

Web technology

* Web technology refers to the means by which computers communicate with each other using markup language and multimedia packages. It gives us a way to interact with hosted information, like websites. Web technology involves the use of hypertext markup language and cascading style sheets (CSS).

features www

<html> programming

① open standard and open source

 = Bold

② distributed

<i> = italic

③ across platform

<u> = underline

④ hyper text information system.

 = Break

<p> = Paragraphs

 = image tag

<marquee> tag = morig(Right, left)

<body>

(www) :- Developed in - 1989 by Tim Berners Lee
it is developed by Sir Tim Berners Lee -
Component - URL, HTML, HTTP.



Shot on Y12

Vivo AI camera
video etc.

2024.05.13 10:53

~~Question~~ Difference Between HTML and DHTML

	HTML	DHTML
①	HTML stand for hypertext Markup language.	DHTML stand for Dynamic hypertext Markup language.
②	it is static markup language used for creating the structure and presentation of web page.	it is combination of HTML, CSS and JS file used to create interactive and dynamic web page.
③	HTML file save with .html or .htm file extension.	DHTML file save with .dhtml file extension.
④	it is not sensitive about nesting of element.	DHTML also ignores the nesting structure of element.
⑤	Errors cannot be handled.	Errors can be handled.
⑥	Event cannot be used.	Event can be used.
⑦	HTML does not require any processing from the browser.	DHTML requires processing from the browser.

HTML

hypertext markup language

Tim Berners created it in 1991

It stored in a document file format.

less expensive we can close any tag anytime and anywhere as per our needs

It is extended from Scml

The format is a document file format.

XHTML

Extensible hypertext markup language.

World wide web consortium (W3C) created in 2000

It stored as a markup language format.

more expensive It is mandatory to close all the tag in strict residing order as they were declared.

It is extended from XML and HTML.

The format is a markup language.

HTML Tag

(1.) `<!DOCTYPE>` :- It define the document type and it instruct the browser about the version of html.

(2.) `<HTML>` :- This tag informs the Browser that it is an HTML document. Text between HTML tag describes the web document. It is a container for all other element of HTML except `<!DOCTYPE>`.

(3) `<head>` :- It should be the first element inside the `<html>` element which contains the metadata (Information about the document). It must be closed before the body tag opens.

(4) `<title>` :- As its name suggested, it is used add title of that HTML page which appears at the top of the browser windows. It must be placed inside the head tag and should be closed immediately. (optional)

(5) `<body>` :- Text between body tag describes the body content of the page that is visible to the user.

This tag contains the main content of the HTML Document.

- (6) <h1> :- Text between html & h1> tag describes the first level heading of the web page.
- (7) <p> :- Text between & p> tag describes the paragraphs of the web page.

* HTML versions

Since the time HTML was invented there are lots of HTML version in market, the brief introduction about the HTML version is given below:-

- i) HTML 1.0 :- This was the first version of HTML way 1.0, which was the barebones version of HTML language and it was released in 1991.
- ii) HTML 2.0 :- This was the next version which was released in 1995, and it was standard lang of a version for website design. HTML 2.0 was able to support extra features such as form-based file uploads, form element such as text box, option button etc.

(3) HTML 3.0:- HTML 3.0 version was published by W3C in early 1997. This version was capable of creating tables and providing support for extra options for form elements. It can also support a web page with complex mathematical equations. It became an official standard for any browser on 11 January 1997.

(4) HTML 4.01:- HTML 4.01 version was released on December 1999, and it is a very stable version of HTML language. This version is the current official standard, and it provides added support for style sheet (CSS) and scripting ability for version multimedia element.

(5) HTML 5:- HTML is the newest version of hypertext Markup language. The first version draft of this version was announced in January 2008. There are two major organizations behind another one is WHATWG (web hypertext Application Technology working group) which are involved in the development of HTML 5 version, and still, it is under development.

