

# Expeiment- 8

Problem Statement: Creating a web page end in PHP and front end in JS and hosting it on XAMPP server

Procedure: Using basic HTML,CSS,JS and PHP

Code:

```
<html>
<head>
  <meta name="viewport" content="width=800,
initial-scale=1" />
  <meta http-equiv="Content-Type" content="text/html;
charset=utf-8" />
  <style type="text/css">
    @import
url(https://fonts.googleapis.com/css?family=Nobile:400itali
c,700italic);
    @import
url(https://fonts.googleapis.com/css?family=Dancing+Scrip
t);
  * {
    box-sizing: border-box;
    -moz-box-sizing: border-box;
    -webkit-box-sizing: border-box;
```

```
}  
body {  
  background: #E5E5E5;  
  
  background-image: url("hbd12.jpg");  
  padding: 50px;  
  background-size:cover;  
  background-position:center;  
}  
  
#card-front {  
  color: #FFDFDF;  
}  
  
#card, #card-front, #card-inside {  
  height: 480px;  
}  
  
.wrap {  
  padding: 1.5em 2.5em;  
  height: 100%;  
}  
#card-front, #card-inside {  
  width: 60%;  
  -webkit-box-shadow: 2px 2px 30px rgba(0, 0, 0, .25), 0 0  
1px rgba(0, 0, 0, .5);
```

```
-moz-box-shadow: 2px 2px 30px rgba(0, 0, 0, .25), 0 0  
1px rgba(0, 0, 0, .5);  
box-shadow: 2px 2px 30px rgba(0, 0, 0, .25), 0 0 1px  
rgba(0, 0, 0, .5);  
position: absolute;  
left: 50%;  
}
```

```
#card-inside .wrap {  
    background: #FFEFEF;  
    -webkit-box-shadow: inset 2px 0 1px rgba(0, 0, 0, .05);  
    -moz-box-shadow: inset 2px 0 1px rgba(0, 0, 0, .05);  
    box-shadow: inset 2px 0 1px rgba(0, 0, 0, .05);  
}
```

```
#card {  
    max-width: 860px;  
    margin: 0 auto;  
    transform-style: preserve-3d;  
    -moz-transform-style: preserve-3d;  
    -webkit-transform-style: preserve-3d;  
    perspective: 5000px;  
    -moz-perspective: 5000px;  
    -webkit-perspective: 5000px;  
    position: relative;  
}
```

```
#card h1 {  
  text-align: center;  
  font-family: 'Nobile', sans-serif;  
  font-style: italic;  
  font-size: 70px;  
  text-shadow:  
    4px 4px 0px rgba(0, 0, 0, .15),  
    1px 1px 0 rgba(255, 200, 200, 255),  
    2px 2px 0 rgba(255, 150, 150, 255),  
    3px 3px 0 rgba(255, 125, 125, 255);  
  color: #FFF;  
}
```

```
#card-inside {  
  font-size: 1.1em;  
  line-height: 1.4;  
  font-family: 'Nobile';  
  color: #331711;  
  font-style: italic;  
}
```

```
p {  
  margin-top: 1em;  
}
```

```
p:first-child {
```

```
margin-top: 0;
}
```

```
p.signed {
  margin-top: 1.5em;
  text-align: center;
  font-family: 'Dancing Script', sans-serif;
  font-size: 1.5em;
}
```

```
#card-front {
  background-color: #FF5555;
  background-image: linear-gradient(top, #FF5555 0%,
  #FF7777 100%);
  background-image: -moz-linear-gradient(top, #FF5555
  0%, #FF7777 100%);
  background-image: -webkit-linear-gradient(top,
  #FF5555 0%, #FF7777 100%);
  transform-origin: left;
  -moz-transform-origin: left;
  -webkit-transform-origin: left;
  transition:      transform 1s linear;
  -moz-transition: -moz-transform 1s linear;
  -webkit-transition: -webkit-transform 1s linear;
  position: relative;
}
```

```
#card-front .wrap {  
    transition: background 1s linear;  
    -moz-transition: background 1s linear;  
    -webkit-transition: background 1s linear;  
}
```

```
#card-front button {  
    position: absolute;  
