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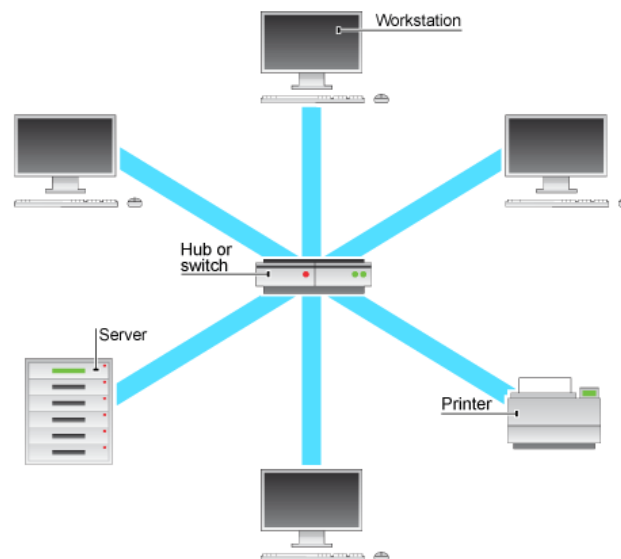
The Global Indian International School

Chinchwad, Pune-33.

The Network Topology used in The GIIS School:

Star Topology

Star topology is a network topology where each individual piece of a network is attached to a central node (often called a hub or switch). The central network device acts as a server and the peripheral devices act as clients. Depending on the type of network card used in each computer of the star topology, a coaxial cable or an RJ-45 network cable is used to connect computers together. The attachment of these network pieces to the central component is visually represented in a form similar to a star.



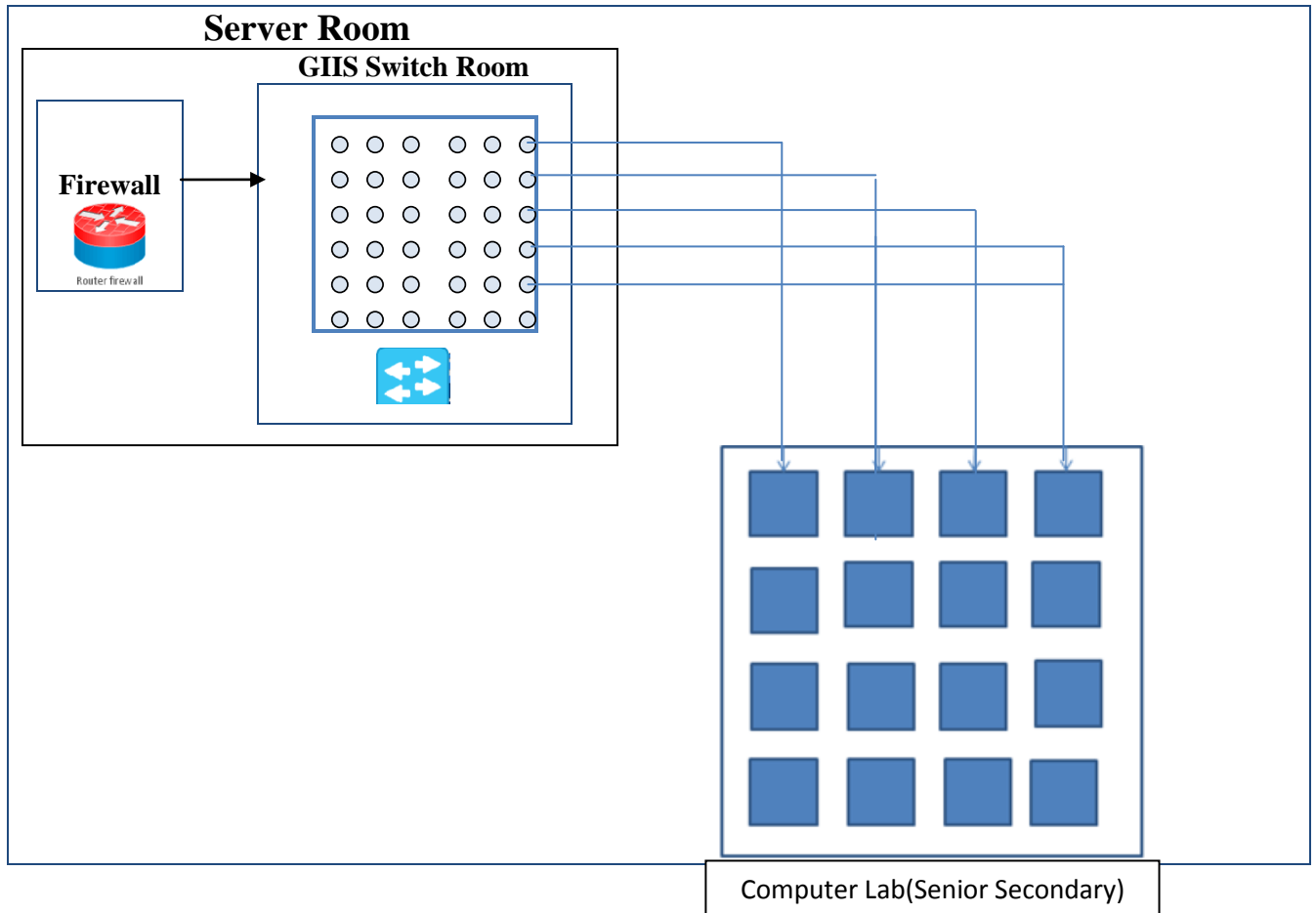
Advantages of StarTopology

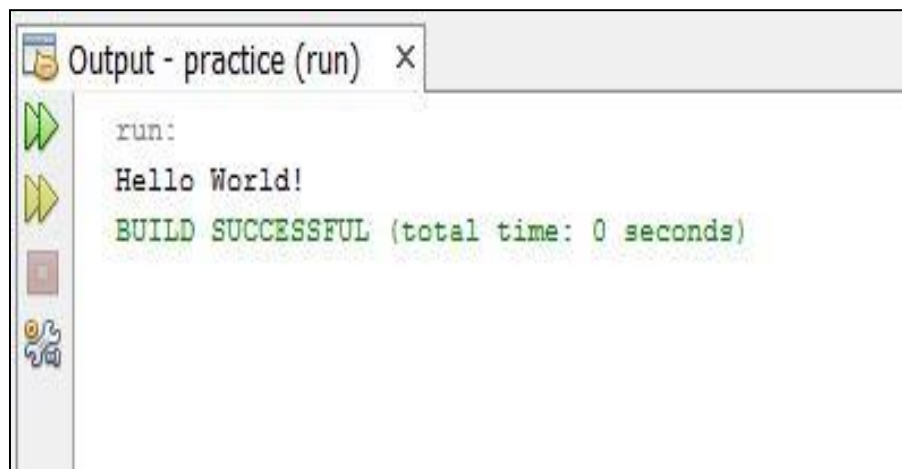
- Centralized management of the network, through the use of the central computer, hub, or switch.
- Easy to add another computer to the network.
- If one computer on the network fails, the rest of the network continues to function normally.

OSS(Open Source Software) used in The Global Indian International School:

- Java NetBeans IDE(Version 8.02)
- MySql (MySQL Server 5.1)

Structure Of Computer Lab(Senior Secondary)





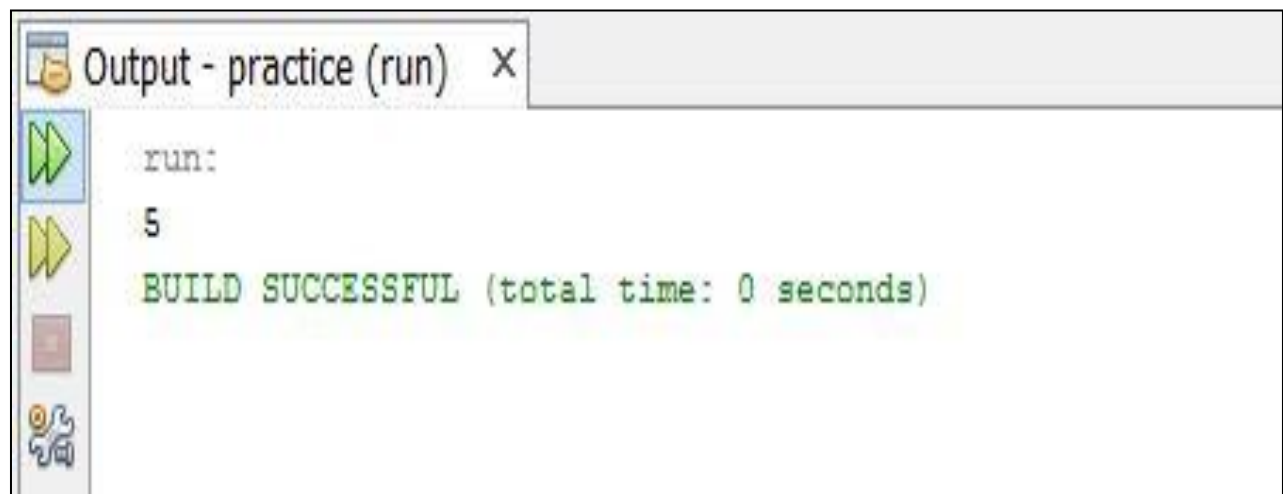
Program 1

Objective : Understanding the basics of programming.

Task : To print “Hello World” as output.

Code:

```
public class helloworld {  
  
    public static void main(String[] args) {  
        System.out.println("Hello World!");  
    }  
}
```



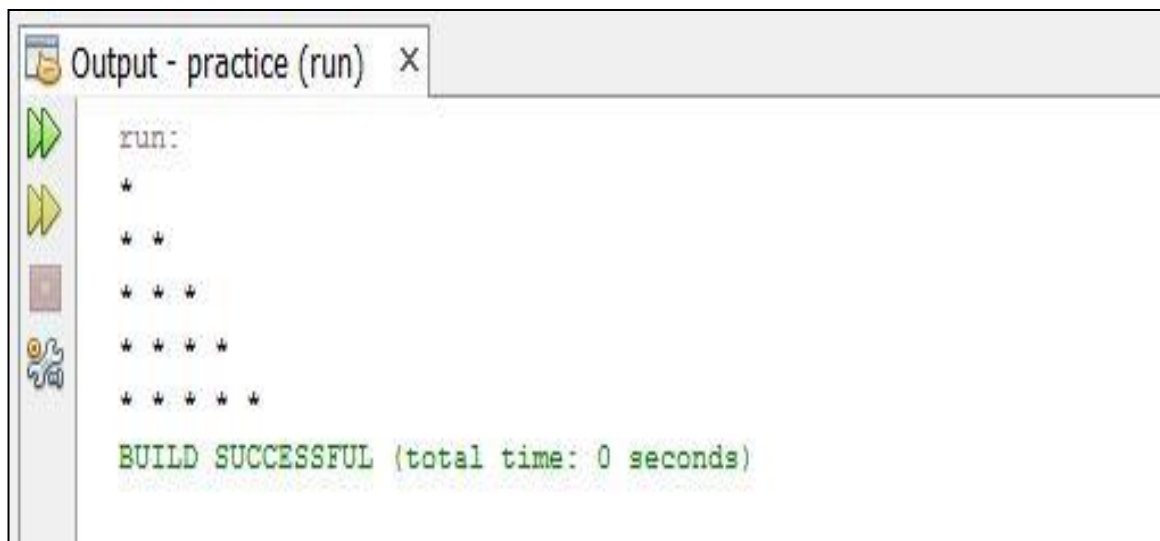
Program 2

Objective : Understanding the use of mathematical operators.