• Features of HTML :-

- 1) It is very easy and simple language. It can be easily understood and modified.
- 2) It is very easy to make an effective presentation with HTML because it has a lot of formatting tags.
- 3) It is markup language, so it provides a flexible way to design web pages along with the text.
- (4) It facilitates programmers to add a link on the web page (by HTML anchor tag). So it enhances the interest of browsing of the user.
- (5) It is platform-independent because it can be displayed on any platform like windows, Linux, and macintosh etc.
- 6) It facilitates the programme of adding graphics, video, and sound to the web pages which makes it more attractive and interactive.

HTML is a case-insensitive language,

[CSS] → Cascading style sheets

(i)

Difference between CSS & HTML:-

	HTML	CSS
1)	HTML is a <u>markup language</u> used to define a <u>structure</u> of web page.	CSS is a <u>stylesheet language</u> used to style the <u>web pages</u> by using different <u>styling features</u> .
2)	Tag <u>consists</u> of tag <u>inside</u> , which <u>text is enclosed</u> .	It <u>consists</u> of <u>selectors</u> and <u>declaration blocks</u> .
3)	HTML <u>doesn't have</u> <u>internal or external</u> <u>formatting types</u> .	Depending upon the <u>requirement</u> .
4)	We <u>cannot</u> use <u>HTML inside</u> a <u>css sheet</u> .	We can use <u>css inside</u> an <u>HTML Document</u> .
5)	Used for <u>presentation</u> and <u>visualization</u> .	CSS is used for <u>presentation</u> and <u>visualization</u> .
6)	HTML has <u>comparatively less backup</u> and <u>complexity</u> .	CSS has <u>comparatively higher backup</u> .

- CSS stands for cascading style sheet.
- CSS is used to design HTML tags.
- CSS is a widely used language on the web.
- HTML, CSS and JavaScript are used for web designing. It helps the web designer to apply style on HTML.

CSS example with CSS editor:-

```
<!DOCTYPE>
```

```
<html>
```

```
<head>
```

```
<style>
```

```
h1 {
```

```
color: white;
```

```
background-color: red;
```

```
padding: 5px;
```

```
}
```

```
p {
```

```
color: blue;
```

```
}
```

```
</style>
```

```
<head>
```

```
<body>
```

```
<h1> Write your first CSS Example </h1>
```

```
<p> This is CSS </p>
```

A CSS rule set contains a selector and a declaration block.

selector

Declaration Block

h1{color:yellow;font-size:11px;}

Property

value

* Selector:- Selector indicates the HTML element you want to style. It could be any tag like `<h1>`, `<title>` etc.

(1)

Declaration Block:- The declaration block can contain one or more declarations separated by a semicolon.

There are two declarations:-

1) color: yellow;

2) font-size : 11 px;

• How to add CSS :-

CSS is added to HTML pages to format the document according to information in the style sheet.

There are three ways to insert CSS in HTML Document.

1) Inline CSS

2) Internal CSS

3) External CSS

(1)

Inline CSS :- In-line CSS is used to apply CSS on a single line or element.

Ex:- <P style = "color: blue"> Hello..

(2)

Internal CSS :- Internal CSS is used to apply CSS on a single document or page. It can affect all the elements of the page. If it is written inside the style tag within head section of HTML.

Ex:- <style>

p{color:blue;}

</style>

(3)

External CSS :- External CSS is used to apply CSS on multiple pages or all pages. Here we will write all the CSS code in a CSS file. Its extension must be .CSS for example style.css.
Ex:- p{color:blue;}

①

Inline CSS :- We can apply CSS in a single element by inline CSS technique. The inline CSS is also a method to insert style sheet in HTML document. If you want to use inline CSS, you should use the style attribute to the relevant tag.

Ex:- <!DOCTYPE html>

<html>

<body>

<h1>

</p>

style = "color:red; margin-

left: 10px;" The inline CSS is

applied on this heading. <h1>

<p> this paragraph is not affected.

