Experiment no 1

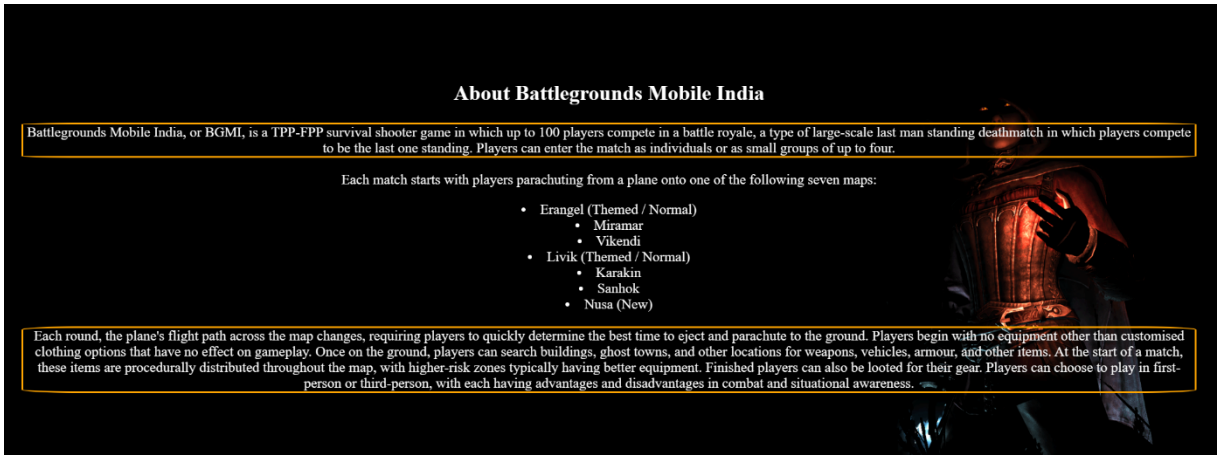
Aim: Implementing Basic tags in HTML.

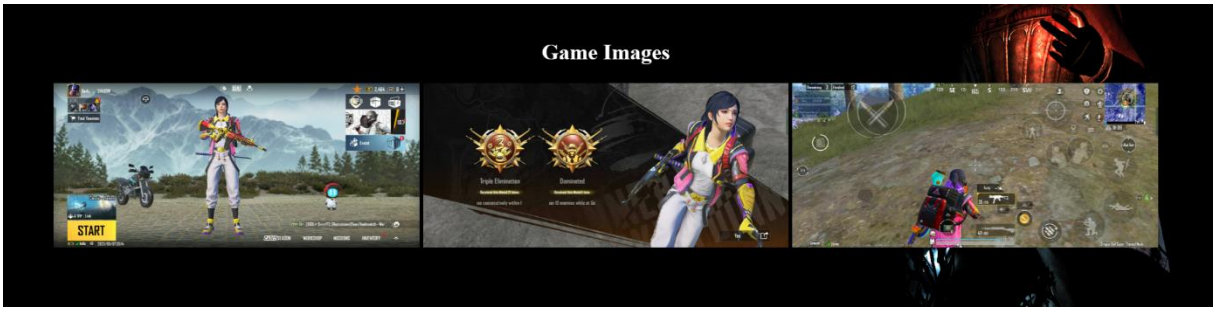
Code :

