SOLVE INTERNET NETWORKING AND WEB DESIGN O LEVEL MODULE PAPER

ICESD COLLAE OF IT & MANAGEMENT
Handia Allahabad
9956555439
ashishyadav6204@gmail.com

INTERNET :-

Internet is a computer based world wide information networks. It is the network of computers connected with one another all over the world.

WORLD WIDE WEB (WWW) :-

The world wide web (www) or the web is an internet based global information system . It makes available multimedia information form-over 4 million computers around the world.

HYPERLINKS :-

A Hyperlinks on a web page archived in India can link to web page in Australia which Can in turn link to different web pages in England, Virginia, brazil and Canada . There is no limit to the number of hyperlinks that can be placed on a web page.

WEB BROWSER :-

A web browser is a program that resides on your pc and can display text, images and Multimedia data found on different Web pages. A web browser is a program that Helps the user to navigate the World Wide Web.

WEB SITES :-

A web site is a collection of information stored as web pages which may be one or more computer.

WEB PAGE :-

A web page is a electronic document written in computer language called HTML.

INTERNET CRIME :- (MISUSE OF THE INTERNET)

The internet helps us to connect with the world for exchange of our views and mistrial. With the help of the internet we can send e-mail message. Sell or purchase items we can use video conferencing. but many crimes are also sneaking into the internet.

COMMERCE ON THE INTERNET :-

Commerce on the internet means buying and selling items on the internet. But e-Commerce or electronic commerce buying and selling items online.

It may be a way of Enabling business over the internet many companies setup there website providing Details of their product and services. User can this purchase items through credit Cards or Debit Cards.

CYBER CRIME :-

A generalized definition of cyber crime may be "unlawful acts wherein the computers either a tool or target or both". The computer may be used as a tool in the Various kinds of activities : financial crimes, sale of illegal articles, pornography, online Gambling, intellectual property crime, e-mail spoofing, forgery, cyber defamation and Cyber stalking.

INTERNET PROTOCOL (IP) :-

A Protocol is a set of rules for exchanging information on the internet. IP is responsible for the address in and sending of data form one computer to another computer. IP Address is 32 bits.

The five most commonly used internet protocols.

1. Internet Protocol (IP)
2. Internet Control Message Protocol (ICMP)
3. Transmission Control Protocol. (TCP)
4. User Datagram Protocol (UDP)
5. Address Resolution Protocol (ARP)

TRANSMISSION CONTROL PROTOCOL . INTERNET PROTOCOL (TCP/IP) :-

TCP/IP provide a one two one connection oriented reliable, communication, services TCP responsible for the establishment of a TCP connectivity. The sequencing acknowledgement of packet sent and the recovery of packet last during transmission.

USER DATAGRAM PROTOCOL (UDP) :-

User datagram Protocol provide a one two one or one two many connection less, An reliable communication service. User Datagram Protocol is use when the amount Data to be transfer.

ROUTERS :-

A Routers between two LANs receive, message from both network checks their

Destinations and transmits. The message to the required LAN. Since message are stored In routers system before re-transmission routers are said to implement a store and Forward technique.

MACHINE ADDRESSING :-

Each computer on the network is called a host, and has name and a number that Identifies

1. Letter Addressing System
2. Number Addressing System

LETTER ADDRESSING SYSTEM :-

1. .edu   –   Educational Institutions

2. .com   –   Commercial Organizations

3. .org   –   Non-Profit Organizations

4. .gov   –   Government departments

5. .net   –   Networking Organizations

6. .mil   –   Military

7. .co   –   Company

COUNTRY CODES :-

1. Ca for Canada
2. Jp for Japan
3. In for India
4. Uk for United Kingdom

NUMBER ADDRESSING SYSTEM :-

A numeric address called IP address is made up of four numbers,

Each Less then 256. Such as

192.12.248.73

131.58.97.254

UNIFORM RESOURCE LOCATOR (URL) :-

To know the full URL of web page is not always necessary to locate the page if you know The domain name you can start at the home page of the site and click links until you find The web page you want.

STRUCTURE OF A URL :-

http:// *www.address.edu*:1234/path/subdir/file.html

service   –host–   port   file and resource details
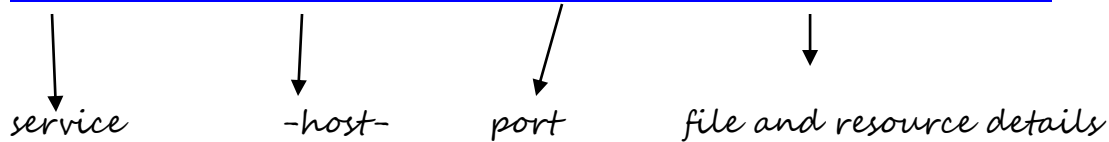
INTEGRATED SERVICES DIGITAL NETWORK (ISDN) :-

ISDN stands for integrated services digital network. Is a special digital telephone lines, Called ISDN lines can be used to dial into the internet at very high speed , usually form 64 kbps to 128 kbps, Special ISDN modems must be used with ISDN.