</p>

</body>

</html>



Disadvantages of Inline CSS:-

- You cannot use quotation within inline CSS. If you use quotation the browser will interpret this as an end of your style value.
- These style cannot be reused anywhere else.
- It is not possible to style pseudo-classes and pseudo-classes with inline CSS.
- inline CSS does not provide browser cache advantages.

(2) **Internal CSS:**— The Internal CSS is used to add unique style for a single document. It is defined in `<head>` section of HTML page inside the `<style>` tag.

```

ex:- <html>
    <head>
        <style>
            body {
                background-color: #f0f0f0;
                color: red;
                margin-left: 80px;
            }
        </style>
    </head>
    <body>
        <h1>The internal style sheet is applied on this heading: </h1>
        <p>This paragraph will be not affected.</p>
    </body>
</html>

```

(3)

Externality: — The external CSS is generally used when you want to make changes on multiple pages. It is ideal for this condition because it facilitates you change the look of the entire website by changing just one file.

It uses the `<link>` tag on every page and the `<link>` tag should be put inside `head` section.

Ex:-

* **CSS Comment:** — CSS comment are generally written to explain your code. It is very helpful for the users who read your code so that they can easily understand the code.

Comments are ignored by browsers. Comment are single or multiple lines statement and written with `... */`.

`<html>`

`<head>`

`<style>`

`p {`

`color: blue;`

`/* This is a single-line comment */`

`text-align: center;`

this is a multi-line comment/
<|style>
<|head>
<body>
<p> Hello you are in .com </p>
<p> this statement is styled with
css. </p>

*<p> css program </p>
</body>
</html>

★ css properties:-

background:- css background property is used to define the background effects on element. there are 5 css background properties that affected the html element.

- 1) background - color
- 2) background - image
- 3) background - repeat
- 4) background - attachment
- 5) background - position.

1) css background-color :- The background-color property is used to specify the background color of an element.

You can set the background color like this:

```
* <html>
  <head>
    <style>
      h2, p {
        background-color: #b0d4de;
      }
    </style>
  </head>
  <body>
    <h2> my first css page. </h2>
    <p> Hello jawapoint. this is example
        of css background-color. </p>
  </body>
</html>
```

2) **css background image** :- The background image property is used to set an image as a background of an element.

```
<html>
  <head>
    <style>
      body {
        background-image: url("paper1.gif");
        margin-left: 100px;
      }
    </style>
  </head>
  <body>
```

Java Script

• Javascript is a light-weight object-oriented programming language which is used by several websites for scripting the webpage.

It is an interpreted, full-fledged programming language that enables dynamic interactivity on websites when applied to an HTML document.

It was introduced in the year 1995 for adding programming to the web pages the Netscape Navigator Browser.

Features of JS:-

1) All popular web browsers support structure of the C programming language. it is a structured programming language.

Javascript is a weakly typed language where certain types are implicitly cast (depending on the operation).

Java Script is a object-oriented programming language that uses prototypes rather than using class.

for inheritance.

(4) it is a light-weighted and interpreted language.

(5) it is a case-sensitive language.

(6) It provides good control to the users over the web browsers.

* **History of JS:-** In 1993 Mosaic the first popular web browser, came into existence. In the year 1994 Netscape was founded by Marc Andreessen. He realized that the web needed to become more dynamic.

* **Application of JS**

- Java script is used to create interactive website • It is mainly used for:
- Client-side validation.
- Dynamic drop-down menus,
- Displaying data and time.
- Displaying pop-up windows and dialog boxes (like an alert dialog).

- box confirm dialog box and prompt dialog box),
- Display clock etc.

1) Hello program logs.

```
<html>
<body>
<h2> Welcome to Java Script </h2>
<script>
<document>.write ('Hello Java
Script by JavaScrip
</script>
</body>
</html>
```

* External js file :-

We can create external js file and embed it many html page.

