**Make a stylesheet in which background color of alternate paragraph should be different.**

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>paragraph</title>

<style>

p:nth-child(odd)

{

background:#333;

color: #fff;

padding: 5px;

}

p:nth-child(even)

{

background:#fff;

padding: 5px;

}

</style>

</head>

<body>

<div class="para"><h1>alternate paragrpah color</h1>

<p>sdfasdf </p>

<p>asdfasdf</p>

<p>asdfasdf</p>

<p>asdfasdf</p>

<p>asdfasdf</p>

<p>asdfasdf</p>

<p>sadfasdf</p>

<p>asdfasdf</p>

<p>asdfasdf</p>

<p>asdfasdf</p>

</div>

</body>

</html>

**Using HTML5 draw a canvas containing a star.**

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>canvas</title>

</head>

<body>

<di class="can">

<h1 onclick="drawstar()">canvas click to draw star</h1>

<canvas id="canvas" width=300 height=300></canvas>

</di>

</body>

<script>

function drawstar() {

var canvas = document.getElementById("canvas");

var ctx = canvas.getContext("2d");

function drawStar(cx, cy, spikes, outerRadius, innerRadius) {

var rot = Math.PI / 2 \* 3;

var x = cx;

var y = cy;

var step = Math.PI / spikes;

ctx.beginPath();

ctx.moveTo(cx, cy - outerRadius)

for (i = 0; i < spikes; i++) {

x = cx + Math.cos(rot) \* outerRadius;

y = cy + Math.sin(rot) \* outerRadius;

ctx.lineTo(x, y)

rot += step

x = cx + Math.cos(rot) \* innerRadius;

y = cy + Math.sin(rot) \* innerRadius;

ctx.lineTo(x, y)

rot += step

}

ctx.lineTo(cx, cy - outerRadius);

ctx.closePath();

ctx.lineWidth = 5;

ctx.strokeStyle = 'blue';

ctx.stroke();

ctx.fillStyle = 'skyblue';

ctx.fill();

}

drawStar(100, 100, 5, 30, 15);

}

</script>

</html>