

Government of Karnataka Department of Collegiate Education

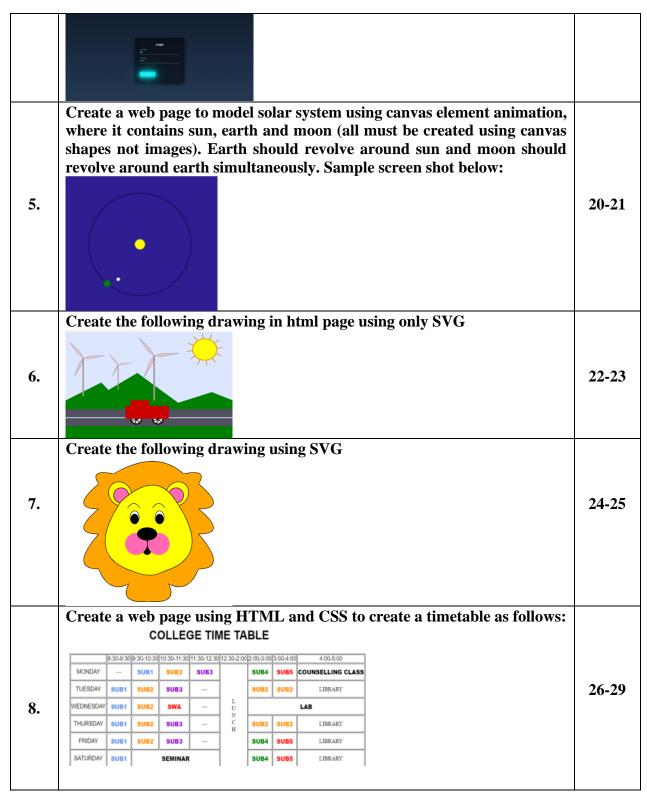
Dr. P. DAYANANDA PAI – P. SATHISHA PAI GOVERNMENT FIRST GRADE COLLEGE CARSTREET MANGALORE

LABORATORY CERTIFICATE

practical works in COMF prescribed by the Mangalo	JAGADISH.S has satisfactorily completed the PUTER MULTIMEDIA & ANIMATION LAB ore University for FOURTH SEMESTER BCA this college during the year 2023-2024.
Lecturer in charge	Head of the Department
Name of the Candidate Registration Number Examination Centre Date of Examination	: JAGADISH.S : U05DP22S0083 : Dr. PDP-PSP GFGC MANGALORE :
EXAMINERS:	
INITEDNAI	EVTERNAL

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2.	Design a HTML5 web page containing form with text, password, number, range, email, url, file, submit and reset elements which must be styled using CSS3 according to following screen shot. Note that: Apply the style exactly same as shown in the above screen shot (with border radius, box shadow and colours). Submit and Reset buttons must change their colour on mouse hovering. Name and passwords should not be empty. If empty, provide error message when submit is clicked. When clicked on submit button email, Profile URLs must be validated for proper input. Contact number must contain only 10 digits not lesser and not more. Clicking on Reset button must clear all fields' entry.	11-13
3.	Create an HTML5 web page which shows a smiling face initially. On every click of 'Toggle Face' button display should toggle between smiling face and sad face. Note: Use only one button. And faces should be drawn using canvas element. Faces must be exactly like the following screen shots.	14-16
4.	Design a mock login page and style it using CSS3. Initially login page should look like the following screen shot And while mouse is hovered on SUBMIT button it should look like	17-19



SL NO.	PART-B	PAGE NO.
1.	Create a web page using HTML5 canvas element to show a clock which changes time for every second, minute and hours (as that of an analog clock). Clock should have second, minute and hour needles and minute marking must be there (as shown in screen shot).	31-33
2.	Create a web page containing simple calculator which should have basic arithmetic (+,-,*,/) operation on two floating point numbers and show result. Validations to be followed: • . (Decimal point) should be taken only once for an operand. • Operand can be negative. • Division by zero must be shown proper error message in result. Sample screen shot:	34-36
3.	Create a HTML page make a quiz game where user should answer one question at a time, answers must be shown in radio buttons. Without submitting the answer, quiz should not move to next question (Minimum five questions must be there). When user wishes to get score (using score button) score should be displayed in alert 22 message. All the question must be loaded in same page (no page navigation is allowed) Sample screen shot: What does CSS stand for? Concording Styles Desert Concording Styles Des	37-41
4.	Create a web page using HTML/CSS which contains cards (shown as a stack of cards) with image of a tourist place and below that is a thumbnail (shown in circle with image). When mouse hovers over thumbnail, corresponding card comes in front and also small description about the tourist place will be displayed. All these must happen using css animation and transition. Initial interface: Interface should look like below screenshot when mouse hovered on thumbnail:	42-45

	(Java script should not be used to animate.)	
5.	Create a web page using HTML5/CSS3 to animate a truck movement. While truck moves on mountains and trees should move in the back ground. Output screen shot: For tree, truck and wheels download the images from the following URLs. https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/tree.svg https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/truck.svg https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/wheels.svg	46-48
	Animation must be pure	
6.	Create a simple paint app which draws lines based on the selected colour (chosen using color input) with selected thickness (chosen using number input) and there must be CLEAR button to clear the canvas. Sample screen shot:	49-50
7.	Create web page using HTML5 canvas element to illustrate all canvas composition. Output must exactly look like the following screenshot:	51-53
8.	Create a web page which must be as shown in below image using HTML5, SVG and CSS3. Here mountain must be drawn using SVG, stars in sky changes their position randomly for every time page is loaded (java script can be used). Sky and stars must be created using <canvas> element. Note: Online (live access) CSS files must be used.</canvas>	54-56

PART-M

AIM : Create a home page for a college website containing all latest HTML5 tags like <article>,<aside>,<nav>,<footer>,<section,<figure>.And in it must have hyper links for courses, facilities and contact details. While clicking on each of these hyper links it should take us to corresponding page where in course page courses must be displayed in an ordered list, and in facilities page it should be displayed in an unordered list, contact details page must give phone number, email and address in separate columns with respective headings.

NAME : JAGADISH.S.S REG NO : U05DP22S0083 DATE : 29/2/2024

College.html

```
<!DOCTYPE html>
<head>
  <figure>
    <img align="left"src=" "width="150"hieght="150">
  </figure>
  <h1 style="color:orange">GFGC CARSTREET</h1>
  <PRE>approved by govt of karnataka afiliated to mangalore university</PRE>
  <marquee direction="left"bgcolor="pink"style="font-size:20pt;">
  <b>WELCOME TO GFGC CARSTREET</b>
</marquee>
</head>
<body>
  <header>
    <nav>
      <center>
         <div style="display:flex">
           <div style="flex:1">
         <h3><a href="courses.html">courses</a></h3>
      </div>
         <div style="flex:1">
         <h3><a href="facilities.html">facilities</a></h3>
      </div>
      <div style="flex:1">
      <h3><a href="contact.html">contact us</a></h3>
    </div>
  </div>
      </center>
    </nav>
  </header>
  <br><br><br>>
  <section>
    <h1><center>ABOUT US</center></h1>
```

```
<h1><center>vision</center></h1>
```

<center>our mission is to education and transform the student community by
instiling in them pride in their talents naturing them and guiding them in how best to utilise it
for human welfare and progress

```
</section>
<br/>
<br/>
<br/>
<footer>
and copy:2023 GFGC CARSTREET ALL RIGHT reserved
</footer>
</body>
</html>
```