An external javascript file must be saved by .js extension. It is recommended to embed all javascript files into a single file. It increases the speed of the webpage.

Let's include the Java Script file into html page. calls the javascript function on button click.

index.html

```

<html>
  <head>
    <script type="text/javascript" src=
      "message.js">
    </script>
  </head>
  <body>
    <p> welcome to JavaScript </p>
    <form>
      <input type="button" value="click"
        onclick="msg()"/>
    </form>
  </body>
</html>

```

* **JavaScript Comment** :- The JavaScript Comments are meaningful way to deliver message. It is used to add information about the code, warning, but suggestions so that end user can only interpret the code.

The js comment is ignored by the JavaScript engine.

Advantages:-

To make code easy to understand.
To avoid the unnecessary code.

Type of JS Comment

① single line

② multi-line,

* Program of single line :-

```
<html>
```

```
<body>
```

```
<script>
```

// It is single line comment

```
document.write ("Hello JavaScr")
```

```
</script>
```

```
</body>
```

```
</html>
```

* Program of multi-line :-

```
<html>
```

```
<body>
```

```
<script>
```

/* It is multi-line comment -

it will not be displayed */

```
document.write ("Example of Java")
```

Script multiline

Comment");

```
</script>
```

```
</body>
```

```
</html>
```

Q3. Write code:-

```

<html>
<body>
<script>
var x=10;
var y=20;
var z=x+y;
document.write(z);
</script>
</body>
</html>

```

- * there are two type of JS variable?

Local: A javascript local variable is declared inside block of function. it is accessible within the function but block only.

Global: A javascript global is accessible from any function. A variable i.e. declared outside the function or declared with window object is known as global variable

ex:- <html>

<body>

<script>

var data=200; // global variable

function a() {

document.write(data);

}

function b() {

document.write(data);

}

Calling JavaScript function

button

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

Event of JS:

① Keyboard event: JavaScript provides keyboard event for the selection, type and use of particular form of information. The event occurs when the key press, the key up and key down as per action. We can use HTML tag, JavaScript function or add event listener event.

Type:-

- Keydown event: - When the key is released from the user: the keyup event occurs and start functionality. Some browsers no longer support keypress event.
- Keyup event: - When a punctuation, numeric or alphabetic key is pushed then the keyup event is triggered and starts functionality.
- Keypress event: - When the key is released from the user: the keyup event occurs and starts functionality. Some browsers

longest supported keypress event.

keydown method :-

<html>

<head>

<title> keydown function in javascript
</title>

<style>

#~~data~~ data {

color: green;

}

</style>

</head>

<body>

<h2> java script keydown method </h2>

<div id = "demo Div">

The java script key - down event works after pressing the key and key in the down position on the specific tag.

</div>

<input type = "text" id = "input class"
placeholder = "write here".

onkey down = "keyDown function()"

<p id = "data" > </p>

<script>

function keyDownFunction()

Mouse Event:-

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The "mousemove" Event

Mouse Event:- Mouse event is an event which gets generated when mouse interacts with html element which are registered to mouse event object.

Whenever the mouse event is generated some activity or action performed by the browser the action performed to handle a mouse event is called event handler and the process to handle a mouse event is called mouse event handler.

Type:-

- ① click ✓
- ② mouseup ✓ (3) mousedown ✓
- ④ mousemove ✓ (9) mouse over
- ⑤ mouse out

① click :- click event occurs when mouse is clicked on the registered element. the name of the event handler is the click.

2) Mouse up:- mouse up event occurs when button of the mouse is released over an element. the name of the event handler is onmousedown.

3) Mousedown:- mouse down event occurs when button of the mouse is pressed over an element. the name of the event handler is onmousedown.

4) Mouse move:- mouse move event occurs when button of the mouse over an element. the name of the event handler is onmousemove.

5) mouse over:- mouse over event occurs when the mouse cursor moves onto the element. the name of event handler is onmouseover.

