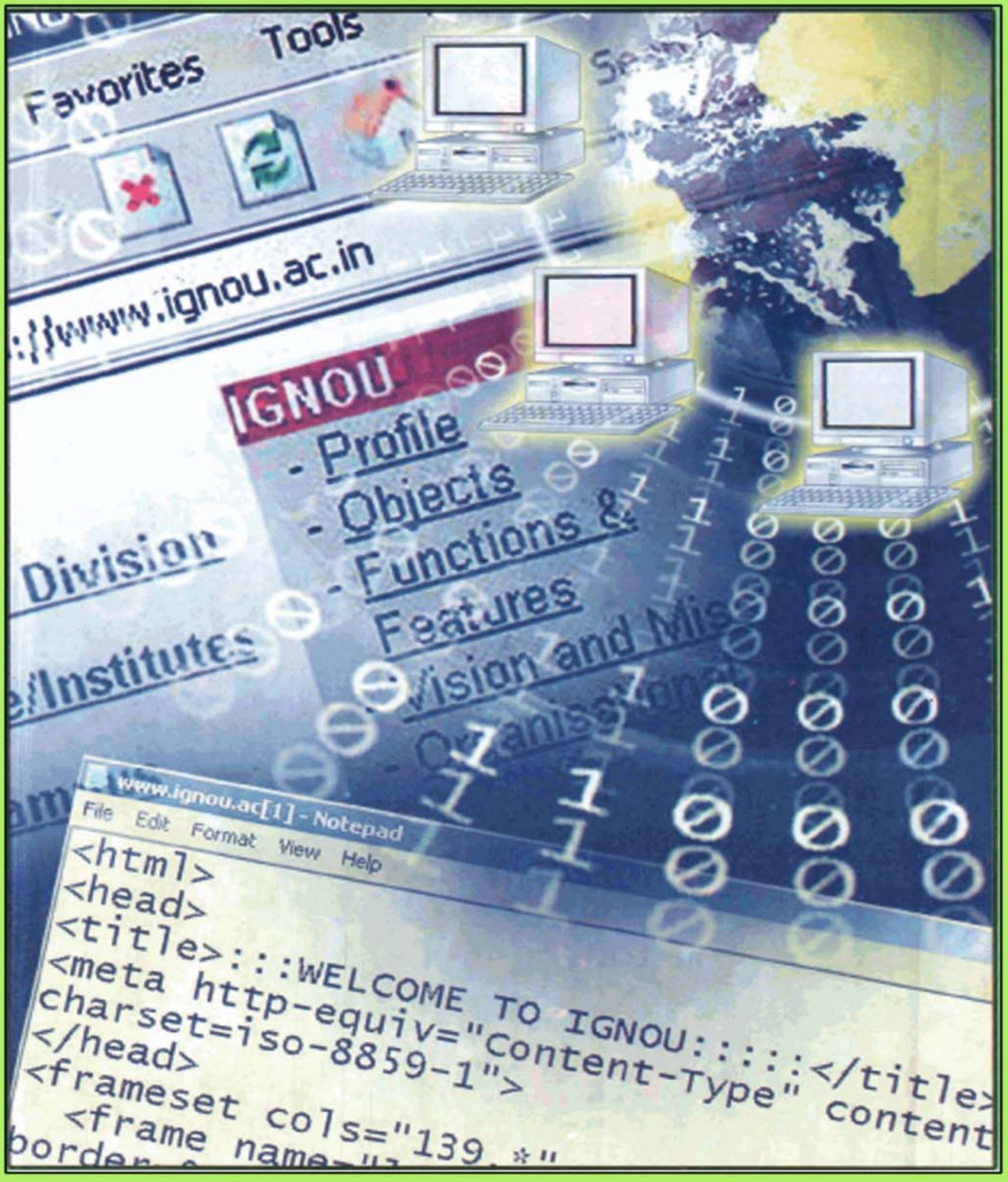
Indira Gandhi National Open University
School of Computer and Information Sciences