Task : To print the sum of two nos.

Code:

```
public class adding {  
  
    public static void main(String[] args) {  
        int a =2;  
        int b =3;  
        System.out.println(a+b);  
  
    }  
  
}
```

The screenshot shows a window titled "Output - practice (run)" with a close button. On the left side of the window is a vertical toolbar containing icons for running (green arrow), stepping through (yellow arrow), stopping (red square), and debugging (bug icon). The main area of the window displays the following text:

```
run:
*
* *
* * *
* * * *
* * * * *
BUILD SUCCESSFUL (total time: 0 seconds)
```

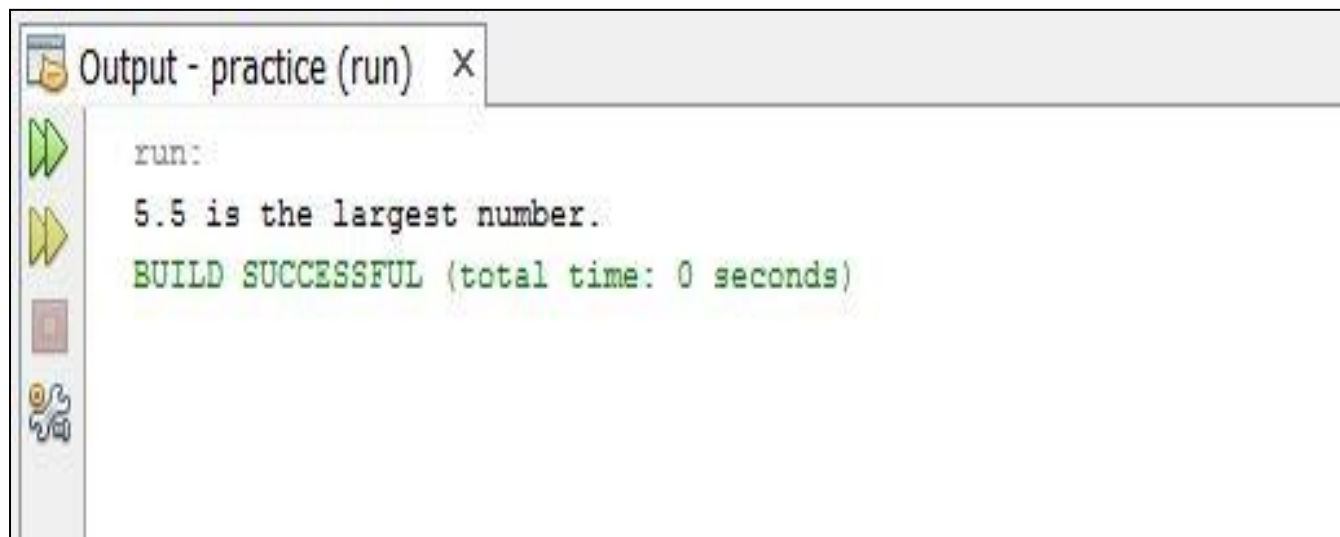
Program 3

Objective: Understanding the use of loops.

Task : To print the character '*' in pattern.

Code:

```
public class nestedloop {  
    public static void main(String[] args)  
    {  
        int i, j;  
        for(i=0; i<5; i++)  
        {  
            for(j=0; j<=i; j++)  
            {  
                System.out.print("* ");  
            }  
            System.out.println();  
        }  
    }  
}
```



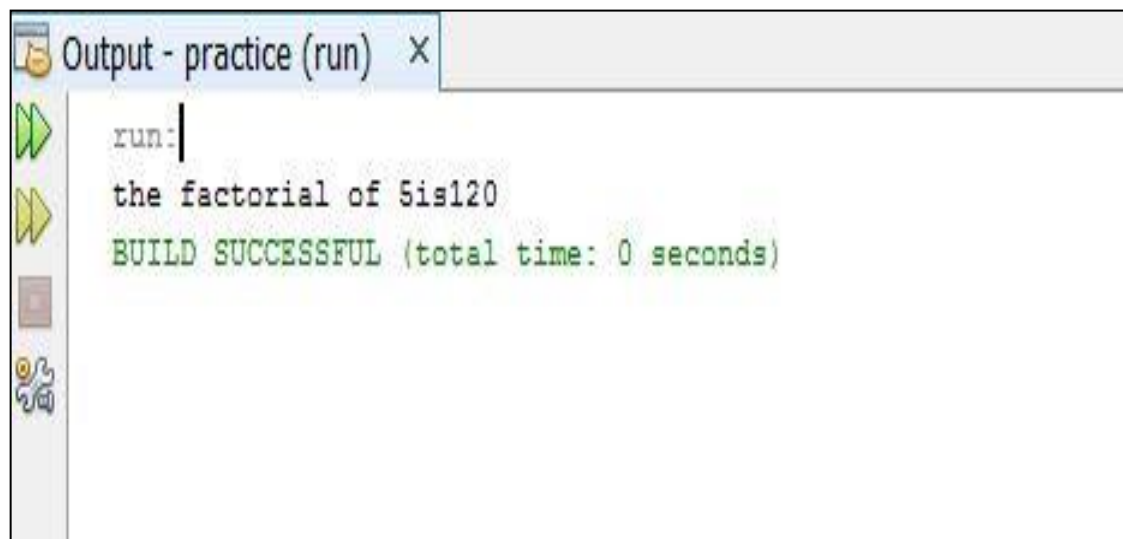
Program 4

Objective : Understanding the use of relational operators.

Task : To find the greatest numbers of given 3 numbers.

Code:

```
public static void main(String[] args) {  
    double n1 = -4.5, n2 = 3.9, n3 = 5.5;  
    if(n1 >= n2) {  
        if(n1 >= n3)  
            System.out.println(n1 + " is the largest number.");  
        else  
            System.out.println(n3 + " is the largest number.");  
    } else {  
        if(n2 >= n3)  
            System.out.println(n2 + " is the largest number.");  
        else  
            System.out.println(n3 + " is the largest number.");  
    }  
}
```



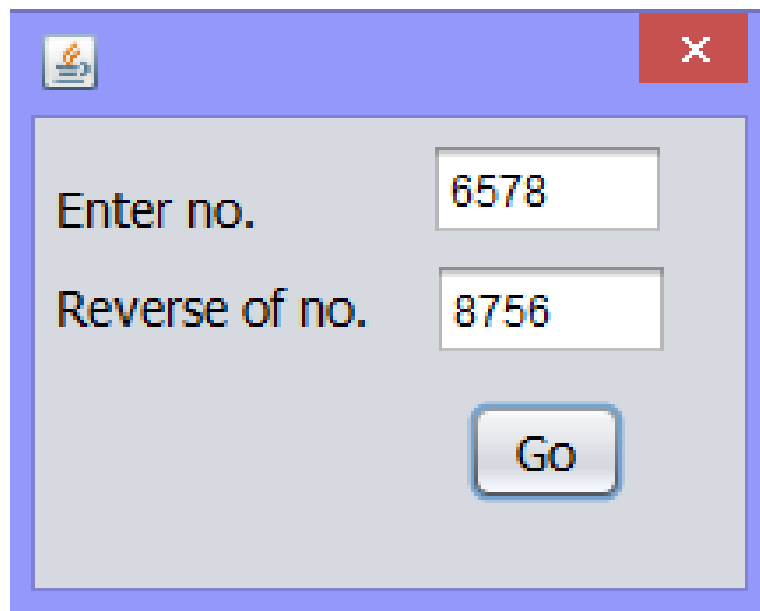
Program 5

Objective : Understanding the use of loops.

Task : To calculate factorial of a natural number.

Code:

```
public class factorial {  
    public static void main(String[] args){  
  
        int num=5;  
        long i=0,fact=1;  
        i = num;  
        while(num !=0) {  
            fact = fact*num;  
            --num;  
        }  
        System.out.println("the factorial of "+i+"is"+fact);  
    }  
}
```



Enter no. 6578

Reverse of no. 8756

Go

Program 6

Objective : Understanding the use of loops.

Task : To display the reverse of a number.

Code:

```
int n1=Integer.parseInt(ta1.getText());
int rev=0;
while(n1>0)

{int digit=n1%10;
  rev=rev*10 + digit;
  n1=n1/10;
  ta2.setText(""+rev);
}
```


ABN Shipment Company

Units Ordered

☒ Special Customer

Customer type

☒ Wholesaler

☐ Retailer

Discount

Total Amount

Program 7

Objective: Understanding and developing a logic to solve a problem. Understanding and use of Nested conditions in the Real life applications.

Task : To develop an app that calculates discount and net amount for a company.

Code behind Total Cost button:

```
int no=Integer.parseInt(units.getText());
    int p=0;
    if(no>=1 && no<=15)
    { p=w.isSelected() ? 50:60;}

    else if(no>=16 && no<=20)
    { p=w.isSelected() ? 45:55;}

    else if(no>=21 && no<=30)
    { p=w.isSelected() ? 40:50;}

    else if(no>=31 && no<=50)
    { p=w.isSelected() ? 35:45;}

    else if(no>50)
    { p=w.isSelected() ? 30:40;}

    int disc=spl.isSelected() ? 10:0;
    int totl=p-disc;
    total.setText(""+totl);
    discount.setText(""+disc);
```

Code behind Exit button:

```
System.exit(0);
```

Rectangle

Enter length

40

Enter breadth

20

Select

☒ Area

☐ Perimeter

Result

800.0

Calculate

Exit

Program 8

Objective: Use of JPanel in real life .

Task: Develop a Java Desktop Application using class the implement the rectangle class & calculate the area & perimeter of a rectangle.