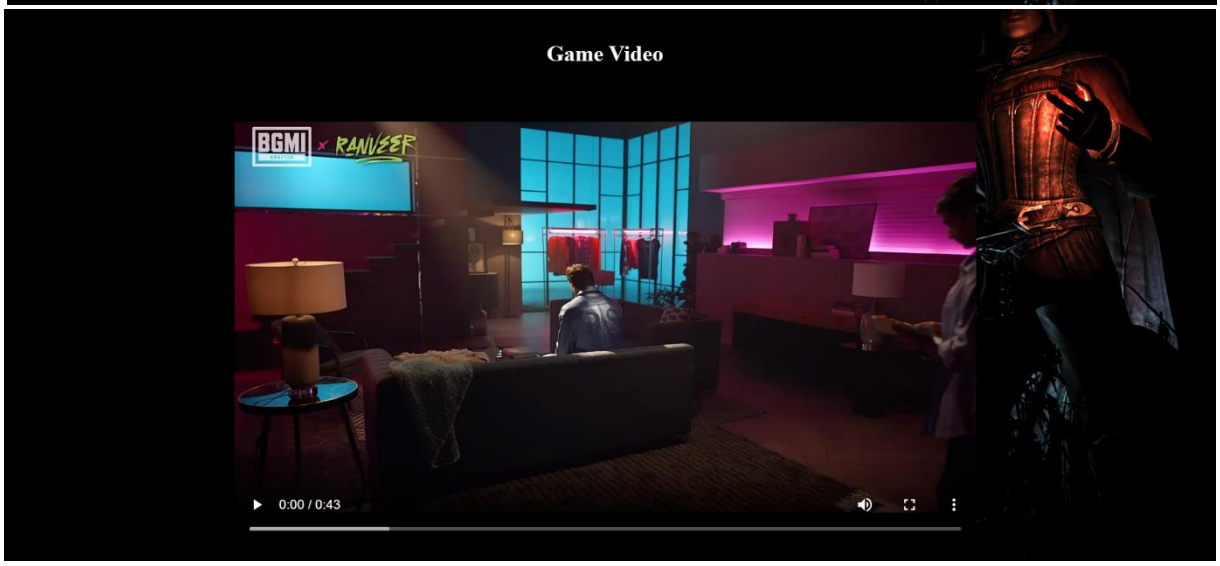
```
<h1>Welcome to Battlegrounds Mobile India</h1>
    <nav>
      <ul>
        <li><a href="BGMI.html">Home</a></li>
        <li><a href="about2.html">About</a></li>
        <li><a href="GameModes2.html">Game Modes</a></li>
        <li><a href="Download.html">Download</a></li>
        <li><a href="contact2.html">Contact</a></li>
      </ul>
    </nav>
 <h2>About Battlegrounds Mobile India</h2>
   <p style="border-style: solid;border-color: orange;border-radius: 5%;">
      Battlegrounds Mobile India, or BGMI, is a TPP-FPP survival shooter game in which up to 100 players compete in a battle royale, a type of large-scale last man standing deathmatch in which players compete to be the last one standing. Players can enter the match as individuals or as small groups of up to four.<br><p>Each match starts with players parachuting from a plane onto one of the following seven maps:</p>
      <li>Erangel (Themed / Normal)</li>
      <li>Miramar</li>
      <li>Vikendi</li>
      <li>Livik (Themed / Normal)</li>
      <li>Karakin</li>
      <li>Sanhok</li>
      <li>Nusa (New)</li>
   </p>
   <p style="border-style: solid;border-color: orange;border-radius: 5%;">
      Each round, the plane's flight path across the map changes, requiring players to quickly determine the best time to eject and parachute to the ground. Players begin with no equipment other than customised clothing options that have no effect on gameplay. Once on the ground, players can search buildings, ghost towns, and other locations for weapons, vehicles, armour, and other items. At the start of a match, these items are procedurally distributed throughout the map, with higher-risk zones typically having better equipment. Finished players can also be looted for their gear. Players can choose to play in first-person or third-person, with each having advantages and disadvantages in combat and situational awareness.
   </p>
```

```
<h2>Game Images</h2>
  <div>
    <img src="screenshot3.jpg" alt="Screenshot 3" style="width: 30%;">
    <img src="screenshot2.jpg" alt="Screenshot 2" style="width: 30%;">
    <img src="screenshot1.jpg" alt="Screenshot 1" style="width: 30%;">
  </div>
<h2>Game Video</h2>
  <video controls width="800" height="500">
    <source src="BGMI_Video.mp4" type="video/mp4">
  </video>
```

Output:







Conclusion: here we use basis tags of html ,and using basic tags we created our website.