    bottom: 1em;  
    right: -12px;  
    background: #F44;  
    color: #FFF;  
    font-family: 'Nobile', sans-serif;  
    font-style: italic;  
    font-weight: bold;  
    font-size: 1.5em;  
    padding: .5em;  
    border: none;  
    cursor: pointer;  
    box-shadow: 2px 2px 3px rgba(0, 0, 0, .25), 0 0 1px  
    rgba(0, 0, 0, .4);  
    -moz-box-shadow: 2px 2px 3px rgba(0, 0, 0, .25), 0 0  
    1px rgba(0, 0, 0, .4);  
    -webkit-box-shadow: 2px 2px 3px rgba(0, 0, 0, .25), 0 0  
    1px rgba(0, 0, 0, .4);
```

```
}
```

```
#card-front button:hover,  
#card-front button:focus {  
  background: rgb(233, 5, 5);  
}
```

```
#close {  
  display: none;  
}
```

```
#card.open-fully #close,  
#card.open-half #close {  
  display: inline;  
}
```

```
#card.open-fully #open {  
  display: none;  
}
```

```
#card.open-half #card-front,  
#card.close-half #card-front {  
  transform: rotateY(-90deg);  
  -moz-transform: rotateY(-90deg);  
  -webkit-transform: rotateY(-90deg);
```

```
}  
#card.open-half #card-front .wrap {  
    background-color: rgba(0, 0, 0, .5);  
}  
  
#card.open-fully #card-front,  
#card.close-half #card-front {  
    background: #FFEFEF;  
}  
  
#card.open-fully #card-front {  
    transform: rotateY(-180deg);  
    -moz-transform: rotateY(-180deg);  
    -webkit-transform: rotateY(-180deg);  
}  
  
#card.open-fully #card-front .wrap {  
    background-color: rgba(0, 0, 0, 0);  
}  
  
#card.open-fully #card-front .wrap *,  
#card.close-half #card-front .wrap * {  
    display: none;  
}  
  
footer {
```



```
max-width: 500px;
margin: 40px auto;
font-family: 'Nobile', sans-serif;
font-size: 14px;
line-height: 1.6;
color: #888;
text-align: center;
}
</style>
</head>
<body>
  <div id="card">
    <div id="card-inside">
      <div class="wrap">
        <p>“ Happy birthday to a special person who is
bringing so much joy to my heart. I am thankful for every
moment we spend together, and I wish our happiness
never ends. Happy birthday!</p>
        <p>I will be there with you forever .
        </p>
        <center><h4>from</h4></center>
        <p class="signed">Sagar Saini</p>

      </div>
    </div>
    <div id="card-front">
```

```
<div class="wrap">
  <h1> Happy Birthday !</h1>
</div>
<button id="open">&gt;</button>
<button id="close">&lt;</button>
</div>
</div>
<script>
  (function() {
function $(id) {
  return document.getElementById(id);
}

var card = $('card'),
    openB = $('open'),
    closeB = $('close'),
    timer = null;
console.log('wat', card);
openB.addEventListener('click', function () {
  card.setAttribute('class', 'open-half');
  if (timer) clearTimeout(timer);
  timer = setTimeout(function () {
    card.setAttribute('class', 'open-fully');
    timer = null;
  }, 1000);
});
```

```
closeB.addEventListener('click', function () {
    card.setAttribute('class', 'close-half');
    if (timer) clearTimeout(timer);
    timer = setTimeout(function () {
        card.setAttribute('class', "");
        timer = null;
    }, 1000);
});

})();

</script>

<div style="visibility: hidden;">
<embed src="bday.mp3" autostart="true" loop="true">
</div>
<div style="visibility: hidden;">
<embed src="bday.mp3" autostart="true" loop="true">
</div>

</body>
</html>
```

