Assignment no. 15

- **Name :** Kunal Dhanaji Khairnar
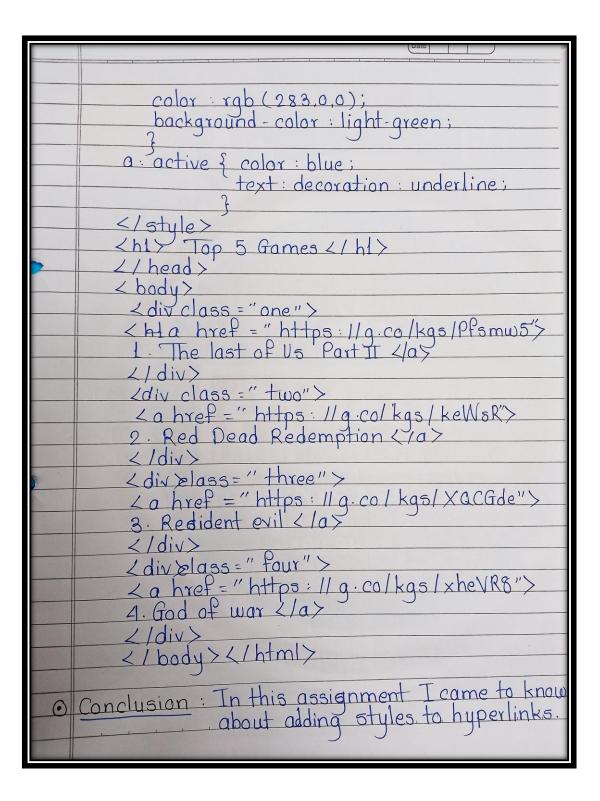- **College** : G.P.Pune
- **Class :** First-Year (H1)
- **Sub** : Web Designing

Enroll. No. : 2106099

●INPUT

⊙ **Aim :** Applying Css link-Properties : Create a web page with number of paragraphs and number of links. Apply different links p styles. :
- Link changing colors when visited.
- Link changing color on mouse hover.
- Link changing font-size on hover.
- Link changing background-color on hover.
- Link changing font family on hover.
- Set color of some links to green.
- Remove underline from links.
- Set background-color to tomato on visited and unvisited link.

⊙ **Theory :** Input program.

```
< html >
< head >
     <title> Assignment_15 </title>
  <style>
      a : link { color : rgb(38,0,255);
               text-dearation : none)
               background-color : tomato;
            }
      a : visited {  color : green;
                  text-decoration : none;
                  background-color : cyan;
            }
      a : hover {
```

```
        color : rgb (283,0,0);
        background - color : light-green;
    }
a : active { color : blue;
            text : decoration : underline;
    }
</style>
<h1> Top 5 Games </h1>
</head>
<body>
  <div class = "one">
  <ht a href = " https ://g.co/kgs/PfSmw5">
  1. The last of Us Part II </a>
  </div>
  <div class = "two">
  <a href = " https ://g.co/kgs/keWsR">
  2. Red Dead Redemption </a>
  </div>
  <div class = " three">
  <a href = " https ://g.co/kgs/XACGde">
  3. Redident evil </a>
  </div>
  <div class = " four">
  <a href = " https ://g.co/kgs/xheVR8">
  4. God of war </a>
  </div>
  </body></html>
```

⊙ **Conclusion :** In this assignment I came to know about adding styles to hyperlinks.

```html
<html>
<head>

  <title>Assignment 15</title>
  <style>
    #head{
        font-family: 'Courier New', Courier, monospace;
        font-size: 80px;
        text-align: center;
        background-color: rgb(0, 0, 0);
        background-blend-mode: color-burn;
        color: rgb(17, 233, 233);
        margin-left: 10%;
        margin-right: 10%;
        font-weight: 900;
        text-shadow: 4px 4px black;
        border:8px ridge rgb(255, 3, 120);
    }

    body{
        background-image: url("3.jpg");
        background-size: 100% 50%;
        color:yellow;
        text-align: center;
        font-size: larger;
        border:8px ridge rgb(255, 0, 0);
```

```html
    body{
        background-image: url("3.jpg");
        background-size: 100% 50%;
        color: yellow;
        text-align: center;
        font-size: larger;
        border:8px ridge rgb(255, 0, 0);

    }

    .one{
        background-color: rgb(255, 255, 255);
        color:black;
        margin-left: 3%;
        margin-right: 3%;
        border:8px inset rgb(255, 0, 0);
    }

    .two{
        background-color: rgb(190, 202, 255);
        color:black;
        margin-left: 3%;
        margin-right: 3%;
        border:7px groove rgb(38, 0, 255);
    }

    .three{
        background-color: rgb(207, 179, 214);
        color:black;
        margin-left: 3%;
        margin-right: 3%;
```

```
        border:8px outset rgb(255, 0, 0);
    }

a:link {
  color: rgb(38, 0, 255);
  text-decoration: none;
  background-color: tomato;
}

a:visited {
  color: green;
  text-decoration: none;
  background-color: cyan;
}

a:hover {
  color: rgb(238, 0, 0);
  background-color: lightgreen;
}

a:active {
  color: blue;
  text-decoration: underline;
}

  </style><br>
  <div id="head">Top 5 Games</div> <br><br>

</head>
<body>

  <div class="one">
```

```
  <div class="one">
    <h1 style="font-family: verdana;color:rgb(59, 163, 39);" ><a href="https://g.co/kgs/Pfsmw5">1. The Last of Us Part II</a></h1>

    There's nothing more contagious in video games than sequelitis, but even then, The Last of Us felt like a masterpiece that should have been left alone.

    Naughty Dog's post-apocalyptic action-adventure was a crowning achievement at the end of the PS3's life cycle, not only reinvigorating tired zombie and post-apoc
  </div><br>


  <div class="two">
  <h1 style="font-family: verdana;color:rgb(58, 4, 255); " ><a href="https://g.co/kgs/keWRnS">2. Red Dead Redemption 2  </a></h1>


    Red Dead Redemption 2 has a lot to live up to, not least because it includes people and places from the previous – and much beloved – game. It's a strange beast, this
<br></div><br><br>

<div class="three">
    <h1 style="font-family: verdana;color:crimson;" > <a href="hhttps://g.co/kgs/XQCGde">3. Resident Evil 2 </a></h1>

<p style="font-style: italic;font-size:larger;">

    Calling Resident Evil 2 a remake does it little justice.

    The term, much like reboot and re-imagining, has a muddied meaning. It can suggest you're playing a newer – hopefully better – version of a game you've already pla

<br><br></div><br><br>


<div class="four">
    <h1 style="font-family: verdana;color:rgb(111, 0, 255);" ><a href="https://g.co/kgs/xheVR8" style="cursor:crosshair">4. God of War </a></h1>
```

