1. HTML forms are used to accept user inputs and then submit data for processing
2. Form is an area that contain form elements
3. User input form are created using <form> tag
4. Method attribute states the method to use when the user send the form to the server
5. GET sends information entered in the form to the server at the end of URL
6. POST sends information entered in the form to the server as a data
7. Action attribute defines the name of the file to send the content to.
8. enc-type attribute defines how the data is to be encoded(only in POST method).
9. Input tag is specified with the type attribute.
10. If input exceeds more than one line then create multi line input control using <textarea> tag.
11. If more than one option is required to be selected from multiple options , then create checkbox. Else use radio.
12. Drop-down list allow user to select one or more values from the pre-determined options.
13. File upload allow the user to upload a file from the desktop to an application in browser.
14. In from tag use enctype=”multipart/form-data” if file need to be uploaded using file selector form element.
15. Different types of input buttons are “button”,”submit”,”reset”.
16. Different types of input are “text”,”password”,”checkbox”,”radio”,”file”,”hidden”.
17. User can specify textarea size with rows and cols attribute.
18. Name is a variable user can access later referring to this information.
19. 19.Value is a caption.
20. A placeholder is a textbox that hold a text in lighter shade when there is no value and not focused.
21. Autofocus is a Boolean attribute of form field that make browser set focus on it when a page is loaded.
22. A field with “required” attribute must be filled in with value before submission of a form.
23. A value filled in the field must be checked against the regular expression specified in pattern attribute.
24. Input type=”email” is used to check whether the string entered by the user is valid email id or not.
25. Datalist is like type-ahead auto suggest textbox as in search box.
26. In “number” type up and down buttons are provided to increase and decrease the value within a specified range.
27. “range” type is used to slide the range values.
28. To use date as an input use type “date”,”week”,”month”,”time”,”datetime”,”datetime-local”.
29. In <audio> tag the attributes “type” is the Mime-type(.mp3,.ogg,.wav).
30. In <video> tag “poster” attribute defines the still image file projected on screen before video gets displayed.
31. <article> tag represents a component of a page that consists of a self-contained composition in a document.
32. CSS allows controlling the look and feel of HTML content.
33. Style sheets define how to display HTML elements.
34. Border Radius creates rounded corners.
35. Box Shadow creates box shadows.
36. Multiple Background Images: Apply multiple backgrounds to a single DIV without having to create extra child DIV’s whose only purpose is to support an image.
37. @Font-Face: With this feature we can include custom fonts into our web pages. Just upload the desired font to your server and pull it via the @font-face feature.
38. Multi-column layout: It allows a web developer to let text be fitted into columns.
39. CSS can do text formatting, element sizing, element positioning, change link attributes, cursor manipulation, animation and many more.
40. A CSS rule has two main parts:
41. A selector : The HTML element you want to style
42. One or more declarations: Each declaration consists of a property and a value.
43. The property is the style attribute you want to change. Each property has a value.
    1. Example: h1 {color: blue; font-size: 12px;}
44. Types of CSS:
45. Inline: Affects only the element applied to.
46. Internal (Embedded): Affects only the elements in a single file. Comes between <STYLE> tag.
47. External (Linked): Linked to an unlimited number of files. Exist as separate files that are linked to a page with the tag.
48. Order of precedence when three CSS types combine at run time in the HTML page are:
49. Inline styles
50. Internal style sheets
51. External style sheets
52. Following properties can be specified with the text formatting
53. Text Color: Set the color of the text.
54. Text Alignment: set the horizontal alignment of a text.
55. Text Decoration: mostly used to remove underlines from links for design purposes.
56. Text Transformation: It can be used to turn everything into uppercase or lowercase letters, or capitalize the first letter of each word.
57. Text Indentation: specify the indentation of the first line of a text.
58. Text Shadow: applies shadow to text
59. Word-wrap: allows you to force the text to wrap - even if it means splitting it in the middle of a word.
60. Font properties define the font family, boldness, size, and the style of a text.
61. The selector "selects" the elements on an HTML page that are affected by the rule set.
62. A rule or "rule set" is a statement that tells browsers how to render particular elements on an HTML page.
63. Universal selector: will be applied to every element in a document.
    * 1. Example: \* { margin : 0; padding: 0; }
64. Type Selector: Applied to only specified type element.
    * 1. Example: ul { ⋮ declarations }
65. Class Selector: used to select any HTML element that has a class attribute, regardless of their position in the document tree.
    * 1. Example: .big { font-size: 110%; font-weight: bold; }