MCSI-016
INTENET CONCEPTS AND WEB DESIGN



Lab Manual

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Indira Gandhi
National Open University
School of Computer and
Information Sciences

MCSL - 016
INTERNET CONCEPTS AND WEB DESIGN

Block

2

LAB MANUAL

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BLOCK INTRODUCTION

This Block is a practical block. It consists of 5 sections, namely, HTML, Advanced HTML, VBScript, JavaScript, and Dreamweaver. Each section introduces the basics of scripting language, how to create the basic documents and finally a list of 10 sessions for doing practical exercises. The details of the commands of the scripting language are explained in the respective units of Block 1 of this course.

The block is organized as follows: section 1 describes HTML. It introduces the basics of HTML, how to create an HTML document, steps for creating an HTML program and finally, it contains 10 sessions for lab practice.

Section 2 goes one step further and introduces Advanced HTML. All the lab exercises in this session are about the two basic advanced features: frames and forms. HTML deals with forms exactly the same way as you would with a paper form. There are groups of items and single items all gathered together in one large form, like a paper form.

Section 3 focuses on JavaScript, which is also a scripting language. The JavaScript provides interactivity to the user. The following features are supported in JavaScript:

- Add scrolling or changing messages to the browser's status line.
- Validate the contents of a form and make calculations.
- Display messages to the user, either as part of a web page or in alert boxes.
- Animate images or create images that change when you move the mouse over them.
- Detect the browser in use and display different contents for different browsers.
- Detect installed plugins and notify the user if a plugin is required.

This section also gives tips on how to incorporate JavaScript into a Web page.

Section 4 introduces VBScript. Like JavaScript, VBScript is a powerful and easy to learn tool that can be used to provide interactivity to the Web page. As in the previous section we also discuss how to incorporate VBScript into HTML pages.

Section 5 is the last section, which works like an HTML editor. Before providing lab sessions we provide the following descriptions about the package:

- How to work in a Dreamweaver.
- Insert external media in the WebPages.
- Adding SSI to the page.
- Adding CSS style to the page.

SECTION 1 HTML (HYPERTEXT MARKUP LANGUAGE)

Structure

1.0 Basics of HTML
1.1 How to Create HTML Document?
1.2 Steps for Creating a Simple HTML Program
1.3 Exercises for Practice in Lab Sessions

1.0 BASICS OF HTML

Web pages or materials in the form of hypermedia documents accessed through the Internet can be located anywhere in the world.

No matter where they originated, most Web documents are created using Hypertext Markup Language (HTML). HTML is a powerful authoring language and has different versions like HTML 4.2, HTML 4.0, HTML 3.2, HTML 3.0 and HTML 2.

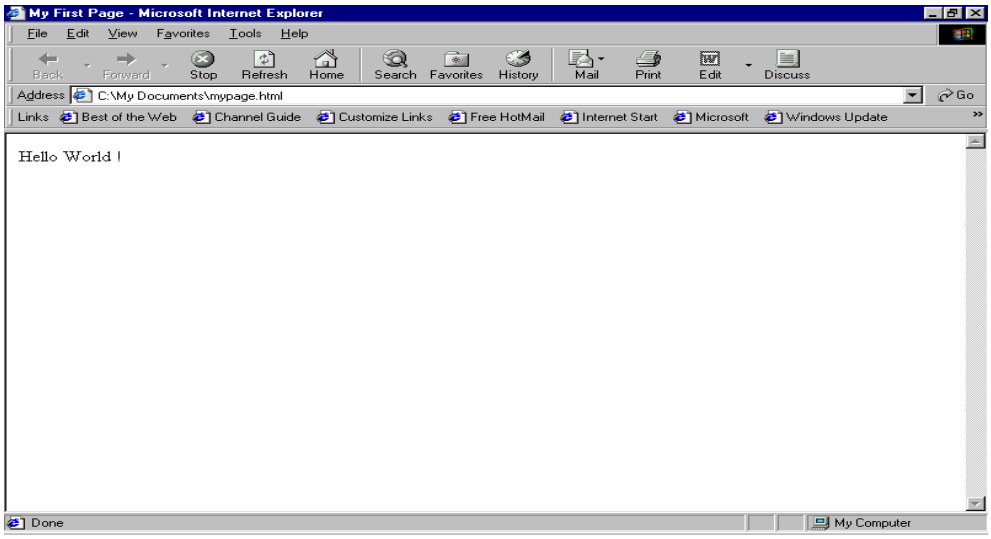
HTML is used to define document structure and format, with the help of a single tag or a pair of tags. A tag is a string in the language surrounded by a less than (<) and a greater than (>) sign. An opening tag does not begin with a slash (/). An ending or closing tag is a string that begins with a slash (/).