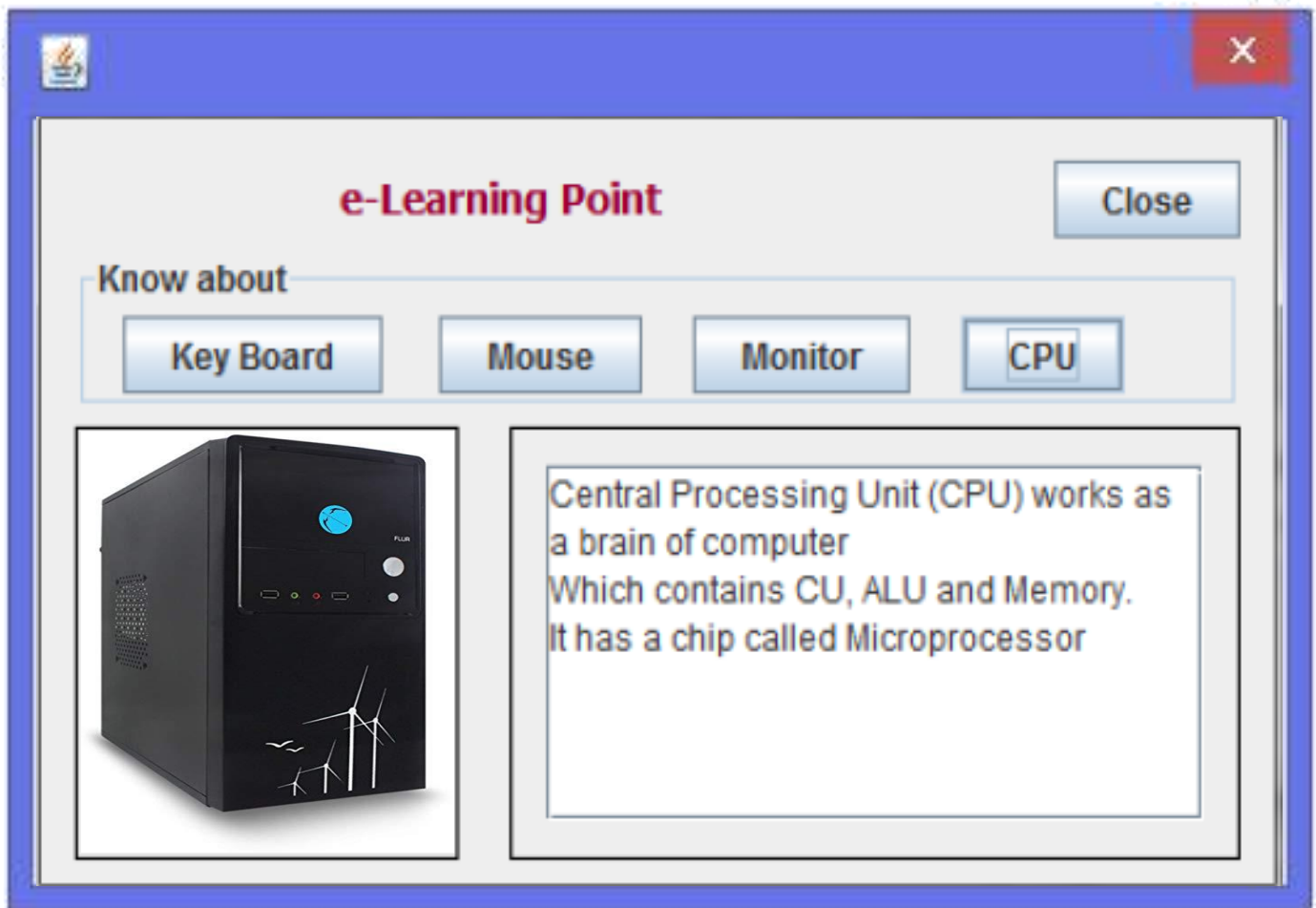
Code behind Total Calculate button:

```
Double l=Double.parseDouble(length.getText());
    Double b=Double.parseDouble(breadth.getText());

    Double r;
    if(ar.isSelected())
        r=l*b;
    else r=2*(l+b);

    result.setText(""+r);
```

Code behind Exit button: System.exit(0);



Program 9

Objective: Displaying images on a Label and Text Area control.

Task: Develop an e-learning application with images and text information.

Code behind CPU button:

```
private void jButton5ActionPerformed(java.awt.event.ActionEvent evt) {  
  
    ta.append("Central Processing Unit(CPU) works as the brain of the  
computer."+"\n");  
  
    ta.append("It contains ALU, MU and CU."+"\n");  
  
    ta.append("It has a chip called microprocessor"+"\n");  
  
    image.setIcon(new  
ImageIcon("C:\\Users\\user\\downloads\\cpu.jpg"));  
  
}
```

Code behind Mouse button:

```
private void  
jButton3ActionPerformed(java.awt.event.ActionEvent evt) {  
  
    ta.append("A computer mouse is a hand-held pointing device that  
detects two-dimensional motion relative to a surface."+"\n");  
  
    ta.append("This motion is typically translated into the motion of a  
pointer on a display,"+"\n");  
  
    ta.append("which allows a smooth control of the graphical user  
interface."+"\n");  
  
    image.setIcon(new  
ImageIcon("C:\\Users\\user\\downloads\\cpu.jpg"));  
  
}
```

Code behind Monitor button:

```
private void
jButton4ActionPerformed(java.awt.event.ActionEvent evt) {

    ta.append("A computer monitor is an output device which displays
information in pictorial form."+"\n");

    ta.append("A monitor usually comprises the display device, circuitry, casing,
and power supply."+"\n");

    image.setIcon(new
ImageIcon("C:\\Users\\user\\downloads\\monitor.jpg"));

}
```

Code behind Keyboard button:

```
private void
jButton2ActionPerformed(java.awt.event.ActionEvent evt) {

    ta.append("In computing, a computer keyboard is a typewriter-style
device which uses an arrangement"+"\n");

    ta.append("of buttons or keys to act as mechanical levers or electronic
switches.");

    ta.append("Following the decline of punch cards and paper tape, interaction
via");



    ta.append("teleprinter-style keyboards became the main input method for
computers.");

    image.setIcon(new
ImageIcon("C:\\Users\\user\\downloads\\keyboard.jpg"));

}
```

Code behind Close button:

```
System.exit(0);
```



Happy Shopping

Item Name	<input type="text" value="Shirts"/>
Rate (per unit)	<input type="text" value="500"/>
Quantity	<input type="text" value="20"/>
Total Amount	<input type="text" value="10000.0"/>
Discount	<input type="text" value="1000.0"/>
Net Amount	<input type="text" value="9000.0"/>

Membership Ca...
☒ Platinum
☐ Gold
☐ Silver

Program 10

Objective: Understanding and using the Radio Button in Real-life application to determine the selection of choice and calculations accordingly.

Task: Develop a Billing application for Happy Shopping- A retail chain involved in sales of Readymade garments. The happy Shopping offers discount to its members holding Platinum, Gold and Silver card. The 10% discount is given to Platinum card, 8% to Gold Card and 5% to Silver Card holders on sales amount.

Code behind Calculate button:

```
Double r=Double.parseDouble(rate.getText());
    Double n=Double.parseDouble(quantity.getText());
    Double totl=r*n;
    total.setText(""+totl);
    Double disc=1.0;

    if(platinum.isSelected())
        disc=0.1*totl;

    else if(gold.isSelected())
        disc=0.08*totl;

    else if(silver.isSelected())
        disc=0.05*totl;

    discount.setText(""+disc);
    Double amt=totl-disc;

    net.setText(""+amt);
```

Code behind Close button:

```
System.exit(0);
```

A Java Swing window with a blue title bar and a red close button. The window contains three text input fields and a button. The first input field is labeled "Enter no." and contains the value "5". The second input field is labeled "Factorial:" and contains the value "120". The third input field is labeled "Sum:" and contains the value "12". A button labeled "Go" is located below the third input field.

Label	Value
Enter no.	5
Factorial:	120
Sum:	12

Go

Program 11

Objective : Understanding the use of loops.

Task : Develop an application to calculate sum of n natural nos. and factorial of no.

Code:

```
int i, f=1, s;
```

```
Int n=Integer.parseInt(n1.getText()); { for (i=1;
```

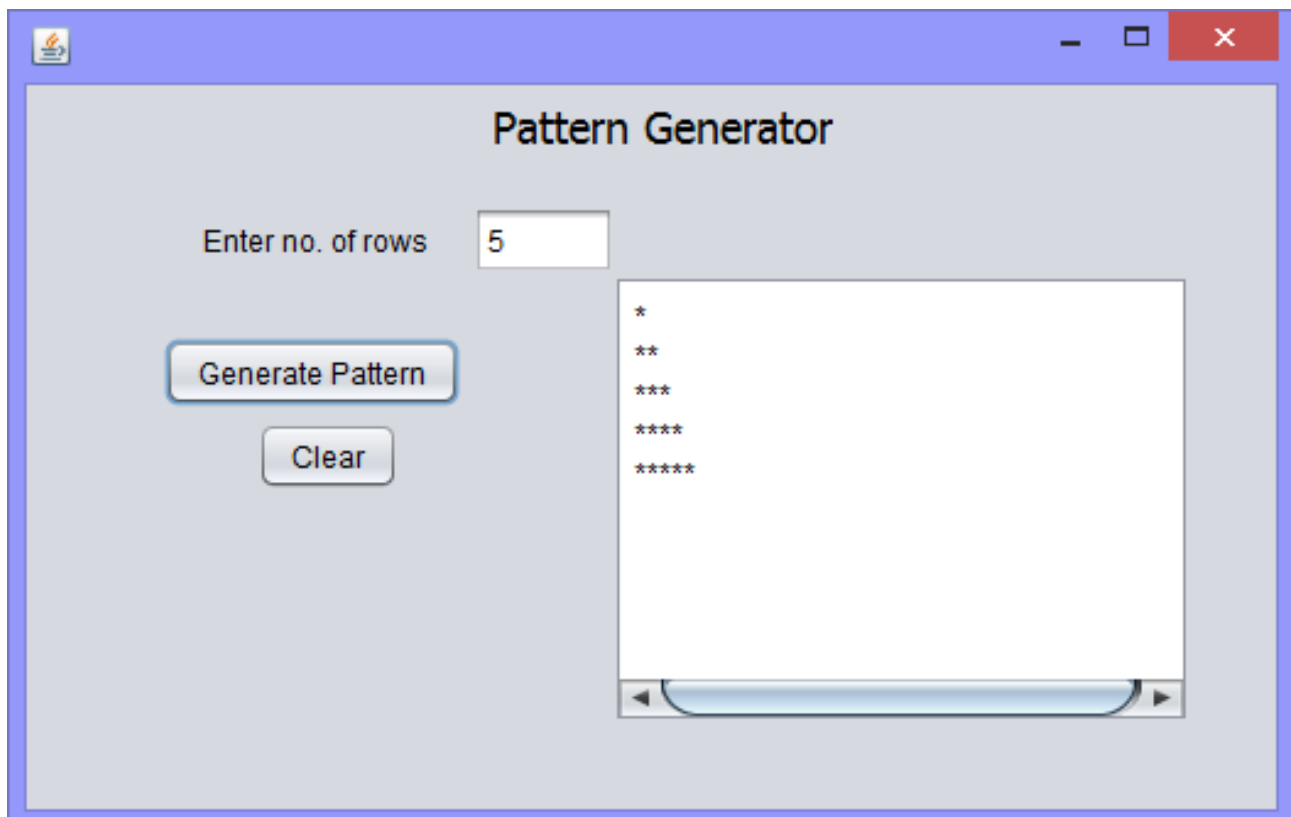
```
i<=n; i++) f=f*i;
```

```
factorial.setText(""+f);}

{
```

```
s= n/2*(n+1);
```

```
sum.setText(""+s);
```



Program 12

Objective: Understanding the looping concept for pattern generation.

Task: Develop an application to display star pattern.