6) mouseout:- mouse out event occurs when the mouse cursor out of an element. the name of the event handler is onmouseout.

* Window event :-

window event are associated with the windows object defined for describing the events. there are other ways also which can handle the window event like using and defining within the ~~key~~ body tag of the event but that makes the entire code and the event a bit complicated to understand and evaluate. hence using JavaScript window event most convenient and variables method to represent and manipulate the existing events.

Type :-

- 1) onabort 2) onload 3) onunload
- 4) onafterprint 5) onbeforeprint
- 6) onbeforeunload 7) onerror

- 8) onhashchange 9) onresize

- 10) ononline/offline

1. **onabort:-** this is a window event which is used to trigger an id using which the action of loading any document which any resource is aborted. it basically arises when the loading action is performed and it can be

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any loading event including audio, video document.

- (2) onload:- It is used when the page starts to fire and is about to finish loading.
- (3) onunload:- It is used once a page gets unloaded which means the browser window gets closed.
- (4) onafterprint:- This function is used to represent file withdraw event where the script gets triggered after the document gets printed.
- (5) onbeforeprint:- The java script window event gets triggered before the document gets printed and any functionality is needed to be performed at the time of execution.
- (6) onbeforeunload:- This event occurs but can be performed before performing the unloaded event of the javascript.
- 7) onerror:- It gets triggered when an error occurs at the time of loading or execution.

- (8) **onhashchange:-** It gets triggered when there is a change in the anchor tag while moving from an anchor tag to any URL or vice-versa.
- (9) **onresize:-** this window event is used when sometimes there is a transformation in the size of the browser.
- (10) **online/offline :-** It is used when the browser gets online or the browser gets in offline mode respectively.

* FORM Event :-

1. **focus :-** When the user focuses on an element forms are ~~use~~ the basics of HTML. we use HTML form element in order to create the form. for creating a form, we can use the following sample code.

form name tag is used to define the name of the form.

There are the following useful methods also which are provide the html form element.

- `submit()`: the method is used to submit the form.
- `reset()`: the method is used to reset the form values.

(1) Referencing form:-

- (a) submitting the form
- (b) login form (c) signup form

* Javascript statement:- The program instructions written on a program in a programming language will known as statement. the order of execution of statement is the same as they are written.

① semicolons:- Semicolons separate java script statements.

A semicolon marks the end of a statement in javascript.

multiple statement on one line are allowed if they are separated with a semicolon.

② code blocks:- javascript statements can be grouped together inside curly brackets. such groups are known as code blocks.

The purpose of grouping is to define statement to be executed together.

3. white space:- javascript ignores multiple white space.
ex:-

console.log(10+5);

console.log(10+5);

output.

20

20 Both the result will be the same.

4. Line Length and Line Breaks:- javascript code's preferred line length by most programmers is up to 80 characters. the best place to break a code line in javascript, if it doesn't fit, is after an operator.

5. keywords:- keywords are reserved words and cannot be used as a variable name. A javascript keyword tells about what kind of operation it will perform.

Some commonly used keywords are:-

1) break and continue 2) do, while

3) switch

4) for

5) function

6) var,

let, and const:

checkbox :- A checkbox is a selection box that allows the user to make the binary choice (true or false) by checkboxing and uncheckboxing it. Basically, a checkbox is an icon, which frequently used in our forms and application to get one or more input from the user. Remember that checkbox is different from the radio button and drop down list because it allows multiple selections at once.

⇒ Function in JS:- (JavaScript)

JavaScript function are used to perform operation. we can call javascript function many time to reuse the code.
advantage:-

(1) code reusability:- we can call a function several times so it save coding.