Courses.html

```
<html>
  <figure>
    <img align="left"src=" "width="150"height="150">
  </figure>
  <h1 style="color:orange">GFGC CARSTREET</h1>
  <PRE>approved by govt of karnataka afiliated to mangalore university</PRE>
    <hr>>
    <marquee directon="left"bgcolor="pink"style="font-size:20pt">
      <b>WELCOME TO GFGC CARSTREET</b></marquee>
    </head>
    <body>
      <h2 id="courses">our courses</h2>
      We offer a variety of undergraduate programs in the following fields
        Bachelor of Computer Application(BCA)
        Bachelor of Business Administration(BBA)
        Bachelor of Science(B.Sc)
      </body>
    </html>
```

facilities.html

```
<html>
<head>
<figure>
<img align="left"src=""width="150"height="150">
</figure>
```

```
<h1 style="color:orange">GFGC CARSTREET</h1>
    Approved by Karnataka, Affilitated to MAngalore University
    <marquee direction="left"bgcolor="pink"style="font-size:20pt">
    <b>WELCOME TO GFGC CARSTREET</b></marquee>
  </head>
  <body>
    <aside>
      <h2 id="facilities">our facilities</h2>
      we provide our students with world class facilities to support their academic and
extra carricular activities. Some of our facilities include
        Modern calssrooms and laboratories
        Library with extensive collections & online resources
        Recreation center with fitness equipment and indoor/outdoor sports
facilities
        Cafeteria with a variety of dining options
        Student housing options
        Student support services, including academic advising and career services
      </aside>
  </body>
  </html>
Contact.html
<html>
  <head>
    <figure>
      <img align="left"src=""width="150"height="150">
    </figure>
    <h1 style="color:orange">GFGC CARSTREET</h1>
    Approved by Karnataka, Affilitated to Mangalore University
    <hr>
    <marquee direction="left"bgcolor="pink"style="font-size:20pt">
    <b>WELCOME TO GFGC CARSTREET</b></marquee>
  </head>
  <body>
    <h2 id="contact"><center>Contact Us</center></h2>
    <div style="Display:flex">
      <div style="flex:1">
      <h3>phone &#128231:</h3>
      info@gfgc.in
      </div>
      <div style="flex:1">
      <h3>Addres &#xe567:</h3>
      GGFC CARSTREET</br>
        BallalBagh, Mangalore-575003</br>
```

Karnataka state

- </div>
- </div>
- </body>
- </html>

OUTPUT:



GFGC CARSTREET

WELCOME TO GFGC CARSTREET

courses facilities contact us

ABOUT US

vision

mission

our mission is to education and transform the student community by instiling in them pride in their talents naturing them and guiding them in how best to utilise it for human welfare and progress

and copy:2023 GFGC CARSTREET ALL RIGHT reserved



GFGC CARSTREET

ed by govt of karnataka afiliated to mangalore university

WELCOME TO GFGC CARSTREET

our courses

We offer a variety of undergraduate programs in the following fields

- Bachelor of Computer Application(BCA)
 Bachelor of Business Administration(BBA)
 Bachelor of Science(B.Sc)



GFGC CARSTREET

WELCOME TO GFGC CARSTREET

our facilities

we provide our students with world class facilities to support their academic and extra carricular activities. Some of our facilities include

- Modern calssrooms and laboratories
 Library with extensive collections & online resources
 Recreation center with fitness equipment and indoor/outdoor sports facilities
 Cafeteria with a variety of dining options
 Student housing options
 Student support services, including academic advising and career services



GFGC CARSTREET

ed by Karnataka,Affilitated to Mangalore University

WELCOME TO GFGC CARSTREET

Contact Us

phone 🔟 : info@gfgc.in Addres □:

GGFC CARSTREET BallalBagh,Mangalore-575003 Karnataka state

AIM : Design a HTML5 web page containing form with text, password, number, range, email, url, file, submit and reset elements which must be styled using CSS3.

Note that:

- Apply the style exactly same as shown in the above screen shot (with border radius, box shadow and colours).
- Submit and Reset buttons must change their colour on mouse hovering.
- Name and passwords should not be empty. If empty, provide error message when

submit is clicked.

- When clicked on submit button email, Profile URLs must be validated for proper input.
- Contact number must contain only 10 digits not lesser and not more.
- Clicking on Reset button must clear all fields' entry.

```
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
        : 7/3/2024
<!DOCTYPE html>
<html>
<head>
  <style>
    form {
      width: fit-content;
      margin: 0px auto;
      font-family: sans-serif;
      background-color: silver;
      box-shadow: rgba(0, 0, 0, 0.8) 0 0 10px;
      border: 1px solid grey;
      border-radius: 10px;
      padding: 20px;
    .button:hover {
      background-color: green;
      cursor: pointer;
    }
  </style>
</head>
<body>
  <h1 style="text-align:center;color:green">REGISTRATION FORM</h1>
  <form action="outputpage.html" method="post">
    >
      name:<br>
      <input type="text" size="65" name="name" required placeholder="Enter your
name">
```

```
password:<br>
      <input type="password" size="65" id="password" name="password" required
placeholder="Enter your password"/>
    <P>
      confirm password:<br>
      <input type="password" size="65" id="confirm_password"</pre>
name="confirm_password" required placeholder="Confirm password"/>
    </P>
    >
      contact number:<br>
      <input type="tel" size="65" name="contact number" pattern="[0-9]{10}" required</pre>
placeholder="Enter a number"/>
    >
      skill range:<br>
      <input type="range" name="skill range" width="100px" required/>
    >
      E-mail address:<br>
      <input type="email" name="email" required placeholder="Enter your email"/>
    profile URL:<br>
      <input type="url" size="65" name="profile" required placeholder="Enter URL"/>
    >
      Resume:<br>
      <input type="file" size="65" id="resume" name="resume" required>
    <input type="submit" class="button" value="submit" name="submit"/>
      <input type="reset" class="button" value="reset" name="reset"/>
    </form>
  <script>
    var password = document.getElementById("password");
    var confirm_password = document.getElementById("confirm_password");
    function validatePassword() {
      if(password.value != confirm_password.value) {
        confirm_password.setCustomValidity("Passwords don't match");
      } else {
        confirm_password.setCustomValidity(");
```

```
}
  password.onchange = validatePassword;
  confirm_password.onkeyup = validatePassword;
  </script>
  </body>
  </html>
```

Outputpage.html

OUTPUT:

REGISTRATION FORM

REGISTRATION FORM



YOUR REGISTRATION IS SUCESFULL

THANK YOU

AIM : Create an HTML5 web page which shows a smiling face initially. On every click of 'Toggle Face' button display should toggle between smiling face and sad face. Note: Use only one button. And faces should be drawn using canvas element.

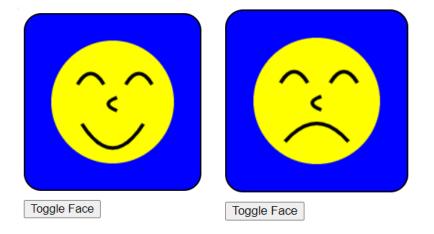
NAME: JAGADISH.S.S REG NO: U05DP22S0083

```
DATE
         : 14/3/2024
<!DOCTYPE html>
<html>
<head>
  <title>Toggle Face</title>
  <style>
    #canvas-container {
      border: 2px solid black;
      width: 200px;
      height: 200px;
      display: flex;
      justify-content: center;
      align-items: center;
      border-radius: 20px;
      background-color: blue;
      margin-bottom: 10px;
    }
  </style>
</head>
<body>
  <div id="canvas-container">
    <canvas id="faceCanvas" width="150" height="150"></canvas>
  </div>
  <button onclick="toggleFace()">Toggle Face</button>
  <script>
    var canvas = document.getElementById("faceCanvas");
    var ctx = canvas.getContext("2d");
    var isSmiling = true;
    function drawSmile() {
      ctx.beginPath();
      ctx.moveTo(40, 100);
      ctx.quadraticCurveTo(75, 155, 110, 100);
      ctx.strokeStyle = "#000";
      ctx.lineWidth = 4;
      ctx.stroke();
```

```
function drawFace() {
  ctx.clearRect(0, 0, canvas.width, canvas.height);
  ctx.beginPath();
  ctx.arc(75, 75, 70, 0, Math.PI * 2);
  ctx.fillStyle = "yellow";
  ctx.fill();
  ctx.beginPath();
  ctx.moveTo(35, 55);
  ctx.quadraticCurveTo(50, 30, 65, 55);
  ctx.strokeStyle = "#000";
  ctx.lineWidth = 4;
  ctx.stroke();
  ctx.beginPath();
  ctx.moveTo(90, 55);
  ctx.quadraticCurveTo(105, 30, 120, 55);
  ctx.strokeStyle = "#000";
  ctx.lineWidth = 4;
  ctx.stroke();
  ctx.beginPath();
  ctx.moveTo(80, 70);
  ctx.quadraticCurveTo(60, 77, 80, 85);
  ctx.strokeStyle = "#000";
  ctx.lineWidth = 4;
  ctx.stroke();
}
function drawSad() {
  ctx.beginPath();
  ctx.moveTo(40, 120);
  ctx.quadraticCurveTo(75, 80, 110, 120);
  ctx.strokeStyle = "#000";
  ctx.lineWidth = 4;
  ctx.stroke();
}
function toggleFace() {
  if (isSmiling) {
     drawFace();
     drawSad();
     isSmiling = false;
  } else {
     drawFace();
     drawSmile();
    isSmiling = true;
  }
}
```

```
drawFace();
  drawSmile();
  </script>
  </body>
  </html>
```