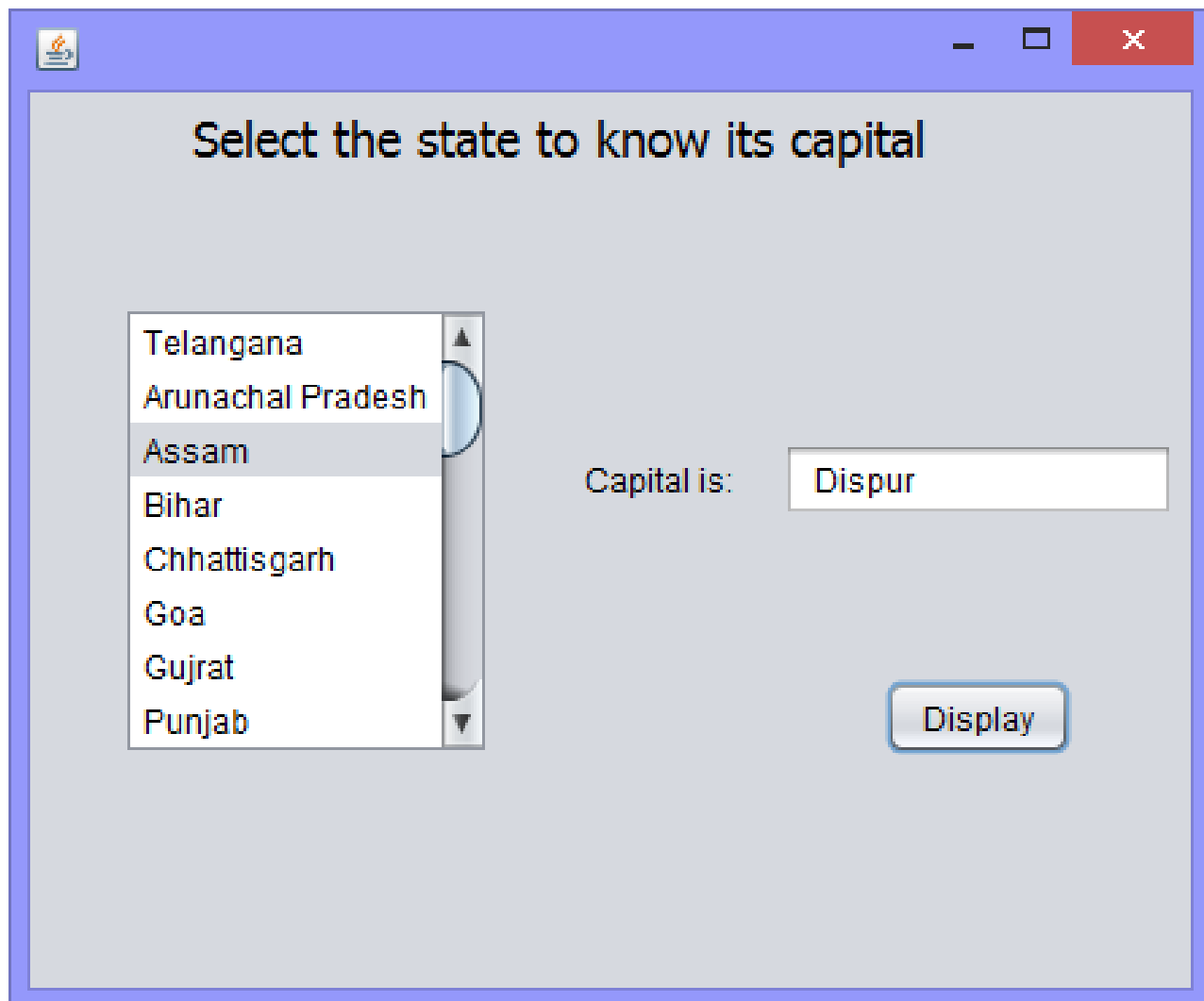
Code behind generate pattern:

```
int rows= Integer.parseInt(tf.getText());

    for(int i=1;i<=rows;i++)
    {
for (int j = 1; j <= i; j++)
{
ta.append("*");
}
ta.append("\n");
}
```

Code behind generate pattern:

```
ta.setText(null);
```



Select the state to know its capital

Telangana
Arunachal Pradesh
Assam
Bihar
Chhattisgarh
Goa
Gujrat
Punjab

Capital is: Dispur

Display

Program 13

Objective: Understanding and using JLists in Real-life application to determine the selection of choice and display result accordingly.

Task: Using List Box control to show the list of states & display the Capital of the selected state.

Code:

```
int i = list1.getSelectedIndex ();
String name = null;
    switch (i)
{
case 0 : name = (" Hyderabad ");
    break;

case 1 : name = (" Itanagar ");
    break;

case 2 : name = ( " Dispur ");
    break;

case 3 : name = ( " Patna ");
    break;

case 4 : name = (" Raipur ");
    break;

case 5 : name = (" Panaji");
    break;

case 6 : name = (" Ahmedabad ");
    break;

case 7 : name = (" Chandigarh ");
    break;

case 8 : name = (" Shimla ");
    break;
```

```
case 9 : name = (" Srinagar");  
    break;  
  
case 10 : name = (" Ranchi");  
    break;  
  
case 11 : name = (" Bangalore");  
    break;  
  
case 12 : name = (" Thiruvananthapuram ");  
    break;  
  
case 13 : name = (" Bhopal");  
    break;  
  
case 14 : name = (" Mumbai");  
    break;  
  
case 15 : name = (" Imphal");  
    break;  
  
case 16 : name = (" Shillong");  
    break;  
  
case 17 : name = (" Aizawl");  
    break;  
  
case 18 : name = (" Kohima");  
    break;  
  
case 19 : name = (" Bhubaneswar");  
    break;  
  
case 20 : name = (" Chandigarh");  
    break;  
  
case 21 : name = (" Jaipur");  
    break;  
  
case 22 : name = (" Gangtok");
```



```
        break;

    case 23 : name = (" Chennai");
        break;

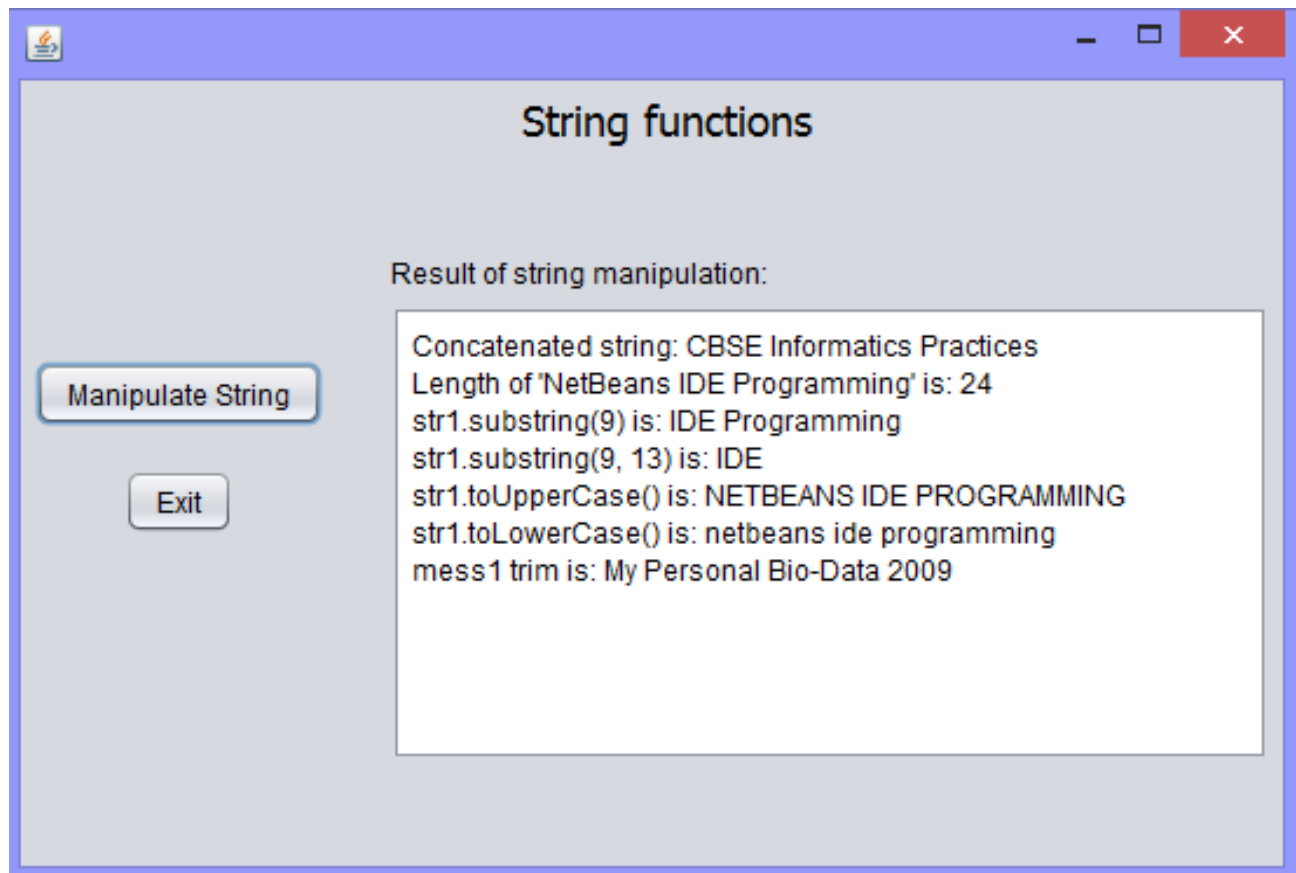
    case 24 : name = (" Agartala");
        break;

    case 25 : name = (" Lucknow");
        break;

    case 26 : name = (" Dehradun");
        break;

    case 27 : name = (" Kolkata");
        break;

    default: name = null;
}
t1.setText(" " + name);
```



Program 14

Objective: Using String library functions .

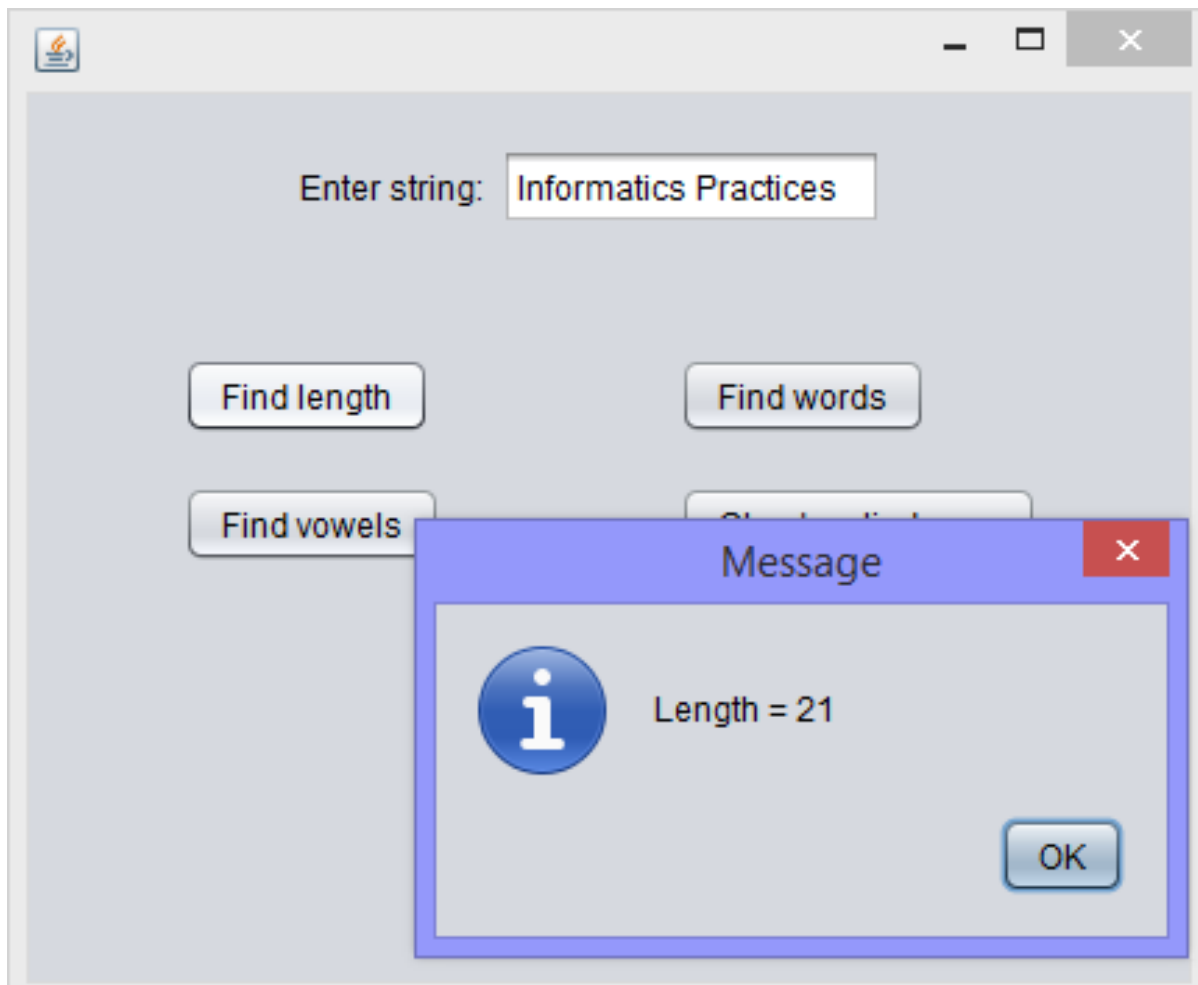
Task: Develop an Application which takes a string from the user and displays the result using different string functions.