FIREWALL :-

Firewall are hardware and software combinations that are built using routers server and Variety of software. They sit at the most vulnerable point between a corporate network And internet. They can be as simple or complex as system administrators want to build Then firewalls reduce the speed of access to network.

FIREWALL TYPES.

(A). Packet filtering firewalls

(B). Proxy firewall

(C). Stageful inspection firewall

ADVANTAGE OF FIREWALL.

1. Access to host in the network can be strictly controlled
2. Logging and statistics of network use and misuse
3. Policy enforcement

INTERNET SERVICE PROVIDER :-

An ISP is on getway to the internet. It provide access to internet service some ISP or BSNL, idea, AIRTEL, JIO

WEB SERVER :-

A web server is a program that runs on a website is responsible for replying to web Browse requests for files. You need a web server to publish documents on the web.

SERIAL LINE INTERNET PROTOCOL (SLIP) :-

This is the standard protocol developed for UNIX environments and supports TCP/IP Networking over a serial transmission line, which is connected by a modem. It is an Older serial line protocol that does not support automatic negotiation of network Configurations.

POINT TO POINT PROTOCOL (PPP) :-

PPP provides router–to –router and host–to–network connection over synchronous And asynchronous circuits. It was designed to work with several network layer protocol.

MODEM :-

A modem is a computer peripheral that allows you to connect and communicate with Other computers via telephone lines.

There are two types of modem.

1. Internal modem
2. External modem

NEWS SERVERS :-

A program or a computer which provides a news feed is called a news server. A news server stores newsgroup articles for reading and sending .

DIALUP CONNECTIONS :-

A dial-up connection is a temporary connection set up between our computer and ISP Server. A dial up connection is established using a modem. The telephone line to dial Up the number of ISP server.

Advantage :-

1. It is simple access to the internet.
2. It is less expensive as compared to a leased line.

LEASED LINES :-

Dedicated connections are also called leased lines. Leased lines are direct cables laid to Connect your computer to an ISP server modems are not required for direct lines.

Advantage :-

1. The speed of direct lines is very high.
2. It is very fast but expensive.
3. Modem is not required for connection.

NETWORK :-

A network is an interconnected collection of autonomous computers that can share and Exchange information.

LOCAL AREA NETWORK (LAN) :-

Local area network is relatively smaller and owned network, with the max span of 1 km. In the single building or campus and other geographically

limited area.

Example :-

Building, College Campus, Company.

METROPOLITAN AREA NETWORK (MAN) :-

Metropolitan area network design for city or town. It is define for less then fifty km. and Provide regional connectivity typically with small geographical area. It is design to Extend over and entire city. Its speed slower than LANs & faster than Wan.

Example :-

A company can use a man to connect to the LANs In all of its offices.

WIDE AREA NETWORK (WAN) :-

Wide area network provide no limits of distance, a wan provide long distance Transmission of data, voice, video, images, information over large geographical area That may comprise a country a continent or even the whole world. Its speed is slower Than LAN and MAN.

NODES :-

The Pc and the servers are known as network devices or network nodes. In general a device or node is connected directly to a network cable or data path.

WORKSTATION :-

A workstation is a powerful PC used as a node on a network primarily used to run application programs. In the IBM taken ring network, any IBM PC. Compatible computer Can be used as a workstation.

BANDWIDTH :-

Bandwidth refers to the difference between the highest and lowest frequencies of a transmission channel. A channel is the medium used to carry information or data from one point to another.

BASEBAND :-

These transmissions use the entire media bandwidth for a single channel. A single digital channel is used in baseband and several channels are used in broadband communication system in bounded media.

OR :-

It is use for television networks.

BROADBAND :-

These transmissions provide the ability to divide the entire media bandwidth into multiple channels. Mostly use for computer networks.

NETWORK ADMINISTRATOR :-

Network administrator is a person who manages the maintenance and use of a network. Network management refers to the maintenance and administration of large-scale computer networks and telecommunications networks at the top level.

NETWORK SECURITY :-

While ensuring network security, the concerns are to make sure that only legal or authorized users and programs gain access to information resource like database. under this type of security, mechanisms like authorization, authentication, encrypted Smart cards, biometrics and firewalls, etc.

CLIENT/SERVER MODEL :-

Clients interface to users while specialized operations are performed by one or more computers called serves. Structured query language SQL is typically used by clients to perform operations on data stored on servers.

