

59-10-20

WEB
PROGRAMMING

VINCE JOSEPH

S3 MCA

Roll 59

8.)

<html>

<body>

<div>

<table border = '0' width = '100%'>

<tr>

<td> Enter name of your friend: </td>

<td> <input type = 'text'> </td>

</tr>

<tr>

<td colspan = '2'>

Choose file you want to post:

</td>

<tr>

<tr>

<td> <input type = 'text'> </td>

<td> <input type = 'file'> </td>

</tr>

<tr>

<td colspan = '2'> What does the file contain </td>

</tr>

<tr>

<td colspan = '2'>

<input type = 'checkbox'> image

<input type = 'checkbox'> source code

`<input type='checkbox'>` Binary code

`</td>`

`</tr>`

`</table>`

`<td>` you have completed the form `</td>`

`<td>` `<input type='button' value='submit'>`

`</td>`

`</tr>`

`</table>`

`</form>`

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

(i)

Static webpage

Dynamic web page

- | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> *) The pages will remain the same until someone changes it manually (content) *) Information are changed rarely *) simple in terms of complexity *) Less time required for loading *) No databases are involved, | <ul style="list-style-type: none"> *) Content of pages are different for different users. *) Frequently changes information *) complicated than static ones. *) ^{takes} more time take for loading *) uses DB for information and to generate dynamic content. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

v) uses languages like HTML, JavaScript, CSS etc.

v) use CGI, AJAX, ASP, ASP.NET etc.

d) Requires less work and cost

v) require more work and cost for designing.

3.) Form elements

* ~~<input>~~ used for accepting some input from users

| <u>tag</u> | <u>attributes</u> |
|----------------------------------------------------------|----------------------------------------------|
| i) <input> used to accept an input from user | type, name, id, class, placeholder, required |
| ii) <label> associated with input tag | for |
| iii) <select> used to create dropdown menu | name, id, size, multiple |
| iv) <textarea> used to create multiple row input area | cols, rows, disabled |
| v) <Button> used to create buttons | name, value, type, onclick |

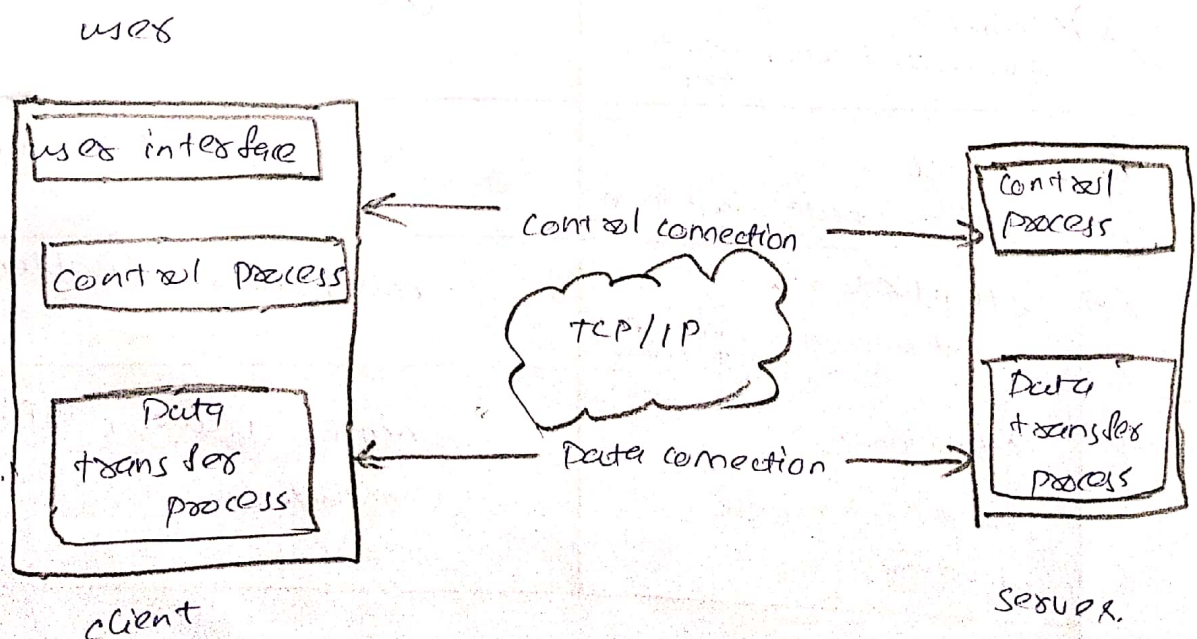
6.)

FTP (file transfer protocol)

This is a standard internet protocol provided by TCP/IP used for transmitting files from one host to another, mainly used for transferring web page files from their creators to the servers over internet. Also can be used for downloading files to computers from other servers.

This protocol provides the feature of file sharing. Actually FTP is used to encourage the use of remote computers. This protocol can transfer data more reliably and efficiently.

FTP mechanism



FTP connections

i) control connection

Control connection uses very simple rules for communication. Through this connection, we can transfer a line of command or line of response at a time. This connection is made b/w control processes. This connection remains connected during the entire interactive FTP session.

ii) Data connection

This type connection uses very complex rules as data types may vary. This connection is made b/w data transfer processes. This connection is open when a command comes for transferring the files and closes when file is transferred.

Advantages of FTP

- a) Efficient : because we don't need to complete all the operations to get entire file
- b) security : FTP server access ~~to~~ needs a login with username and password.

- c) speed : FTP is one of the fastest way to transfer files.
- d) Back & forth movement : allows us to transfer files back and forth.

Disadvantages

- i) passwords and files contents are sent in clear text.
- v) not compatible with every system.

4.)

- a) include `<HTML>` tag as first tag. because `<HTML>` tag is used to inform that the file is a web page.
- b) include `<Title>` tag to display the text 'Mowgli's magical mystics' in the ~~tag~~ tab space of web browsers inside the `<head>` tag.
- c) use `` tag ^{after} ~~in~~ malamint magic, not `` used to close the definition of one list item.
- d) don't use `<!doctype html>` because no such tags only use `</HTML>` to close the `<HTML>` tag and indicate end of ^{web} page.

2.)

i) POP3 (Post office Protocol version 3)

This is a standard mail protocol used to receive ~~as~~ emails from a remote server to a local email client. POP3 allows you to download email messages on your local computer and read them even when ~~you~~ you are offline.

When we connect to email account using POP3, messages are downloaded automatically and are removed from mail server. So we can't switch devices usually.

Ports used

port 110 : default POP3 non-encrypted port.

port 995 : used to connect using POP3 securely.

ii) SMTP (Simple mail transfer Protocol)

This is an application layer protocol

The client who wants to send mail opens a TCP connection to SMTP server and then sends mail across the connection. SMTP server is always on listening mode. As soon as it listens for a TCP connection from any client, the SMTP process initiates a connection on that port. After successfully establishing the TCP connection the client

process sends mail instantly.

two type SMTP

End to end method

store and forward method.

end to end model is used to communicate b/w different organizations whereas store and forward method is used within an organization.

SMTP clients and server has 2 components

User Agent (UA) and mail transfer Agent (MTA)

User agent prepares messages and MTA transfers them, across internet.

SMTP is a push protocol.