Code on Manipulate String:

```
String Board = "CBSE";
String str = " Informatics Practices";
Board = Board.concat(str); // Concatenate str with Board
String str1 = "NetBeans IDE Programming";
int ln = str1.length();
String nStr = str1.substring(9); // Index starts from 9th position
String nStr1 = str1.substring(9, 13); // Index start from 9th position till 13th
String uCase = str1.toUpperCase(); // Converts into uppercase letters
String LCase = str1.toLowerCase(); // Converts into lowercase letters
String mess1 = " My Personal Bio-Data ";
String Year = "2009";
String nTrim = mess1.trim() + " " + Year;
ta.append("Concatenated string: " + Board + "\n");
ta.append("Length of " + str1 + " is: " + ln + "\n");
ta.append("str1.substring(9) is: " + nStr + "\n");
ta.append("str1.substring(9, 13) is: " + nStr1 + "\n");
ta.append("str1.toUpperCase() is: " + uCase + "\n");
ta.append("str1.toLowerCase() is: " + LCase + "\n");
ta.append("mess1 trim is: " + nTrim + "\n");
```

Code on Exit:

```
System.exit(0);
```



Program 15

Objective: Using String library functions .

Task : Develop an application to accept a String and perform following functions :- (1) find length of the string (2) find no of words in it (3) find string is palindrome or not (4) find number of vowels in it. All output to be displayed using JOptionPane.

Code behind Find length:

```
String str = strtf.getText();
JOptionPane.showMessageDialog(rootPane, "Length = " + str.length());
```

Code behind Find words:

```
String str = strtf.getText();
int s = 1 ;
for(int i = 0;i<str.length();i++)
{
    if(str.charAt(i) == ' ')
    {
        s++ ;
    }
}
JOptionPane.showMessageDialog(rootPane, "N.of word = " + s);
```

Code behind Find vowels:

```
String str = strtf.getText();
int i ;
int vowel = 0;
for(i = 0; i<str.length(); i++)
{
    switch(str.charAt(i))
    {
        case 'A' :
        case 'E' :
        case 'I' :
        case 'O' :
        case 'U' :
        case 'a' :
```

```

case 'e' :
case 'i' :
case 'o' :
case 'u' : vowel++ ;
}
}
JOptionPane.showMessageDialog(rootPane, "N.of vowels are = " + vowel);

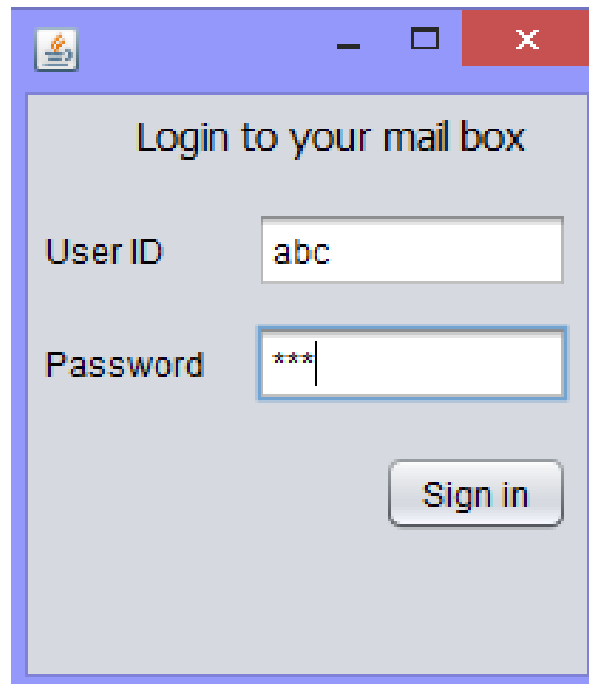
```

Code behind Check Palindrome:

```

String str = strtf.getText();
int i = 0; int j = str.length()-1;
int flag = 0 ;
while(i < str.length()/2)
{
if(str.charAt(i)!= str.charAt(j))
{
flag = 1 ;
break;
}
else
{
i++;
j--;
}
}
if(flag ==1)
{
JOptionPane.showMessageDialog(rootPane, "It is not a palindrome");
}
else
{
JOptionPane.showMessageDialog(rootPane, "It is a palindrome");
}

```

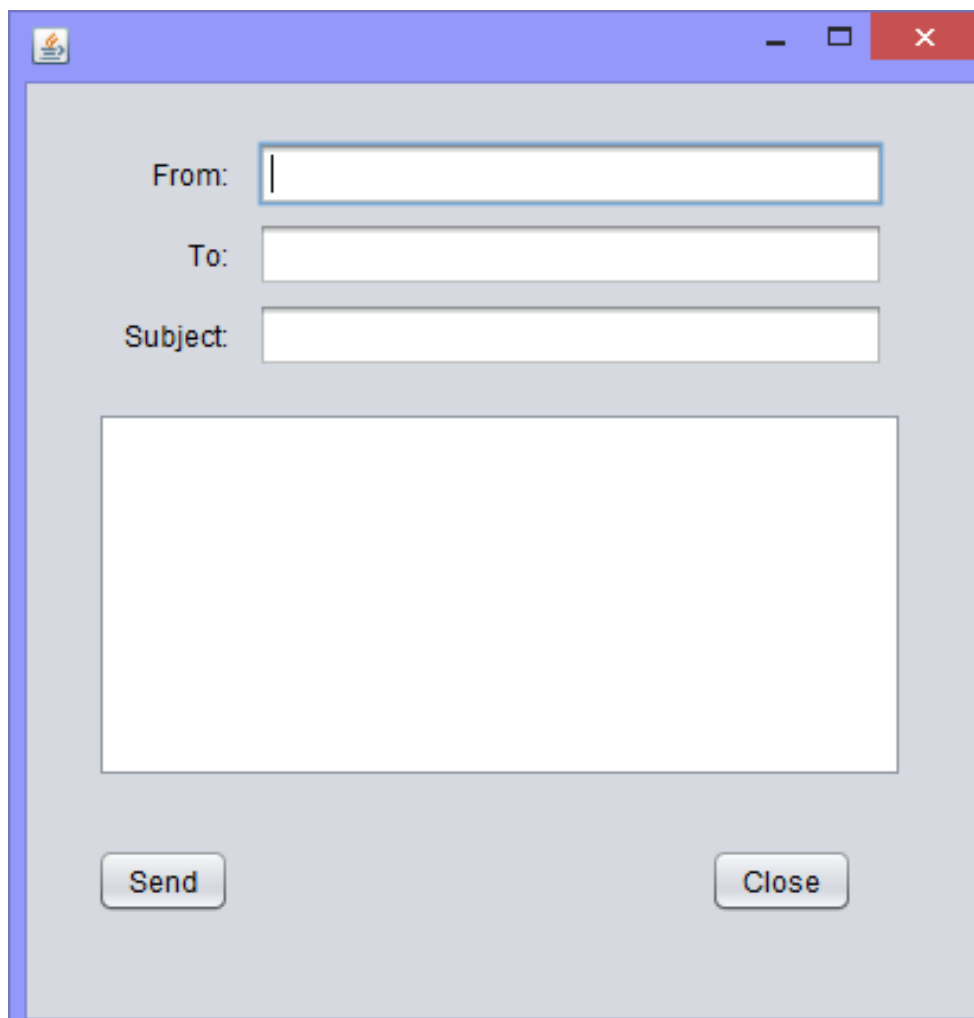


A small application window titled "Login to your mail box". It features a title bar with a blue background and standard Windows window controls (minimize, maximize, close). The main area has a light gray background. It contains two input fields: "User ID" with the text "abc" and "Password" with masked characters "***". A "Sign in" button is located at the bottom right.

Login to your mail box

User ID

Password



A larger application window for composing an email. It has a title bar with a blue background and standard Windows window controls. The main area has a light gray background. It contains three input fields: "From:", "To:", and "Subject:". Below these is a large text area for the email body. At the bottom, there are "Send" and "Close" buttons.

From:

To:

Subject:

Program 16

Objective: Developing Multi-Frame Application using JDialog Control.

Task: Develop an e-Mail sending Application which facilitates the login and composing screen as given below. A Message box also displayed with proper message when invalid password is given by user and when mail is sent after pressing Send button.

