

```
<!-- Program to Design LOG IN Form in Html -->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <label for="uname">user name</label>
    <input type="text" id="uname" placeholder="Enter the
username"> <br></br>
<label for="password">password</label>
<input type="text" id="password" placeholder="Enter the
password" > <br></br>
<input type="button" id="login" value="Login"> <br></br>
</body>
</html>
```

user name

password

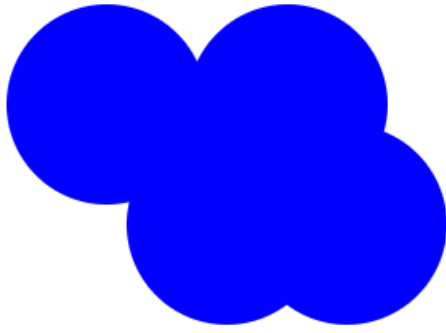
Login

```
<!-- Program for Creating animation of "Bouncing Cloud"
using HTML and CSS-->
```

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
<style>
body
{
background-color: white;
}
#container
{
width:600px;
height:600px;
top:20%;
left:30%;
position:absolute;
animation-name: example;
animation-timing-function: ease;
animation-fill-mode: forwards;
animation-duration: 2s;
animation-iteration-count: infinite;
animation-direction: alternate-reverse;
}
#section1
{
    width:100px;
    height:100px;
    background-color: blue;
    position: absolute;
```

```
    top:30%;
    left:30%;
    border-radius: 50%;
}
#section2
{
    width:100px;
    height:100px;
    background-color: blue;
    position: absolute;
    top:20%;
    left:20%;
    border-radius: 50%;
}
#section3
{
    width: 100px;
    height: 100px;
    background-color: blue;
    position: absolute;
    top:20%;
    left:35%;
    border-radius: 50%;
}
#section4
{
    width: 100px;
    height: 100px;
    background-color:blue;
    position: absolute;
    top: 30%;
    left: 40%;
    border-radius: 50%;
}
@keyframes example
```

```
{
  from{top:0px;}
  to{top:100px;}
}
</style>
</head>
<body>
  <div id="container">
    <div id="section1"></div>
    <div id="section2"></div>
    <div id="section3"></div>
    <div id="section4"></div>
  </div>
</body>
</html>
```

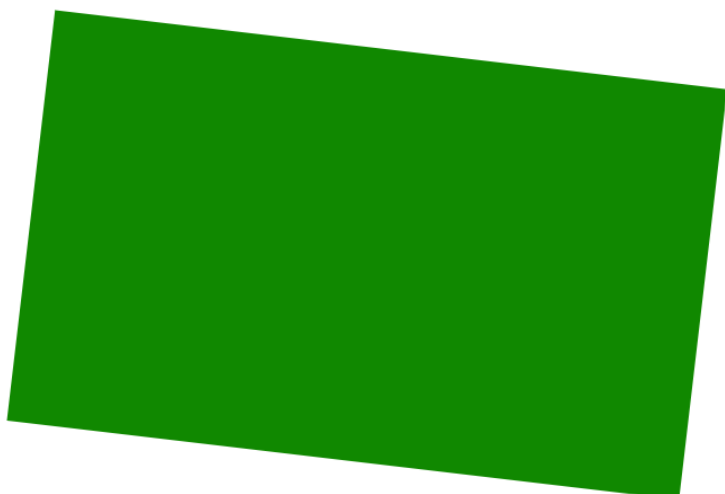


```
<!-- Program to demonstrate a keyframe animation -->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
    <style>

        #anim
        {
            width:400px;
            height:400px;
            background-color: aqua;
            animation-name: example;
            animation-duration: 2s;
            animation-iteration-count: infinite;
            animation-direction: revrese;
            animation-timing-function: ease-in;
        }
        @keyframes example
        {
            20%{
                background-color: yellow;
                width: 200px;
                height: 200px;
            }
            50%
            {
                background-color:green ;
                width: 300px;
                height: 500px;
            }
        }
    </style>
</head>
<body>
    <div id="anim">
    </div>
</body>
</html>
```

```
        80%
        {
            transform: rotate(1440deg);
        }
    }
</style>
</head>
<body>
    <center>
        <div id="anim"></div>
    </center>
</body>
</html>
```