PHP Code

```
<html>
```

```
<head>
  <meta name="viewport" content="width=300,
initial-scale=1" />
  <meta http-equiv="Content-Type" content="text/html;
charset=utf-8" />
</head>
<style type="text/css">

  body
  {
    overflow-x: hidden;
overflow-y: scroll;
  }

body {
  background: #000;
  margin: 0;
}

canvas {
  cursor: crosshair;
  display: block;
}
</style>
<body>
<div style="visibility: hidden;">
```

```
<embed src="fireworks.mp3" autostart="true" loop="true">
</div>
```

```
<canvas id="canvas">Canvas is not supported in your
browser.</canvas>
```

```
<script>
```

```
setTimeout("location.href = 'Birthday.html';",20000);
```

```
</script>
```

```
<script type="text/javascript">
```

```
    window.requestAnimFrame = ( function() {
```

```
        return window.requestAnimationFrame ||
```

```
            window.webkitRequestAnimationFrame
```

```
||
```

```
            window.mozRequestAnimationFrame ||
```

```
            function( callback ) {
```

```
                window.setTimeout( callback, 1000
```

```
                / 60 );
```

```
            };
```

```
    })();
```

```
var canvas = document.getElementById( 'canvas' ),
```

```
    ctx = canvas.getContext( '2d' ),
```

```
    cw = window.innerWidth,
```

```
    ch = window.innerHeight,
```

```
    fireworks = [],
```

```
    particles = [],
```

```
hue = 120,
```

```
limiterTotal = 5,
```

```
limiterTick = 0,
```

```
timerTotal = 80,
```

```
timerTick = 0,
```

```
mousedown = false,
```

```
mx,
```

```
my;
```

```
canvas.width = cw;
```

```
canvas.height = ch;
```

```
function random( min, max ) {
```

```
    return Math.random() * ( max - min ) + min;
```

```
}
```

```
calculateDistance( p1x, p1y, p2x, p2y ) {
```

```
    var xDistance = p1x - p2x,
```

```
        yDistance = p1y - p2y;
```

```
    return Math.sqrt( Math.pow( xDistance, 2 ) +  
Math.pow( yDistance, 2 ) );
```

```
}
```

```
function Firework( sx, sy, tx, ty ) {
```

```
    this.x = sx;
```

```
this.y = sy;
this.sx = sx;
this.sy = sy;
this.tx = tx;
this.ty = ty;
this.distanceToTarget = calculateDistance( sx, sy, tx,
ty );
this.distanceTraveled = 0;

this.coordinates = [];
this.coordinateCount = 3;

while( this.coordinateCount-- ) {
    this.coordinates.push( [ this.x, this.y ] );
}
this.angle = Math.atan2( ty - sy, tx - sx );
this.speed = 2;
this.acceleration = 1.05;
this.brightness = random( 50, 70 );

this.targetRadius = 1;
}
```

```
Firework.prototype.update = function( index ) {
```

```
this.coordinates.pop();  
this.coordinates.unshift( [ this.x, this.y ] );
```

```
if( this.targetRadius < 8 ) {  
    this.targetRadius += 0.3;  
} else {  
    this.targetRadius = 1;  
}
```

```
this.speed *= this.acceleration;
```

```
var vx = Math.cos( this.angle ) * this.speed,  
    vy = Math.sin( this.angle ) * this.speed;
```

```
this.distanceTraveled = calculateDistance( this.sx,  
this.sy, this.x + vx, this.y + vy );
```

```
if( this.distanceTraveled >= this.distanceToTarget ) {  
    createParticles( this.tx, this.ty );
```

```
    fireworks.splice( index, 1 );  
} else {
```



```
        this.x += vx;
        this.y += vy;
    }
}
```

```
Firework.prototype.draw = function() {
    ctx.beginPath();

    ctx.moveTo( this.coordinates[ this.coordinates.length -
1][ 0 ], this.coordinates[ this.coordinates.length - 1][ 1 ] );
    ctx.lineTo( this.x, this.y );
    ctx.strokeStyle = 'hsl(' + hue + ', 100%, ' +