Code on Sign in:

```
email_compose obj=new email_compose();
    String uname="abc";
    String pass="def";
    String un=username.getText();
    String pw=password.getText();

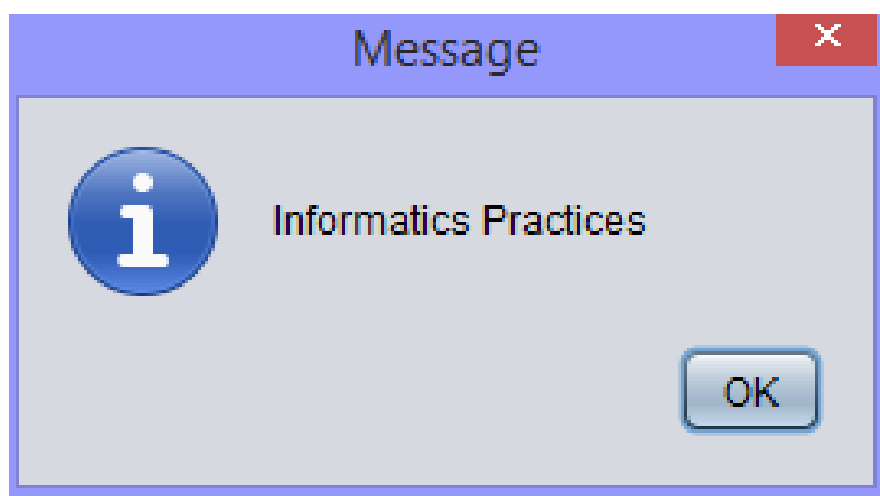
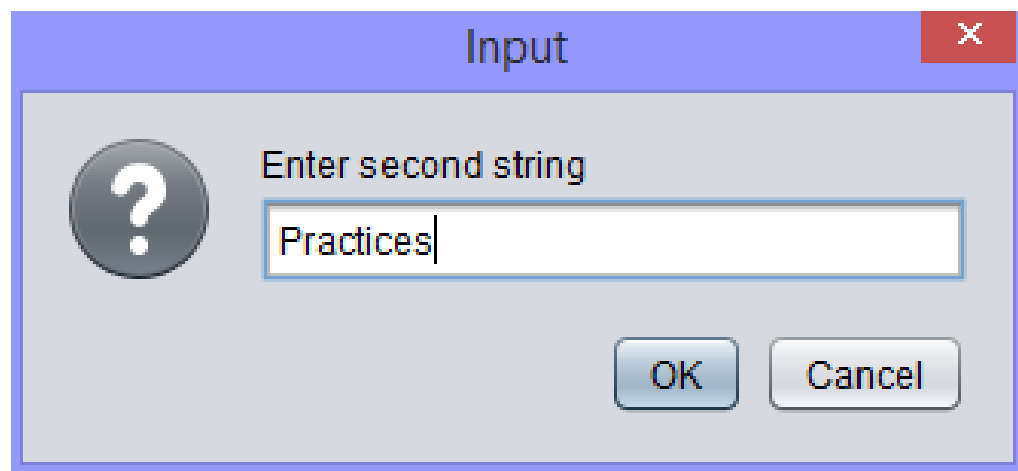
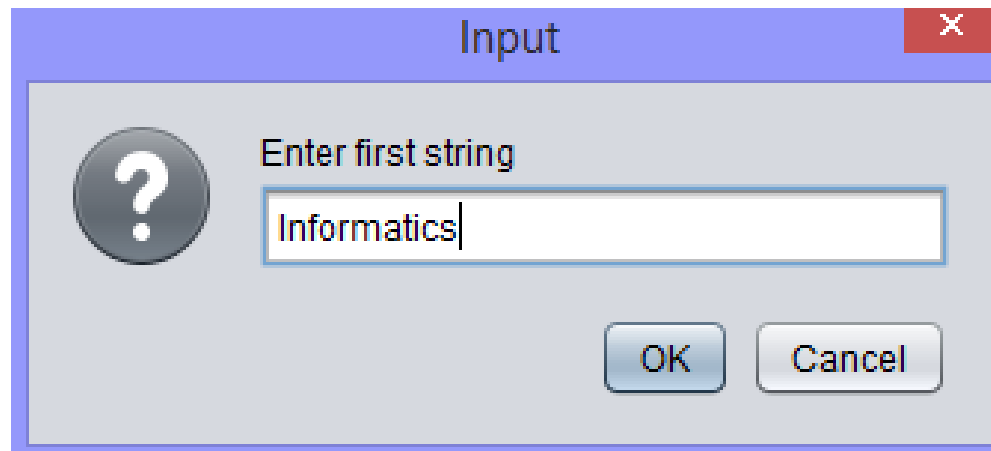
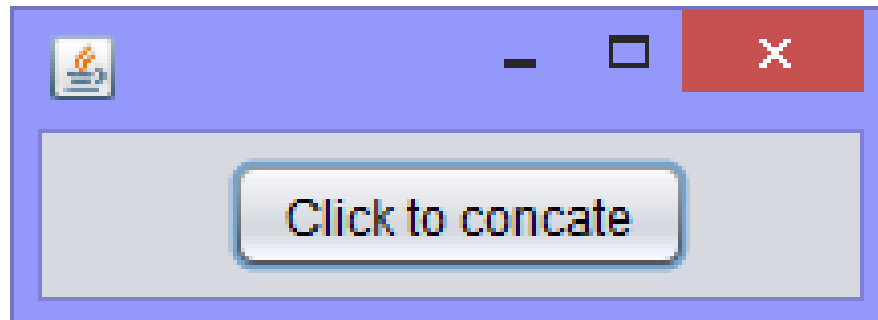
    if(un.equals(uname) && pw.equals(pass))
    { obj.setVisible(true);
      this .dispose();}
```

Code on Send:

```
JOptionPane.showMessageDialog(null,"Sent!");
    this.dispose();
```

Code on Close:

```
System.exit(0);
```

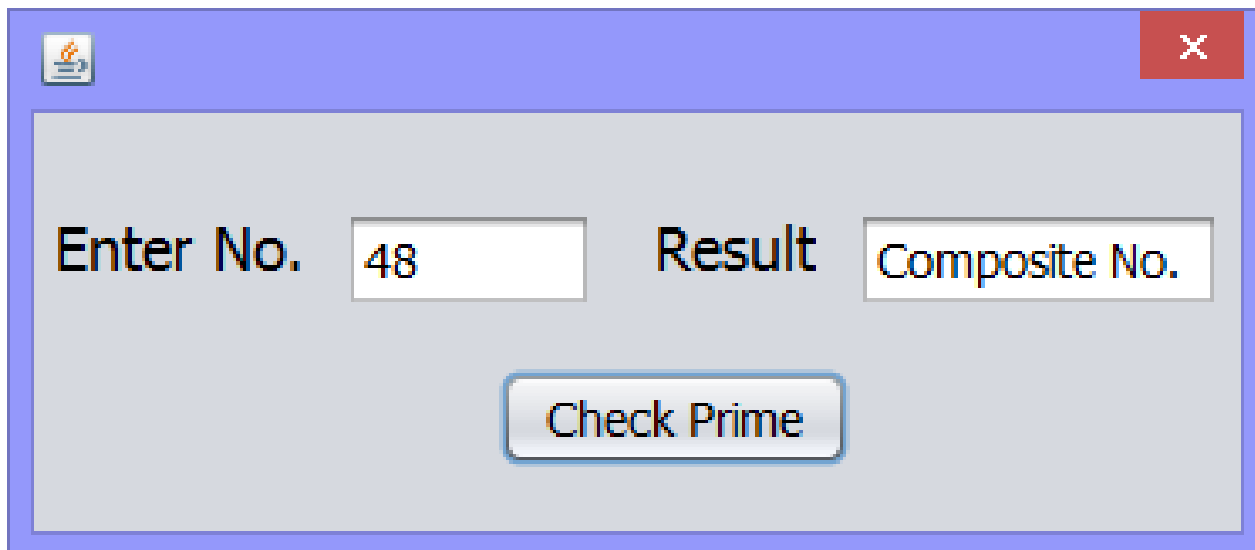
Program 17

Objective: Understanding and use of Java's String functions and understanding use of Input dialog window and Message Dialogue window in real life.

Task: Develop an application which takes strings as input from two different Input Dialog windows and write a code to display the concatenated strings in Message Dialog Box.

Code:

```
String str1 = JOptionPane.showInputDialog("Enter first string ");  
    String str2 = JOptionPane.showInputDialog("Enter second string ");  
  
JOptionPane.showMessageDialog(this, str1 + " " + str2);
```



Enter No. 48 Result Composite No.

Check Prime

Program 18

Objective: Understanding the use of loops.

Task : Develop an application which takes number as input and checks if it is prime or composite.

Code:

```
int i;
int n=Integer.parseInt(ta1.getText());
for(i=2; i<n; i++)
if(n%i==0)
{ta2.setText("Composite No.");
  break;}
else if(i==(n-1))
{ ta2.setText("Prime No.");
  }
```

Enter no. 456 HCF 24

Enter no. 1896 LCM 36024

Calculate HCF Calculate LCM

Program 19

Objective: Understanding the use of loops.

Task : Develop an application which takes 2 numbers as input and calculates their HCF and LCM.

Code for HCF:

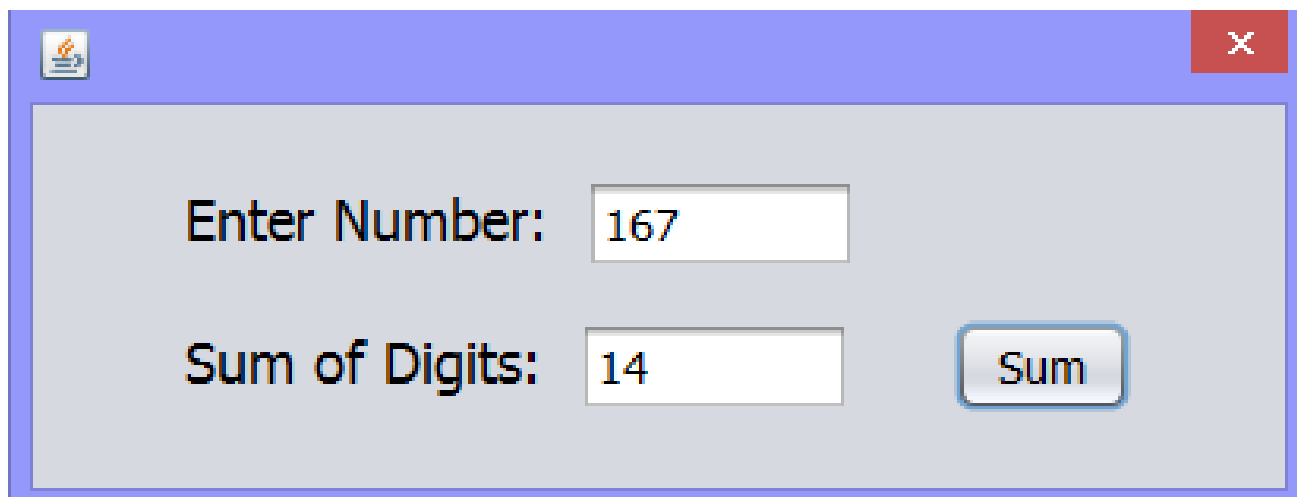
```
int n1=Integer.parseInt(ta1.getText());
    int n2=Integer.parseInt(ta2.getText());
    int hcf=1;

    for(int i=1;i<=n1 || i>=n2;++i)
        if(n1%i==0 && n2%i==0)
            hcf=i;
    ta3.setText(""+hcf);
```

Code for LCM:

```
int n1=Integer.parseInt(ta1.getText());
    int n2=Integer.parseInt(ta2.getText());

    int lcm=(n1>n2)?n1:n2;
    while (true)
    {if(lcm%n1==0 && lcm%n2==0)
    {ta4.setText(""+lcm);
    break;
    }
    ++lcm;
    }
```