OUTPUT:

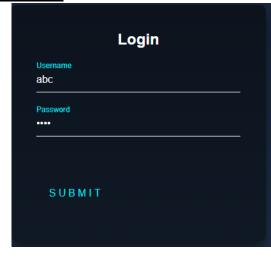


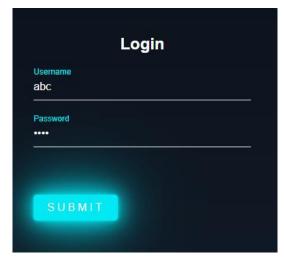
```
AIM
        : Design a mock login page and style it using CSS3.
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
       : 7/3/2024
<html>
<head>
 <title>Login Page</title>
 <style>
  body {
   font-family: sans-serif;
   background: linear-gradient(#141e30, #243b55);
   .login-box {
   position: absolute;
   top: 50%;
   left: 50%;
   width: 400px;
   padding: 40px;
   transform: translate(-50%, -50%);
   background: rgba(0, 0, 0, 0.5);
   box-sizing: border-box;
   box-shadow: 0 15px 25px rgba(0, 0, 0, 0.6);
   border-radius: 10px;
   .login-box h2 {
   margin: 0 0 30px;
   padding: 0;
   color: #fff;
   text-align: center;
   .login-box .user-box {
   position: relative;
  .login-box .user-box input {
   width: 100%;
   padding: 10px 0;
   font-size: 16px;
   color: #fff;
   margin-bottom: 30px;
   border: none;
   border-bottom: 1px solid #fff;
   outline: none;
   background: transparent;
```

```
.login-box .user-box label {
   position: absolute;
   top: 0;
   left: 0;
   padding: 10px 0;
   font-size: 16px;
   color: #fff;
  .login-box .user-box input:focus ~ label,
  .login-box .user-box input:valid ~ label {
   top: -20px;
   left: 0;
   color: #03e9f4;
   font-size: 12px;
  .login-box form a {
   position: relative;
   display: inline-block;
   padding: 10px 20px;
   color: #03e9f4;
   font-size: 16px;
   text-decoration: none;
   margin-top: 40px;
   letter-spacing: 4px;
  .login-box a:hover {
   background: #03e9f4;
   color: #fff;
   border-radius: 5px;
   box-shadow: 0 0 5px #03e9f4, 0 0 25px #03e9f4, 0 0 50px #03e9f4,
    0 0 100px #03e9f4;
 </style>
</head>
<body>
 <div class="login-box">
  <h2>Login</h2>
  <form>
   <div class="user-box">
    <input type="text" name="" required="" />
    <label>Username</label>
   </div>
   <div class="user-box">
    <input type="password" name="" required="" />
    <label>Password</label>
   </div>
```

```
<a href="#"> SUBMIT </a>
</form>
</div>
</body>
</html>
```

OUTPUT:





AIM : Create a web page to model solar system using canvas element animation, where it contains sun, earth and moon (all must be created using canvas shapes not images). Earth should revolve around sun and moon should revolve around earthsimultaneously

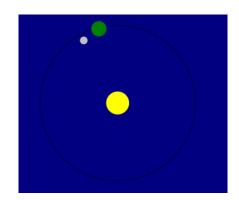
NAME : JAGADISH.S.S REG NO : U05DP22S0083

DATE : 7/3/2024

```
<!DOCTYPE html>
<html>
 <head>
  <title>Solar System Animation</title>
  <style>
   canvas {
    border: 2px solid black;
    background-color: navy;
  </style>
 </head>
 <body>
  <canvas id="canvas" width="600" height="600"></canvas>
  <script>
   const canvas = document.getElementById("canvas");
   const ctx = canvas.getContext("2d");
   const sun = {
    x: canvas.width / 2,
    y: canvas.height / 2,
    radius: 50,
    color: "yellow",
   };
   const earth = {
    x: sun.x + 200,
    y: sun.y,
    radius: 20,
    color: "green",
    angle: 0,
    speed: 0.005,
   };
   const moon = {
    x: earth.x + 50,
    y: earth.y,
    radius: 10,
    color: "silver",
    angle: 0,
    speed: 0.045,
```

```
};
   function draw() {
     ctx.clearRect(0, 0, canvas.width, canvas.height);
     ctx.beginPath();
     ctx.arc(sun.x, sun.y, 203, 0, Math.PI * 2, false);
     ctx.stroke();
    ctx.beginPath();
     ctx.arc(sun.x, sun.y, 30, 0, Math.PI * 2);
     ctx.fillStyle = sun.color;
    ctx.fill();
    ctx.beginPath();
     ctx.arc(earth.x, earth.y, earth.radius, 0, Math.PI * 2);
     ctx.fillStyle = earth.color;
    ctx.fill();
     ctx.beginPath();
     ctx.arc(moon.x, moon.y, moon.radius, 0, Math.PI * 2);
     ctx.fillStyle = moon.color;
     ctx.fill();
     earth.x = sun.x + 200 * Math.cos(earth.angle);
     earth.y = sun.y + 200 * Math.sin(earth.angle);
     earth.angle += earth.speed;
     moon.x = earth.x + 50 * Math.cos(moon.angle);
     moon.y = earth.y + 50 * Math.sin(moon.angle);
     moon.angle += moon.speed;
     requestAnimationFrame(draw);
   draw();
  </script>
 </body>
</html>
```