HTML documents format textual information with embedded markup tags that provide style and structure information. A whole document in HTML begins with <HTML> and ends with </HTML>.

1.1 HOW TO CREATE AN HTML DOCUMENT?

An HTML document can be created using any HTML editor or text editor like notepad etc.

1.2 STEPS FOR CREATING A SIMPLE HTML PROGRAM



1. Go to **Start -> Programs->Accessories->Notepad**.

2. Begin with a document type tag and an <HTML> opening tag. Enter the following line in your doc.
<HTML>

3. Indicate that you are beginning the head element of a document by issuing the <HEAD> opening tag. If a <HEAD> element is included, it must appear within an <HTML> element. The following line should appear next in your document:
<HEAD>

4. The <TITLE> element is used to indicate the title of an HTML document. <TITLE> tags are placed within the head component of a document and the title is placed between the opening and the closing <TITLE> tags. Add the following <TITLE> element to your document.
<TITLE>My First Page</TITLE>

5. To end the head area issue a <HEAD> closing tag.
</HEAD>

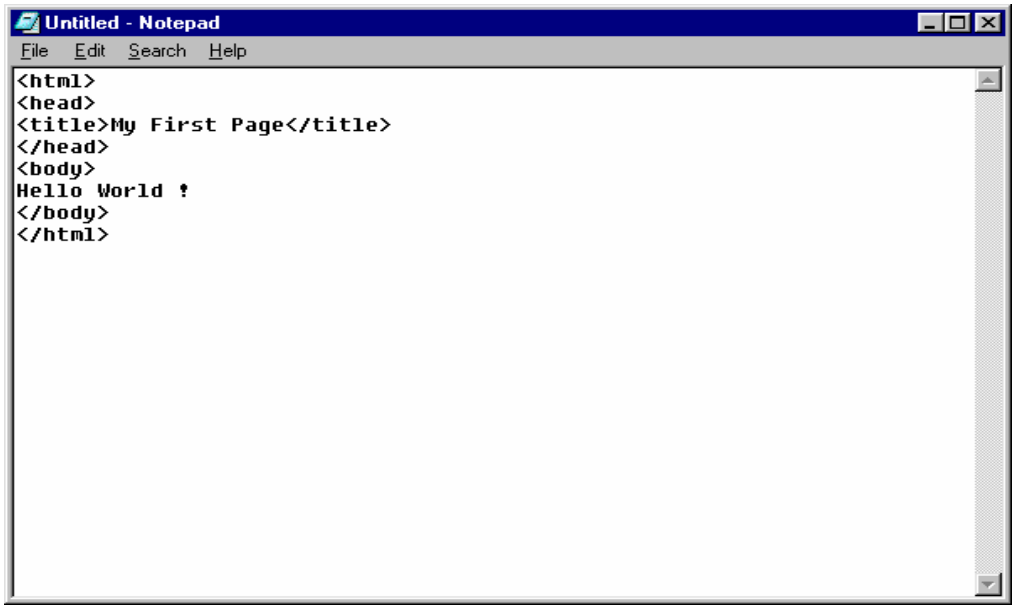
   Thus the <HEAD> element is nested within the <HTML> element.