Enter Number: 167

Sum of Digits: 14

Sum

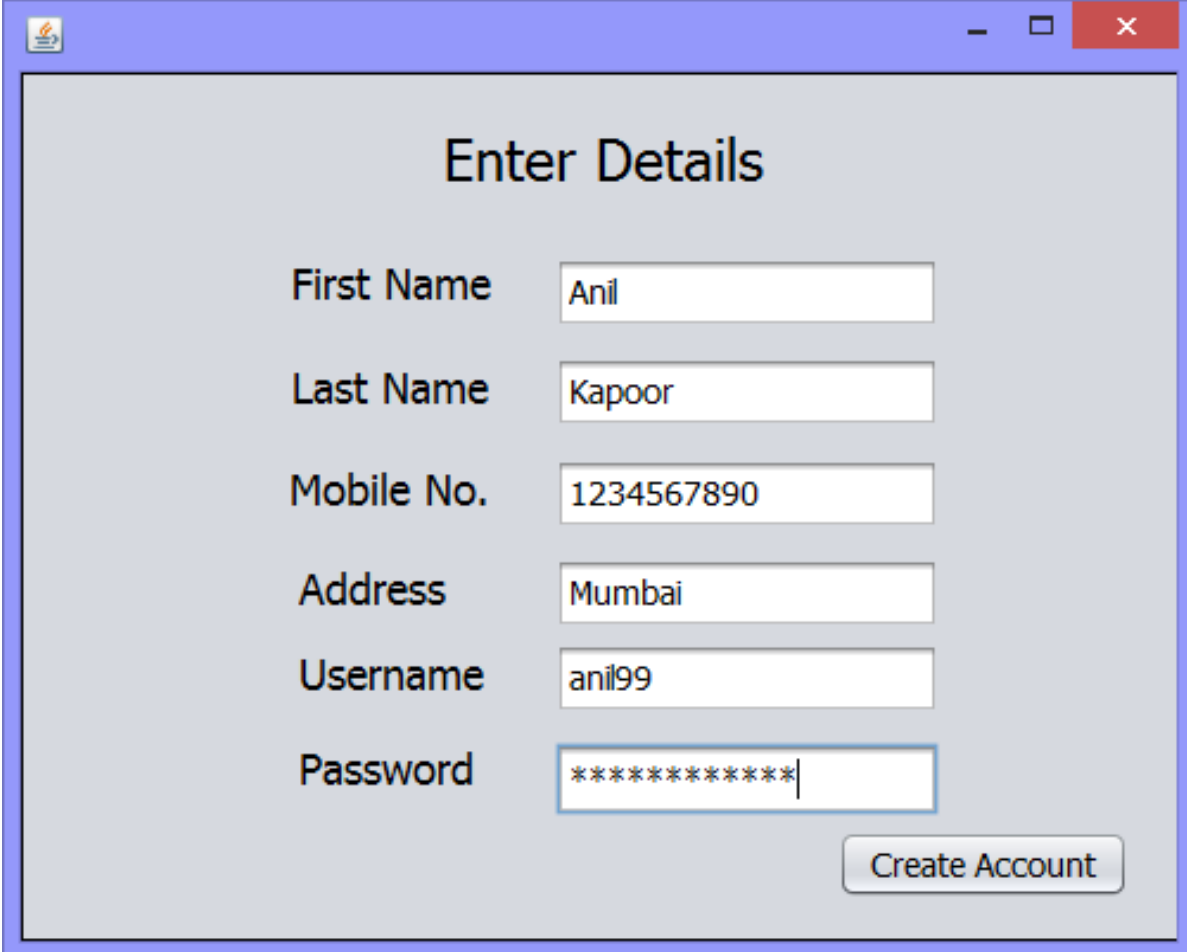
Program 20

Objective: Understanding the use of loops and mathematical operations.

Task: Develop an application to compute the sum of digits for given number.

Code:

```
int a;  
int b=0;  
long n;  
n=Long.parseLong(ta1.getText());  
  
while(n>0)  
{ a=(int)(n%10);  
  b=b+a;  
  n=n/10;  
}  
ta2.setText(""+b);
```

Enter Details

First Name	<input type="text" value="Anil"/>
Last Name	<input type="text" value="Kapoor"/>
Mobile No.	<input type="text" value="1234567890"/>
Address	<input type="text" value="Mumbai"/>
Username	<input type="text" value="anil99"/>
Password	<input type="password" value="*****"/>

Program 21

Objective : Understanding the Database Handling in JAVA application.

Task: Develop an application which saves user entered data in a mysql database.

Code:

```
String fn =fname.getText();
String ln =lname.getText();
int mob=Integer.parseInt(mobile.getText());
String add =address.getText();
String un =uname.getText();
String pw =pass.getText();

try{
    Class.forName("java.sql.Driver");
    Connection
con=DriverManager.getConnection("jdbc:mysql://localhost/accounts","root","root"
);

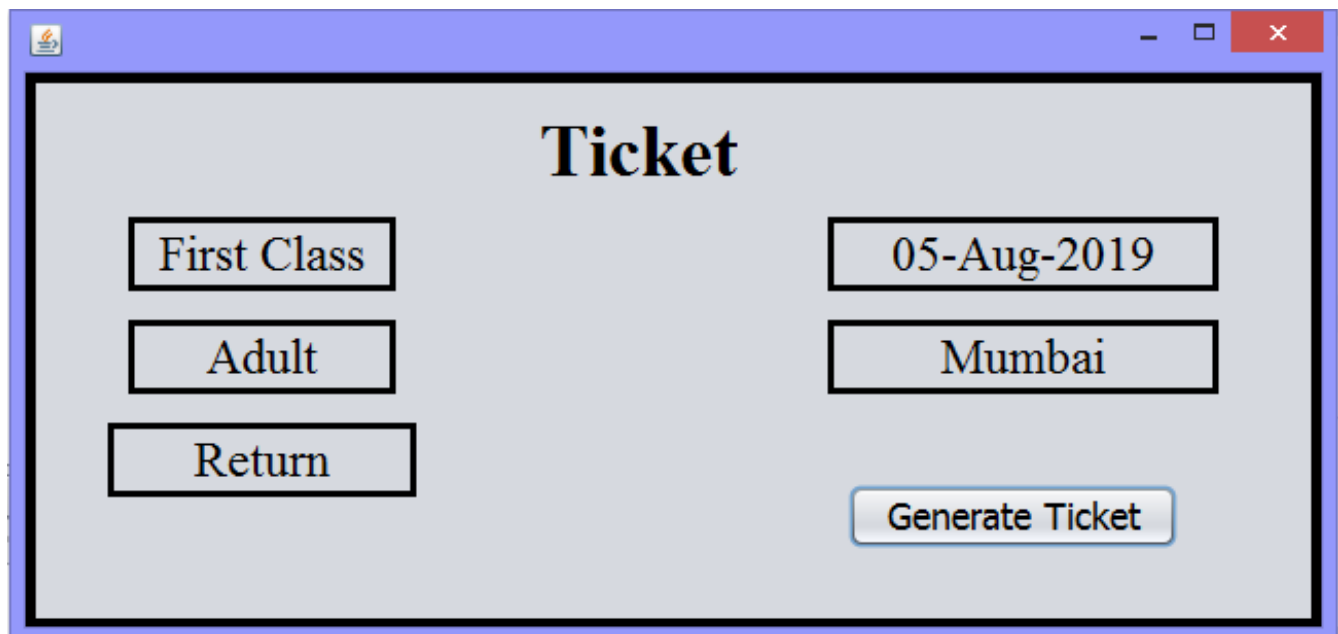
    Statement stmt=con.createStatement();

    String query= "Insert into records values('"+fn+"', '"+ln+"', '"+mob+"',
 '"+add+"', '"+un+"', '"+pw+"')";

    int rs=stmt.executeUpdate(query);

    JOptionPane.showMessageDialog(null, "Account Created!");

}
catch(Exception e)
{JOptionPane.showMessageDialog(null,e.getMessage());
}
```

A screenshot of a web application window titled "Ticket". The window has a blue border and standard window controls (minimize, maximize, close) in the top right corner. The main content area is light gray and contains several text input fields and a button. On the left side, there are three stacked input fields labeled "First Class", "Adult", and "Return". On the right side, there are two stacked input fields labeled "05-Aug-2019" and "Mumbai". Below these fields is a button labeled "Generate Ticket".

Ticket

<input type="text" value="First Class"/>	<input type="text" value="05-Aug-2019"/>
<input type="text" value="Adult"/>	<input type="text" value="Mumbai"/>
<input type="text" value="Return"/>	<input type="button" value="Generate Ticket"/>

Program 22

Objective : Understanding the Database Handling in JAVA application.

Task: Develop an application which retrives data from a pre-existing mysql database.

Code:

```
Calendar timer=Calendar.getInstance();
SimpleDateFormat TDate=new SimpleDateFormat("dd-MMM-yyyy");
Date.setText(TDate.format(timer.getTime()));

try {
    Class.forName("java.sql.Driver");
    Connection
con=DriverManager.getConnection("jdbc:mysql://localhost/accounts","root","root"
);
    Statement stmt=con.createStatement();
    String query="select * from main";
    ResultSet rs=stmt.executeQuery(query);
    while(rs.next())
    {
        String cls=rs.getString("Class");
        String type=rs.getString("Adult");
        String dest=rs.getString("Destination");
        String typ=rs.getString("Type");

        Cls.setText(""+cls);
        Ad.setText(""+type);
        Dest.setText(""+dest);
        Type.setText(""+typ);
    }
}
catch(Exception e)
{
    JOptionPane.showMessageDialog(this,e.getMessage());
}
```

GLOBAL WARMING- A BURNING ISSUE

WHAT IS GLOBAL WARMING?

Global warming is when the earth heats up (the temperature rises). It happens when greenhouse gases (carbon dioxide, water vapor, nitrous oxide, and methane) trap heat and light from the sun in the earth's atmosphere, which increases the temperature. This hurts many people, animals, and plants. Many cannot take the change, so they die.

WHAT CAUSES GLOBAL WARMING?

Many things cause global warming. One thing that causes global warming is electrical pollution. Electricity causes pollution in many ways, some worse than others. In most cases, fossil fuels are burned to create electricity. Fossil fuels are made of dead plants and animals. Some examples of fossil fuels are oil and petroleum. Many pollutants (chemicals that pollute the air, water, and land) are sent into the air when fossil fuels are burned. Some of these chemicals are called greenhouse gasses. We use these sources of energy much more than the sources that give off less pollution. Petroleum, one of the sources of energy, is used a lot.

WHAT ARE PEOPLE DOING TO STOP GLOBAL WARMING?

People are doing many things to try to stop global warming:

- * One thing people are doing is carpooling. Carpooling is driving with someone to a place that you are both going to. This minimizes the amount of greenhouse gases put into the air.
- * Another thing that people are doing is being more careful about leaving things turned on like the television, computer, and the lights. This helps our planet.
- * More people are even riding busses, walking to school, and riding their bikes to lower the amount of greenhouse gases in the air.
- * Planting trees and recycling also helps. If you recycle, less trash goes to the dump, and less trash gets burned. As a result, there are fewer greenhouse gasses in our atmosphere.
- * Watch what you buy. Many things, such as hairspray and deodorant, now are made to have less of an impact on the atmosphere. Less greenhouse gasses will rise into the air, and global warming will slow down.

Program 23

Objective : Understanding the Web Page and use of different Tags and attributes.

Task : Create a webpage describing global warming.

Code :

```
<HTML>
<HEAD>
<TITLE>GLOBAL WARMING</TITLE>
<H1><CENTER>GLOBAL WARMING- A BURNING
ISSUE</CENTER></H1>
</HEAD>
<BODY TOPMARGIN ="30" LEFTMARGIN="350" RIGHTMARGIN="350"
bgcolor="cyan">
```

```
<b>WHAT IS GLOBAL WARMING?</b>
```

```
<Br>
```

```
<Br>
```

Global warming is when the earth heats up (the temperature rises). It happens when greenhouse gases <u>(carbon dioxide, water vapor, nitrous oxide, and methane)</u> trap heat and light from the sun in the earth's atmosphere, which increases the temperature. This hurts many people, animals, and plants. Many cannot take the change, so they die.

```
<Br>
```

```
<BR>
```

```
<br>
```

```
<b>WHAT CAUSES GLOBAL WARMING?</b>
```

```
<Br>
```

```
<Br>
```

Many things cause global warming. One thing that causes global warming is electrical pollution. Electricity causes pollution in many ways, some worse than others. In most cases, fossil fuels are burned to create electricity. Fossil fuels are made of dead plants and animals. Some examples of fossil fuels are oil and petroleum. Many pollutants (chemicals that pollute the air, water, and land) are sent into the air when fossil fuels are burned. Some of these chemicals are called greenhouse gasses. We use these sources of energy much more than the sources that give off less pollution. Petroleum, one of the sources of energy, is used a lot.