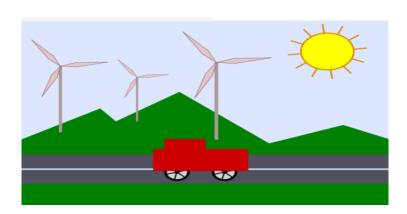
OUTPUT:



```
: Create the following drawing in html page using only SVG
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
        : 14/3/2024
<svg version="1.1" Width="14cm" height="10cm" viewBox="0 0 7 5">
  <defs>
    <g id="wheel" transform="rotate(0)">
      <animateTransform attributeName="transform" attributeType="XML" type="rotate"</pre>
from="360" to="0" dur="3s" Fill="remove" repeatCount="indefinite"/>
      <circle cx="0" cy="0" r="1" fill="black" />
      <circle cx="0" cy="0" r="0.8" fill="lightGray" />
      <rect x="-0.9" y="-0.05" width="1.8" height=".1" fill="black" />
      <rect x="-0.9" y="-0.05" width="1.8" height=".1" fill="black"</pre>
transform="rotate(120)" />
      <rect x="-0.9" y="-0.05" width="1.8" height=".1" fill="black"</pre>
transform="rotate(240)" />
      <circle cx="0" cy="0" r="0.2" fill="black" />
    </g>
    <g id="cart" transform="translate(2.5,0)">
      <animateTransform attributeName="transform" attributeType="XML"</pre>
type="translate" from="-3,-0.05" to="11,-0.05" dur="15s" Fill="remove"
repeatCount="indefinite"/>
      <g transform="scale(0.3,0.3)">
        <use xlink:href="#wheel" transform="translate(-1.5,-0.1) scale(0.8,0.8)" />
        <use xlink:href="#wheel" transform="translate(1.5,-0.1) scale(0.8,0.8)" />
        <rect x="-3" y="0" width="6" height="2" fill="#ff4500 " />
        <rect x="-1.1" y="1.9" width="2.6" height="1.5" fill="#ff4500 " />
      </g>
    </g>
    <g id="sun" fill="yellow" stroke="#DD8800" stroke-width="0.03"</pre>
transform="rotate(0)">
      <animateTransform attributeName="transform" attributeType="XML" type="rotate"</pre>
from="0" to="360" dur="30s" fill="remove" repeatCount="indefinite"/>
      x1="-0.75" y1="0" x2="0.75" y2="0" />
      <line x1="-0.75" y1="0" x2="0.75" y2="0" transform="rotate(30)" />
      <1="-0.75" y1="0" x2="0.75" y2="0" transform="rotate(60)" />
      <1="-0.75" y1="0" x2="0.75" y2="0" transform="rotate(90)" />
      <line x1="-0.75" y1="0" x2="0.75" y2="0" transform="rotate(120)" />
      <1="-0.75" y1="0" x2="0.75" y2="0" transform="rotate(150)" />
      <circle cx="0" cy="0" r="0.5" />
    </g>
    <polygon id="vane" points="0,0 0.5,0.1 1.5,00.5,-0.1" fill="rgb(226,200,200)"</pre>
stroke="rgb(150,100,100)"
      stroke-width="0.015" />
```

```
<g id="windmill">
       <!- A windmill with a rotating set of three vanes. ->
         <rect x="-0.05" y="0" width="0.1" height="3" fill="#AA9999" />
         <g transform="translate(0,3)">
            <g transform="rotate(0)">
              <animateTransform attributeName="transform" attributeType="XML"
type="rotate" from="360" to="0" dur="7s" fill="remove" repeatCount="indefinite"/>
              <use xlink:href="#vane" />
              <use xlink:href="#vane" transform="rotate(120)" />
              <use xlink:href="#vane" transform="rotate(240)" />
            </g>
          </g>
    </g>
  </defs>
  <g transform="translate(0,4) scale(1,-1)">
     <rect x="0" y="-1" width="7" height="5" fill="rgb(220,230,255)" />
     <polygon points="0,-1 0,0.8 1.5,1.65 1.8,1.3 3,2.1 4.7,0.7,6.1, 1.2,7,0.8,7,-1"</pre>
fill="green" />
    <rect x="0" y="-0.4" width="7" height="0.8" fill="rgb(80,80,95)" />
       <rect x="0" y="-0.02" width="7" height="0.04" fill="rgb(220,230,255)" />
       <use xlink:href="#sun" transform="translate(5.8,3.2)" />
       <use xlink:href="#windmill" transform="translate(3.7,0.8) scale(0.7,0.7)" />
       <use xlink:href="#windmill" transform="translate(0.75,1) scale(0.6,0.6)" />
       <!-three windmills ->
         <use xlink:href="#windmill" transform="translate(2.2,1.3) scale(0.4,0.4)" />
         <use xlink:href="#cart" />
  </g>
</svg>
```

OUTPUT:



```
: Create the following drawing using SVG
AIM
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
        : 28/3/2024
<!DOCTYPE html>
<html>
<head>
 <title>SVG Lion</title>
</head>
<body>
 <svg height="800" width="960" xmlns="http://www.w3.org/2000/svg">
  <path d="M 150 80 Q 235 30 290 80" stroke="black" fill="orange" />
  <g id="fur">
 <path d="M 120 100 Q 100 70 150 80" stroke="black" fill="orange"/>
   <path d="M 120 100 Q 60 150 120 150" stroke="black" fill="orange" />
   <path d="M 120 150 Q 60 200 120 200" stroke="black" fill="orange" />
   <path d="M 120 200</pre>
       Q 60 270 120 270
       Q 140 320 180 300
       Q 160 340 220 335
        " stroke="black" fill="orange" />
  </g>
  <use xlink:href="#fur" transform="translate(440,0) scale(-1,1)" />
  <rect x="120" y="80" width="200" height="150" fill="orange"></rect>
  <polygon points="130,230 220,335 300,230" fill="orange" />
  <g id="ear">
   <ellipse cx="163" cy="120" rx="22" ry="25" stroke="black" fill="yellow"
transform="rotate(-35,163,120)" />
   <circle cx="165" cy="123" r="15" stroke="black" fill="hotpink" />
  </g>
  <use xlink:href="#ear" transform="translate(440,0) scale(-1,1)" />
  <g id="face">
  <path d="M 165 135 Q 90 245 190 275" stroke="black" fill="yellow" />
  <use xlink:href="#face" transform="translate(440,0) scale(-1,1)" />
  <polygon points="165,135 275, 135 250,275 190,275" fill="yellow" />
  <path d="M 165 135 Q 235 70 275 135" stroke="black" fill="yellow" />
  <path d="M 190 275 Q 225 290 250 275" stroke="black" fill="yellow" />
  <g id="eye">
   <path d="M 178 148 Q 190 130 203 148" stroke="black" fill="transparent" />
   <ellipse cx="192" cy="167" rx="9" ry="13" stroke="black" fill="white" />
   <ellipse cx="192" cy="170" rx="8" ry="10" />
  <use xlink:href="#eye" transform="translate(50,0)" />
```

OUTPUT:



```
: Create a web page using HTML and CSS to create a timetable.
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
   : 21/3/2024
<!DOCTYPE html>
<html>
<head>
<title>time table</title>
<link rel="stylesheet" href="style.css" />
</head>
<body>
<h1><center>COLLEGE TIME TABLE</center></h1>
8:30-9:30
 9:30-10:30
 10:30-11:30
 11:30-12:30
 12:30-2:00
 2:00-3:00
 3:00-4:00
 4:00-5:00
 MONDAY
 --
 SUB1
 SUB2
 SUB3
 L<br />U<br />N<br />C<br />H
 SUB4
 <td id="box5">SUB5</td>
 counselling class
 TUESDAY
 SUB1
 SUB2
 SUB3
 ---
 SUB2
 SUB2
 library
```

```
WEDNESDAY
 SUB1
 SUB2
 SWA
 ---
 LAB
 THURSDAY
 SUB1
 SUB2
 SUB3
 ---
 SUB2
 SUB2
 library
 FRIDAY
 SUB1
 SUB2
 SUB3
 ---
 SUB4
 SUB5
 library
 SATURDAY
 SUB1
 seminar
 <td id="box4">SUB4</td>
 SUB5
 library
 </body>
</html>
Style.css
body {
background-color: #ffffff;
mix-blend-mode: darken;
```