Experiment no:2

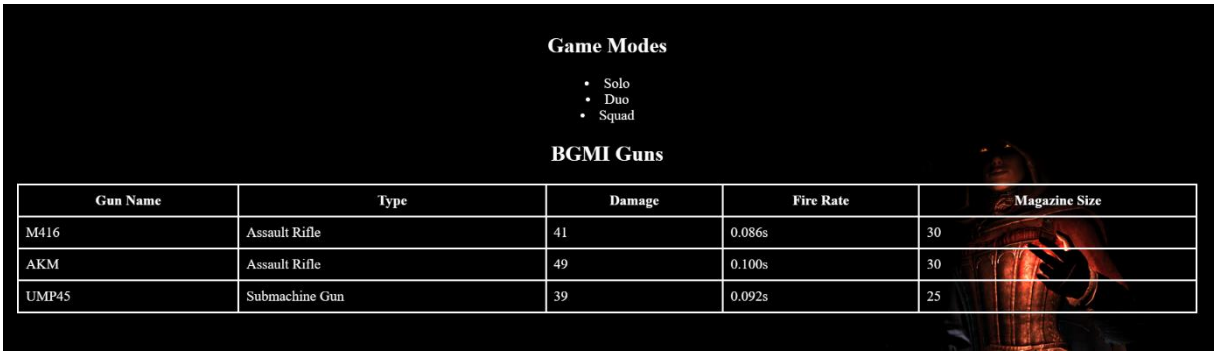
Aim: Design a web page using table tag exploring all attributes.

Code:

```
<h2>Game Modes</h2>
   <li>Solo</li>
   <li>Duo</li>
   <li>Squad</li>


      <div class="center-table">
      <h2>BGMI Guns</h2>
            <table border="2">
               <tr>
                  <th>Gun Name</th>
                  <th>Type</th>
                  <th>Damage</th>
                  <th>Fire Rate</th>
                  <th>Magazine Size</th>
               </tr>
               <tr>
                  <td>M416</td>
                  <td>Assault Rifle</td>
                  <td>41</td>
                  <td>0.086s</td>
                  <td>30</td>
               </tr>
               <tr>
```

```
            <td>AKM</td>
            <td>Assault Rifle</td>
            <td>49</td>
            <td>0.100s</td>
            <td>30</td>
        </tr>
        <tr>
            <td>UMP45</td>
            <td>Submachine Gun</td>
            <td>39</td>
            <td>0.092s</td>
            <td>25</td>
        </tr>
    </table>

</div>
```

Output:



Conclusion: we have successfully Created table using table tag in HTML.

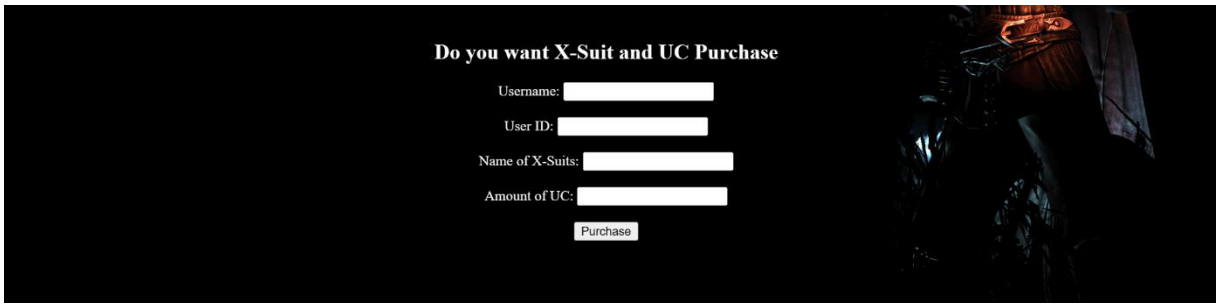
Experiment no 3

Aim: : Design a form in html considering all input types.

Code:

```
 <h1>Do you want X-Suit and UC Purchase</h1>

<form action="process_purchase.php" method="post">
   <label for="username">Username:</label>
   <input type="text" id="username" name="username" required><br><br>

   <label for="User ID">User ID:</label>
   <input type="User ID" id="User ID" name="User ID" required><br><br>

   <label for="x_suits">Name of X-Suits:</label>
   <input type="text" id="x_suits" name="x_suits" required><br><br>

   <label for="uc">Amount of UC:</label>
   <input type="number" id="uc" name="uc" required><br><br>

   <input type="submit" value="Purchase">
</form>
</div>
```

Output:



Conclusion: Created registration form using form tag in HTML.