<p class=”big>”This is some</p>

1. If you want to be more specific, you can use class and type selectors together. Any type selectors can be used.
   * 1. Example: div.big { color: blue; }

td.big { color: yellow; }

1. ID selector: Matches an element that has a specific id attribute value.
   * 1. Example: #navigation { ⋮ declarations }
2. Id attributes must have unique values; an ID selector can never match more than one element in a document.
3. Attribute selectors: Are used to select elements based on their attributes or attribute value.
4. A pseudo-class is similar to a class in HTML, but it’s not specified explicitly in the markup.
5. MEAN stack- Mongo DB Express Angular Node
6. Javascript is not object oriented but it is object based.
7. Document is the object of Javascript
8. Client side page process done by Javascript. Use angular framework
9. Server side page process done by Javascript using nod- js with express framework
10. At database side- Mongo DB in Javascript
11. Event handling in Javascript
12. Methods use in Javascript- getElementById (), getElementsByTagName (), getElementsByName () - These methods locates all the elements which match the id or name or tag name passed.
13. Workings with Cookies- Cookies are a mechanism for storing persistent data on the client. Because HTTP is stateless protocol. Cookies provide a way to maintain information between client requests.
14. Variable declaration in javascript-
    1. var a;
    2. var b;
    3. var fruits = ["Banana", "Orange", "Apple", "Mango"];
15. Example of Javascript function-
    1. <script>
    2. function showColor ()
    3. {
       1. alert (“Color-Red”);
    4. }
    5. </script>
16. JavaScript treats regular expressions as objects and distinguishes between them and the *RegExp* constructor.
17. Applying click event on button by using javascript- <button onclick="document.getElementById('demo').innerHTML = Date()">Date<button>
    * + 1. ADO.NET is essentially a collection of classes that exposes methods use to manage communications between an application and a data store
        2. ADO.NET class libraries include functionality to connect to sources, execute commands, store, manipulate an retrieve the data
        3. ConnectionString: This is the object that allows you to establish a connection with the data source.
18. The connection string includes data source i.e server name, Initial catalog i.e database name, Userid and the Password.
19. 4) Command: This object represents an executable command on the underlying data source. This command may or may not return any results.
20. ExecuteNonQuery()-does not return anything.
21. ExecuteScalar()-returns only one value.
22. ExecuteQuery()-returns multiple values.
23. Data Reader:This helps to retrieve and examine the rows returned by query as quickly as poosible. This flows in forward direction only.
    * 1. It is extremely fast and lightweight.
24. Data Adapter: The oject that act as a gateway between disconnected and connected flavors of ADO.NET is data adapter.
25. The Architecture of ADo.NET, in which connection must be open to access the data retrieved from database is called as connected architecture.
26. In disconnected architecture data retrieved from the database can be accessed by holding it in a memory with the help of DataSet object even when the connection to the database was closed.
27. The Data Set contains a collection of one or more DataTable objects.
28. To connect to the database. The syntax is as follows:
    1. using Connection as new SqliConnection(....)
    2. Connection.Open()
    3. ......
    4. End Using()
29. Disconnecting from the database requires
    1. Close()
30. Data Table: Data table objects are used to represent the tables in a data set object.
31. Data Column: A data column object corresponds to a column in a table.
32. Data Row:To access the actual values stored in the DataTable object, use the object's Row collection, which contains a series of Data Row objects.
33. Data Relation: A DataRelation object lets you specify relations between various tables that allow you to both validate data across tables.
    * 1. And browse parent and child rows in various DataTables.
34. LINQ stands for Language Integrated Query.
35. It bridges the gap between the world of objects and the world of data.
36. It adds query capability to the programming language.
37. It enables us to write queries in .net in a similar manner as it happens in SQL which enables us to query database.
38. The queries which write using LINQ is consistent and is independent of any data source.
39. It integrates better with programming languages and makes our work easier and faster.
40. There are 3 different flavors of LINQ:
    * + 1. (i)LINQ to objects
        2. (ii)LINQ to ADO.NET
        3. (iii)LINQ to XML
41. Keywords mainly used in LINQ are:
    * + - 1. from/in
          2. Where
          3. Order by
        1. (iv)Group by
        2. (v)Select
42. LINQ query require three actions:
    * + 1. (i)Obtain the data source
        2. (ii)Create the query
        3. (iii)Execute the query
43. LINQ provides some standard query operators to write operation related queries.
44. They are:
    1. (i)Filtering operators
    2. (ii) Sorting operators
    3. (iii) Projection operators
    4. (iv)Aggregation operators
    5. (v) Grouping operators
    6. (vi)Conversion operators
45. Filtering Operators are used to filter the records from the data source using keyword where
46. Sorting operators are used to sort the data of data source using Order by clause.
47. Projection operators are used to project the data on the basis of transform function .Select keyword is used to perform this action.
48. Aggregation operators are used to perform different aggregative calculations like average, max, min, etc.
49. Grouping operators are used to group the data using group by clause.
50. Conversion operators are used to convert the data from one type to another.
    1. For example we can convert from array to Enumerable type or Enumerable to array type and so on.
51. HTMl forms are used to accept inputs and then submit data for processing.
52. In HTML "File Upload" will allow user to upload a file from the desktop to an application in browser.
53. In HTML there are 3 kinds of button 1)Normal Button 2)Submit Button 3)Reset Button.
54. In HTML user input forms are created using <form>tag.
55. Drop down list eill allow the user to select one or more values from a pre-determined options.
56. Every row in Bootstrap consists of 12 coloums.
57. The grid system is responsive, and the columns will re-arrange automatically depending on the screen size.
58. There are 2 container classes in Bootstrap 1)".Container" 2) ".Container-fluid".
59. Mobile first approach uses the grid system in particular is to layout design first on small screens.
60. Bootstrap comes bundled with 12 jQuery plugins that extend the

