**Experiment-1**

kartik.html

<!doctype html>

<html>

<center>

<img src="computer.jpg" width=500px height=500px usemap="#map2">

<map name="map2">

<area shape=rect coords=125,54,460,350 href="monitor.html" title="monitor">

<area shape=circle coords=470,416,30 href="mouse.html" title="Chuha">

<area shape=rect coords=44,390,425,450 href="keyboard.html" title="kunjipatal">

</map>

<table border=2px cellpadding=5px cellspacing=5px width=300px height=150px>

<tr>

<td>S no</td>

<td>Title</td>

<td>Anchor</td>

</tr>

<tr>

<td>1</td>

<td>Monitor</td>

<td><a href="monitor.html" style="text-decoration:none">Monitor.html</a></td>

</tr>

<tr>

<td>2</td>

<td>Mouse</td>

<td><a href="mouse.html" style="text-decoration:none">Mouse.html</a></td>

</tr>

<tr>

<td>3</td>

<td>Keyboard</td>

<td><a href="mouse.html" style="text-decoration:none">Keyboard.html</a></td>

</tr>

</table>

</center>

</html>

keyboard.html

<!doctype html>

<html>

<h1 style="font-size:50px;font-weight:bolder">Keyboard</h1>

<hr>

<ul style="font-size:20px;color:gray;line-height:1.5">

<li>A keyboard computer is a computer which contains all of the regular components of a personal computer, except for a screen, in the same housing as the keyboard. The power supply is typically external and connects to the computer via an adapter cable. The motherboard is specially designed to fit inside, and the device is larger than most standard keyboards. Additional peripheral components such as a monitor are connected to the computer via external ports. Usually no or only a minimum of storage devices is built in.</li>

<li>Most home computers of the late 1970s and during the 1980s were keyboard computers, the Commodore VIC-20 and the Atari ST being prime examples. While this form factor went out of style around 1990 in favour for more standard PC setups, some notable x86 keyboard computers have been built, like the Olivetti Prodest PC1 in 1988[1] and the Schneider EuroPC Series between 1988 and 1995.[2] Cybernet Manufacturing is still producing similar devices, using Intel Quad Core processors.</li>

<li>Newer developments include the Commodore 64 WebIt by Tulip, the Asus Eee Keyboard,[3][4] which uses an Intel Atom processor, and optionally solid state hard drives.[5] Or designs like the Commodore Invictus PC.[6</li>

</ul>

<a href="kartik.html" style="font-size:20px;color:gray;line-height:1.5;text-decoration:none">Simon go back</a>

</html>

monitor.html

<!doctype html>

<html>

<h1 style="font-size:50px;font-weight:bolder">Monitor</h1>

<hr>

<ol style="font-size:20px;color:gray;line-height:1.5">

<li>an instrument or device used for observing, checking, or keeping a continuous record of a process or quantity.</li>

<li>a television receiver used in a studio to select or verify the picture being broadcast from a particular camera.</li>

<li> large tropical Old World lizard with a long neck, narrow head, forked tongue, strong claws, and a short body. Monitors were formerly believed to give warning of crocodiles.</li>

</ol>

<a href="kartik.html" style="font-size:20px;color:gray;line-height:1.5;text-decoration:none">Simon go back</a>

</html>

mouse.html

<!doctype html>

<html>

<h1 style="font-size:50px;font-weight:bolder">Mouse</h1>

<hr>

<p style="font-size:20px;color:gray;line-height:1.5">A computer mouse is a hand-held pointing device that detects two-dimensional motion relative to a surface. This motion is typically translated into the motion of a pointer on a display, which allows a smooth control of the graphical user interface. The first public demonstration of a mouse controlling a computer system was in 1968. Originally wired to a computer, many modern mice are cordless, relying on short-range radio communication with the connected system. Mice originally used a ball rolling on a surface to detect motion, but modern mice often have optical sensors that have no moving parts. In addition to moving a cursor, computer mice have one or more buttons to allow operations such as selection of a menu item on a display. Mice often also feature other elements, such as touch surfaces and "wheels", which enable additional control and dimensional input. </p>

<a href="kartik.html" style="font-size:20px;color:gray;line-height:1.5;text-decoration:none">Simon go back</a>

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