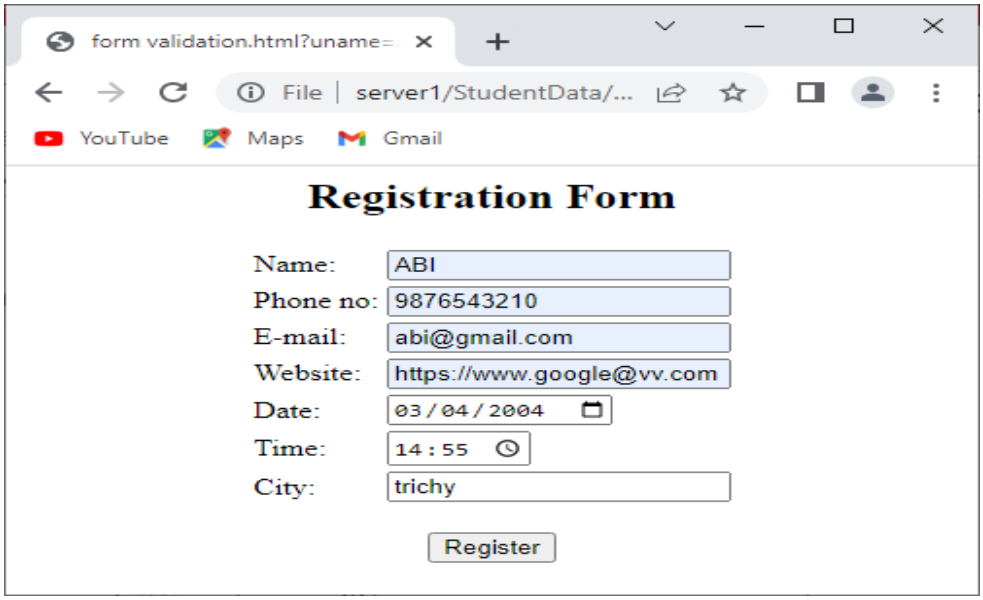
HTML Coding:

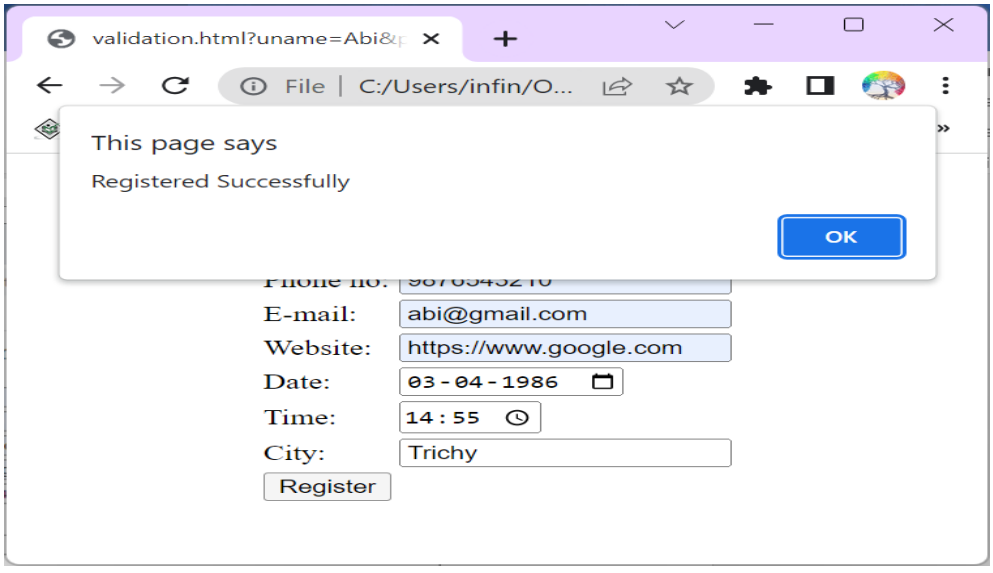
validate.html

```
<html>
   <head>
      <title>Registration Form</title>
</head>
   <body>
      <form>
         Name : <input type="text" name="uname" required="required" /><br />
         Phone no: <input type="tel" name="phno" required="required" /><br />
         E-mail: <input type="email" name="email" required="required" /><br />
         Website: <input type="url" name="site" required="required" /><br />
         Date: <input type="date" name="dob" required="required" /><br />
         Time: <input type="time" name="t1" required="required" /><br />
         City:<input list="city">
               <datalist id="city">
                  <option value="Select">
                  <option value="Chennai">
                  <option value="Trichy">
                  <option value="Coimbatore">
               </datalist>
         <br><button onclick="alert('Registered Successfully')">Register</button>
      </form>
   </body>
</html>
```

OUTPUT:


form validation.html
File | server1/StudentData/...
YouTube
Maps
Gmail
Registration Form
Name:
Phone no:
E-mail:
Website:
Date:
dd/mm/yyyy
Time:
--:--
City:
Please fill out this field.
Register


form validation.html?uname=
File | server1/StudentData/...
YouTube
Maps
Gmail
Registration Form
Name: ABI
Phone no: 9876543210
E-mail: abi@gmail.com
Website: https://www.google@vv.com
Date: 03/04/2004
Time: 14:55
City: trichy
Register


validation.html?uname=Abi&
File | C:/Users/infin/O...
This page says
Registered Successfully
OK
E-mail: abi@gmail.com
Website: https://www.google.com
Date: 03-04-1986
Time: 14:55
City: Trichy
Register