features and can add more interaction to your site.

1. Both bootstrap.js and bootstrap.min.js contain all plugins in a  single file.
2. System.IO namespace contains types that allow synchronous and asynchronous reading and writing on data streams and files.
3. All classes that represent streams inherit from the Stream class.
4. BinaryReader and BinaryWriter read and write encoded strings and primitive data types from and to Streams.
5. Serialization is the process of writing the state of an object to a byte stream.
6. Serialization is done So that the object can be recreated with its current state at a later point in time.
7. A formatter is used to determine the serialization format for objects.
8. Two formatters user to determine the serialization format for object are Binary formatter & SOAP formatter.
9. To make an object available for serialization, you mark each class with the [Serializable] attribute.
10. Binary serialization can serialize and restore non-public and public members of an object.
11. SOAP serialization Can deserialize a SOAP envelope into a compatible set of objects.
12. SOAP serialization Can serialize and restore non-public and public members of an object.
13. Restriction of binary serialization is The binary format produced is specific to the .NET Framework and it cannot be easily used from other systems or platforms.
14. Benefit of binary serialization is The resulting binary data is more compact than an XML string, so it takes up less storage space and can be transmitted quickly.
15. Benefit of SOAP serialization is Produces a fully SOAP-compliant envelope that can be processed by any system or service that understands SOAP.
16. Each time your class is deserialized, the runtime calls the IDeserializationCallback.
17. Jagged array is an array whose elements are arrays. There are 2 types of variable - Value types(bool,char,float,int), reference type(void,var).
18. An array is a data structure that contains a number of variables called the elements of the array.
19. C# arrays are zero indexed.
20. In C#, all arrays are dynamically allocated.
21. Since arrays are objects in C#, we can find their length using member length.
22. C# array is an object of base type System.Array.
23. Default values of numeric array and reference type elements are set to be respectively zero and null.
24. The multi-dimensional array contains more than one row to store the values.
25. It is also known as a Rectangular Array in C#.
26. GetLength(int): returns the number of elements in the first dimension of the Array.
27. The process of Converting a Value Type (char, int etc.) to a Reference Type(object) is called Boxing.
28. The Value type is always stored in Stack. The Referenced Type is stored in Heap.
29. The process of converting reference type into the value type is known as Unboxing.
30. It is explicit conversion process.
31. The Pointer Data Types will contain a memory address of the variable value.
32. In C#, the Value Data Types will directly store the variable value in memory
33. and it will also accept both signed and unsigned literals.
34. C# is a strongly typed programming language.
35. The Pointer Data Types will contain a memory address of the variable value.
36. C# array is an object of base type System.Array.
37. An assembly can be viewed as a unit of deployment.
38. An assembly is self-describing binary(Dll or Exe) containing collection of types and optional resources.
39. Private assemblies are a colections of types that are only used by the applicfation with which it has been deployed.
40. Private assemblies are required to be located within the main directory of the owing application or sub-directory thereof.
41. The CLR Header is a block of data that all .net files must support in order to be hosted by the CLR.
42. The System.Reflection namespace contains classes that allow to obtain information about the application and to dynamically add types, values, and objects to the application.
43. Reflection in C# is used to retrieve metadata on types at runtime.
44. The MemberInfo object of the System.Reflection class needs to be initialized for discovering the attributes associated with a class.
45. Assembly : Gets the Assembly for this type.
46. IsAbstract : is used to check if the type is Abstract.
47. The System.Reflection.Emit namespace contains classes to emit metadata.
48. Attributes concept in .NET is a way to mark or store meta data about the code in assembly.
49. Encryption create a symmetric algorithm object by calling the Create method of the SymmetricAlgorithm
50. class setting the optional string parameter to the name of the wanted algorithm.
51. Create a symmetric algorithm object by calling the Create method of the SymmetricAlgorithm class setting the optional string parameter to the name of the wanted algorithm.
52. Call the TransformFinalBlock method on the encryptor, which takes as input a byte array, representing the plain data, the offset where to start the encryption from, and the length of the data to encrypt. It returns the encrypted data back.
53. The main reason to use asymmetric encryption is to avoid sharing the encryption key, which is considered a vulnerability.
54. Asymmetric encryption uses two mathematically related keys that complement each other, such as whatever is encrypted with one key can be decrypted only with the other key.
55. One key is made public, and is known as the public key, by the receiving party, so whoever wants to transmit secured data can encrypt the data.
56. The main disadvantage of the asymmetric encryption is that it is slower than the symmetric encryption, but the biggest advantage is that there is no need to have a shared secret for the algorithm to work.
57. In .NET all classes that implement an asymmetric algorithm inherit from System.Security .Cryptography.AsymmetricAlgorithm.
58. If the data were changed or it not encrypted using the corresponding public key, a
59. CryptographicException will be thrown
60. If you need to encrypt data that is used locally, or you have a secure way to distribute the encryption key, use the symmetric encryption.
61. If you don’t have a secure way to send the encryption key data between parties, then
62. asymmetric encryption is recommended.
63. If you need only to ensure integrity of the data, use a hashing algorithm.
64. If you need to ensure both integrity and authenticity, choose a MAC algorithm.
65. It needs an initialization vector (IV) that doesn’t need to be secret but is used to encrypt the first block of data.
66. The encryptor/decryptor is then used with either by calling directly the TransformFinalBlock method or by sending it to a CryptoStream.
67. Bootstrap is a open source, responsive design framework to build static websites and dynamic web applications.
68. Bootstrap 3 is mobile first in the sense that the code for Bootstrap starts by targeting smaller screens like mobile devices, tablets, and then "expands" components and grids for larger screens such as laptops, desktops.
69. Bootstrap comes with many useful jQuery plugins that can come handy in many situations.
70. Bootstrap is easy to customize, especially with the use of LESS.
71. LESS is a dynamic style sheet language that is compiled into CSS.
72. Bootstrap contains a dozen built-in reusable components and to provide iconography,