}

```
header h1 {
  margin-top: 10%;
  text-align: center;
  color: black;
  font-weight: bold;
  font-family: sans-serif;
}
table {
  margin-top: 2%;
  width: max-content;
  border: 1px solid black;
  height: 300px;
  margin-left: 23%;
}
td {
  text-align: center;
  border: 1px solid black;
}
#blank {
  color: #000;
  background-color: #fff;
}
#s {
  font-weight: 800;
  text-transform: uppercase;
  font-family: sans-serif;
  background-color: #ffffff;
#seminar {
  font-weight: 800;
  font-family: sans-serif;
  background-color: #ffffff;
  text-transform: uppercase;
}
#sub {
  color: black;
  font-family: sans-serif;
  font-weight: 400;
  background-color: #ffffff;
}
#sub1 {
  background-color: #fff;
#sub2 {
  color: black;
  text-transform: uppercase;
```

```
background-color: #ffffff;
}
#sub3 {
  background-color: #ffffff;
  font-family: sans-serif;
  font-weight: 800;
}
#box1 {
  color: cornflowerblue;
  font-family: sans-serif;
  font-weight: 800;
}
#box2 {
  color: darkorange;
  font-weight: 800;
  font-family: sans-serif;
}
#box3 {
  color: darkviolet;
  font-weight: 800;
  font-family: sans-serif;
}
#box4 {
  color: green;
  font-weight: 800;
  font-family: sans-serif;
}
#box5 {
  color: red;
  font-family: sans-serif;
  font-weight: 800;
```

OUTPUT:

COLLEGE TIME TABLE

	8:30-9:30	9:30-10:30	10:30-11:30	11:30-12:30	12:30-2:00	2:00-3:00	3:00-4:00	4:00-5:00
MONDAY		SUB1	SUB2	SUB3		SUB4	SUB5	COUNSELLING CLASS
TUESDAY	SUB1	SUB2	SUB3			SUB2	SUB2	LIBRARY
WEDNESDAY	SUB1	SUB2	SWA		L U N	LAB		
THURSDAY	SUB1	SUB2	SUB3		C H	SUB2 SUB2 LIBRARY		LIBRARY
FRIDAY	SUB1	SUB2	SUB3			SUB4	SUB5	LIBRARY
SATURDAY	SUB1		SEMINAR			SUB4	SUB5	LIBRARY

PART-B

AIM : Create a web page using HTML5 canvas element to show a clock which changes time for every second, minute and hours (as that of an analog clock). Clock should have second, minute and hour needles and minute marking must be there.

NAME : JAGADISH.S.S REG NO : U05DP22S0083

```
DATE : 14/3/2024
```

```
<!DOCTYPE html>
<html>
<head>
  <title>clock</title>
  <style>
    canvas {
      background-color: white;
  </style>
</head>
<body>
  <canvas id="canvas" width="150" height="150">The currect time</canvas>
</body>
<script>
  function clock() {
    const now = new Date();
    const canvas = document.getElementById("canvas");
    const ctx = canvas.getContext("2d");
    ctx.save();
    ctx.clearRect(0, 0, 150, 150);
    ctx.translate(75, 75);
    ctx.scale(0.4, 0.4);
    ctx.rotate(-Math.PI / 2);
    ctx.strokeStyle = "black";
    ctx.fillStyle = "white";
    ctx.lineWidth = 8;
    ctx.lineCap = "round";
    ctx.save();
    for (let i = 0; i < 12; i++) {
      ctx.beginPath();
      ctx.rotate(Math.PI / 6);
      ctx.moveTo(100, 0);
      ctx.lineTo(120, 0);
      ctx.stroke();
    }
    ctx.restore();
    ctx.save();
```

```
ctx.lineWidth = 5;
for (let i = 0; i < 60; i++) {
  if (i %5 != 0) {
     ctx.beginPath();
     ctx.moveTo(117, 0);
     ctx.lineTo(120, 0);
     ctx.stroke();
  ctx.rotate(Math.PI / 30);
ctx.restore();
const sec = now.getSeconds();
const min = now.getMinutes();
const hr = now.getHours() % 12;
ctx.fillStyle = "black";
canvas.innerText = 'The time is:$(hr):${min)';
ctx.save();
ctx.rotate(
  (Math.PI / 6) * hr + (Math.PI / 360) * min + (Math.PI / 21600) * sec);
ctx.lineWidth = 14;
ctx.beginPath();
ctx.moveTo(-20, 0);
ctx.lineTo(80, 0);
ctx.stroke();
ctx.restore();
ctx.save();
ctx.rotate((Math.PI / 30) * min + (Math.PI / 1800) * sec);
ctx.lineWidth = 10;
ctx.beginPath();
ctx.moveTo(-28, 0);
ctx.lineTo(112, 0);
ctx.stroke();
ctx.restore();
ctx.save();
ctx.rotate((sec * Math.PI) / 30);
ctx.strokeStyle = "red";
ctx.fillStyle = "red";
ctx.lineWidth = 6;
ctx.beginPath();
ctx.moveTo(-30, 0);
ctx.lineTo(83, 0);
ctx.stroke();
ctx.beginPath();
ctx.arc(0, 0, 10, 0, Math.PI * 2, true);
ctx.fill();
ctx.beginPath();
```

```
ctx.arc(95, 0, 10, 0, Math.PI * 2, true);
     ctx.stroke();
     ctx.fillStyle = "rgba(0,0,0,0)";
     ctx.arc(0, 0, 3, 0, Math.PI * 2, true);
     ctx.fill();
     ctx.restore();
     ctx.beginPath();
     ctx.lineWidth = 14;
    ctx.strokeStyle = "#325FA2"
     ctx.arc(0, 0, 142, 0, Math.PI * 2, true);
     ctx.stroke();
     ctx.restore();
     window.requestAnimationFrame(clock);
  window.requestAnimationFrame(clock);
</script>
</body>
<\!\! html>
```

OUTPUT:



: Create a web page containing simple calculator which should have basic AIM arithmetic (+,-,*,-) operation on two floating point numbers and show result. **Validations to be followed:**

- . (Decimal point) should be taken only once for an operand.
- Operand can be negative.
- Division by zero must be shown proper error message in result.

```
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
      : 28/3/2024
DATE
<!DOCTYPE html>
<html lang="en"dir="ltr">
<head>
 <meta charset="utf-8">
 <title>simple calculator using HTML,CSS,and Javascript</title>
 <link rel="stylesheet" href="style.css">
</head>
<body>
 <input class="display-box"type="text" id="result"disabled/>
   <input type="button" value="c" onclick="clearScreen()" id="btn"/>
 <input type="button" value="1"onclick=" display('1')"/>
   <input type="button" value="2"onclick=" display('2')"/>
   <input type="button" value="3"onclick=" display('3')"/>
   <input type="button" value="/"onclick=" display('/')"/>
 <input type="button"value="4"onclick=" display('4')"/>
   <input type="button"value="5"onclick=" display('5')"/>
   <input type="button"value="6"onclick=" display('6')"/>
   <input type="button"value="-"onclick=" display('-')"/>
 <input type="button"value="7"onclick=" display('7')"/>
   <input type="button"value="8"onclick=" display('8')"/>
```

<input type="button"value="9"onclick=" display('9')"/> <input type="button"value="+"onclick=" display('+')"/>

<input type="button"value="."onclick=" display('.')"/> <input type="button"value="0"onclick=" display('0')"/>

```
<input type="button"value="="onclick="calculate()"id="btn"/>
       <input type="button"value="*"onclick="display('*')"/>
  <script type="text/Javascript"src="script.js"></script>
</body>
</html>
Style.css
@import url('https://googleapis.com/css2?family==orbition&display==swap');
.calculator{
padding: 10px;
border-radius: 1em;
height: 380px;
width: 400px;
margin: auto;
background-color: #191b28;
box-shadow: rgba(0,0,0,0.19)0px 10px 20px,rgba(0,0,0,0.23)0px 6px 6px;
.display-box{
  font-family: 'orbitron', sans-serif;
  background-color: #dcdbe1;
  border: solid black 0.5px;
  color: black;
  border-radius: 5px;
  width: 100%;
  height: 65%;
}
#btn{
  background-color: #fb0066;
input[type=button]{
  font-family: 'orbitron', sans-serif;
  background-color:#64278f;
  color: white;
  border: solid black 0.5px;
  width: 100%;
  height: 70%;
  outline: none;
}
input:active[type=button]{
  background: #e5e5e5;
  -webkit-box-shadow: inset 0px 0px 5px #c1c1c1;
  -moz-box-shadow: inset 0px 0px 5px #c1c1c1;
  box-shadow: inset 0px 0px 5px #c1c1c1;
}
```

Script.js

```
function clearScreen() {
  document.getElementById("result").value="";
  }
  function display(value) {
  document.getElementById("result").value+=value;
  }
  function calculate() {
  var p=document.getElementById("result").value;
  var q=eval(p);
  document.getElementById("result").value=q;
  }
}
```

OUTPUT:



AIM : Create a HTML page make a quiz game where user should answer one question at a time, answers must be shown in radio buttons. Without submitting the answer, quiz should not move to next question (Minimum five questions must be there). When user wishes to get score (using score button) score should be displayed in alert 22 message. All the question must be loaded in same page (no page navigation is allowed.