```
<!-- Program to demonstrate a Font style, font weight,  
and font size properties using CSS -->
```

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
  <meta charset="UTF-8">  
  <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
  <title>Document</title>  
  <style>  
    h1{  
font-style: italic;  
    }  
    #fontweight  
    {  
      font-weight: lighter;  
    }  
    h3{  
      font-size: 50px;  
    }  
  </style>  
</head>  
<body>  
  <h1>work is worship</h1>  
  <h2 id="fontweight" >just because peple tell you it  
cannont be that does not nessessary mean that it can't be  
done at juse means that they can't do it</h2>  
  <h3>we thought people are telling always truth lie  
the is wrong</h3>  
</body>  
</html>
```

work is worship

just because people tell you it cannot be that does not necessarily mean that it can't be done at just means that they can't do it

we thought people are telling always truth lie the is wrong

```
<!-- Program to demonstrate multiple animations -->

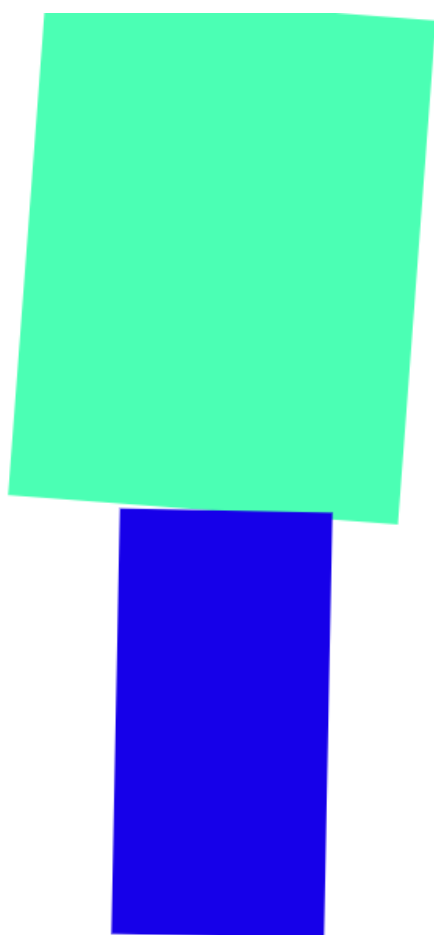
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
    <style>

        #anim
        {
            width:200px;
            height:200px;
            background-color: aqua;
            animation-name: example;
            animation-duration: 4s;
            animation-iteration-count: infinite;
            animation-duration: 2s;
            animation-timing-function: ease-in;
        }
        @keyframes example
        {
            20%{
                background-color: yellow;
                width: 200px;
                height: 400px;
            }
            50%
            {
                background-color:green ;
                width: 300px;
                height: 500px;
            }
        }
    </style>

```

```
        80%
        {
            transform: rotate(180deg);
        }
    }
    #anim1
    {
        width: 100px;
        height: 200px;
        background-color: blue;
        animation-name: example1;
        animation-duration: 4s;
        animation-delay: 2s;
        animation-iteration-count: infinite;
        animation-timing-function: ease-in;
    }
    @keyframes example1
    {
        20%{
            width: 200px;
            height: 400px;
            background-color: red;
        }
        50%{
            background-color: blue;
            width: 400px;
            height: 600px;
        }
        80%{
            transform: rotate(180deg);
        }
    }
</style>
</head>
<body>
```

```
<center>
<div id="anim"></div>
<div id="anim1"></div>
</center>
</body>
</html>
```



<!-- Program to use table tag to format web page. Also create the Time Table of your class using table tag -->

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
<style>
#table
{
    width: 90%;
    height: 50%;
    border-collapse: collapse;
    border: 4px solid black;
    text-align: center;
}
th
{
    color:blue;
    background-color: aqua;
}
td{
    padding: 20px;
}
tr:hover{
    background-color: gray;
}
tr:nth-child(odd)
{
    background-color: gray;
```