dropdowns, navigation, alerts, popovers, and much more.

1. The term "Markup" is used to identify anything put within a document which either adds or provides special meaning.
2. XML provides a description of document layout and logical structure.
3. HTML is inflexible in that it can not allow domain-specific tag sets to be created and used without formally introducing them in to the HTML DTDs.
4. XML provides rules for placing text and other media into structures and allow you to manage and manipulate the results.
5. Extensible Style Language(XSL) works with XML data in a way similar to that CSS works with HTML.
6. XML namespaces allow context to be given to element names, which allow to remain unique and thus processable.
7. Decryption is the process of taking encoded or encrypted text or other data and converting it back into text that you or the computer can read and understand.
8. Encryption is the process of transforming plain data in a way that makes it harder for an unauthorized person to make sense of it. The encrypted data is called ciphertext.
9. Cryptography is the practice and study of encryption and decryption techniques.
10. All cryptography classes are defined in the System.Security.Cryptography namespace and are part of the core .NET library.
11. Symmetric encryption is also known as shared secret encryption, and that is because the
12. encryption of the data is done with an encryption key, a byte array, and the same key is used to decrypt the data.
13. The System.Security.Cryptography namespace includes other cryptographic classes that you can use to derive secret keys and IVs and write cryptographically transformed data.
14. The Microsoft® .NET Framework includes managed implementation of the following encryption algorithms:
15. • Data Encryption Standard (DES)
16. • AES
17. • Rivest Cipher 2 (RC2)
18. • Rijndael
19. • TripleDES
20. Hashing is the process of mapping binary data of a variable length to a fixed size binary data.
21. Hashing Steps

Create a hashing algorithm object.

Set the hashing key if the algorithm used is a keyed one.

Call the ComputeHash method.

Save the hash of the data.

1. The main reason to use asymmetric encryption is to avoid sharing the encryption key, which is considered a vulnerability.
2. Asymmetric encryption uses two mathematically related keys that complement each other, such as whatever is encrypted with one key can be decrypted only with the other key.
3. One key is made public, and is known as the public key, by the receiving party, so whoever wants to transmit secured data can encrypt the data.
4. The main disadvantage of the asymmetric encryption is that it is slower than the symmetric encryption, but the biggest advantage is that there is no need to have a shared secret for the algorithm to work.
5. In .NET all classes that implement an asymmetric algorithm inherit from System.Security .Cryptography.AsymmetricAlgorithm.
6. If the data were changed or it not encrypted using the corresponding public key, a CryptographicException will be thrown
7. jQuery simplifies HTML document traversing, event handling, animating, and Ajax interactions for Rapid Web Development.
8. Write less, do more
9. AJAX Support - The jQuery helps you a lot to develop a responsive and featurerich site using AJAX technology.
10. Local Installation - You can download jQuery library on your local machine and include it in your HTML code.
11. How to Call a jQuery Library Functions?