6. At this point the body of the document is developed. A <BODY> opening tag indicates that this point has been reached. Enter the following line.
<BODY>

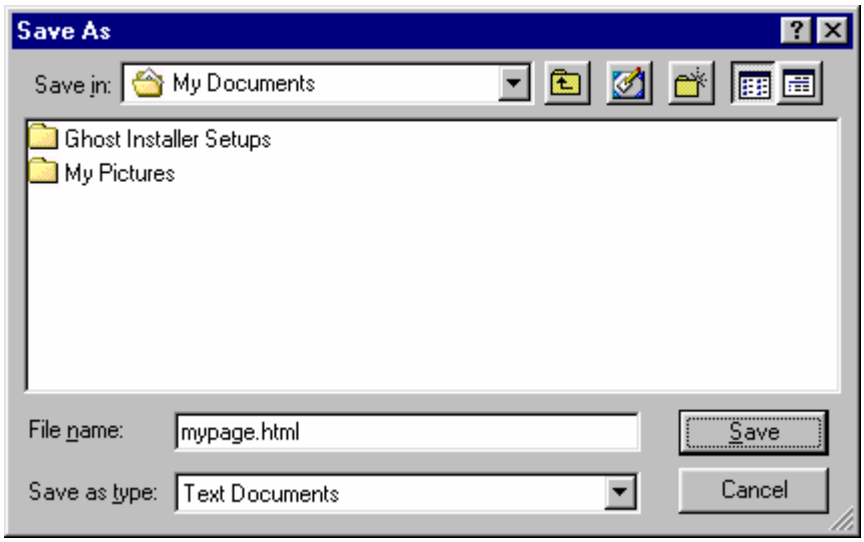
7. In the following example, the body of the document contains a simple text statement which you can now enter in your file:
Hello World !

8. A </BODY> closing tag marks the end of the <BODY> element. Similar to the Head element, the <BODY> element is also completely nested within the <HTML> element. To end the <BODY> element, issue the closing corresponding tag in your document.
</BODY>

9. Finally, terminate the <HTML> tag with </HTML> as shown below:



10. Save your document as mypage.html



11. To view the document open the .html document in the browser.

1.3 EXERCISES FOR PRACTICE IN LAB SESSION

SESSION 1

Exercises

1. Write HTML code to develop a Web page having the background in red and title "My First Page" in any other colour.

2. Create an HTML document giving details of your name, age, telephone number, address, TLC code & enrolment number aligned in proper order.

3. Write an HTML code to design a page containing text, in form of paragraphs giving suitable heading style.

SESSION 2

Exercises

1. Create a page to show different attributes of Font tag.

2. Create a page to show different attributes: italics, bold, underline.

3. Design a page having background colour yellow, giving text colour red and using all the attributes of font tab.

SESSION 3

Exercises

1. Write an HTML code to create a Web page of blue color and display links in red colour.

2. Write an HTML code to create a Web page that contains an image at its center.

3. Create a Web page with appropriate content and insert an image towards the left hand side of the page. When user clicks on the image, it should open another Web page.

SESSION 4

Exercises

1. Create a Web page using *href* attribute of anchor tag & the attribute: *alink, vlink* etc.

2. Create a Web page, wherein when the user clicks on the link it should go to the bottom of the page.

3. Write HTML code to create a Web page of pink colour and display a moving message in red colour.

SESSION 5

Exercises

1. Create a Web page, showing an ordered list of the names of five of your friends.

2. Create an HTML document containing a nested list showing the content page of any book

3. Create a web page, showing an unordered list of names of five of your friends.

SESSION 6

Exercises

1. Create a Web page, which should contain a table having two rows and two columns.

2. Fill in some dummy data in the table created by you in question 1 of this session.

3. Create the following table in HTML with Dummy Data

Name of train	Place	Destination	Train No.	Time		Fair
				Arrival	Departure	

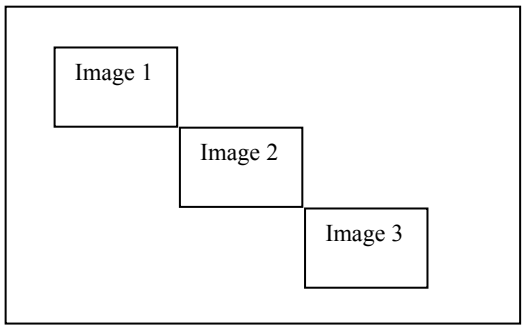
SESSION 7

Exercises

1. Create the following table

Colour (White)		
RED	GREEN	BLACK

2. Design an HTML Page having 3 images placed in the following format.



(Hint: Table can be used to align images)