CLIENT/SERVER ARCHITECTURE :-

Client

Client

LAN OR WAN

Client

Server

DATA Storage

Line printer
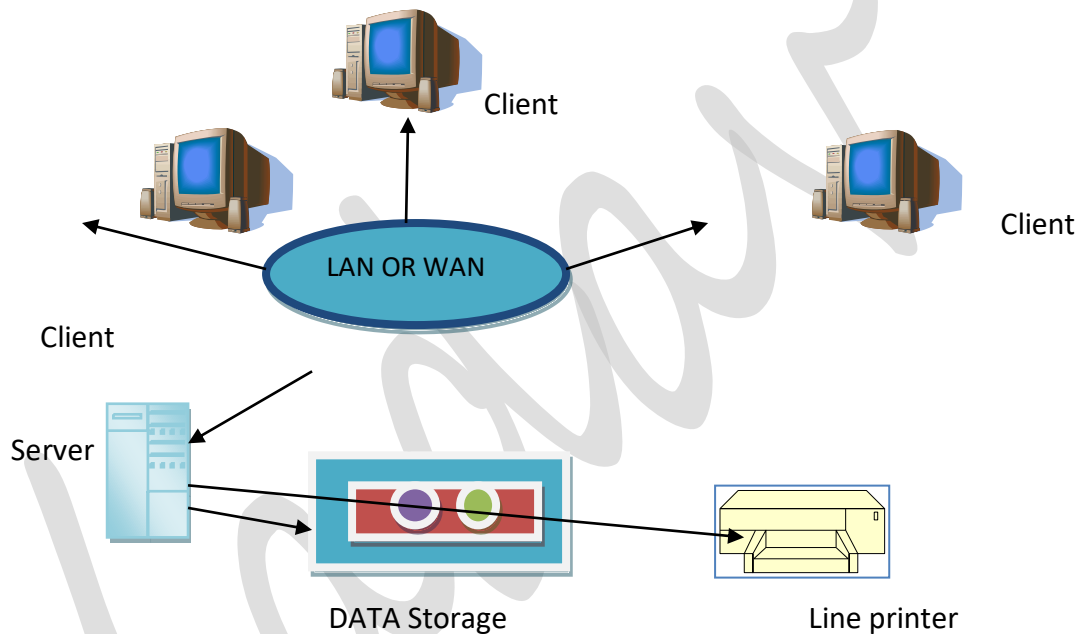
COMMUNICATION MEDIA :-

Wire or fiber-optic media are referred to as bounded media. Wireless media are sometimes referred to as unbounded media.

ATTENUATION :-

Attenuation limits the usable distance that data can travel on the media.

TWISTED-PAIR WIRE :-

A twisted-pair of wires consists of two insulated copper wires, typically 1 mm thick. The wires are twisted together in a helical shape. Twisted-pair wires are commonly used in local telephone communication and for digital data transmission over short distances up to 1 km.

Advantages :-

1. It is the least expensive media of transmission for short distances.
2. In a telephone system, signals can travel several kilometers without amplification when twisted pair wires are used.

Disadvantages :-

1. Easily picks up noise signals which results in higher error rates when the line length exceeds 100 meters

2. Being thin in size, it is likely to break easily.

Figure :-
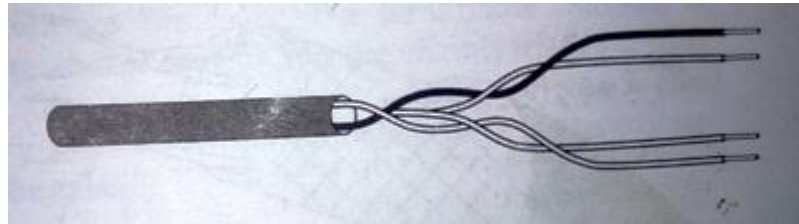
COAXIAL CABLING :-

Coaxial cable is difficult to connect to network devices and generally requires more planning than twisted-pair system. Many coaxial systems require the connectors on the main cable to be attached directly to the adapter on the PCs. This reduces flexibility in locating workstations and servers.

Advantage :-

1. It has better shielding against electromagnetic interference than twisted-pair cable.

2. It is inexpensive as compared to twisted-pair wires and UTP cables but easy to handle.

Figure :-

Figure 4.11 Coaxial cable
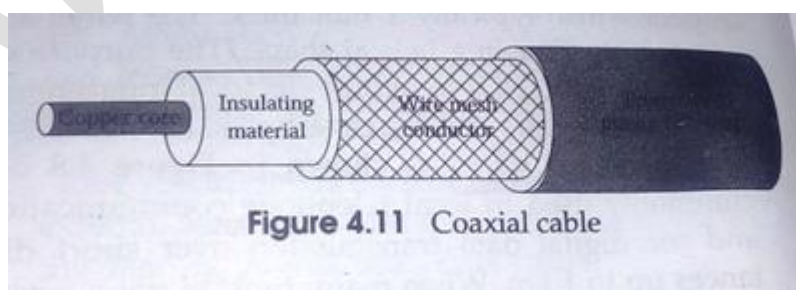
OPTICAL FIBER :-

Fiber optic cable is made on silicon glass and fiber (the, inner than a human hair) and is coated with refer active surface signals are converted

to light pulses before being sent on optical fiber transmission system has two component. Optical fibers are differentiated by core/cladding size and the mode of operation.