<script type = "text/javascript">

       $(document).ready(function() {

    document.write("Hello, World!");

});

</script>

1. The html( ) method gets the html contents (innerHTML) of the first matched element.
2. Asynchronous programming is a means of parallel programming in which a unit of work runs separately from the main application thread and notifies the calling thread of its completion, failure or progress
3. CLR allocates memory for the object from heap
4. The Garbage collection is very important technique in the .Net framework to free the unused managed code objects in the memory and free the space to the process.
5. An allocation is made any time you declare an object with a “new” keyword or a value type is boxed.
6. When objects are no longer used then it will reclaim those objects by clearing their memory, and keeps the memory available for future allocations.
7. It also allocates objects on the managed heap efficiently.
8. Managed objects automatically get clean content to start with, so their constructors do not have to initialize every data field.
9. A collection of a particular generation also collects all those below it, i.e., collecting 2 also collects 1 and 0.
10. The GC promotes objects that survive collection (because they are still in use) to the next generation. Although see the previous point – don’t expect an object in gen 1 to move to gen 2 when a gen 0 collection occurs.
11. GC runs the most on gen 0, less on gen 1 and even less often on gen 2. With this in mind, objects should be short-lived (die in gen 0 or gen 1 at worst) or live forever (intentionally of course) in gen 2.
12. Reclaims objects that are no longer being used, clears their memory, and keeps the memory available for future allocations. Managed objects automatically get clean content to start with, so their constructors do not have to initialize every data field.
13. Provides memory safety by making sure that an object cannot use the content of another object.
14. Enables you to develop your application without having to free memory.
15. Garbage collector manages allocation and reclaiming of memory
16. Garbage collector collects all objects that are no longer used by the application and then makes them free from memory
17. An exception is an event that disrupts the normal flow of instructions during execution of a program
18. An exception is an object that contains information about the runtime error which has occured
19. All exception classes must be derived from built in exception class Exception
20. Exception handling is managed by four keywords try, catch, throw, finally
21. An exception handler is a block of code that is executed when an exception occurs
22. We can explicitly generate exceptions within a program using the throw keyword
23. If you wish to use an Exception class in multiple catch statements, it should be the last catch statement
24. Solid principle enable us to manage with most of the software design problems.
25. Single Responsibility Principle
26. Open close principle
27. Liskov Substitution Principle
28. Interface Segregation Principle
29. Dependency Inversion principle
30. Achieve reduction in complexity of code
31. Increase readability, extensiveness and maintenance
32. Reduce error and implement re usability
33. Reduce tight coupling.
34. Array List represents ordered collection of an object that can be indexed individually.
35. The non-generic collections operate on data of type object.
36. The non-genrric collection classes and interfaces are in System.Collections.
37. ICollection interface is the foundation of the collections namespace and is implemented by all the collection classes.
38. Collections are enumerable data structures that can be accessed using indexes or keys.
39. The Stack data structure provides a last-in-first-out(LIFO) collection of items of the System.Object type.
40. The Hashtable class represents a collection of name/value pairs that are organised on the basis of the hash code of the key being specified.
41. IEnumerator provides methods that enable the contents of a collection to be obtained one at a time.
42. The non-generic collections implements several fundamental data structures, including a dynamic array,stack and queue.