Calling Resident Evil 2 a remake does it little justice.

The term, much like reboot and re-imagining, has a muddied meaning. It can suggest you're playing a newer – hopefully better – version of a game you've already pla

`<br><br></div><br><br>`

`<div class="four">`
`<h1 style="font-family: verdana;color:rgb(111, 0, 255);" ><a href="https://g.co/kgs/xheVR8" style="cursor:crosshair">4. God of War </a></h1>`

`<p style="font-variant: small-caps;">`

Well that was a surprise! The trailer thats started out looking like another teaser for Horizon: Zero Dawn actually turned out to be a chunky teaser for a new, complet

It's easy to get confused – this game looks vastly different to everthing that's gone before it in the series – but having had a special, behind-closed-doors look at the p

`<div class="five">`
`<h1 style="font-family: verdana;color:rgb(238, 255, 0);" ><a href="https://g.co/kgs/96L7sV">5.Sekiro: Shadows Die Twice</a></h1>`

Japan's FromSoftware has forged a reputation for making tough-as-nails games, mostly thanks to its more recent slew of action RPG titles: Demon's Souls, the Dark S

Sekiro: Shadows Die Twice, From's latest release, looks outwardly similar to the "Soulsborne" games, but needs to be approached in quite a different fashion. In fact,

`<br><br></div><br><br>`

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

Top 5 Games

1. The Last of Us Part II

There's nothing more contagious in video games than sequelitis, but even then, The Last of Us felt like a masterpiece that should have been left alone. Naughty Dog's post-apocalyptic action-adventure was a crowning achievement at the end of the PS3's life cycle, not only reinvigorating tired zombie and post-apocalyptic settings but elevating video game storytelling to the same maturity as any other medium. But after everything Joel and Ellie had been through, surely there was nothing more to add that wouldn't diminish the power of its divisive and ambiguous ending.

2. Red Dead Redemption 2

Red Dead Redemption 2 has a lot to live up to, not least because it includes people and places from the previous – and much beloved – game. It's a strange beast, this one: enormous, glorious-looking, and boasting some of the best voice acting ever committed to the mediu

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3. Resident Evil 2

Calling Resident Evil 2 a remake does it little justice. The term, much like reboot and re-imagining, has a muddied meaning. It can suggest you're playing a newer – hopefully better – version of a game you've already played, or a completely overhauled take that's nearly unrecognizable from its source material.

3. Resident Evil 2

Calling Resident Evil 2 a remake does it little justice. The term, much like reboot and re-imagining, has a muddied meaning. It can suggest you're playing a newer – hopefully better – version of a game you've already played, or a completely overhauled take that's nearly unrecognizable from its source material.

4. God of War

WELL THAT WAS A SURPRISE! THE TRAILER THATS STARTED OUT LOOKING LIKE ANOTHER TEASER FOR HORIZON: ZERO DAWN ACTUALLY TURNED OUT TO BE A CHUNKY TEASER FOR A NEW, COMPLETELY UNHINTED-AT GOD OF WAR GAME. BLIMEY! IT'S EASY TO GET CONFUSED – THIS GAME LOOKS VASTLY DIFFERENT TO EVERTHING THAT'S GONE BEFORE IT IN THE SERIES – BUT HAVING HAD A SPECIAL, BEHIND-CLOSED-DOORS LOOK AT THE GAME AND A CHAT WITH THE TEAM THAT'S MAKING IT, WE'RE STARTING TO PIECE TOGETHER THE FACTS AT THE HEART OF KRATOS' RETURN.

https://g.co/kgs/xheVR8

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5.Sekiro: Shadows Die Twice

Japan's FromSoftware has forged a reputation for making tough-as-nails games, mostly thanks to its more recent slew of action RPG titles: Demon's Souls, the Dark Souls trilogy and Bloodborne. All make star features of their consistently challenging combat, opaque mechanics and deliberately obtuse storytelling. Sekiro: Shadows Die Twice, From's latest release, looks outwardly similar to the "Soulsborne" games, but needs to be approached in quite a different fashion. In fact, I think it's arguably harder than any of its From-made predecessors – and likely the most demanding "mainstream" game that'll be released this year.

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