IRM4724

Assignment 2

JUNE 27, 2022

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Question 1

```
<!DOCTYPE html>
<html>
<head>
<style>
table, th, td {
  border: 1px solid black;
}
</style>
</head>
<body>

<h2>Question 1</h2>

<table style="width:100%">
  <tr>
    <td>Apple iOS</td>
    <td>iPad</td>
```

```
    <td>iPhone</td>
    <td>iPod Touch</td>
    <td></td>
  </tr>
  <tr>
     <td>Google Android</td>
    <td>Nexus 7</td>
    <td>Samsung Galaxy Notes 8</td>
    <td>Samsung Galaxy Notes 4</td>
    <td>HP Slate 7</td>
  </tr>
  <tr>
    <td>Blackberry OS</td>
    <td>Blackberry Z10</td>
    <td>Blackberry Q10</td>
    <td></td>
    <td></td>
  </tr>
  <tr>
    <td>Microsoft Windows Phone OS/RT</td>
    <td>Nokia</td>
    <td>Samsung ATIV</td>
    <td>Surface</td>
```

```
    <td></td>
  </tr>
</table>


</body>
</html>
```

Question 1

Apple iOS	iPad	iPhone	iPod Touch	
Google Android	Nexus 7	Samsung Galaxy Notes 8	Samsung Galaxy Notes 4	HP Slate 7
Blackberry OS	Blackberry Z10	Blackberry Q10		
Microsoft Windows Phone OS/RT	Nokia	Samsung ATIV	Surface	

Question 2

```
<!doctype html>
<html>
        <head>
<style>
```

```
body.solid {border-style: solid;}
</style>
        </head>
        <body class="solid">
                <h1>First HTML5 Document</h1>
                <h3>Available on the web</h3>
                <nav></nav>
                                <article>
                                <section>I am reading this book to learn how to develop
websites</section>
                                <section>that can be accessed from any device and can serve
as cross-platform apps.</section>
                                <section>The device I will test by running the following</section>
                                <section> operating systems:</section>
                                <dl>
  <dt>Apple iOS</dt>
  <dt>Google Android</dt>
  <dt>Blackberry OS</dt>
  <dt>Microsoft Windows Phone OS</dt>
</dl>
                                </article>
                <aside></aside>
                <div id=”footer” ></div>
```

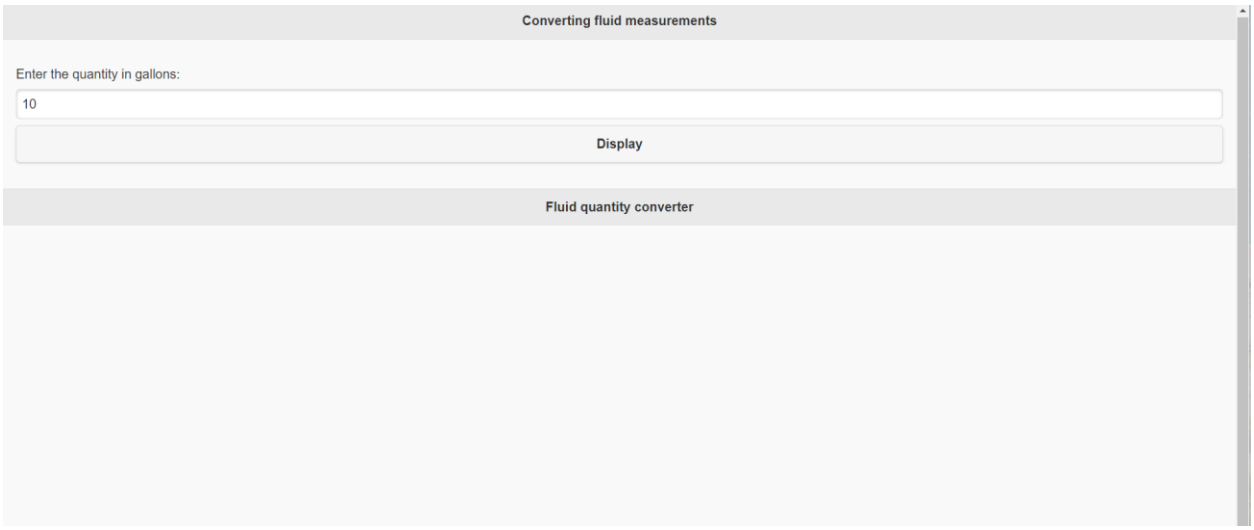
```
    </body>
</html>
```

Question 3

```
<!DOCTYPE html>
<html>
  <head>
    <meta name = "viewport" content = "width = device-width, initial-scale = 1">
    <link rel = "stylesheet" href = "https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">
    <script src = "https://code.jquery.com/jquery-1.11.3.min.js"></script>
    <script src = "https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>
  </head>
```

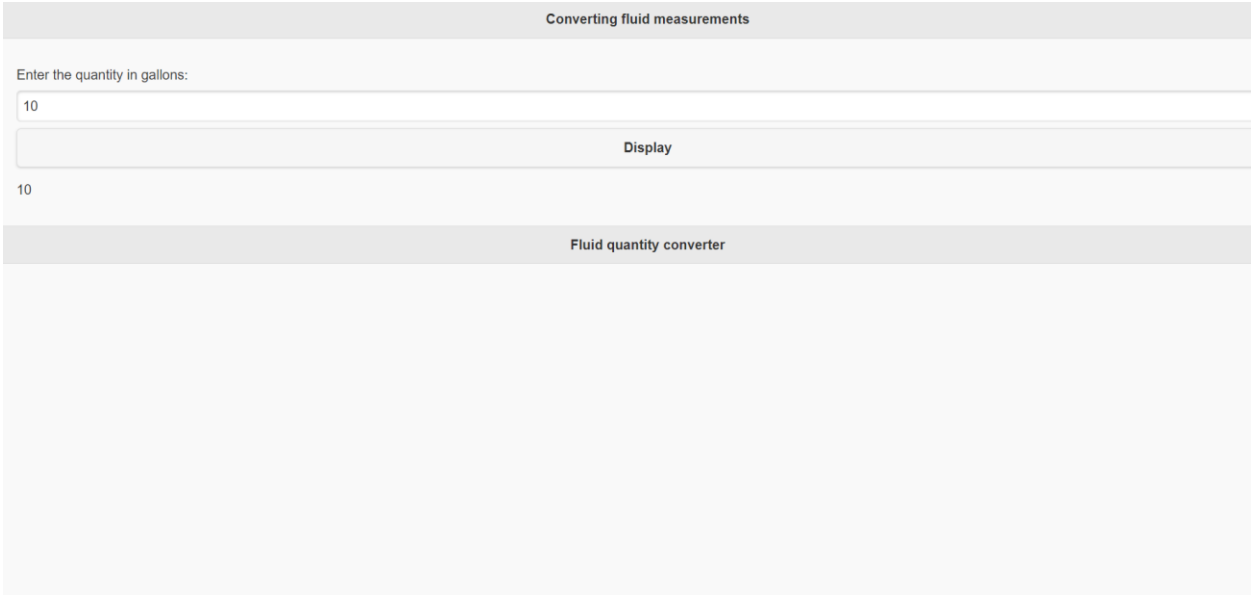
```
  <body>
    <div data-role = "button" id = "pageone">
      <div data-role = "header">
        <h1>Converting fluid measurements</h1>
      </div>

      <div data-role = "main" class = "ui-content">
        <p>
  <label>Enter the quantity in gallons:</label>
  <input id="inputGallons" type="number" placeholder="Gallons">
     <button type="button" class="btn btn-secondary" (click)=" convertGallons();" >
                    Display
                  </button>
</p>
<p><span id="outputConvertedValue"></span></p>
      </div>

      <div data-role = "footer">
        <h1>Fluid quantity converter</h1>
      </div>
    </div>
    <script>
```

```
    function convertGallons()
{
  var inputVal = document.getElementById("inputGallons").value ;
  document.getElementById("outputConvertedValue").innerHTML = inputVal ;
  alert(inputVal);
}
    </script>
  </body>
</html>
```



Question 4

```
function convertGallons()
{
  var inputVal = document.getElementById("inputGallons").value ;
  document.getElementById("outputConvertedValue").innerHTML = inputVal ;
  alert(inputVal);
}
```



Question 5

```
<!DOCTYPE html>
<html>
  <head>
    <meta name = "viewport" content = "width = device-width, initial-scale = 1">
    <link rel = "stylesheet" href = "https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">
    <script src = "https://code.jquery.com/jquery-1.11.3.min.js"></script>
    <script src = "https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>
  </head>

  <body>
    <div data-role = "button" id = "pageone">
      <div data-role = "header">
        <h1>Cylinder on a canvas</h1>
      </div>

      <div data-role = "main" class = "ui-content">
        <p>
     <button type="button" class="btn btn-secondary" (click)="drawCylinder(50,35,50,35);" >
                    Display
```

```
                    </button>
</p>
<p><span id="outputConvertedValue"></span></p>
        </div>
      </div>
      <script>

      function drawCylinder ( x, y, w, h ) {
  context.beginPath(); //to draw the top circle
  for (var i = 0 * Math.PI; i < 2 * Math.PI; i += 0.001) {

    xPos = (this.x + this.w / 2) - (this.w / 2 * Math.sin(i)) *
      Math.sin(0 * Math.PI) + (this.w / 2 * Math.cos(i)) *
      Math.cos(0 * Math.PI);

    yPos = (this.y + this.h / 8) + (this.h / 8 * Math.cos(i)) *
      Math.sin(0 * Math.PI) + (this.h / 8 *
      Math.sin(i)) * Math.cos(0 * Math.PI);

    if (i == 0) {
      context.moveTo(xPos, yPos);

    }
```

```
    else
    {
      context.lineTo(xPos, yPos);
    }
  }
  context.moveTo(this.x, this.y + this.h / 8);
  context.lineTo(this.x, this.y + this.h - this.h / 8);

  for (var i = 0 * Math.PI; i < Math.PI; i += 0.001) {
    xPos = (this.x + this.w / 2) - (this.w / 2 * Math.sin(i)) * Math.sin(0 * Math.PI) + (this.w / 2 * Math.cos(i)) * Math.cos(0 * Math.PI);
    yPos = (this.y + this.h - this.h / 8) + (this.h / 8 * Math.cos(i)) * Math.sin(0 * Math.PI) + (this.h / 8 * Math.sin(i)) * Math.cos(0 * Math.PI);

    if (i == 0) {
      context.moveTo(xPos, yPos);

    }
    else
    {
      context.lineTo(xPos, yPos);
    }
  }
```

```
  context.moveTo(this.x + this.w, this.y + this.h / 8);
  context.lineTo(this.x + this.w, this.y + this.h - this.h / 8);
  context.stroke();
}
      </script>
   </body>
</html>
```

References

https://www.w3schools.com/graphics/tryit.asp?filename=trycanvas_draw

https://www.w3schools.com/tags/ref_canvas.asp

https://www.tutorialspoint.com/jquery_mobile/jquery_mobile_quick_guide.htm