43. Using Colletions we can automatically resize the corresponding data structures without requiring additional code.
44. The Queue data structure provides a First-in-first-out(FIFO) collection of items of the System.Object type.
45. Generics are introduced in C# 2.0.
46. A generic class can be defined using angle brackets <>.
47. We can take any character or word instead of T in generics.
48. If we want the derived class to be generic then no need to specify type for the generic base class.
49. A generic delegate can be defined the same way as delegate but with generic type you can use generic delegates for different methods of different types of parameters.
50. A generic delegate can point to methods with different parameter types. However, the number of parameters should be the same.
51. Generics increases the reusability of the code.
52. Generics are type safe.
53. Generics has a performance advantage because it removes the possibilities of boxing and unboxing.
54. Compiler applys specified type for generics at compile time.
55. Generics can be applied to interface, abstract class, method, static method, property, event, delegate and operator.
56. The Windows applications are much easier to create by using C#and the System. Windows. Forms library.
57. Windows applications contains Graphical User Interfaces (GUI).
58. In windows application messageboxes are used to prompt or display information to the user.
59. The Application class is defined within System.Windows.Forms, and it encapsulates aspects common to all Windows applications.
60. Event can be either a user action such as MouseClick or System/Application generated such as Form\_Load.
61. Event Handler is a method that processes an event and perform the tasks.
62. Labels are generally used to provide descriptive text to the user.
63. TextBoxes provide an area for text input and also we can specify that a textbox is a password textbox.
64. Buttons are the control to trigger a specific action.
65. Docking is used to glue the edges of a control to the edges of its parentcontrol.
66. WPF new graphical display system for windows
67. WPF introduces new XML language to represent UI
68. XAML declarative markup
69. WPF Stack Panel implements stack elements either vertical or horizontal
70. By default stack panel implements vertically
71. Wrap panel Position children from left to right
72. Canvas allows explicit positioning of controls
73. Controls in WPF
74. Bubbling **travel up**(raised from child to parent)
75. Tunneling **travel down (**raised from parent to child)
76. Data binding – relationship that takes information from source object and set a property in target object
77. Element to element data binding
78. Binding directions, list binding
79. The MVVM (Model View View Model) pattern allows applications to be divided up into separate layers.
80. MVVM pattern allows application to be divided up in separate layers
81. MVVM consist of three parts View, ViewModel, Model
82. A query is user request to retrieve data with a certain condition.
83. DML(Data Manupulation Language) includes commands to insert, update, delete, and retrieve data within database tables.
84. Primary key attributes contain both a not null and a unique specification.
85. RDBMS will automatically enforce referential integrity for foreign keys.
86. Not null constraint Ensures that column does not accept nulls.
87. Unique constraint ensures that all values in column are unique.
88. Default constraint assigns value to attribute when a new row is added to table.
89. Check constraint validates data when attribute value is entered.
90. Rollback used to restore database to its previous condition.
91. Rollback is only applicable if commit command has not been used to permanently store changes in database.
92. Commit and rollback only work with data manipulation commands.
93. Between used to check whether attribute value is within a range.
94. Like used to check whether attribute value matches given string pattern.
95. In used to check whether attribute value matches any value within a value list.
96. Exists used to check if subquery returns any rows.
97. Right outer join and left outer join used to select rows that have no matching values in other related table.
98. Video – HTML 5video tag is exactly similar to audio but with few extra attributes.
99. Attributes