(2) Less coding:-

* function syntax:-

function Name(arg1, arg2..
arg N) { }

// code be executed

}

ex:- <script>

```
function msg() {  
    alert("Hello!");  
}
```

g

</script>

```
<input type="button" onclick="msg()"  
value="call function"/>
```

• JS function argument:- we can call function by passing arguments, let's see the ex. of function that one argument

• function with return value:- we can call function returning value and use it in our program -

• \Rightarrow function object:- function constructor is to create a new function object. it executes the code globally.

Syntax:- `new function([arg1, arg2, ..., argn], [function Body])`

• Parameters:-

$arg1, arg2, \dots, argn$ - It represent the argument used by function.

function body:- it represent the function definition.

• function method:-

① `apply()` :- it's use to call a function containing value and a single array of argument.

② `bind()` :- it's use to create a new function

③ `call()` :- it's use to call a function

containing this value and an argument list.

`toString()` :- it's use to get the resulting form of a string.

Ex of function object:- Sum of the given no.

<script>

```
var add = new function("num1", "num2",  
    return num1 + num2);
```

```
document.write(add(2,5));
```

```
</script>
```

+ XML (Extensible Markup Language)

- XML is markup language.
- XML is designed to store and transport data.
- XML was released in late 90's. It was created to provide an easy to use and store self describing data.
- XML became a W3C Recommendation on February 10, 1998.
- XML is not a replacement for HTML.
- XML is designed to carry data not to display data.
- XML tag are not predefined. You must define your own tags.
- XML is platform independent and language independent.
- What is markup language:-
A markup language is a modern system to highlight or underline a document.
Students often underline or highlight a passage to revise easily. Same in the sense of modern markup language. highlight or underlining is replaced by tags.

* Why XML:-

platform Independent and Language Independent:- The main benefit of XML is that you can use it to take data from a program like MS SQL, convert it into XML then share that XML with other program and platforms. You can communicate between two platforms which are generally very difficult.

XML Validation:

XML can be validated by 2 ways:

1. against DTD
2. against XSD

XML DTD:

In our XML tutorial, you will learn about DTD file, creating XML with DTD, using xsd file vs PCPATE and different between DTD and XML schema.

employee.XML

```
<?xml version = "1.0"?>
```

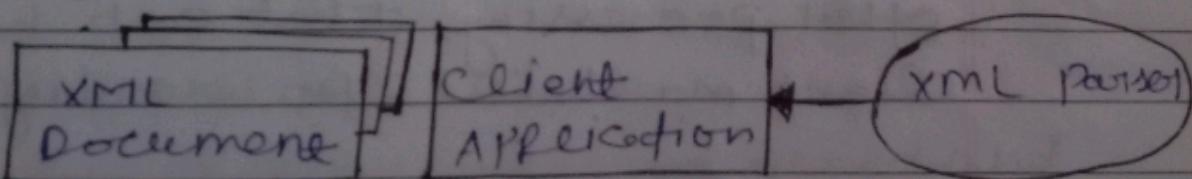
```
<!DOCTYPE employee SYSTEM "employee.  
dtd">
```

```
<employee>
```

```
<firstname>vinod </firstname>  
<email>vinod@javapoint.com</email>
```

- Data interchange with an XML document.
Data interchange XML markup language can easily be integrated with other SW components that support XML. Web servers can provide XML documents along with a stylesheet, thus separating the data content from its presentation and preserving the data in its native form for easy searching.
- Parsers using XML:- XML parser is a SW library or a package that provides interface for client application to work with XML documents. It checks for proper format of the XML document and may also validate the XML documents.

following diagram shows how XML parser interacts with XML document



some commonly used parsers are listed below -

- MsXML (Microsoft XML Services)
- System.Xml.XmlDocument - Java built-in parser
- Saxon
- Xerces

client - side usage :-

server - side Programming :-

it is program done on server dealing with generation of content of web page.

Querying the database.

operation over database.

Access / write a file on server.

interact with other servers.

structured web application

Process user input

Ex :- ① PHP ② C++ ③ Java and ASP

④ Python ⑤ Ruby on Rails.

it's the program that runs on the client machine and deal with the user interface / display and any other processing that can happen on client machine like reading cookies.