1. The light source
2. The transmission medium

Figure :-
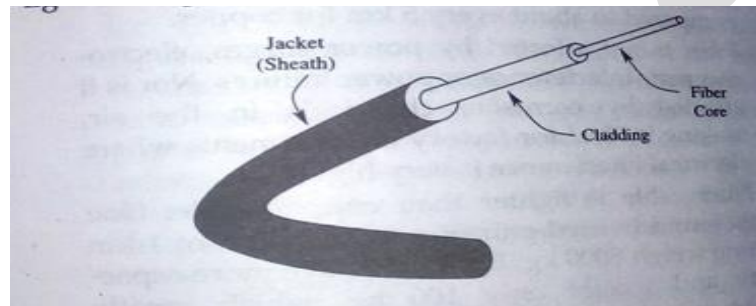
PEER-TO-PEER (P2P) COMPUTER NETWORK :-

A Peer to Peer networks of are generally simpler and less expensive, but they usually do not after the same performance under heavy load. This network each workstation has equal capabilities and responsibilities is called peer to peer network hear each workstation at as both a client and server. Peer to peer network is also none as distributed network.

DOMAIN NAME SERVER (DNS) :-

The purpose of DNS is to translate domain name it into IP address. Which is use to resolve a host name to and IP address.

Example :-

The domain name www.computer games.com might translate to 132.111.221.2 DNS basically translate the domain name computer games into corresponding IP address.

BUS TOPOLOGY :-

The bus topology is the simplest and most widely used LAN design. It is a passive topology, which means only one computer at a time can send a

message. A computer must wait until the bus is free before it can transmit. Ethernet 10Base2 (also known as thinnet) is an inexpensive network based on the bus topology.

Figure :-
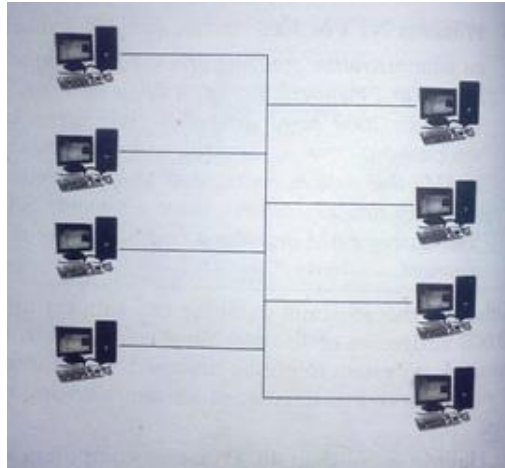
Advantages of Bus Topology :-

1. The bus topology is simple, reliable, easy to use and understand in small sized LANs.
2. The bus requires the least amount of cable to connect the computers together and is therefore less expensive than other cabling arrangements.

RING TOPOLOGY :-

In ring topology computers are arranged in a circle data travels around the ring in one direction with each device on the ring acting as a repeater. Ring networks typically use a taken passing protocol.
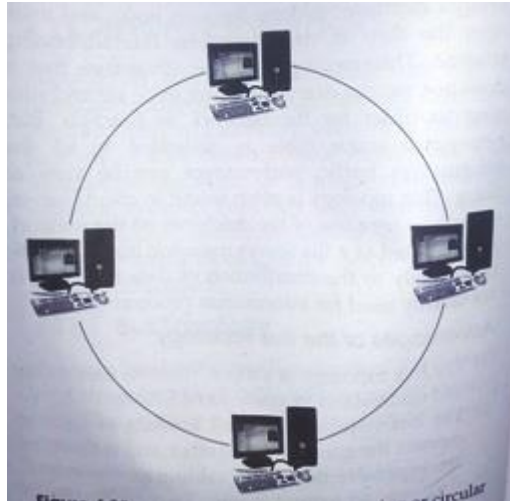
Advantage of Ring Topology :-

1. Because every computer is given equal access to the token, no one computer can monopolize the networks.
2. The fair sharing of the network allows the network to degrade gracefully.

Disadvantage of Ring Topology :-

1. Failure of one computer on the ring affects the whole network.
2. It is difficult to troubleshoot a ring network.

Figure :-

FIBER DISTRIBUTED DATA INTERFACE (FDDI) :-

FDDI uses multimode fibers because the additional expense of single made fibers is not needed for networks running at only 1000 mbps. It also uses LEDs rather than lasers, not only due to their lower cost, but also because FDDI may sometimes be used to connect directly to user workstations.