```

}
#circle
{
    width:100px;
    height:100px;
    background-color: red;
    border-radius: 50%;
}
</style>
</head>
<body>
    <table id="table" border="2px solid black">
        <tr>
            <th>Days</th>
            <th>7:30-10:30</th>
            <th>11:30-12:30</th>
            <th>12:30-1:30</th>
            <th>1:30-2:30</th>
            <th>2:30-3:30</th>
        </tr>
        <tr>
            <td>Mon</td>
            <td>python(b2)/animation(b1)</td>
            <td>OS </td>
            <td>English</td>
            <td>kannada</td>
            <td>python</td>
        </tr>
        <tr>
            <td>Tue</td>
            <td>python(b1)/animation(b2)</td>
            <td>English</td>
            <td>animation</td>
            <td>os</td>
            <td>python</td>
        </tr>
    </table>

```

```

</tr>
<tr>
  <td>Wed</td>
  <td colspan="1"> -----</td>
  <td>English</td>
  <td>animation</td>
  <td>os</td>
  <td>python</td>
</tr>
<tr>
  <td>Thu</td>
  <td colspan="1"> -----</td>
  <td>kannada</td>
  <td>python</td>
  <td>os</td>
  <td>animation</td>
</tr>
<tr>
  <td>Thu</td>
  <td colspan="1"> -----</td>
  <td>animation</td>
  <td>English</td>
  <td>os</td>
  <td>-----</td>
</tr>
</table>
<br><br><br><br>
<div id="circle"></div>
</body>
</html>

```

Days	7:30-10:30	11:30-12:30	12:30-1:30	1:30-2:30	2:30-3:30
Mon	python(b2)/animation(b1)	OS	English	kannada	python
Tue	python(b1)/animation(b2)	English	animation	os	python
Wed	-----	English	animation	os	python
Thu	-----	kannada	python	os	animation
Thu	-----	animation	English	os	-----



<!-- Program to Demonstrate Longhand Property in CSS -->

<!DOCTYPE html>

<html lang="en">

<head>

 <meta charset="UTF-8">

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

 <title>Document</title>

</head>

<style>

 #margin{

 margin-top:100px;

 margin-right: 30px;

 margin-bottom: 100px;

 margin-left: 50px;

 }

 #border{

 border-width: 4px;

 border-style: dotted;

 border-color: green;

 }

 #padding

 {

 border: solid red;

 padding-top: 20px;

 padding-right: 50px;

 padding-bottom: 30px;

 padding-left: 30px;

 }

 #fontproperty

 {

 font-style: oblique;

 font-weight: 100px;

 font-variant: small-caps;

```
        font-size: 100px;
        color: red;
        font-family: 'Gill Sans', 'Gill Sans MT',
Calibri, 'Trebuchet MS', sans-serif;
    }
</style>
</head>
</html>
<body>
    <h1 id="margin">
        HTML 5 has animation property which is used in
        2d animation
    </h1>
    <h1 id="border">border-property</h1>
    <h1 id="padding">padding property</h1>
    <h1 id="fontproperty">font property to apply</h1>
</body>
```

HTML 5 has animation property which is used in 2d animation

border-property

padding property

FONT PROPERTY TO APPLY

```
<!-- Program to Demonstrate Shorthand property in CSS -->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <style>
        #padding
        {
            border: solid red;
            padding-top: 20px;
            padding-right: 50px;
            padding-bottom: 30px;
            padding-left: 30px;
        }
        #fontproperty
        {
            font-style: oblique;
            font-weight: 100px;
            font-variant: small-caps;
            font-size: 100px;
            color: red;
            font-family: 'Gill Sans', 'Gill Sans MT',
Calibri, 'Trebuchet MS', sans-serif;
        }
    </style>
</body>
</html>
<body>
```

```
<h1 id="padding">padding property</h1>  
<h1 id="fontproperty">font property to apply</h1>  
</body>
```


padding property

FONT PROPERTY TO APPLY

```
<!-- Program to demonstrate animation in reverse
direction or alternate cycles -->

<!DOCTYPE html>
<html>
<head>
  <meta http-equiv="CONTENT-TYPE" content="text/html;
charset=UTF-8">
  <title>Keyframe Animation</title>
  <style>
#animation
{
  width:100px;
  height:200px;
  background-color:black;
  animation-name:example;
  animation-duration:3s;
  animation-delay:1s;
  animation-iteration-count:infinite;
  animation-direction:alternate-reverse;
}
#animation-hover
{
  animation-play-state:paused;
}

@keyframes example
{
  20%
  {
    width:100px;
    height:200px;
    background-color:red;
  }
}
```