- 1) interact with temporary storage.
 - 2) make interactive webpage
 - 3) interact with local storage
 - 4) sending request for data to server
 - 5) send request to server
- 6) work as an interface between server and user.

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the programming language for client-side
programming are.

- 1) Java Script
- 2) VB script
- (3) HTML
- (4) CSS
- (5) AJAX

{CGI} Common Gateway
interface

* CGI is a standard that facilitates communication between web servers and external databases or information sources. It acts as middleware, allowing web servers to interact with applications that process data and send back responses.

The CGI standard was defined by the ~~WWW Consortium (W3C)~~ and specifies how a program interacts with a hyper-text (HTML).

features of CGI:-

- it is a very well-defined and supported standard.

CGI scripts are generally written in languages such as perl, C, or shell script.

CGI is best method to create a counter because it is currently the quickest.

CUI standards is generally termed compatible with today's browsers.

Advantages:-

- ① Quick implementation
- ② Easy to use existing code
- ③ well-defined and supported standards
- ④ CUI-based counters and CUI code to perform simple tasks are available in plenty.

Disadvantages:-

- ① Overhead in page loads
- ② limited caching capabilities
- ③ Security
- ④ scalability

Alternatives of CUI:-

- ① fast CUI
- ② PHP
- ③ JavaScript
- ④ web frameworks.

Perl

perl is a high level interpreted and dynamic programming language. it was developed by Larry Wall. In 1987, there is no official full form of the perl, but still, the most used expansion is "Practical Extraction and Reporting Language". Some of the programmers also refer perl as the "pathologically Ecstatic Rubbish Lister" or "practically Everything really likable".

perl supports both the procedural and object-oriented programming(OOP). perl is a lot similar to C syntactically and is easy for the user who have knowledge of C, C++. Evolution of perl: it is all started when Larry Wall was working on a task to generate the reports from a lot of text files which have cross-references.

• Why Perl?

- ① Easy to script
- ② text-processing
- ③ contained best features
- ④ system administration
- ⑤ web and perl

* Beginning with perl programming :-

- finding a interpreter:- there are various online IDEs which can be used to run perl programs without installing.
- Windows:- there are various IDEs to run perl programming like script : Padre , Eclipse with EPIC plugin etc.

Advantage:-

perl provides support for cross platform and it is compatible with mark-up language like HTML, XML etc.

it is free and a open source s/w which is licensed under Artistic and GNU general public license(GPL)

Disadvantage .

perl doesn't supports portability due to CPAN modules.

Difference between COM & DCOM:-

A	COM	DCOM
①	Component Object model.	Distributed Component object model server
②	Client-side environment	Server environment
③	Required on the machine where it used.	Required on the same network
④	COM is an <u>interface</u> standard.	DCOM a model designed for distributed applications.
⑤	it allows.	it does not allow.
	No, such capability of distributed objects.	Yes, it is capable of distributed objects.
	it does not provide better utilization.	It has distributed object collector which enhances memory utilization.

RMI

VBScript

* The VBScript stands for visual Basic script language. Basically it is the combination of visual Basic programming language and JS language. VBScript was invented and maintained by MS. It is used to develop dynamic web pages. It's much lighter compared to visual Basic programming language but works as a scripting language like javascript. To run we have to use Internet Explorer because other browsers are still not supported by the VBScript.

- * VBScript can only runs on below mentioned environments:-
- Internet information server (IIS)
- it is a MS web server.
 - Window Script Host (WSH); - it is a native hosting environment of windows operating system.
 - Internet Explorer (IE); - it's the simplest hosting environment where we can run VBScript code.

Prerequisites:- To run VBScript locally we need only two things:-

- Text editor (Any VBScript editor like Notepad++, Text Hawk, Editplus, etc.)
- MS Edge.