STAR TOPOLOGY :-

Each computer on a star network communicates with a central hub that re-sends the message either to all the computers. ETHERNT 10BaseT is popular network based on the star topology.
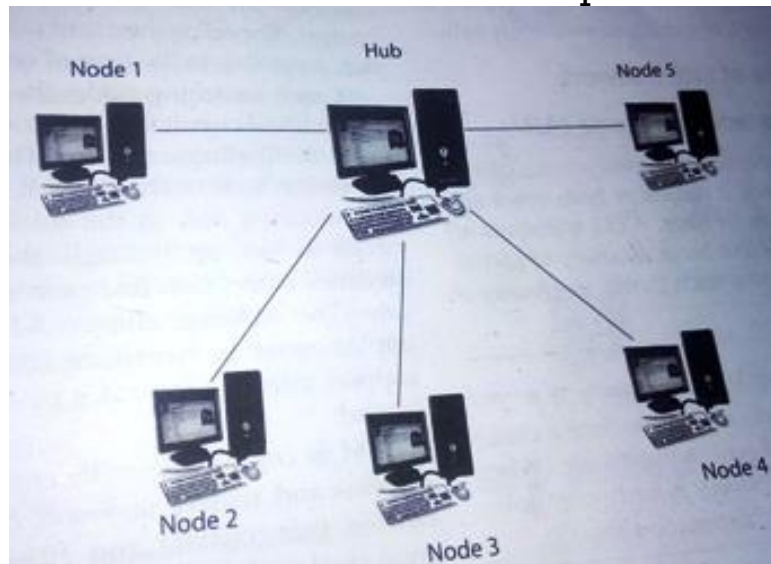
Advantage of Star Topology :-

1. You can use several cable types in the same network with a hub that can accommodate multiple cable types.

Disadvantage of Star Topology :-

1. If the central hub fails, the whole network fails to operate.

Figure :-

MESH TOPOLOGY :-

A mesh topology is most often used in large backbone networks in which failure of a single switch or router can results in a large portion of a network going down. This topology is expensive, since it has redundant connection to every computer. Commonly used for wireless networks.

Figure :-
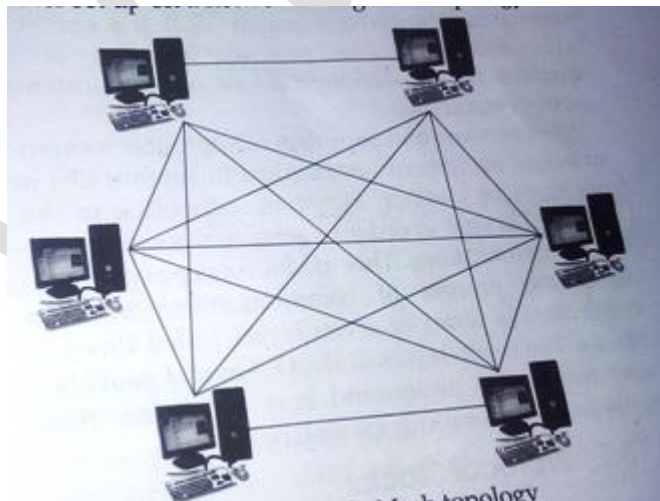
ETHERNET :-

Collision domain is the group of computers that communicate on a single network wire. Each computer in a collision domain listens to every other computer in the collision domain.

ATM :-

ATM can provide for simultaneous data video and voice transmission. It can be used for wan, LAN and man . it can reach speed up to 2.488 GIGA bits per second.

OSI :-

The OSI is a communications reference model that has been defined by the international standards Organization (ISO). It is a seven layer communications protocol intended as a standard for the development of communications systems worldwide.

PHYSICAL LAYER :-

The physical layer defines the actual set of wires, plugs and electrical signals that connect the sending and receiving devices to the network.

DATA LINK LAYER :-

The data link layer is responsible for gaining access to the network and transmitting the physical block of data from one device to another.

NETWORK LAYER :-

The network layer makes routing decisions and forwards packets for devices that are farther away than a single link. Routers and gateways operate in the network layer.

TRANSPORT LAYER :-

The Transport layer breaks large messages from the session layer into packets to be sent to the destination computer and reassembles. Packets into message to be presented to the session layer.

SESSION LAYER :-

The session layer provides for dialog between application programs.

PRESENTATION LAYER :-

The presentation layer adapts information to the local environment.

APPLICATION LAYER :-

The application layer provides for the connection of application programs on separate machines.

INTERNET PROTOCOL (IPV4) :-

IP is a connectionless, datagram protocol. IP packets are also called as IP datagram. IP uses packet switching. It performs route selection by using dynamic routing tables that are referenced at each hop.

INTERNET PROTOCOL (IPV6) :-

The network layer protocol in the TCP/IP protocol suite is currently IPV4 (Internetworking protocol version 4) IPV4 provides host-to-host communication between systems in the internet. IPV6 is a set of specifications from the internet engineering Task Force (IETF).

LIFO – LAST IN FIRST OUT

FIFO – FIRST IN FIRST OUT

SSL – SECURE SOCKET LAYER

EMI – EQUATED MONTHLY INSTALLMENT

CLASS OF IP ADDRESS :-

Internet address or 32 bit long written as 4 byte spreteads by periods. They can rang form = 0.0.0.0 to 223.225.255.255.IP address or split into five class.