NAME : JAGADISH.S.S **REG NO: U05DP22S0083 DATE** : 11/4/2024 <!DOCTYPE html> <html> <head> <title>QUIZ</title> <style> *{ box-sizing:border-box; .quiz-header padding:2px; border-radius: 8px; background-color: white; h2 padding:1px; text-align: center; margin:0;

background-color: #b8c6db;

width:500px; max:width 95px;

border-radius: 10px;

body

```
}
    ul
       list-style-type: none;
       padding: 0;
    ul li
       font-size: 1.2rem;
       margin: 1rem 0;
    ul li label
       cursor: pointer;
    button
       background-color: #7b339b;
       color: #fff;
       border: none;
       display:block;
       width: 100%;
       cursor: pointer;
       font-size: 1.1rem;
       font-family: inherit;
       padding: 1.1rem;
    button:hover
       background-color: #732d91;
    border:focus
       outline: none;
       background-color: #5e3370;
    </style>
</head>
    <body>
       <section>
         <div class="quiz-container" id="quiz"></div>
         <div class="quiz-header">
            <h2 id="question">Question is loading...</h2>
            ul>
              <
                 <input type="radio" name="answer" id="a" class="answer"/>
```

```
<label for="a" id="a_text"/>Answer...</label>
      \langle li \rangle
        <input type="radio" name="answer" id="b" class="answer"/>
        <label for="b" id="b_text"/>Answer...</label>
      \langle li \rangle
        <input type="radio" name="answer" id="c" class="answer"/>
        <label for="c" id="c text"/>Answer...</label>
      <1i>>
        <input type="radio" name="answer" id="d" class="answer"/>
        <label for="d" id="d_text"/>Answer...</label>
      <button id="submit">SUBMIT</button>
    <hr>>
    <button id="score" onclick="scorecheck()">SCORE</button>
  </div>
</section>
<script>
  const quizData=
  [{
    question:"1.Which language runs in web browser?",
    a:"java",
    b:"C",
    c:"Python",
    d:"JavaScript",
    correct:"d",
  },
    question: "2. What does CSS stands for?",
    a: "CENTRAL STYLE SHEET",
    b: "CASCADING STYLE SHEET",
    c: "CASCADING SIMPLE SHEET",
    d:"CAR SUVs SAILEBOATS",
    correct:"b"
  },
    question: "3. What does HTML stands for?",
    a:"HYPERTEXT MARKUP LANGUAGE",
    b:"HYPERTEXT MARKDOWN LANGUAGE",
    c:"HYPERLOOP MACHINE LANGUAGE",
    d:"HELICOPTER TERMINAL MOTORBOATS LAMBORGINI",
    correct:"a"
  },
```

```
question: "4. Which year was javascript launched?",
  a:"1996",
  b:"1995",
  c:"1954",
  d:"None of the above",
  correct:"b"
},
  question: "5.<br/>br> What type of tag is this?",
  a:"Break tag",
  b:"Broken one",
  c:"An opening tag",
  d:"A closing tag",
  correct:"a",
}];
const quiz=document.getElementById("quiz");
const answerElements=document.querySelectorAll(".answer");
const questionElement=document.getElementById("question");
const a_text=document.getElementById("a_text");
const b_text=document.getElementById("b_text");
const c_text=document.getElementById("c_text");
const d_text=document.getElementById("d_text");
const submitButton=document.getElementById("submit");
let currentQuiz=0;
let score=0;
const deselectAnswers=()=>
  answerElements.forEach((answer)=>(answer.checked=false));
};
const getSelected=()=>
  let answer;
  answerElements.forEach((answerElements)=>
    if(answerElements.checked)answer=answerElements.id;
  });
  return answer;
};
const loadQuiz=()=>
  deselectAnswers();
  const currentQuizData=quizData[currentQuiz];
  questionElement.innerText=currentQuizData.question;
  a_text.innerText=currentQuizData.a;
  b text.innerText=currentQuizData.b;
```

```
c_text.innerText=currentQuizData.c;
              d_text.innerText=currentQuizData.d;
           function scorecheck()
              alert(score);
            loadQuiz();
           submitButton.addEventListener("click",()=>
              const answer=getSelected();
              if(answer){
                if(answer==quizData[currentQuiz].correct) score++;
                currentQuiz++;
                if(currentQuiz<quizData.length)</pre>
                loadQuiz();
              else
                quiz.innerHTML=`<h2>you answered ${score} questions correctly</h2>
                <button onclick="history.go(0)">Play Again</button>`
            });
         </script>
       </body>
</html>
```

1. Which language runs in web browser?	you answered 5 questions correctly
○ java	Play Again
O C	5. What type of tag is this?
	Break tag
O Python	○ Broken one
JavaScript	O An opening tag
SUBMIT	O A closing tag
	SUBMIT
SCORE	SCORE

AIM : Create a web page using HTML/CSS which contains cards (shown as a stack of cards) with image of a tourist place and below that is a thumbnail (shown in circle with image). When mouse hovers over thumbnail, corresponding card comes in front and also small description about the tourist place will be displayed. Use ONLY CSS animation and transition. (Java script should not be used to animate.)

