

* ASSIGNMENT *

Q1. Explain different design issues at time of designing website.

→ (i) Brower & OS

- web pages are written using different HTML tags and viewed in different browsers.
- Different browsers & their versions greatly affects the way page is rendered.
- To make a web page portable, test it on different browsers on different OS.

(ii) Bandwidth and cache

- Users have different connection speed i.e bandwidth.
- Connection speed plays an imp role in designing, if user has low speed, it takes more time to download pages.
- Browser provide temporary memory (cache).

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(iii) Display Resolution

- It is another imp factor, as we do not have any control on display resolution of monitors of users.
- Display is measured in terms of pixels

and common size are 800×600 , 1024×786 .

(iv) Look & feel.

→ It decides overall appearance of website.

→ It includes:

web design theme, web typography,
Graphics, Visual structure, etc.

(v) Page layout & linking

→ Website contains of individual web pages that are linked together using links.

→ Page layout allows designer the content on page such that visitor can view easily.

(vi) Locating Information

→ Major area of imp in terms of users viewing pattern is center, top, right, bottom and left.

(viii) Sitemap.

→ Many time web sites are to complex as there are large no. of sections.

→ It becomes difficult for user to quickly move from one part to particular section.

Q2. What is HTTP? How do browser & server communicate using HTTP response & request?

→ HTTP stands for Hypertext Transfer Protocol.

→ HTTP is based on client-server architecture model and a stateless req/resp protocol that operate by exchanging message across reliable TCP/IP connection.

→ HTTP header fields provide req info about req or resp, or about object send in msg body. Four types are:

- (a) General-header
- (b) Request-header
- (c) Response-header
- (d) Entity-header

→ Steps to communicate between client & server :-

- (a) User issues URL from browser
- (b) Browser send request msg.
- (c) Server maps URL to file/program under doc. directory
- (d) Server return response msg
- (e) Browser formats response & display.

HTTP
(over TCP/IP)

Q3. What do you mean by meta tags? Purpose?
Explain different meta tags.

→ It is machine readable info about web resources, it is used to describe actual doc. rather ~~the~~ than the doc. contents.

→ It is included in head section of page.

→ Purpose

→ Meta elements are typically used to specify:

- Page description
- Key words
- author of document
- last modified
- other metadata

→ Different meta tags.

< meta name = "description" content = "text" >
- description of 3 to 4 sentences

< meta name = "robots" content = "selection" >
- How far you allow robot to spider through your website -

< meta name = "revisit-after" content = "period" >
- how often you want spiders to come back & index your website again.

< meta name = "copyright" content = "text" >

< meta http-equiv = "name" content = "value" >

- specify to ignore cache page when user request page again & again.

< meta name = "googlebot" content = "noindex" >

< meta name = "language" content = "English" >

< meta name = "web-author" content = "text email" >

< meta name = "reply-to" content = "email" >

Q4.

HTML

XHTML

Tag and attribute names are not case-sensitive.

Must be written in lower case.

Some attrib can be minimized, & attrib values don't require quotes.

All attributes must have specified value, value must be quoted.

Some eleⁿ don't require closing tag

All eleⁿ must be closed.

Q5. Give full names

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- i) HTTP - Hypertext Transfer protocol
 - ii) FTP - File Transfer protocol
 - iii) PHP - Personal home page.
 - iv) HTML - Hypertext markup language
 - v) XML - Extensible markup language
 - vi) XSLT - Extensible stylesheet language Transformation.
 - vii) TCP - Transmission control Protocol
 - viii) UDP - User Datagram Protocol
 - ix) URI - Uniform resource Identifier
 - x) URL - Universal resource Locator
 - xi) DOM - Document Object model.
 - xii) DTD - Document type definition.