CLASS A :-

Class a have a first byte in the range 0 to 127. Remaining 3 bytes can be using for unique host address this allow for one twenty six network up to sixteen millions host.

CLASS B :-

First bytes value in the range 128 to 191 in these address first 2 byte are use for the network id. And the last 2 byte for the host id in this class sixteen thousand network each with up to 65536 host.

CLASS C :-

A first byte in the range 192 to 223 the first three byte identified the network this provied for 2 millions networks of up to 256 host.

CLASS D :-

A first byte in the range 224 to 239 it is design to multicasting.

CLASS E :-

A first byte in the range 242 to 255 it is reserve for future purpose.

Figure :-

E-MAIL :-

The backbone of an electronic mail system is a communications network that connects remote terminals to a central system or a LAN Local Area Network that interconnects personal computer. Users can send mail to

single recipient or broadcast it to any number of selected users on the system.

ADVANTAGE OF E-MAIL :-

1. Speed
2. Content
3. Cost
4. Ease to use
5. Receive messages
6. Multiple copies.

NETSCAPE NAVIGATOR :-

It is available for windows, MACINTOSH, and for many different versions of UNIX running the x windows system. It will provides up to the minute features including and integrated news and mail reader, support for java applets and the ability to handle plug-ins for more new and interesting features get to developed.

MICROSOFT INTERNET EXPLORER :-

New on the scene but expected to make a significant impact in the coming month is Microsoft new browser internet explorer, usually called explorer. Explorer runs on all versions of windows and MACINTOSH and it is free for downloading from Microsoft is website.

MOZILA FIREFOX :-

It is fast, full-featured web browser that makes browsing very efficient. Firefox includes pop-up blocking, tab-browsing integrated GOOGLE searching and simplified privacy controls. A streamlined browser window shows you more of the page than any other browser and a number of additional features you get the most out of your time online.

HYPERTEXT TRANSFER PROTOCOL (HTTP) :-

HTTP is set of rules to exchanging files (text, images, graphics, sound, video)

another multimedia file. It is transfer file that make up the web page of the world wide web.

TELNET :-

The full form of telnet is telecommunication network. It is a virtual terminal protocol allowing a user logged on to a TCP/IP host to access other hosts on the network. It is terminal emulations protocol and is use for removed login to network host.

FILE TRANSFER FILE (FTP) :-

The file transfer protocol service allows an internet user to move a file from one computer to another on the internet. A file may contain any type of digital information, such as text document, image, artwork, movie, sound, software, etc.

OR :-

FTP is a standard transfer protocol computer files between a client and server on a computer network. It is use for interactive file transfer SMTP.

PUBLIC DOMAIN SOFTWARE :-

You can access files form the internet but downloaded internet files are the principal source of entry for computer viruses. Therefore you most protect your network and PCs against these virus.

SHAREWARE :-

Shareware is software that is distributed for free some times in a limited or list format on a trial basis. If you like the software and want to continue

to use it   beyond its trial period. You must register and pay for it.

USENET :-

There is a very close relationship between the internet and USENET. They are not the same. Usenet predates the internet. Not every internet computer is part of USENET and not every USENET system can be reached form the internet.

INTERNET REPLAY CHAT (IRC) :-

Internet replay chat is an internet application that wan developed by JAKKO OIKARINEN in FINLAND. Most but all the conversations are in English. If same body asks you for your password during IRC session, do not be tempted to give it, it could be that somebody is trying to trick you into giving away important information about your system that he or she might be able to use against it.

SEARCH ENGINES :-

A search engines is a software that search through a database of web pages for specific information.

META SEARCH ENGINES :-

Meta search engines sits on your computer and enables you to search through many internet search engine simultaneously and to view and use the results meta search engines do not creates their own data base but make use of data base of other search engines.

WEB CRAWLER :-

Web crawler has a power full search customization and a good selection of site reviews. It has a web robot called a web robot that creates a daily index of keywords form documents all over the web.

LYCOS :-

It contain 66 million pages in its database. This search engine has a robot that uses heuristics to navigate the web and built a search able index. For each document indexed the robot keeps the outgoing links in a queen and selects a URL form it one.

ALTA VISTA :-

Created by the research facility of digital electronic corporation (DEC) of USA, this search engine has a spider called scooter that traverses the we and USENET news groups.

GOOGLE :-

Google is an interesting search engine having many UNIQE features. Google is so good at finding the best matching websites in a search.

SIMPLE MAIL TRANSFER PROTOCOL (SMTP) :-

SMTP stands for simple mail transfer protocol. SMTP is used to upload mail directly from the client to an intermediate hast, but only computers constantly connected such as internet service provider (ISP) to the internet can use SMTP to receive mail. The ISP servers then off load the mail to use users. To whom they provide the internet service.

POP-3 :-

It is a simple protocol used for opening remote E-mail boxes. Post office protocol version 3 (POP3) provides mechanisms for staring message sent to each user and received by SMTP in a receptacle called a mail box. A POP3 server stores messages for each user until the user connects to download and read them using a POP3 client.