```
50%
{
  width:200px;
  height:300px;
  background-color:green;
}
80%
{
  transform:rotate(360 deg);
}
}
</style>
</head>
<body>
  <h1>
    Animation in reverse direction
  </h1>
  <div id="animation"></div>
</body>
</html>
```

Animation in reverse direction



```
<!-- Write JavaScript Program to show light ON/OFF Demo
-->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
<style>
    body{
        background-color: darkgrey;
    }
</style>
</head>
<style>
    #red{
        width:100px;
        height:200px;
        border-radius:50%;
        position: absolute;
        top:50%;
        left:50%;
    }
    #black
    {
        width: 100px;
        height: 200px;
        border-radius: 50%;
        position: absolute;
        top:50%;
        left:50%;
    }
</style>
```

```
<button onclick="ON()">lighton</button>
<button onclick="OFF()">lightoff</button>
<body>
  <div id="red"></div>
  <div id="black"></div>
  <script>
    function ON()
    {
      document.getElementById("red").style.backgro
undColor="red";
    }
    function OFF()
    {
      document.getElementById("black").style.backg
roundColor="black";
    }
  </script>
</body>
</html>
```

lighton lightoff

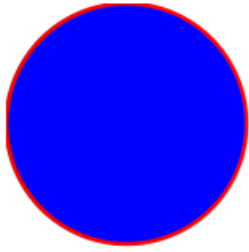


lighton lightoff

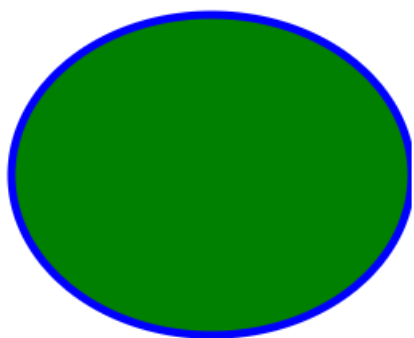


```
<!-- Program to demonstrate SVG (Scalable Vector
Graphics)Circle.-->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <svg width="250" height="250">
        <circle x="40" cx="40" cy="40" r="40"
style="stroke:red; fill: blue; stroke-width: 2;"/>
    </svg>
</body>
</html>
```

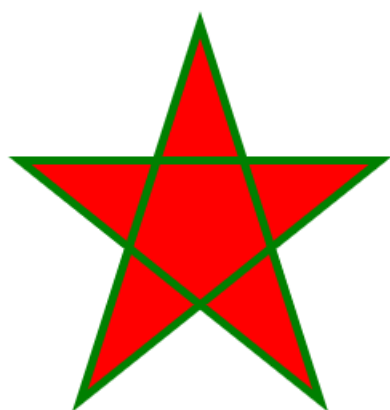



```
<!-- Program to demonstrate SVG (Scalable Vector  
Graphics)Eclipse.-->  
  
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <meta charset="UTF-8">  
    <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
    <title>Document</title>  
</head>  
<body>  
    <svg width="300" height="300">  
        <ellipse cx="200" cy="100" rx="100" ry="80"  
style="stroke: blue; fill: green;  
stroke-width: 4;"/>  
    </svg>  
</body>  
</html>
```



```
<!-- Program to demonstrate SVG (Scalable Vector
Graphics)Star.-->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <svg width="400" height="400">
        <polygon points="100,10 40,198 ,190,78 10,78
160,198"
            style="fill:red; stroke: green; stroke-width:
4;"></polygon>
    </svg>
</body>
</html>
```



```
<!-- Program to demonstrate "StrokeText()" method using  
HTML Canvas.-->
```

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <meta charset="UTF-8">  
    <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
    <title>Document</title>  
</head>  
<body>  
    <canvas id="strokertext" width="300" height="200"  
style="border: solid red;">  
    </canvas>  
    <script>  
        const  
canvas=document.getElementById("strokertext")  
        const ctx=canvas.getContext("2d");  
        ctx.font="30px Arial";  
        var  
grad=ctx.createLinearGradient(0,0,canvas.width,0);  
        grad.addColorStop("0","green");  
        grad.addColorStop("0.4","red");  
        grad.addColorStop("0.7","blue");  
        ctx.strokeStyle=grad;  
        ctx.strokeText("BCA JKD",10,90);  
    </script>  
</body>  
</html>
```



```
<!-- Program to demonstrate BezierCurveTo() method using  
HTML canvas.-->
```