NAME : JAGADISH.S.S REG NO : U05DP22S0083

DATE : 9/5/2024

index.html

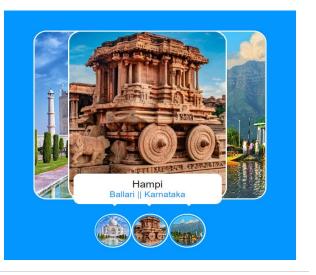
```
<!DOCTYPE html>
<head>
 <title> Hover Animation </title>
 <link rel="stylesheet" href="style.css">
</head>
<body>
 <div class="container">
  <div class="icon-image">
   <div class="icon">
    <img src="agra.jpg" alt="">
   </div>
   <div class="hover-image">
    <div class="img">
     <img src="agra.jpg" alt="">
    </div>
    <div class="content">
     <div class="details">
       <div class="name">Taj Mahal</div>
       <div class="job"> Agra || Uttar Pradesh</div>
     </div>
    </div>
   </div>
  </div>
  <div class="icon-image">
   <div class="icon">
    <img src="hampi.jpg" alt="">
   </div>
   <div class="hover-image">
    <div class="img">
     <img src="hampi.jpg" alt="">
    </div>
    <div class="content">
     <div class="details">
       <div class="name">Hampi</div>
```

```
<div class="job">Ballari || Karnataka</div>
      </div>
    </div>
   </div>
  </div>
  <div class="icon-image">
   <div class="icon">
    <img src="dallake.jpg" alt="">
   </div>
   <div class="hover-image">
    <div class="img">
      <img src="dallake.jpg" alt="">
    </div>
    <div class="content">
      <div class="details">
       <div class="name">Daal Lake</div>
       <div class="job">Kashmir || Kashmir</div>
      </div>
    </div>
   </div>
  </div>
 </div>
</body>
</html>
style.css
 box-sizing: border-box;
 font-family: 'Poppins', sans-serif;
body{
 height: 100vh;
 width: 100%;
 display: flex;
 justify-content: center;
 align-items: center;
 background: #0396FF;
. container \{\\
 height: 500px;
 display: flex;
 min-width: 400px;
 align-items: flex-end;
.icon-image{
 position: relative;
```

```
height: 70px;
 width: 70px;
 cursor: pointer;
 border-radius: 50%;
 background: #fff;
.icon-image .icon img{
 position: absolute;
 height: 95%;
 width: 95%;
 left: 50%;
 top: 50%;
 transform: translate(-50%, -50%);
 object-fit: cover;
 border-radius: 50%;
 border: 3px solid #0396FF;
.icon-image .hover-image{
 position: absolute;
 height: 350px;
 width: 300px;
 bottom: 100px;
 left: 50%;
 transform: translateX(-50%);
.icon-image:hover .hover-image{
 left: -200px;
 z-index: 12;
 transform: translateX(80px);
 transition: left 0.5s ease, z-index 0s, transform 0.5s ease;
 transition-delay: 0s, 0.5s, 0.5s;
.hover-image img{
 position: absolute;
 height: 100%;
 width: 100%;
 object-fit: cover;
 border: 3px solid #fff;
 border-radius: 25px;
.hover-image .content{
 position: absolute;
 width: 100%;
 bottom: -10px;
padding: 0 10px;
```

```
.content::before{
content: ";
position: absolute;
height: 20px;
width: 20px;
background: #fff;
left: 50%;
bottom: -7px;
transform: rotate(45deg) translateX(-50%);
z-index: -1;
}
.content .details{
 position: relative;
 background: #fff;
 padding: 10px;
 border-radius: 12px;
 text-align: center;
 opacity: 0;
.icon-image:hover .details{
 transition: all 0.5s ease;
 transition-delay: 0.9s;
 opacity: 1;
.content .details .name{
font-size: 20px;
font-weight: 500;
.content .details .job{
font-size: 17px;
color: #0396FF;
```





```
CMA LAB
                                                                   II BCA
AIM
       : Create a web page using HTML5/CSS3 to animate a truck movement. While
        truck moves trees should move in the back ground.
        For tree, truck and wheels download the images from the following URLs.
        https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/tree.svg
        https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/truck.svg
        https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/wheels.svg
        Animation must be pure CSS and Java script should not be used.
NAME : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
       : 11/4/2024
speedy-truck.html
<!DOCTYPE html>
<head>
<title>Speedy Truck</title>
<link rel="stylesheet" href="speedytruck.css">
</head>
<body>
<div class="loop-wrapper">
<div class="mountain"></div>
<div class="hill"></div>
<div class="tree"></div>
<div class="truck"></div>
<div class="wheels"></div>
</div>
</body>
</html>
Speedytruck.css
body {
background: #009688;
.loop-wrapper {
margin: 0 auto;
position: relative;
width: 600px;
height: 250px;
overflow: hidden;
border-bottom: 3px solid #fff;
 }
.tree{
position: absolute;
```

height: 100px; width: 35px; bottom: 0;

```
background: url(tree.svg) no-repeat;
.truck, .wheels {
 width: 85px;
 bottom: 0px;
 right: 50%;
 position: absolute;
.truck {
 background: url(truck.svg) no-repeat;
 height: 60px;
.truck:before {
 content: " ";
 position: absolute;
 width: 25px;
 box-shadow:
  -30px 28px 0 1.5px #fff,
  -35px 18px 0 1.5px #fff;
}
.wheels {
 background: url(wheels.svg) no-repeat;
 height: 15px;
.tree { animation: tree 3s 0.000s linear infinite; }
@keyframes tree {
 0% { transform: translate(1350px); }
 50% {}
 100% { transform: translate(-50px); }
<svg xmlns="http://www.w3.org/2000/svg" width="32" height="100" viewBox="0 0 32</pre>
100">
 <path fill="#FFF" d="M31.945 74.986L17.37 1.148A1.416 1.416 0 0 0 15.988 0c-.673 0-</pre>
1.252.48-1.383 1.148L.027 74.986c-.083.42.025.854.292 1.186.268.332.669.523
1.091.523h13.167V100h2.821V76.695h13.165c.422 0 .821-.191 1.09-.523.27-.331.375-
.766.292-1.186z"/>
</svg>
```

truck.svg

 $2.693-3.099\ 2.693zM4.127\ 4.208c-.596\ 0-1.083.389-1.083.987v44.709c0\ .597.488\ 1.086\ 1.086\ 1.086h1.004c.005-.047.123-.271.133-.317\ 1.267-5.562\ 6.323-9.597\ 12.022-9.597a12.356\ 12.356\ 0\ 0\ 1\ 11.912\ 9.137c.151.734.681.777.785.777h21.111c.596\ 0\ 1.083-.487\ 1.083-1.084V5.293c0-.598-.485-1.085-1.083-1.085H4.127zM84.929\ 35.828s-.093-2.093-.288-3.118c-.164-.873-1.087-2.644-1.087-2.644l-7.299-13.59c-.951-1.52-3.115-2.707-4.558-2.707H60.785a2.608\ 2.608\ 0\ 0\ 0-2.606\ 2.609v33.526a2.609\ 2.609\ 0\ 0\ 0\ 2.606\ 2.609h.643s.949-.123\ 1.304-1.312c.986-3.933\ 4.514-6.862\ 8.749-6.862\ 4.145\ 0\ 7.612\ 2.808\ 8.682\ 6.613.442\ 1.612\ 2.231\ 1.561\ 2.231\ 1.561A2.608\ 2.608\ 0\ 0\ 0\ 85\ 49.904l-.071-14.076zm-6.603-3.511H65.312a1.996\ 1.996\ 0\ 0\ 1-1.989-1.99V20.143c0-1.098.894-1.99\ 1.989-1.99h4.365c2.483\ 0\ 4.117\ 2.009\ 4.63\ 2.978l5.065\ 9.434c.521.962.053\ 1.752-1.046\ 1.752z''>$

<path fill="#009688" d="M4.127 4.208c-.596 0-1.083.389-1.083.987v44.709c0 .597.488
1.086 1.086 1.086h1.004c.005-.047.123-.271.133-.317 1.267-5.562 6.323-9.597 12.0229.597a12.356 12.356 0 0 1 11.912 9.137c.151.734.681.777.785.777h21.111c.596 0 1.083-.487 1.083-1.084V5.293c0-.598-.485-1.085-1.083-1.085H4.127z"/>
</svg>

