* **INTERNET PROGRAMMING LABORATORY**

## CSE-32 K19GR GROUP-2

**TOPIC:-INDIAN ELECTRICITY Website SUBMITTED BY:-**

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# INTRODUCTION

**Hypertext Markup Language** (**HTML**) is the

standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured

documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages.

Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

# Introduction of css

CSS (Cascading Style Sheets) is used to style and lay out web pages — for example, to alter the font, color, size, and spacing of your content, split it into multiple columns, or add animations and other decorative features. This module provides a gentle beginning to your path towards CSS mastery with the basics of how it works, what the syntax looks like, and how you can start using it to add styling to HTML.

#### Prerequisites

Before starting this module, you should have:

1. Basic familiarity with using computers, and using the Web passively (i.e. looking at it, consuming the content.)
2. A basic work environment set up as detailed in Installing basic software, and an understanding of how to create and manage files, as detailed in Dealing with files.
3. Basic familiarity with HTML, as discussed in the Introduction to HTML module.

#### What is CSS?

CSS (Cascading Style Sheets) allows you to create great- looking web pages, but how does it work under the hood? This article explains what CSS is, with a simple syntax example, and also covers some key terms about the language.

#### Getting started with CSS

In this article we will take a simple HTML document and apply CSS to it, learning some practical things about the language along the way.

#### How CSS is structured

Now that you have an idea about what CSS is and the basics of using it, it is time to look a little deeper into the structure of the language itself. We have already met many of the concepts discussed here; you can return to this one to recap if you find any later concepts confusing.

#### How CSS works

We have learned the basics of CSS, what it is for and how to write simple stylesheets. In this lesson we will take a look at how a browser takes CSS and HTML and turns that into a webpage.

**Introduction to javascript**

JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

JavaScript was first known as LiveScript, but Netscape changed its name to JavaScript, possibly because of the excitement being generated by Java. JavaScript made its first appearance in Netscape 2.0 in 1995 with the name LiveScript. The general-purpose core of the language has been embedded in Netscape, Internet Explorer, and other web browsers.

#### Advantages of JavaScript

The merits of using JavaScript are −

1. Less server interaction − You can validate user input before sending the page off to the server. This saves server traffic, which means less load on your server.
2. Immediate feedback to the visitors − They don't have to wait for a page reload to see if they have forgotten to enter something.
3. Increased interactivity − You can create interfaces that react when the user hovers over them with a mouse or activates them via the keyboard.
4. Richer interfaces − You can use JavaScript to include such items as drag-and-drop components and sliders to give a Rich Interface to your site visitors.

## Contribution of group members

**Japneek Kour** (1190872):- Gathered information from various coding websites to write in the final report and written synopsis.

**Manhar Bhardwaj** (1190895):- Written code for the website development and prepared the website.

**Zubair Ahmad**(1190846):- Wrote final report and by gathering information from internet.