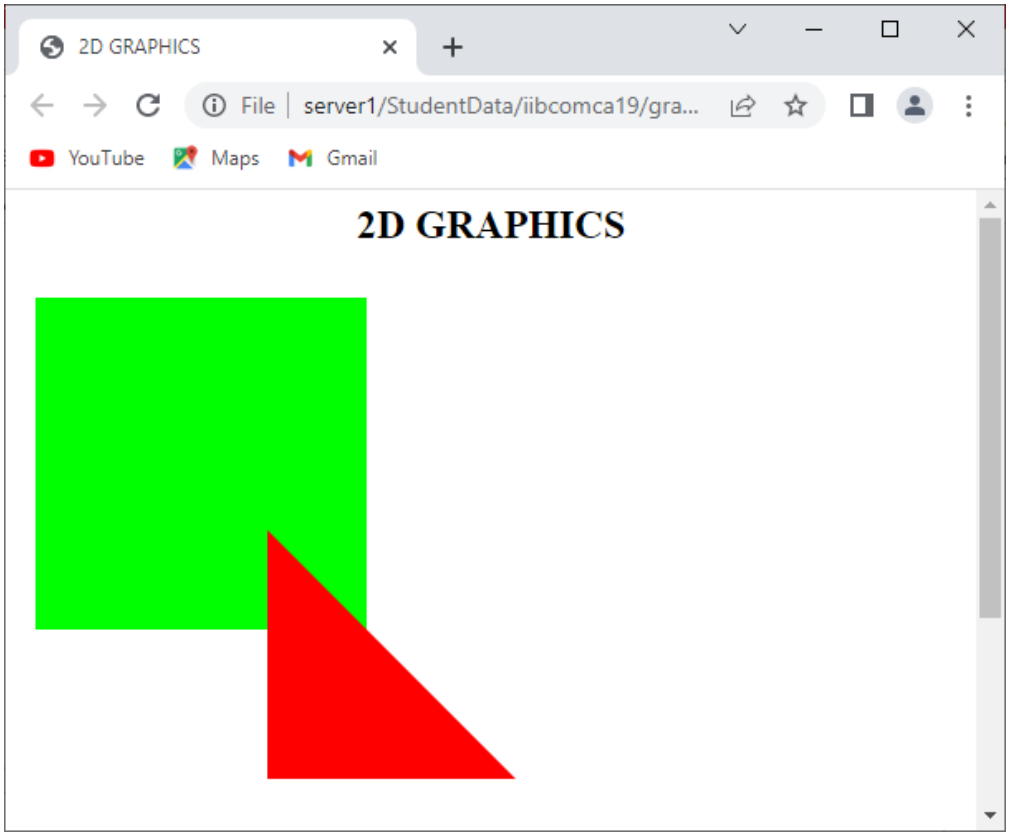
Ex.No:5 **2D GRAPHICS USING CANVAS**

HTML Coding:

graphics.html

```
<html>
<head>
<meta charset="utf-8">
<title>Untitled Document</title>
</head>

<body>
        <canvas id="myCanvas" width="500" height="500" style="brown”;
                                                                border-style:solid">
        </canvas>
  <script>
                var c = document.getElementById("myCanvas");
                var ctx = c.getContext("2d");
                ctx.fillStyle="#00ff00";
                ctx.fillRect(10,10,200,200);
                ctx.fillStyle="blue";
                ctx.fillRect(100,100,200,200);
                ctx.beginPath();
                ctx.moveTo(150,150);
                ctx.lineTo(150,300);
                ctx.lineTo(300,300);
                ctx.lineTo(150,150);
                ctx.fillStyle="red";
                ctx.fill();
                ctx.closePath();
        </script>
</body>
</html>
```

OUTPUT:


2D GRAPHICS
File | server1/StudentData/iibcomca19/gra...
YouTube
Maps
Gmail
2D GRAPHICS