-Width: Width of video area

1. -Height: Height of video area
2. Place Holder - A placeholder is a textbox that hold a text in lighter shade when there is no value and not focused.
3. Search - In HTML5, we can define a textbox as search box instead of a normal textbox.
4. Range-Also known as slider. Syntax <input id="test" type="range"/>
5. Article- Represents independent component on page. Separates itself form other elements on page. Can be used most effectively in forum posts, blogs, newspaper etc.
6. Page header is used to add appropriate spacing around the headings on a page. It represents the heading part of the page.
7. Breadcrumbs are used to show the hierarchy-based information.
8. A Jumbotron indicates a big box for calling extra attention to some special content or information.A Jumbotron is displayed as a grey box with rounded corners. It also enlarges the font sizes of the text inside it.
9. Alerts are used to provide contextual feedback messages for user actions.
10. Panel component is used to place the contents in a box.
11. Lambda Expressions are used to reduced the code to large extent.
12. Lamda Expression are applied on  delegate and methods.
13. Lambda Expressions are used as object of a method.
14. Lamda Expressions returns values to the delegate.
15. Lambda Expression are also used to create delegate without name(anonymous delegate).
16. Syntax of Lambda Expression:-Syntax of single line lambda Expression

func<int> a=b=>b\*b;It also can be use as event handler.

1. Variables defined within a lambda expression are accessible only within the scope of the lambda expression body.
2. We can call lamda expression by any method outside but inside lambda Expression we cannot call any method.
3. we cannot assign lambbda expression on local type variable.

wrong syntax

a=b=>b\*b;