wheels.svg



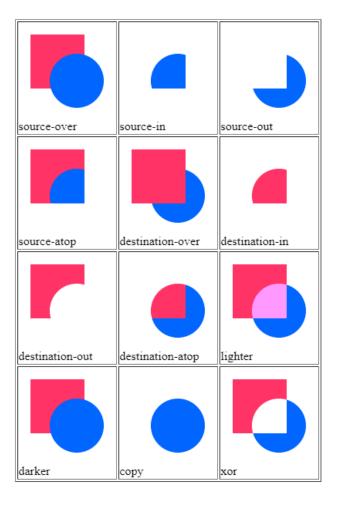
```
AIM
        : Create a simple paint app which draws lines based on the selected colour
          (chosen using color input) with selected thickness (chosen using number input)
         and there must be CLEAR button to clear the canvas.
NAME
        : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
        : 25/4/2024
tree.html
<!DOCTYPE html>
<head>
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale-1.0">
  <link rel="stylesheet" href="paint.css">
  <title>Drawing app</title>
</head>
<section class="container">
  <div id="toolbar">
    <h1>Draw:</h1>
    <label for="stroke">Stroke</label>
    <input id="stroke" type="color" value="#ff0000">
    <label for="lineWidth">Line Width</label>
    <input id="lineWidth" type="number" value="5">
    <button id="clear">Clear/button>
  </div>
  <div class="drawing-board">
    <canvas id="drawing-board"></canvas>
  </div>
</section>
<script src="./index.js"></script>
</body>
</html>
Index.js
const canvas = document.getElementById('drawing-board');
const toolbar = document.getElementById('toolbar');
const ctx = canvas.getContext('2d');
const canvasOffsetX = canvas.offsetLeft;
const canvasOffsetY = canvas.offsetTop;
canvas.width = window.innerWidth - canvasOffsetX;
canvas.height = window.innerHeight - canvasOffsetY;
let isPainting = false;
let lineWidth = 5;
let startX:
let startY;
toolbar.addEventListener('click', e => {
```

```
if (e.target.id === 'clear') {
     ctx.clearRect(0, 0, canvas.width, canvas.height);
  }
});
toolbar.addEventListener('change', e => {
  if (e.target.id === 'stroke') {
     ctx.strokeStyle = e.target.value;
  if (e.target.id === 'lineWidth') {
     lineWidth = parseInt(e.target.value);
  }
});
const draw = (e) \Rightarrow \{
  if (!isPainting) {
     return;
  ctx.lineWidth = lineWidth;
  ctx.lineCap = 'round';
  ctx.lineTo(e.clientX - canvasOffsetX, e.clientY - canvasOffsetY);
  ctx.stroke();
canvas.addEventListener('mousedown', (e) => {
  isPainting = true;
  startX = e.clientX - canvasOffsetX;
  startY = e.clientY - canvasOffsetY;
  ctx.beginPath();
  ctx.moveTo(startX, startY);
});
canvas.addEventListener('mouseup', e => {
  isPainting = false;
  ctx.closePath();
});
canvas.addEventListener('mousemove', draw);
```



```
AIM
       :Create web page using HTML5 canvas element to illustrate all canvas
        composition.
NAME
       : JAGADISH.S.S
REG NO: U05DP22S0083
DATE
       : 2/5/2024
<html>
<head>
 <script type="text/javascript">
   var compositeTypes = [
     'source-over', 'source-in', 'source-out', 'source-atop',
     'destination-over', 'destination-in', 'destination-out',
     'destination-atop', 'lighter', 'darker', 'copy', 'xor'
   ];
   function drawShape() {
     for (i = 0; i < compositeTypes.length; i++) {
       var label = document.createTextNode(compositeTypes[i]);
       document.getElementById('lab' + i).appendChild(label);
       var ctx = document.getElementById('tut' + i).getContext('2d');
       ctx.fillStyle = "#FF3366";
       ctx.fillRect(15, 15, 70, 70);
       ctx.globalCompositeOperation = compositeTypes[i];
       ctx.fillStyle = "#0066FF";
       ctx.beginPath();
       ctx.arc(75, 75, 35, 0, Math.PI * 2, true);
       ctx.fill();
     }
 </script>
</head>
<body onload="drawShape();">
 <canvas id="tut0" width="125" height="125"></canvas><br/> <label
id="lab0"></label>
     <canvas id="tut1" width="125" height="125"></canvas><br/>
       <label id="lab1"></label>
     <canvas id="tut2" width="125" height="125"></canvas><br/>
       <label id="lab2"></label>
```

```
<canvas id="tut3" width="125" height="125"></canvas><br/>br />
        <label id="lab3"></label>
      <canvas id="tut4" width="125" height="125"></canvas><br/>br />
        <label id="lab4"></label>
      <canvas id="tut5" width="125" height="125"></canvas><br/>br />
        <label id="lab5"></label>
      <ta><canvas id="tut6" width="125" height="125"></canvas><br/>br />
        <label id="lab6"></label>
      <ta><canvas id="tut7" width="125" height="125"></canvas><br/>br />
        <label id="lab7"></label>
      <canvas id="tut8" width="125" height="125"></canvas><br/>
        <label id="lab8"></label>
      <canvas id="tut9" width="125" height="125"></canvas><br/>br />
        <label id="lab9"></label>
      <canvas id="tut10" width="125" height="125"></canvas><br/>
        <label id="lab10"></label>
      <canvas id="tut11" width="125" height="125"></canvas><br/>
        <label id="lab11"></label>
      </body>
</html>
```



AIM : Create a web page which must be as shown in below image using HTML5, SVG and CSS3. Here Mountain must be drawn using SVG, Stars in sky changes their position randomly for every time page is loaded (java script can be used). Sky and stars must be created using <canvas> element.

Note: No Online (live access) CSS files must be used.

NAME: JAGADISH.S.S REG NO: U05DP22S0083

DATE : 2/5/2024

```
svgscene2.html
```

```
<!DOCTYPE html>
<head>
<title> SVG SCENE</title>
<link rel="stylesheet" type="text/css" href="sky.css"/>
<script>
window.onload = function()
var sky = document.getElementById("sky");
sky.width = document.body.clientWidth;
sky.height = document.body.clientHeight;
if (sky.getContext){
  var skyContext = sky.getContext("2d");
  var radius = 2;
  for(var star = 0; star < 50; star++){
    var min = (Math.random() * 30 + 5) / 10;
    var max = sky.width - radius;
    var center X = Math.floor(Math.random() * (max - min + 1)) + min;
    var center Y = Math.floor(Math.random() * (max - min + 1)) + min;
    skyContext.beginPath();
    skyContext.arc(centerX, centerY, min, 0, 2 * Math.PI);
    skyContext.fillStyle = "rgb(255, 255, 255)";
    skyContext.fill();
}
</script>
</head>
<body>
<section class="stage">
  <svg height="390" width="550" id="mountains">
   <polygon points="300,390 190,90 320,130 400,340" fill="#5d2042" />
   <polygon points="0,340 108,190 194,100 201,120 301,390" fill="#320e40" />
   <polygon points="14,348 117,174 194,102 172,377" fill="#3b1642" fill-opacity="0.8" />
   <polygon points="120,174 194,102 233,206 144,275"fill="#3d1744"fill-opacity="0.9" />
    <polygon points="233,206 288,177 324,214" fill="#421943" />
```

```
<polygon points="233,206 324,214 247,245" fill="#3e1743" />
    <polygon points="247,245 324,214 360,360" fill="#411842" />
    <polygon points="324,214 288,177 350,210" fill="#632242" />
    <polygon points="324,214 350,210 360,360" fill="#652343" />
    <g id="apex">
       <polygon points="108,190 170,40 194,100" fill="#aeacb9" />
       <polygon points="170,40 234,6 260,70 288,178 194,102" fill="#ceced8" />
       <polygon points="234,6 290,80 320,132 288,178" fill="#ffffed" />
    </g>
  </svg>
  <svg id="ground"></svg>
  <svg id="hills" width="700" height="170">
    <polygon points="480,70 530,100 560,90 516,40" fill="#9b9d57" />
    <polygon points="480,70 530,100 412,84" fill="#7d8f57" />
    <polygon points="530,100 412,84 360,138" fill="#748857" />
    <polygon points="360,138 240,140 320,82" fill="#748857" />
    <polygon points="412,84 360,140 320,82" fill="#88945a" />
    <polygon points="320,82 240,140 210,64" fill="#597252" />
    <polygon points="300,78 100,100 0,104 170,58" fill="#4f654f" />
    <polygon points="172,58 145,40 122,48 66,79 0,104" fill="#536a50" />
  </svg>
  <canvas id="sky"></canvas>
</section>
</body>
</html>
sky.css
html, body {
       height: 100%;
       width: 100%
body {
       min-height: 100%;
       background: linear-gradient(to bottom, #0a1a27, #4e83b7);
       position: relative;
body #mountains {
       z-index: 2;
       position: absolute;
       bottom: 20%;
       margin-bottom: -16px;
       left: 10%;
body #ground {
       z-index: 1;
       width: 100%;
```

```
height: 20%;
position: absolute;
bottom: 0;
background: #879759;
background: linear-gradient(to bottom, #879759, #648459);
}
body #hills {
    position: absolute;
    left: 10%;
    margin-left: -120px;
    margin-bottom: -86px;
    bottom: 20%;
    z-index: 3;
}
body #stars {
    width: 100%;
    height: 100%;
}
```