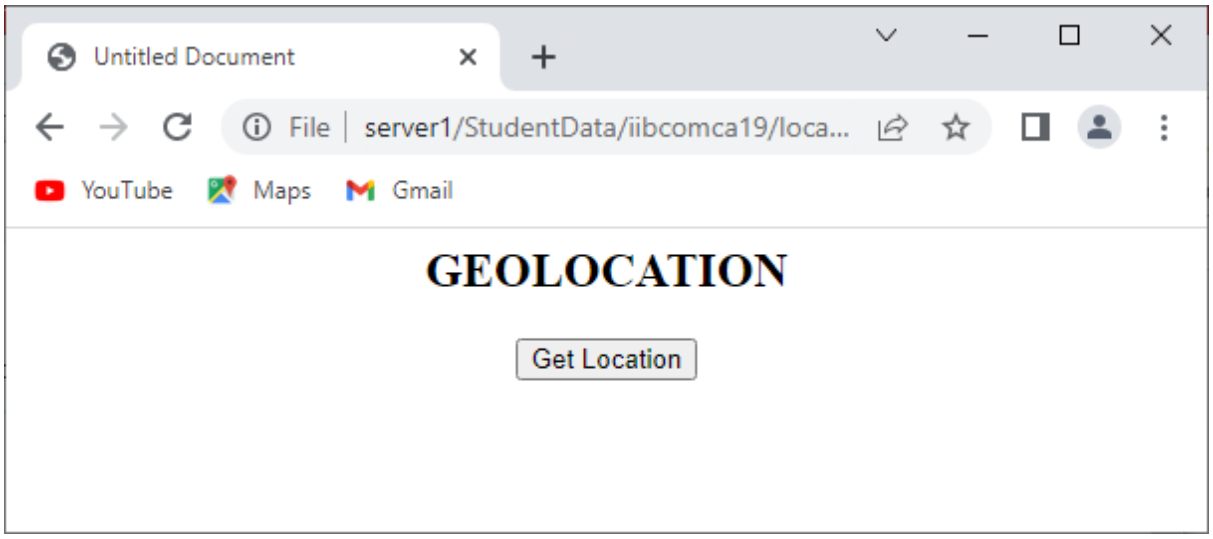
Ex.No:6 **GEOLOCATION**

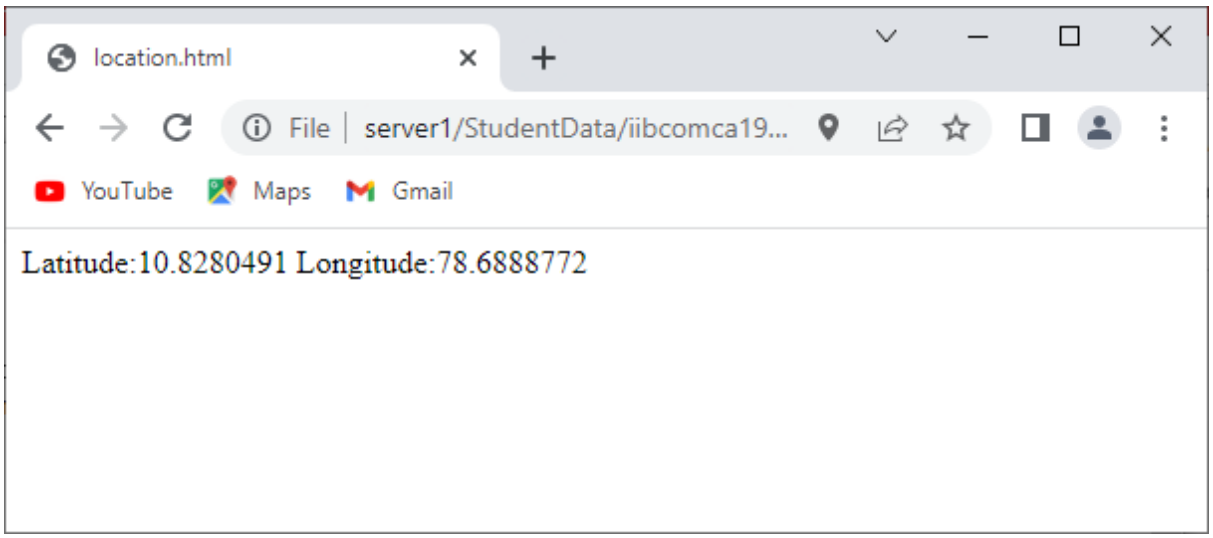
HTML Coding:

location.html

```
<html>
<head>
<title>Untitled Document</title>
<script type="text/javascript">
	function showPosition(position)
	{
		document.write("Latitude : "+position.coords.latitude);
		document.write("Longitude : "+position.coords.longitude);
	}

	function getLocation()
	{
		if(navigator.geolocation)
		{
			navigator.geolocation.getCurrentPosition(showPosition);
		}
		else
		{
			document.write("Browser not supported");
		}
	}
</script>
</head>
<body>
    <button type="button" onClick="getLocation()">Get Location</button>
</body>
</html>
```

OUTPUT:


Untitled Document
File | server1/StudentData/iibcomca19/loca...
YouTube
Maps
Gmail
GEOLOCATION
Get Location


location.html
File | server1/StudentData/iibcomca19...
YouTube
Maps
Gmail
Latitude:10.8280491 Longitude:78.6888772