IMAP-4 :-

IMAP stands for interactive mail access protocol. This protocol is designed to help users who need to use different types of computer this protocol basically meant for the E-mail server that can be access from any machine.

MIME :-

MIME stands for multipurpose internet mail Extensions. It is a widely used internet standard for encoding binary files to send them as e-mail attachments over the internet MIME allows an e-mail message to contain a non-ASCII file, such as a video image or a sound and it provides a mechanism to transfer non- text characters to text characters.

ashishyadav6204 @ gmail .com

Username   At the rate symbol   Domain name   Domain extension
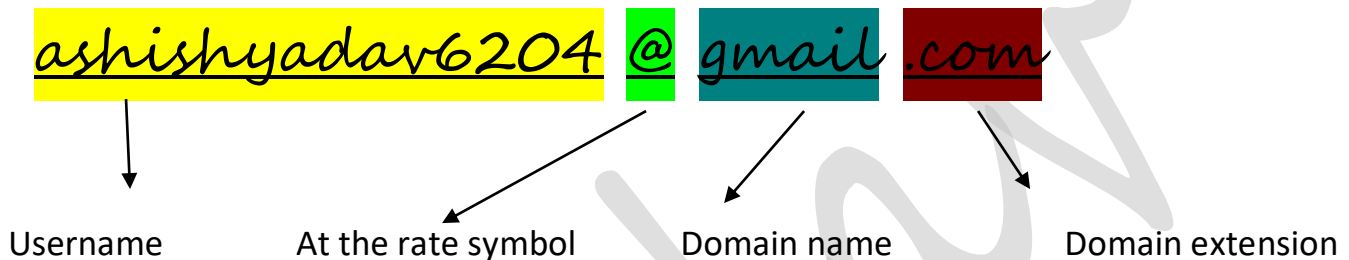
E-MAIL ENCRYPTION :-

Encryption means changing the standard code into a different code which is understood by receiver. It encryption protects data when it travel across a cable or telephone line.

STRUCTURE OF E-MAIL :-

An e-mail message is made up of binary data usually in the ASCII text format. ASCII is a standard that enables any computer, regardless of its system or hardware to read text. ASCII code subscribes the character. You see on your computer screen.

There are five sections in an e-mail message.

1. E-mail address
2. Header
3. Body
4. Signature (optional)
5. Attachments (optional)

JAVA :-

Java a computer language developed by sun Microsystems enables application to run on the internet in the same way word processing and spreadsheet program are run on your computer. Java program run inside a browser they are called applets.

JAVA SCRIPT :-

Java script is one of the new breed of web language called scripting language. Scripting language makes it easy for non-programer to improve a web page. Java script was originally developed by NETSCAP corporation for use in its browser NETSCAPE NAVIGATOR.

SGML :-

Html is developed as a subset of SGML, which is a high level mark up language. HTML is much simpler than SGML and best suited for transmission over the internet. SGML is not ideal for transmission across the internet for many types computer, users and browser application.

WEB HOSTING :-

A web hosting service is a type of internet hosting service that allows individual and organization to make there website access able via the www. Web hast are company. that provide space on a server owned of leased for use by clients as well as providing internet connectivity.

COMMON GATEWAY INTERFACE :-

CGI refers to the communication protocol by which a web server can communication with other applications. CGI is a standard way in which the web interacts with outside resources such as a database.

WEB COOKIES :-

Web cookie refers to a piece of information sent by a web server to a web browser that the browser software is expected to save and to send back to the server. Web cookies technically called persistent client state http

cookies. Allow a website to store information about you as well to track your visits to it over a prolonged period of time.

STATELESS PROTOCOL :-

In a stateless protocol no information about a transaction is maintained after a transaction has been processed. In a stateful protocol state information is kept even after a transaction has been processed.

STATEFUL PROTOCOL :-

Generally this state information resides in the memory and consumes system resources. When a client breaks a connection with a server running. A stateful protocol, the state information has to be cleaned up and is often logged as well.

INTRANET :-

An intranet is a private network that is contained within an enterprise. It may consist of many interlinked local area networks and also use leased lines in the wide area network. Typically, an intranet includes connections through one or more gateway computers to the outside Internet. The main purpose of an intranet is to share company information and computing resources among employees. An intranet can also be used to facilitate working in groups and for teleconferences.

PUBLIC KEY INFRASTRUCTURE (PKI) :-

A **public key infrastructure** (**PKI**) is a set of roles, policies, and procedures needed to create, manage, distribute, use, store, and revoke digital certificates and manage public-key encryption. The purpose of a PKI is to facilitate the secure electronic transfer of information for a range of network activities such as e-commerce, internet banking and confidential email.