Experiment no 4

Aim: Design a web page using inline & embedded CSS.

```
<style>
    body
    {
       margin: 0;
       padding: 0;
       background-image: url('wpbgmi1.webp');
       background-size: cover;
       background-repeat: no-repeat;
       background-attachment: fixed;
    }
    header
    {
       text-align: center;
       padding: 50px 0;
    }
    header h1
    {
       color: orange;
       font-size: 36px;
    }
    nav ul
    {
       list-style: none;
       padding: 0;
       margin: 0;
    }
    nav li
    {
       display: inline;
       margin-right: 20px;
    }
    nav a
      {
       text-decoration: none;
```

```
        color: white;
        font-weight: bold;
    }
    section
    {
        text-align: center;
        background-color: rgba(0, 0, 0, 0.0);
        padding: 20px;
        margin: 20px;
        border-radius: 10px;
        color: white;
    }
    footer
    {
        text-align: center;
        padding: 10px;
        background-color: rgba(0, 0, 0, 0.0);
        color: white;
    }
  </style>
```

Output:

Conclusion – here with the help of inline css we created some webpages of our website.

Experiment no 5

Aim: : Design webpage using external CSS Code:

//Styles.css

```
h2 {
   color: white;
   text-align: center;
 }
 p {
   border-style: dotted;
   border-color: rgb(orange);
   border-radius: 5px;
   padding: 10px;
 }
```

```
 <link rel="stylesheet" type="text/css"
href="Styles.css">

<h2>About Battlegrounds Mobile India</h2>
   <P>
      Battlegrounds Mobile India, or BGMI, is a
TPP-FPP survival shooter game in which up to
100 players compete in a battle royale, a type
of large-scale last man standing deathmatch in
which players compete to be the last one
standing. Players can enter the match as
individuals or as small groups of up to
```

four.
 Each match starts with players parachuting from a plane onto one of the following seven maps:

Erangel (Themed / Normal)

Miramar

Vikendi

Livik (Themed / Normal)

Karakin

Sanhok

Nusa (New)

<P>

Each round, the plane's flight path across the map changes, requiring players to quickly determine the best time to eject and parachute to the ground. Players begin with no equipment other than customised clothing options that have no effect on gameplay. Once on the ground, players can search buildings, ghost towns, and other locations for weapons, vehicles, armour, and other items. At the start of a match, these items are procedurally distributed throughout the map, with higher-risk zones typically having better equipment. Finished players can also be looted for their gear. Players can choose to play in first-person

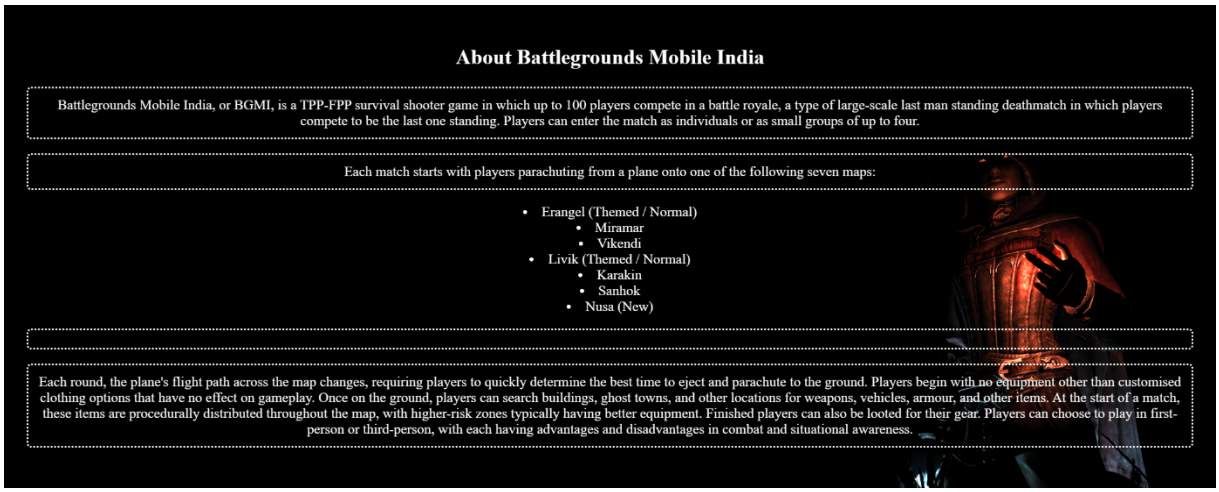
or third-person, with each having advantages

and disadvantages in combat and situational

awareness.