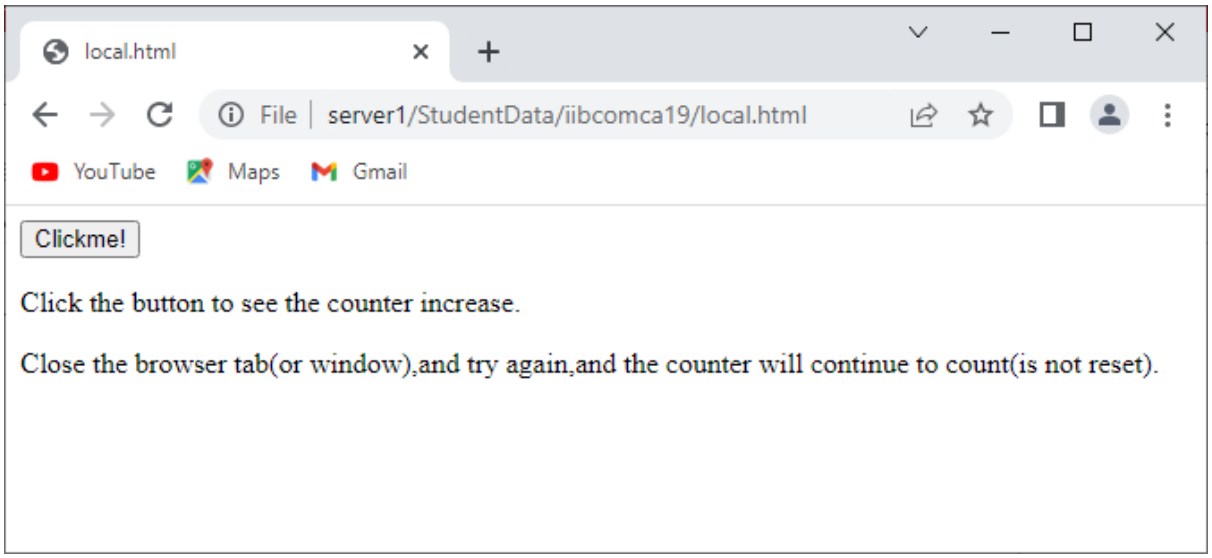
Ex.No:7 **LOCAL STORAGE**

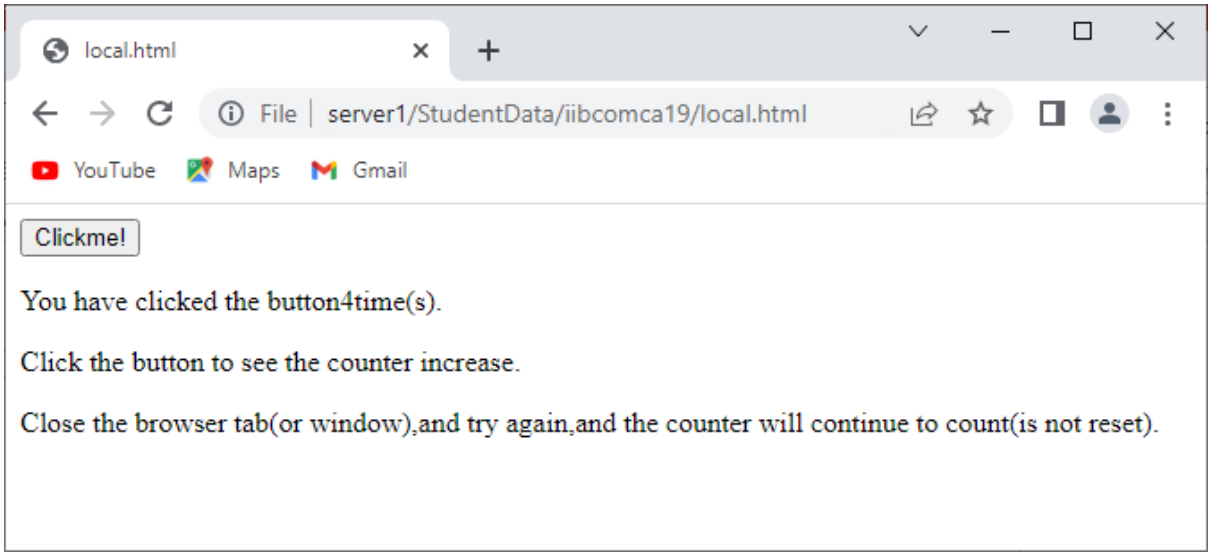
HTML Coding:

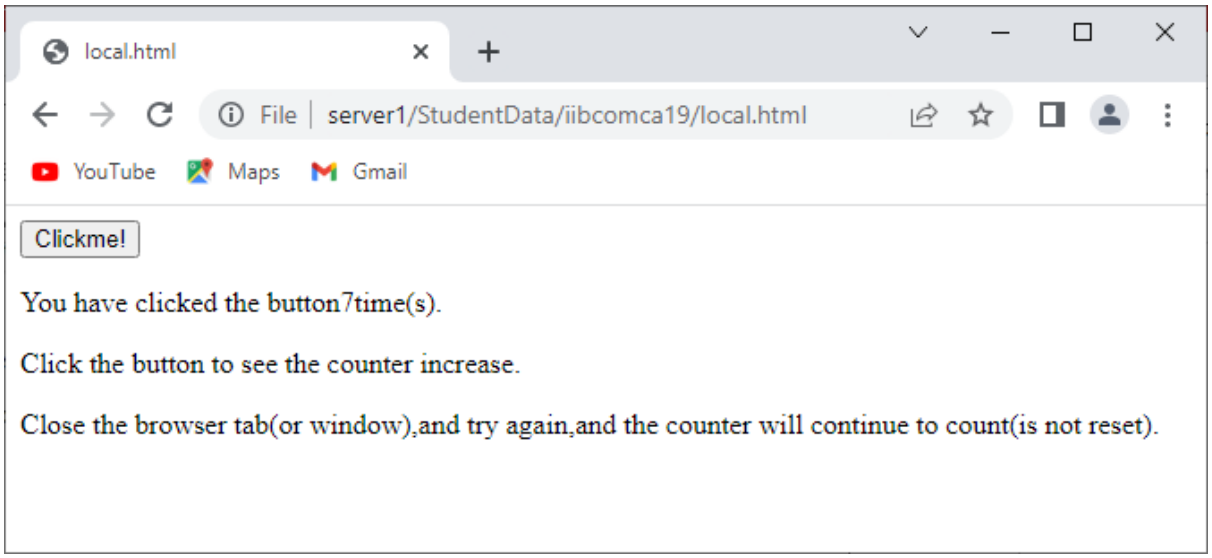
local.html

```
<html>
<head>
<script>
function clickCounter()
{
  if (typeof(Storage) !== "undefined")
   {
     if (localStorage.clickcount)
     {
          localStorage.clickcount = Number(localStorage.clickcount)+1;
     }
   else
 {
      localStorage.clickcount = 1;
 }
 document.getElementById("result").innerHTML = "You have clicked the button " +
localStorage.clickcount + " time(s).";
}
else
{
    document.getElementById("result").innerHTML = "Sorry, your browser does not support web
storage...";
 }
}
</script>
</head>
<body>

<p><button onclick="clickCounter()" type="button">Click me!</button></p>
<div id="result"></div>
<p>Click the button to see the counter increase.</p>
<p>Close the browser tab (or window), and try again, and the counter will continue to count (is
not reset).</p>

</body>
</html>
```