TRAFFIC SHAPING (PACKET SHAPING) :-

Traffic shaping, also known as "packet shaping," is the practice of regulating network data transfer to assure a certain level of performance, quality of service (QoS) or return on investment (ROI). The practice involves delaying the flow of packets that have been designated as less important or less desired than those of prioritized traffic streams.

WHAT IS AN ELEMENT ? :-

You use html tags to mark the elements of a file for your browser to interpret and display them. Elements can contain plain text, other elements, or both.

HEADING ELEMENT :-

Do not skip levels of headings in your document. For example, if you start with a level-one heading (<H>), them do not use a level-three (<H>) heading next to it.

<P> :-

In the text, a blank line always separates paragraphs. But in html, the tag <P> provides a blank line.

LINE BREAKS
 :-

Break line an start from a new line and not continue on the same line without skipping a blank line you can insert line break tag <BR>.

<HR> :-

The tag <HR> draws lines and horizontal rules.

<B> :-

The tag <B> displays text in bold face style.

<I> :-

The tag <I> displays text in italics face style.

<U> :-

The tag <U> displays text as underlined.

<UL> :-

This is an unordered list. In this each item paragraph is prefaced with a bullet.

<OL> :-

Numbered list is a list with numbers arranged in an either ascending or descending order.

<Q> :-

A new html 4.0 element for citing inline quotes is the quote element.

<SUB> :-

The subscript element coded by _{and} tags puts the enclosed text in subscript (a bit lower than regular text.) this element is useful for mathematical formula.

<SUP> :-

The superscript element ^{and} render the enclosed text in superscript (a bit higher than regular text). this element is useful for mathematical formula.

<BIG> :-

The big element <big> and </big>renders the enclosed text in a larger font. Unless the document's font size is already as large as possible

<SMALL> :-

The small element <small> and </small>renders the enclosed text in a smaller font. If your text is already at size 1The smallest size possible

<TT> :-

This means that the text will be monospaced to look like a typewriter font.

<A> :-

Links are created in a web page by using the <A> </A> tags. Anything written between the <A> </A> tags becomes a hyperlink/hotspot.

<MARQUEE> :-

Marquee tag useful for move a word left to right to left.

➢ Write a html program to display the following table

My College Group

Train Number	Train Name	Time Table
14834	Marudhar Express	5:30am-5:45am
16381	Guwahati Express	6:50am-7:15am
19877	Chennai Express	8:00am-8:30am

CODING IN HTML :-

```
<html>

<table border="2" cellpadding="3" cellspacing="3">

<caption>My College Group<caption>

<tr><th>Train Number</th><th>Train Name</th><th>Time Table</th></tr>

<tr><td align="center">14834</td>

<td align="center">Marudhar Express</td>

<td  align="center">5:30am-5:45am</td></tr>

<tr><td align="center">16381</td>

<td align="center">Guwahati Express</td>

<td align="center">6:50am-7:15am</td></tr>
```

```
<tr><td align="center">19877</td>

<td align="center">Chennai Express</td>>

<td align="center">8:00am-8:30am</td></tr>

</table>

</html>
```

➢ Write a html program to display the following table.

Transactions

Month	Transaction Details	Amount
Jan-2015	Rent	8000
Feb-2015	Credit card payment	2000
Mar-2015	Computer purchase	45300

Coding html :-

```
<html>

<table border="2" cellpadding="3" cellspacing="3">

<caption>Transactions<caption>

<tr><th>Month</th><th>Transaction Details</th><th>Amount</th></tr>

<tr><td align="center">Jan-2015</td>

<td align="center">Rent</td>

<td  align="center">8000</td></tr>

<tr><td align="center">Feb-2015</td>

<td align="center">Credit card payment</td>

<td align="center">2000</td></tr>
```

```
<tr><td align="center">Mar-2015</td>

<td align="center">Computer purchase</td>>

<td align="center">45300</td></tr>

</table>

</html>
```

- Write a program to print an ordered list.

  Or

- Write a html program to display the following list.

  List Example:

  (1) Html Examples

  (2) Html tutorial

  (3) Html codes

  (4) And much more!

Coding html :-

```
<html>

<head>

<tittle> List example </tittle>

</head>

<ol Type=i Value=1>

<li>html tutorial

<li>html tutorial

<li>html codes

<li>and much more!
```

```
</ol>

</html>
```

Output :-

List example

   i. html tutorial
  ii. html tutorial
 iii. html codes
 iv. and much more!

➢ Write a html program to print your country name in green color and set its title to "My Country".

Coding html :-

```
<html>

<head>

<title>"My Country"</title>

</head>

<body bgcolor = pink Text = green>

 <h1>India</h1>

</body>

</html>
```

Output :-

"My Country"

India

> Write a html program to create links to two search engines.

Coding html :-

```
<html>

<head>

</head>

<body>

<h1><A href = "#google" >"http://www.google.com"</A></h1>

<h2><A href ="#bing">"http://www.bing.com"</A></h2>

</body>

</html>
```

Output :-

"http://www.google.com"

"http://www.bing.com"

IT, OVER

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