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* More people are even riding busses, walking to school, and riding their bikes to lower the amount of greenhouse gases in the air.

* Planting trees and recycling also helps. If you recycle, less trash goes to the dump, and less trash gets burned. As a result, there are fewer greenhouse gasses in our atmosphere.

* Watch what you buy. Many things, such as hairspray and deodorant, now are made to have less of an impact on the atmosphere. Less greenhouse gasses will rise into the air, and global warming will slow down.

</BODY>

</HTML>

ADMISSION ENQUIRY FORM

Name

Gender ☐ Male ☐ Female

E-mail

Select Stream

- ☐ Science
☐ Commerce
☐ Arts

Comment

Program 24

Objective: Understanding the Web Form and use of different components to design an interactive form.

Task : Design an admission enquiry form.

Code :

```
<html>
<head><title> My page </title> </Head>
<body>
<H1> <U>ADMISSSION ENQUIRY FORM </u></h1>
<b>Name </b> <Input type=Text name="st_name"><br>
<b>Gender </b>
<Input type=Radio name="gender" value="Male"> Male
<Input type=Radio name="gender" value="Female"> Female<Br>
<b>E-mail </B><Input type=Text Name ="email"> <br>
<b>Select Stream</b><Br>
<Input type=Radio name="a" value="Science"> Science<Br>
<Input type=Radio name="b" value="Commerce"> Commerce<Br>
<Input type=Radio name="c" value="Arts"> Arts<Br>
</SELECT> <Br>
Comment<Br>
<TextAREA name="comment" Rows=5 cols=50> </TEXTAREA><br>
<INPUT Type="Submit" Value="Send">
<INPUT Type="Reset" Value ="Clear">
</Form>
</body>
</html>
```

MySQL Queries

Query for finding average of 2 numbers

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> select avg(Percentage) from student;
+-----+
| avg(Percentage) |
+-----+
|          90.8 |
+-----+
1 row in set (0.00 sec)
```

Query for selecting records using BETWEEN

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql>
mysql> select * from student where RollNo between 3 and 6;
+-----+-----+-----+-----+
| RollNo | Name   | City    | Percentage |
+-----+-----+-----+-----+
|      3 | Avanti | Chinchwad | 85         |
|      4 | Bhuvana | Pimpri   | 94         |
|      5 | Chinmay | Akurdi   | 90         |
+-----+-----+-----+-----+
3 rows in set (0.02 sec)
```

Query for changing the case

```
mysql> select lcase('logarithm');
+-----+
| lcase('logarithm') |
+-----+
| logarithm          |
+-----+
1 row in set (0.00 sec)

mysql> select ucase('bhuvana');
+-----+
| ucase('bhuvana') |
+-----+
| BHUVANA          |
+-----+
1 row in set (0.00 sec)
```

Query for counting the no. of tuples in an attribute

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> select count(name) from student;
+-----+
| count(name) |
+-----+
|          5 |
+-----+
1 row in set (0.02 sec)
```

Query for creating a table

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
Enter password: ****
Welcome to the MySQL monitor.  Commands end with ; or \g.
Your MySQL connection id is 1
Server version: 5.1.33-community MySQL Community Server (GPL)
Type 'help;' or '\h' for help. Type '\c' to clear the buffer.

mysql> create database Chinmay
-> ;
Query OK, 1 row affected (0.00 sec)

mysql> use Chinmay
Database changed
mysql> create table student(
-> RollNo Integer(3),
-> Name Varchar(20),
-> City varchar(20),
-> Percentage varchar(4));
Query OK, 0 rows affected (0.17 sec)
```

Query for displaying the date

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql>
mysql> select curdate();
+-----+
| curdate() |
+-----+
| 2018-12-13 |
+-----+
1 row in set (0.01 sec)
```

Query for adding records

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql>
mysql> insert into student values(
    -> 1, "Aadarsh", "Pune", 90);
Query OK, 1 row affected (0.19 sec)

mysql> insert into student values(
    -> 2, "Aditya", "Aundh", 95);
Query OK, 1 row affected (0.05 sec)

mysql> insert into student values(
    -> 3, "Avanti", "Chinchwad", 85);
Query OK, 1 row affected (0.05 sec)

mysql> insert into student values(
    -> 4, "Bhuvana", "Pimpri", 94);
Query OK, 1 row affected (0.03 sec)

mysql> insert into student values(
    -> 5, "Chinmay", "Akurdi", 90);
Query OK, 1 row affected (0.05 sec)
```

Query for identifying the maximum value

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> select max(percentage) from student;
+-----+
| max(percentage) |
+-----+
| 95               |
+-----+
1 row in set (0.00 sec)
```

Query for identifying the minimum value

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> select min(percentage) from student;
+-----+
| min(percentage) |
+-----+
| 85               |
+-----+
1 row in set (0.02 sec)
```

Query for finding the remainder left after dividing 2 nos.

```
mysql> select mod(8,2);
+-----+
| mod(8,2) |
+-----+
|         0 |
+-----+
1 row in set (0.00 sec)
```

Query for sorting records alphabetically

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql>
mysql> select * from student
-> ORDER BY Name;
+-----+-----+-----+-----+
| RollNo | Name   | City   | Percentage |
+-----+-----+-----+-----+
|      1 | Aadarsh | Pune   | 90         |
|      2 | Aditya  | Aundh  | 95         |
|      3 | Avanti  | Chinchwad | 85         |
|      4 | Bhuvana | Pimpri | 94         |
|      5 | Chinmay | Akurdi | 90         |
+-----+-----+-----+-----+
5 rows in set (0.00 sec)

mysql> select * from student
-> ORDER BY City;
+-----+-----+-----+-----+
| RollNo | Name   | City   | Percentage |
+-----+-----+-----+-----+
|      5 | Chinmay | Akurdi | 90         |
|      2 | Aditya  | Aundh  | 95         |
|      3 | Avanti  | Chinchwad | 85         |
|      4 | Bhuvana | Pimpri | 94         |
|      1 | Aadarsh | Pune   | 90         |
+-----+-----+-----+-----+
5 rows in set (0.00 sec)
```

Query for calculating the value of a number raised to n

```
mysql> select round(345,6);
+-----+
| round(345,6) |
+-----+
|          345 |
+-----+
1 row in set (0.00 sec)
```

Query for selecting records by using conditions

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe

mysql> Select Name from student where City="Aundh";
+-----+
| Name  |
+-----+
| Aditya |
+-----+
1 row in set (0.00 sec)

mysql> Select Name from student where RollNo=3;
+-----+
| Name  |
+-----+
| Avanti |
+-----+
1 row in set (0.00 sec)
```

Query for selecting attributes from table

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe

mysql>
mysql> select Name from student;
+-----+
| Name  |
+-----+
| Aadarsh |
| Aditya  |
| Avanti  |
| Bhuvana |
| Chinmay |
+-----+
5 rows in set (0.00 sec)

mysql> Select RollNo from student;
+-----+
| RollNo |
+-----+
| 1      |
| 2      |
| 3      |
| 4      |
| 5      |
+-----+
5 rows in set (0.00 sec)

mysql>
```

Query for identifying if a no. is positive or negative

```
mysql> select sign(-30);
+-----+
| sign(-30) |
+-----+
|          -1 |
+-----+
1 row in set (0.00 sec)
```

Query for trimming a part of a word

```
mysql> select substring('computer',4);
+-----+
| substring('computer',4) |
+-----+
| puter                    |
+-----+
1 row in set (0.00 sec)

mysql> select substring('computer',4,3);
+-----+
| substring('computer',4,3) |
+-----+
| put                       |
+-----+
1 row in set (0.00 sec)
```

Query for finding the sum of two nos.

```
mysql> select substring('computer',4);
+-----+
| substring('computer',4) |
+-----+
| puter                    |
+-----+
1 row in set (0.00 sec)

mysql> select substring('computer',4,3);
+-----+
| substring('computer',4,3) |
+-----+
| put                       |
+-----+
1 row in set (0.00 sec)
```

Query for displaying date and time on the system

```
mysql> select sysdate();
+-----+
| sysdate() |
+-----+
| 2018-12-05 11:28:32 |
+-----+
1 row in set (0.00 sec)
```

Query for displaying the whole table

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql>
mysql> select * from student;
+-----+-----+-----+-----+
| RollNo | Name   | City   | Percentage |
+-----+-----+-----+-----+
| 1      | Aadarsh | Pune   | 90          |
| 2      | Aditya  | Aundh  | 95          |
| 3      | Avanti  | Chinchwad | 85          |
| 4      | Bhuvana | Pimpri | 94          |
| 5      | Chinmay | Akurdi | 90          |
+-----+-----+-----+-----+
5 rows in set (0.00 sec)
```

Query for truncate

```
mysql>
mysql> select truncate(345,1);
+-----+
| truncate(345,1) |
+-----+
| 345 |
+-----+
1 row in set (0.01 sec)

mysql> select truncate(345,-1);
+-----+
| truncate(345,-1) |
+-----+
| 340 |
+-----+
1 row in set (0.00 sec)
```


Query for showing all the databases

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> show databases
-> ;
+-----+
| Database |
+-----+
| information_schema |
| chinmay |
| harsh |
| mysql |
| readingsteiner |
| test |
+-----+
6 rows in set (0.04 sec)
```

Query for showing all the tables in a database

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> show tables;
+-----+
| Tables_in_harsh |
+-----+
| student |
+-----+
1 row in set (0.01 sec)
```

Query for selecting only distinct values

```
C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe
mysql> select distinct name from students;
+-----+
| name |
+-----+
| Aaradhya |
| Aadhiraj |
| Ajay |
| Ananya |
| Ariana Grande |
| Ashish |
| Aurangzeb |
| Avigujjar |
| Avinash |
| Ayaan |
| Chinmay |
| Sunil |
+-----+
12 rows in set (0.00 sec)
```

Query for updating data

C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe

```
mysql> update students set name="Arjun" where rollno=13;  
Query OK, 1 row affected (0.05 sec)  
Rows matched: 1  Changed: 1  Warnings: 0
```

```
mysql> select * from students;
```

rollno	name	percent	CHSno
1	Aaradhya	89	CHS1357
2	Aadhiraj	75	CHS1348
3	Ajay	93	CHS1333
4	Ananya	96	CHS1335
5	Ariana Grande	99	CHS1332
6	Ashish	99	CHS1331
7	Aurangzeb	83	CHS1334
8	Avigujjar	87	CHS1330
9	Avinash	93	CHS1336
10	Ayaan	89	CHS1339
11	Chinmay	98	CHS3825
12	Sunil	89	CHS7896
13	Arjun	89	CHS3221

```
13 rows in set (0.00 sec)
```

Query to rename table

C:\Program Files (x86)\MySQL\MySQL Server 5.1\bin\mysql.exe

```
mysql> rename table bhuvana.eatables to menu;  
Query OK, 0 rows affected (0.05 sec)
```

```
mysql> show tables;
```

Tables_in_bhuvana
menu

```
1 row in set (0.00 sec)
```