this.brightness + '%)';
    ctx.stroke();

    ctx.beginPath();

    ctx.arc( this.tx, this.ty, this.targetRadius, 0, Math.PI *
2 );
    ctx.stroke();
}
```

```
function Particle( x, y ) {
    this.x = x;
    this.y = y;
```

```
this.coordinates = [];  
this.coordinateCount = 5;  
while( this.coordinateCount-- ) {  
    this.coordinates.push( [ this.x, this.y ] );  
}  
  
this.angle = random( 0, Math.PI * 2 );  
this.speed = random( 1, 10 );  
  
this.friction = 0.95;  
  
this.gravity = 1;  
  
this.hue = random( hue - 50, hue + 50 );  
this.brightness = random( 50, 80 );  
this.alpha = 1;  
this.decay = random( 0.015, 0.03 );  
}  
Particle.prototype.update = function( index ) {  
    this.coordinates.pop();  
  
    this.coordinates.unshift( [ this.x, this.y ] );  
  
    this.speed *= this.friction;  
    this.x += Math.cos( this.angle ) * this.speed;
```

```
    this.y += Math.sin( this.angle ) * this.speed +  
this.gravity;
```

```
    this.alpha -= this.decay;
```

```
    if( this.alpha <= this.decay ) {  
        particles.splice( index, 1 );  
    }  
}
```

```
Particle.prototype.draw = function() {  
    ctx. beginPath();  
        ctx.moveTo( this.coordinates[  
this.coordinates.length - 1 ][ 0 ], this.coordinates[  
this.coordinates.length - 1 ][ 1 ] );  
        ctx.lineTo( this.x, this.y );  
        ctx.strokeStyle = 'hsla(' + this.hue + ', 100%, ' +  
this.brightness + '%, ' + this.alpha + ')';  
        ctx.stroke();  
}
```

```
group/explosion  
function createParticles( x, y ) {  
    var particleCount = 30;
```

```
while( particleCount-- ) {  
    particles.push( new Particle( x, y ) );  
}  
}
```

```
function loop() {  
    requestAnimationFrame  
    requestAnimFrame( loop );
```

```
    hue += 0.5;
```

```
    hue= random(0, 360 );
```

```
    ctx.globalCompositeOperation = 'destination-out';
```

```
    ctx.fillStyle = 'rgba(0, 0, 0, 0.5)';
```

```
    ctx.fillRect( 0, 0, cw, ch );
```

```
    ctx.globalCompositeOperation = 'lighter';
```

```
    fireworks.length;
```

```
    while( i-- ) {
```

```
        fireworks[ i ].draw();
```

```
        fireworks[ i ].update( i );
```

```
}
```

```
// loop over each particle, draw it, update it
```

```
var i = particles.length;
```

```
while( i-- ) {
```

```
    particles[ i ].draw();
```

```
    particles[ i ].update( i );
```

```
}
```

```
// launch fireworks automatically to random  
coordinates, when the mouse isn't down
```

```
if( timerTick >= timerTotal ) {
```

```
    if( !mousedown ) {
```

```
        fireworks.push( new Firework( cw /  
2, ch, random( 0, cw ), random( 0, ch / 2 ) ) );
```

```
        timerTick = 0;
```

```
    }
```

```
} else {
```

```
    timerTick++;
```

```
}
```

```
if( limiterTick >= limiterTotal ) {
```

```
    if( mousedown ) {
```

```
        fireworks.push( new Firework( cw / 2, ch,  
mx, my ) );
```

```
        limiterTick = 0;
    }
} else {
    limiterTick++;
}
}
```

```
canvas.addEventListener( 'mousemove', function( e ) {
    mx = e.pageX - canvas.offsetLeft;
    my = e.pageY - canvas.offsetTop;
});
```

```
canvas.addEventListener( 'mousedown', function( e ) {
    e.preventDefault();
    mousedown = true;
});
```

```
canvas.addEventListener( 'mouseup', function( e ) {
    e.preventDefault();
    mousedown = false;
});
```

```
window.onload = loop;
```

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

## Result:

