Problem 2: Image Map

AIM:

Create a web page with the following using HTML5.

(i) To embed an image map in a web page

(ii) To fix the hot spots

(iii) Show all the related information when the hot spots are clicked.

PROGRAM CODE:

```
<!DOCTYPE html>
Index.html
                 <html>
                 <body>
                 Click on the computer parts to view the names
                 of it:
                 <img_src="comp.jpg" width="450" height="450"</pre>
                 alt="Planets" usemap="#desktop">
                 <map name="desktop">
                 <area shape="rect" coords="116,55,312,282"
alt="Monitor" href="monitor.html">
                   <area shape="rect" coords="350,16,556,365"</pre>
                 alt="CPU" href="cpu.html">
                   <area shape="circle" coords="326,396,25"
                 alt="Mouse" href="mouse.html">
                   <area shape="rect" coords="05,405,280,330"</pre>
                 alt="Keyboard" href="keyboard.html">
                 </map>
                 </body>
                 </htm1>
|Monitor.html |<html>
           <head>
           |<title>Monitor</title>
           </head>
           <body bgcolor="lightblue">
           <h1> Monitor</h1></br>
           <img src="monitor.jpg" width=300 height=300></br>
           A computer monitor is an output device that displays
           |information in pictorial form. A monitor usually
           comprises the display device, circuitry, casing, and
           power supply. The display device in modern monitors is
           typically a thin film transistor liquid crystal display
           (TFT-LCD) with LED backlighting having replaced cold-cathode fluorescent lamp (CCFL) backlighting. Older
           monitors used a cathode ray tube (CRT). Monitors are
           connected to the computer via VGA, Digital Visual
           Interface (DVI), HDMI, DisplayPort, Thunderbolt, low-
           voltage differential signaling (LVDS) or other
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proprietary connectors and signals.
          </body>
          </html>
Keyboard.htm <html>
           <head>
          <title>Keyboard</title>
          |</head>
          <body bgcolor="lightblue">
          <h1> Keyboard</h1></br>
          <img src="keyboard.jpg" width=300 height=300></br>
          A computer kéyboard is a typewriter-style device which uses an arrangement of buttons or keys to act as
          mechanical levers or electronic switches. Following the
          decline of punch cards and paper tape, interaction via
          teleprinter-style keyboards became the main input
          method for computers.
          </body>
          </html>
          l<html>
Mouse.html
           <head>
           <title>Mouse</title>
           </head>
           <body bacolor="lightblue">
           <h1> Mouse</h1></br>
           <img src="mouse.jpg" width=300 height=300></br>
           A computer mouse is a hand-held pointing device that
           detects two-dimensional motion relative to a surface.
           </body>
           </html>
           <html>
Cpu.html
           <head>
           <title>Central processing unit
           </title>
           </head>
           <body bgcolor="lightblue">
           <h1> Central processing unit
           </h1></br>
           <img src="cpu.jpg" width=300 height=300></br>
           A central processing unit (CPU), also called a central
           processor or main processor, is the electronic
           circuitry within a computer that carries out the
           instructions of a computer program.
           </body>
           </html>
```

RESULT

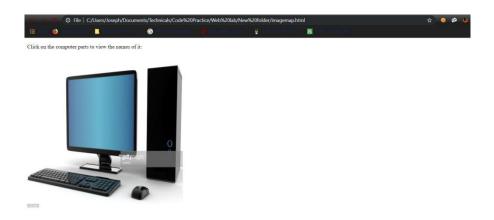


Figure 1: index.html



Figure 2: monitor.html

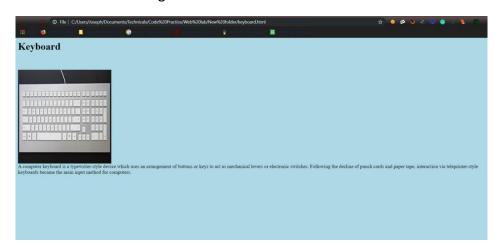


Figure 3: keyboard.html



Figure 4: mouse.html



Figure 5: cpu.html