</p>

Output:



Conclusion: Created webpage which contain external cascading style sheets.

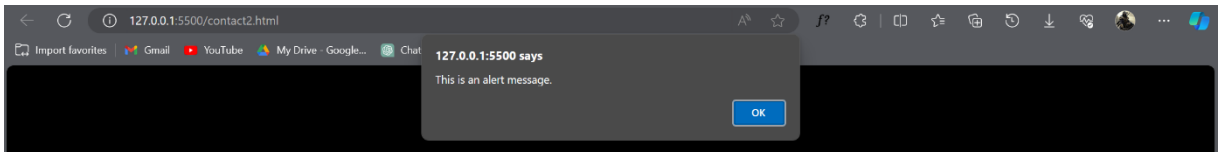
Experiment no 6

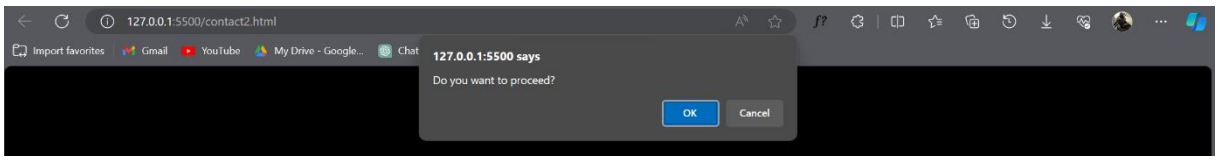
Aim: Design & implement all types of popup boxes using JAVA Script Code:

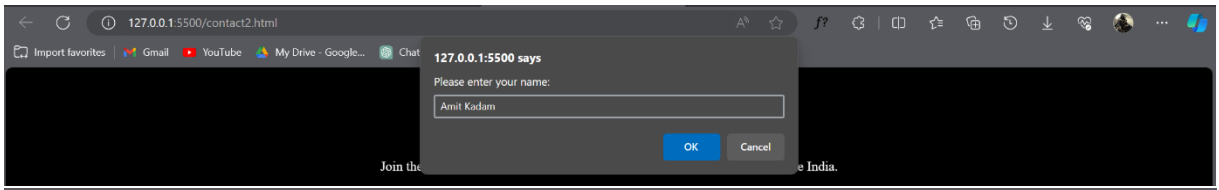
```
<div>

<button onclick="showAlert()">Alert</button>

<button onclick="showConfirm()">Confirm</button>

<button onclick="showPrompt()">Prompt</button>

</div>



<script>

function showAlert() {

alert('This is an alert message.');

}



function showConfirm() {

if (confirm('Do you want to proceed?')) {

alert('You clicked OK.');

} else {

alert('You clicked Cancel.');

}

}
```

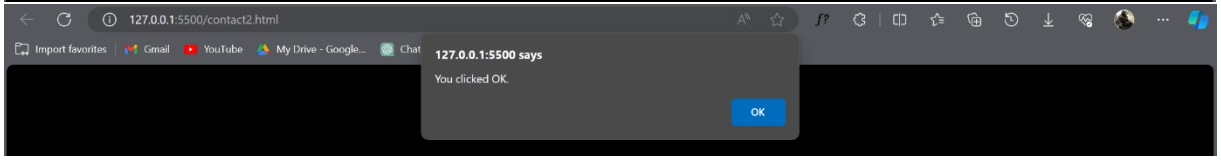
```
function showPrompt() {

const userInput = prompt('Please enter your name:', 'John Doe');

if (userInput !== null) {

alert('Hello, ' + userInput + '!');

} else {

alert('You canceled or closed the prompt.');

}

}

</script>
```

Output:









Conclusion: Created a java script program which display all types of popup boxes

Experiment no:7

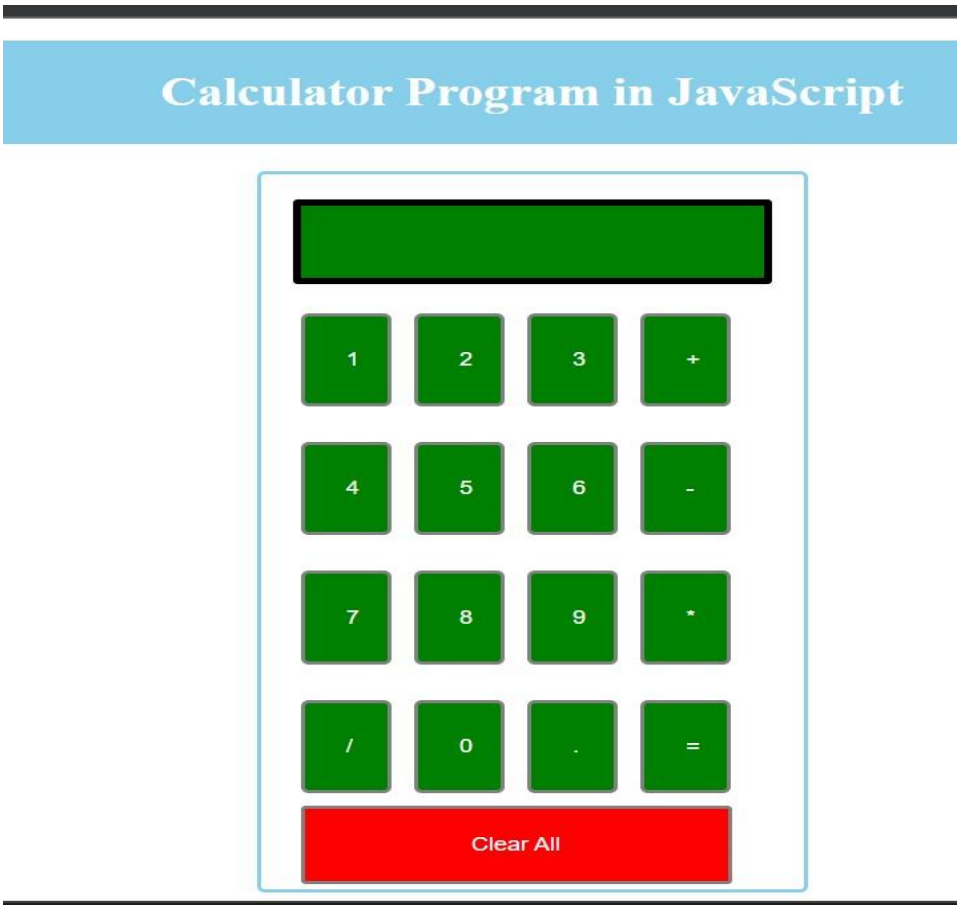
Aim: Design a calculator in html using JAVA Script taking inputs from user.

Code:

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Document</title>
   <link rel="stylesheet" href="style.css">
</head>
<body>
   <h1> Calculator Program in JavaScript </h1>
<div class= "formstyle">
<form name = "form1">


 <input id = "calc" type ="text" name = "answer"> <br> <br>

 <input type = "button" value = "1" onclick = "form1.answer.value += '1' ">
 <input type = "button" value = "2" onclick = "form1.answer.value += '2' ">
 <input type = "button" value = "3" onclick = "form1.answer.value += '3' ">
  <input type = "button" value = "+" onclick = "form1.answer.value += '+' ">
<br> <br>

 <input type = "button" value = "4" onclick = "form1.answer.value += '4' ">
 <input type = "button" value = "5" onclick = "form1.answer.value += '5' ">
 <input type = "button" value = "6" onclick = "form1.answer.value += '6' ">
 <input type = "button" value = "-" onclick = "form1.answer.value += '-' ">
<br> <br>

 <input type = "button" value = "7" onclick = "form1.answer.value += '7' ">
 <input type = "button" value = "8" onclick = "form1.answer.value += '8' ">
 <input type = "button" value = "9" onclick = "form1.answer.value += '9' ">
<input type = "button" value = "*" onclick = "form1.answer.value += '*' ">
<br> <br>
```

```
 <input type = "button" value = "/" onclick = "form1.answer.value += '/' ">
 <input type = "button" value = "0" onclick = "form1.answer.value += '0' ">
  <input type = "button" value = "." onclick = "form1.answer.value += '.' ">

 <input type = "button" value = "=" onclick = "form1.answer.value =
eval(form1.answer.value) ">
 <br>
 <input type = "button" value = "Clear All" onclick = "form1.answer.value = ' ' " id=
"clear" >
 <br>

</form>
</div>
</body>
</html>
```

Output:



Conclusion: here we created the calculator using html, css , javascript.