OUTPUT:


local.html
File | server1/StudentData/iibcomca19/local.html
YouTube
Maps
Gmail
Clickme!
Click the button to see the counter increase.
Close the browser tab(or window),and try again,and the counter will continue to count(is not reset).


local.html
File | server1/StudentData/iibcomca19/local.html
YouTube
Maps
Gmail
Clickme!
You have clicked the button4time(s).
Click the button to see the counter increase.
Close the browser tab(or window),and try again,and the counter will continue to count(is not reset).


local.html
File | server1/StudentData/iibcomca19/local.html
YouTube
Maps
Gmail
Clickme!
You have clicked the button7time(s).
Click the button to see the counter increase.
Close the browser tab(or window),and try again,and the counter will continue to count(is not reset).

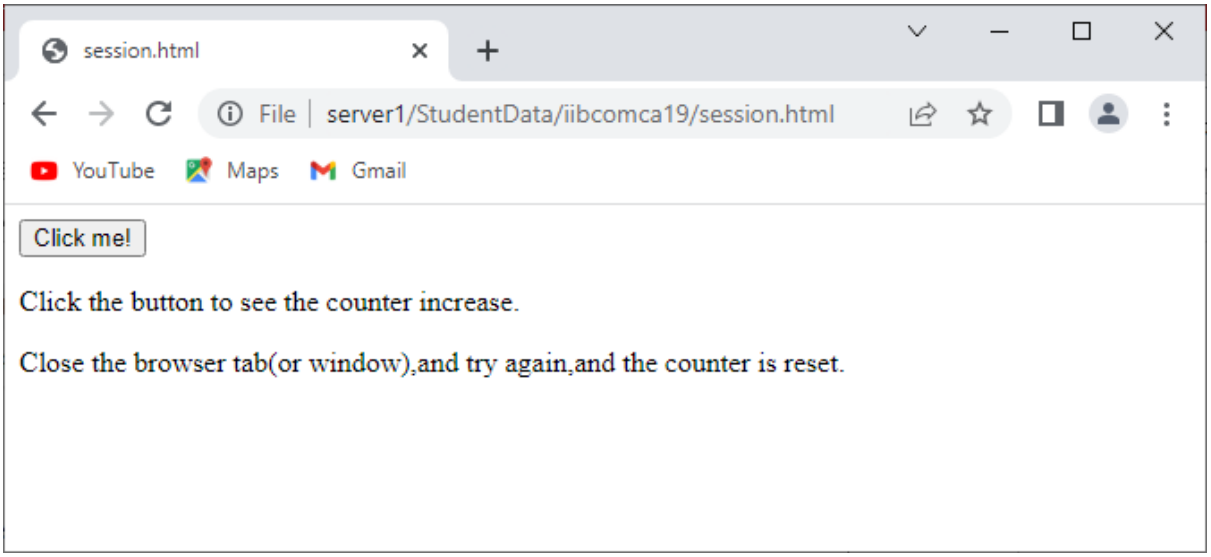
Ex.No:8 **SESSION STORAGE**

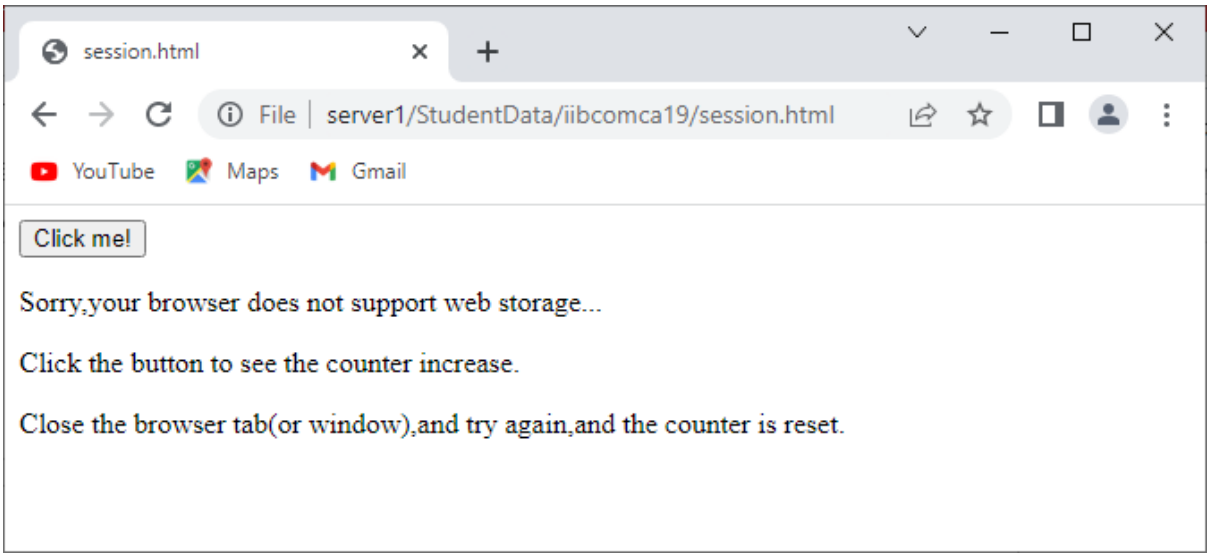
HTML Coding:

session.html

```
<html>
<head>
<script>
function clickCounter() {
  if (typeof(Storage) !== "undefined") {
    if (sessionStorage.clickcount) {
      sessionStorage.clickcount = Number(sessionStorage.clickcount)+1;
    } else {
      sessionStorage.clickcount = 1;
    }
    document.getElementById("result").innerHTML = "You have clicked the button " +
sessionStorage.clickcount + " time(s).";
  } else {
    document.getElementById("result").innerHTML = "Sorry, your browser does not support web
storage...";
  }
}
</script>
</head>
<body>

<p><button onclick="clickCounter()" type="button">Click me!</button></p>
<div id="result"></div>
<p>Click the button to see the counter increase.</p>
<p>Close the browser tab (or window), and try again, and the counter is reset.</p>

</body>
</html>
```

OUTPUT:


session.html
File | server1/StudentData/iibcomca19/session.html
YouTube
Maps
Gmail
Click me!
Click the button to see the counter increase.
Close the browser tab(or window),and try again,and the counter is reset.


session.html
File | server1/StudentData/iibcomca19/session.html
YouTube
Maps
Gmail
Click me!
Sorry,your browser does not support web storage...
Click the button to see the counter increase.
Close the browser tab(or window),and try again,and the counter is reset.

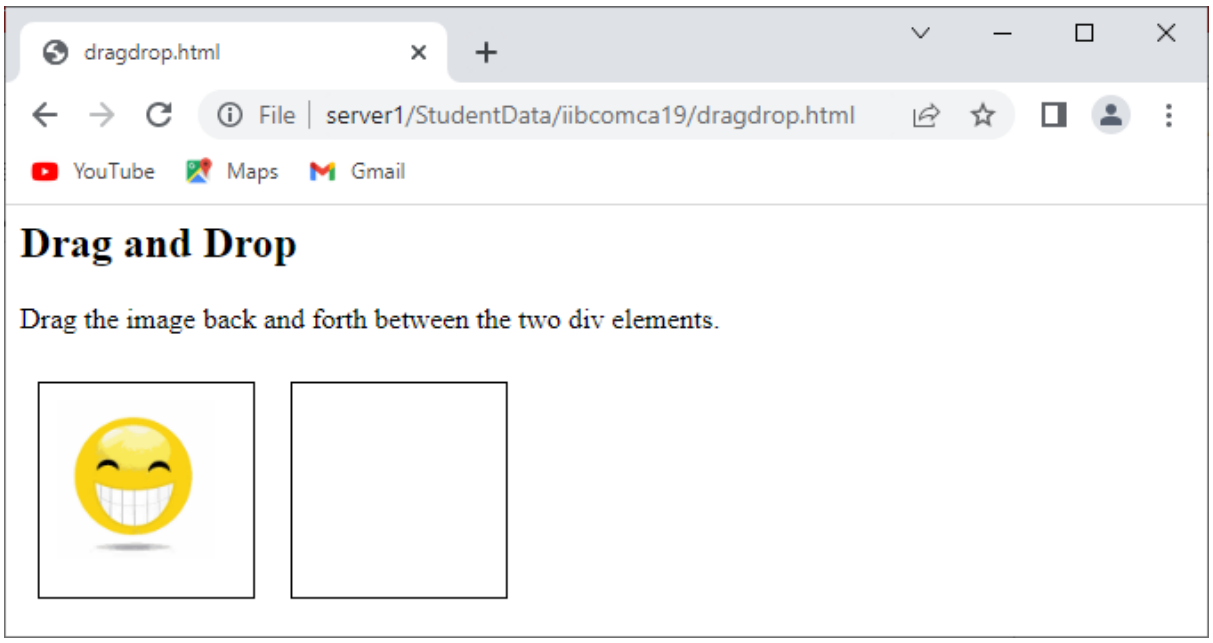
Ex.No:9 **DRAG AND DROP**

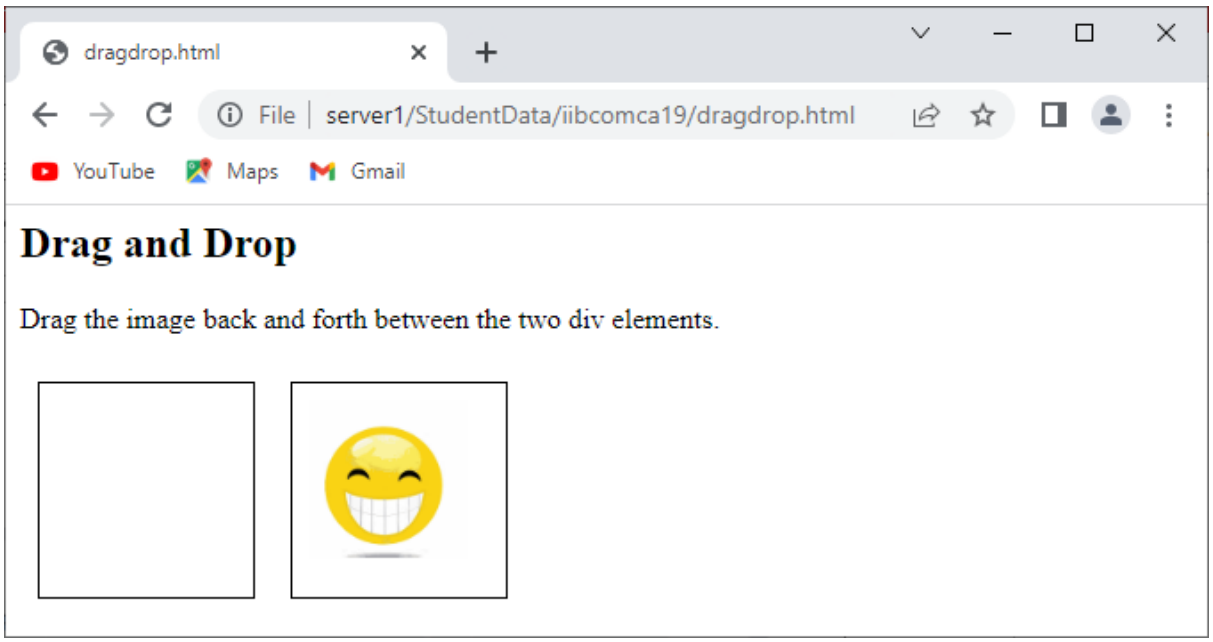
HTML Coding:

dragdrop.html

```
<html>
<head>
<style>
#div1, #div2 {
  float: left;
  width: 100px;
  height: 100px;
  margin: 10px;
  padding: 10px;
  border: 1px solid black;
}
</style>
<script>
function allowDrop(ev) {
  ev.preventDefault();
}

function drag(ev) {
  ev.dataTransfer.setData("text", ev.target.id);
}

function drop(ev) {
  ev.preventDefault();
  var data = ev.dataTransfer.getData("text");
  ev.target.appendChild(document.getElementById(data));
}
</script>
</head>
<body>

<h2>Drag and Drop</h2>
<p>Drag the image back and forth between the two div elements.</p>

<div id="div1" ondrop="drop(event)" ondragover="allowDrop(event)">
  <img src="smiley.gif" draggable="true" ondragstart="drag(event)" id="drag1" width="88"
height="88">
</div>

<div id="div2" ondrop="drop(event)" ondragover="allowDrop(event)"></div>

</body>
</html>
```

OUTPUT:


dragdrop.html
File | server1/StudentData/iibcomca19/dragdrop.html
YouTube
Maps
Gmail
Drag and Drop
Drag the image back and forth between the two div elements.


dragdrop.html
File | server1/StudentData/iibcomca19/dragdrop.html
YouTube
Maps
Gmail
Drag and Drop
Drag the image back and forth between the two div elements.