3. Write HTML code to generate the following output:

Weather	**DELHI**	**MUMBAI**
	40	35

SESSION 8

Exercises

1. What are HTML Physical style tags and Logical style tags?

2. Which HTML tag allows you to scroll text on the Web page?

3. What is the comment tag in HTML?

4. Design an HTML Page for the "Block Introduction" of this book: The page should allow scrolling and the code should contain a comment header with your name and enrolment number.

SESSION 9

Exercises

1. What difference does it make if we express the width of a table in percentage or in pixel value? And how do we set the width of a particular column or cell in a table?

2. Write HTML code to generate the following output:

<table>
<tr><td>1</td><td>2</td><td>3</td><td>4</td></tr>
<tr><td>5</td><td rowspan="2" colspan="2">Image</td><td>6</td></tr>
<tr><td>7</td><td>8</td></tr>
<tr><td>9</td><td>10</td><td>11</td><td>12</td></tr>
</table>

3. Create a Web page that should contain a table having seven rows and four columns, along with the attributes – colspan & rowspan.

SESSION 10

Exercises

1. What are the different versions of HTML?

2. List 5 different HTML Editors.

3. What is the different image formats?

SECTION 2 ADVANCED HTML

Structure

2.0 Advanced Topics of HTML
2.1 Exercises for Practice in Lab Sessions

2.0 ADVANCED TOPICS OF HTML

HTML is made up of many elements, a lot of which are overlooked. Although you can develop a Website with the basic knowledge of HTML, to take advantage of many of the advanced features, and to make pages fully compatible, it is useful to learn some of the advanced topics of HTML, like:

1. Frames
2. Forms

Frame pages are basically an HTML file which break the browser window up into separate parts or frames. In each frame a different HTML file can be loaded.

The basic idea of an HTML form is the same as that of a paper form. HTML deals with forms exactly the same way you would with a paper form. There are groups of items and single items all gathered together in one large form, like a paper form.

2.1 EXERCISES FOR PRACTICE IN LAB SESSION

SESSION 1

Exercises

1. How do you handle the situation when the browser doesn't support frames?

2. What are inline frames?

3. Which tag is used to define frames in HTML?

SESSION 2

Exercises

1. Write an HTML code to develop a Web page having two frames that divide the Web page into two equal rows.

2. Write an HTML code to develop a Web page having two frames that divide the Web page into two equal rows and then divide the second row into two equal columns.

3. Write an HTML code to develop a Web page having frames as described in the above question and then fill each frame with a different background colour.

SESSION 3

Exercises

1. What are the tags used to display information for browsers that do not support frames?

2. Write the various attributes of frameset tag and frame tag.

3. Write a code in HTML to design a page with two frames. The frame should remain proportionate even when page is resized.

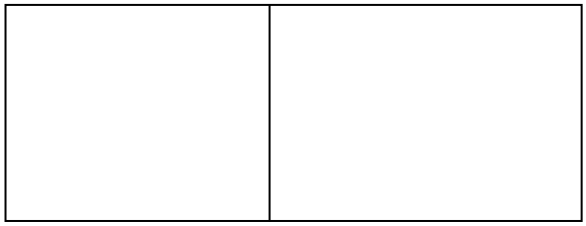
SESSION 4

Exercises

1. Write the code to develop a Web page, as shown below, using frames:

2. Write the code to make the background colour of each frame in the above question different.

3. Create a Web page divided into two equal frames.



SESSION 5

Exercises

1. Create a Web page having two frames, one containing links and the containing content of the links. When link is clicked, appropriate contents should be displayed in Frame 2.

