A
Lab Records of
Web development
fundamental

Computer Science and Engineering- Sem 1

RUNGTA INTERNATIONAL SKILLS UNIVERSITY

SESSION: 2025-26

Submitted to-
Kavita Kanwar

Submitted by-
AYUSH KUMAR
ERP: -RU-25-11723

RUNGTA INTERNATIONAL SKILLS UNIVERSITY, CG

SCHOOL OF COMPUTER SCIENCE AND TECHNOLOGY

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S.NO	NAME OF PRACTICAL	SUBMISSION DATE	REMARKS
1.1	Create a basic HTML web page using headings, paragraphs, and text formatting tags		
1.2	Design a webpage demonstrating HTML links, images, and lists (ordered, unordered, nested)		
1.3	Create a table-based layout with merged cells, alignment, and caption using HTML		
1.4	Design a webpage with an HTML form having text input, radio buttons, checkboxes, select menus, and submit/reset buttons		
1.5	Use semantic elements (<article>, <section>, <nav>, <aside>, <footer>) to build a structured web page		

2.1	Apply Inline, Internal, and External CSS styles to HTML elements		
2.2	Style a web page using advanced CSS: Box Model, background images, borders, margins, and padding		
2.3	Demonstrate the use of different CSS selectors (class, id, descendant, group, universal)		
2.4	Demonstrate the use of different CSS selectors (class, id, descendant, group, universal)		
2.5	Use div and span elements for layout and apply styling with CSS		
3.1	Create an HTML page where you write JavaScript function named **calculate Square(num)** that returns the square of a number. Invoke the function when a button is clicked and display the result using **alert()**.		

3.2	Write a JavaScript program that declares variables using **var**,**let**, and **const** inside a block { }.Try to access them outside the block and explain the output in console. • Use one variable with **var**, one with **let**, one with **const** • Check which ones are accessible outside the block • Observe results in console		
3.3	Build an HTML form with fields: **Name** and **Email**. Write a **validateForm ()** function and use		
3.4	Create an input field. Use the **oninput** event tocheck if the password length is at least **6 characters** Whenever the password is shorter, show a live message (either using **alert()** or a **** below the field).		
3.5	Create a JavaScript-enabled web page that performs basic arithmetic operations using input from users. *(use prompt function)*		

3.6	Create a JavaScript-enabled web page to demonstrate conditional statements and looping *(for, while, do…while)* a) Find whether the user is eligible to vote or not b) Find whether the number is even or odd c) Find the sum of first 10 natural numbers d) Find the sum of first 10 even numbers Find whether the number given by the user is prime or not		
4.1	Demonstrate DOM manipulation using getElementById(), querySelector(), and innerHTML.		
4.2	Show or hide HTML elements using JavaScript and toggle CSS classes dynamically.		
4.3	Add interactivity using event listeners (addEventListener, removeEventListener) for mouse/keyboard events.		

4.4	Creae and manipulate elements using JavaScript: append, remove, or modify child nodes.		
4.5	Create a simple drawing using the <canvas> element: draw shapes and fill colors.		