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
  <meta charset="UTF-8">  
  <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
  <title>Document</title>  
</head>  
<body>  
  <button onclick="bezierCurve();">click here</button>  
  <canvas id="bezierCurve" width="600"  
height="300">x</canvas>  
<script>  
  function bezierCurve()  
  {  
    const canvas=document.getElementById("bezierCurve");  
    const ctx=canvas.getContext("2d");  
    ctx.moveTo(188,130);  
    ctx.bezierCurveTo(140,10,388,20,380,120);  
    ctx.lineWidth=5;  
    ctx.strokeStyle="green";  
    ctx.stroke();  
    ctx.fillStyle="Blue";  
    ctx.fill();  
  }  
</script>  
</body>  
</html>
```




[click here](#)

```
<!-- Program to demonstrate different line patterns with  
different colors using Canvas.-->
```

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
  <meta charset="UTF-8">  
  <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
  <title>Document</title>  
</head>  
<body>  
  <canvas id="line" width="200" height="400"></canvas>  
</body>  
</html>  
<script>  
  var canvas=document.getElementById("line");  
  var ctx=canvas.getContext("2d");  
  var color="red",color2="green",color3="blue";  
  var rows=10;  
  for(var i=0;i<rows;i++){  
    var thickness = 200/rows;  
    ctx.beginPath();  
    ctx.strokeStyle=i%2?color1:color2;  
    ctx.lineWidth=thickness;  
    ctx.moveTo(0,i*thickness + thickness/2);  
    ctx.lineTo(300,i*thickness + thickness/2);  
    ctx.stroke();  
  }  
</script>
```



```
<!-- Program to demonstrate Gradients using HTML
Canvas.-->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <canvas id="Mycanvas" width="400" height="100"
    style="border: 2px solid red"></canvas>
    <script>
        const
canvas=document.getElementById("Mycanvas");
        const ctx=canvas.getContext("2d");
        ctx.font="30px Arial";
        var
grad=ctx.createLinearGradient(0,0,canvas.width,0);
        grad.addColorStop("0","green");
        grad.addColorStop("0.4","red");
        grad.addColorStop("0.7","blue");
        ctx.fillStyle=grad;
        ctx.fillText("BLDEA BCA JKD",10,80);
    </script>
</body>
</html>
```

BLDEA BCA JKD

```
<!-- Program to demonstrate Text shadows using HTML
Canvas.-->

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <canvas id="shadow" width="500"
height="500">
    </canvas>
</body>
</html>
<script>
    var canvas=document.getElementById("shadow");
    var ctx=canvas.getContext("2d");
    ctx.shadowColor="red";
    ctx.shadowBlur=4;
    ctx.shadowOffsetX=15;
    ctx.shadowOffsetY=15;
    ctx.fillStyle="green";
    ctx.font="italic 45px Arial";
    ctx.fillText("My college",100,100);
</script>
```

My college

```
<!-- Program to demonstrate Source-over, Source-in,  
Source-out properties for composition using HTML Canvas-  
->
```

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <meta charset="UTF-8">  
    <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
    <title>Document</title>  
</head>  
<body>  
    <canvas id="composition" width="400" height="400"  
style="border: 2px solid white;">  
    </canvas>  
</body>  
</html>  
<script>  
const canvas=document.getElementById("composition");  
let ctx=canvas.getContext("2d");  
ctx.fillStyle="green";  
ctx.fillRect(20,20,75,75);  
ctx.fillStyle="red";  
ctx.globalCompositeOperation="source-over";  
ctx.fillRect(30,30,75,75);  
</script>
```




```
<!-- Program to create a rectangle and animation  
increasen and decrease then size of Rectangle. -->
```

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <meta charset="UTF-8">  
    <meta name="viewport" content="width=device-width,  
initial-scale=1.0">  
    <title>Document</title>  
</head>  
<body>  
    <svg width="400" height="400">  
        <rect width="300" height="300" x="80" y="150"  
            style="fill: blue;stroke: yellow; stroke-width:  
6 ;"></rect>  
    </svg>  
</body>  
</html>
```