Ex.No:10 **ROSE BUD USING CANVAS**

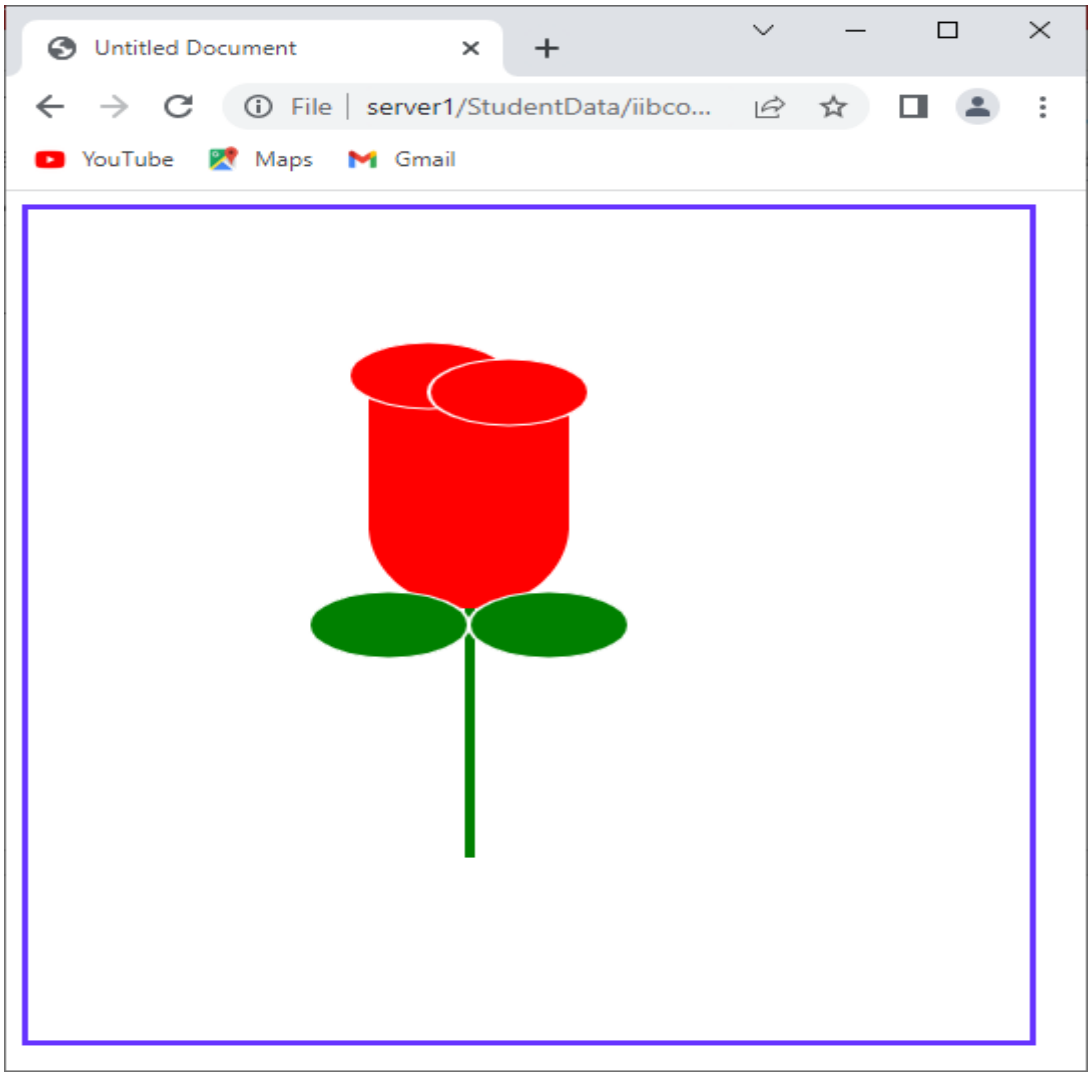
HTML Coding:

rosebud.html

```
<html>
<head>
<title>Untitled Document</title>
</head>

<body>
        <canvas id="myCanvas" width="500" height="500" style="border-color:#63F;
    border-style:solid">
   </canvas>
   <script>
                var c = document.getElementById("myCanvas");
                var ctx = c.getContext('2d');
                function draw_rose()
                {
                        ctx.fillStyle = "green";
                        ctx.fillRect(218,240,5,150);

                        ctx.fillStyle = "red";
                        ctx.strokeStyle = "white";

                        ctx.arc(220,190,50,0,2*Math.PI);
                        ctx.fill();

                        ctx.scale(2,1);
                        ctx.fillRect(85,110,50,80);

                        ctx.beginPath();
                        ctx.arc(100,100,20,0,2*Math.PI);
                        ctx.fill();
                        ctx.stroke();
                        ctx.closePath();

                        ctx.beginPath();
                        ctx.arc(120,110,20,0,2*Math.PI);
                        ctx.fill();
                        ctx.stroke();
                        ctx.closePath();

                        ctx.fillStyle = "green";
                        ctx.beginPath();
                        ctx.arc(90,250,20,0,2*Math.PI);
                        ctx.fill();
```

```
                ctx.stroke();
                ctx.closePath();

                ctx.beginPath();
                ctx.arc(130,250,20,0,2*Math.PI);
                ctx.fill();
                ctx.stroke();
                ctx.closePath();
            }
            draw_rose();

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

OUTPUT:



HTML (P)

DEPARTMENT OF COMPUTER APPLICATIONS

CAUVERY COLLEGE FOR WOMEN (AUTONOMOUS)

(NATIONALLY ACCREDITED (III CYCLE) WITH 'A' GRADE BY NAAC & ISO 9001: 2015 CERTIFIED)

TIRUCHIRAPPALLI – 620 018

2022 – 2023

CAUVERY COLLEGE FOR WOMEN (AUTONOMOUS)

(NATIONALLY ACCREDITED (III CYCLE) WITH 'A' GRADE BY NAAC & ISO 9001: 2015 CERTIFIED)

TIRUCHIRAPPALLI – 620 018

HTML (P)

Name : _____

Reg.No : _____

Year : _____

CAUVERY COLLEGE FOR WOMEN (AUTONOMOUS)

(NATIONALLY ACCREDITED (III CYCLE) WITH 'A' GRADE BY NAAC & ISO 9001: 2015 CERTIFIED)

TIRUCHIRAPPALLI – 620 018

DEPARTMENT OF COMPUTER APPLICATIONS

Course Code: **22UCC2AC2P**

Course Title : **HTML (P)**

CERTIFICATE

This is to certify that the bonafide record of work done by Ms._____ BACHELOR OF COMMERCE (COMPUTER APPLICATIONS) with Register no _____during the academic year 2022 – 2023.

Faculty Incharge **Head of the Department**

Submitted for the practical Examination held on _____ at Cauvery College for Women (Autonomous), Tiruchirappalli – 18.

Internal Examiner External Examiner

CONTENT

I BCOM CA **HTML (P)**