2. Create a home page for a TLC in following format:

TLC Information	
Links	Appropriate Information

3. Create a Web page using all the attributes of the frame and other tags.

SESSION 6

Exercises

1. Design a page with a text box called ‘name’ and a button with label ‘Enter. When you click on the button another page should open, with the message “Welcome <name>”, where name should be equal to the name entered in the first page.

2. What are the values of method attribute of the form tag?

3. Set default value of ‘name’ text box of question 1 of this session to Victoria. Add another button called Reset on click of this button name ‘text box’ should be set to 100 default value.

SESSION 7

Exercises

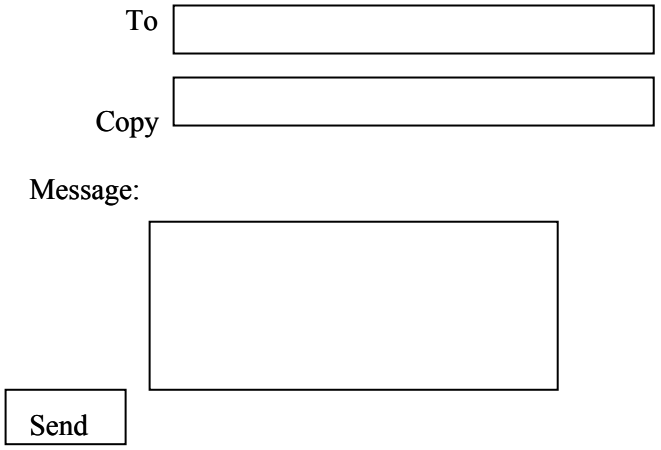
1. Design a form using all input types.

2. Create a simple form accepting:
   Name
   Enrolment Number
   And Submit button

SESSION 8

Exercises

1. Design a Web Page, which is like 'compose' page of e-mail



2. Which element is used to accept large text inputs from user?

3. Write a code to create a Web page having radio buttons labeled as name of colours. Clicking on each radio button should change the colour of the Web page.

SESSION 9

Exercises

1. What is the purpose of hidden field?

2. Create a form accepting the values:
   Name
   Address
   Marks in 10 + 2, Graduation & Post Graduation

3. Which element is used to display a drop down list box?

SESSION 10

Exercises

1. Design a series of three HTML Pages for ABC. COM each called from the previous one. Accept Name on the first page. When the user clicks on the enter button, second page should open. The second page should not display the name but a 'Welcome screen with some information about ABC.COM. When the user will click on the 'next' button it should display the name accepted in page 1 on page 3.
   (Hint: you may use hidden fields)

2. Create a Web page; divide that page into two frames. In one frame create two links that will display different HTML forms in the other frame.

SECTION 3 JAVASCRIPT

Structure

3.0 Script Basics
3.1 Incorporating JavaScript into a Web Page
3.2 Exercises for Practice in Lab Sessions.

3.0 JAVASCRIPT BASICS

The World Wide Web (WWW) began as a text-only medium. The first version does not even have the capability to include graphics on a page.

Today's Web sites include graphics, sound animation, video and sometimes even useful content! Web scripting languages, such as JavaScript, are one of the easiest ways to spice up the Web page and to interact with users in new ways, HTML, unlike which is a simple text markup language, which can't respond to the user, make decisions, or automate repetitive tasks. Web scripting languages allow you to combine scripting with HTML to create interactive Web pages.

A script in JavaScript can range from a single line to a full-scale application. JavaScript was developed by Netscape Communications Corporation, the makers of the popular Netscape Navigator Web browser. JavaScript was the first Web scripting language to be introduced, and it is by far the most popular. Here are a few things you can do with JavaScript:

- Add scrolling or changing messages to the browser's status line.
- Validate the contents of a form and make calculations.
- Display messages to the user, either as part of a Web page or in alert boxes.
- Animate images or create images that change when you move the mouse over them.
- Detect the browser in use and display different content for different browsers.
- Detect installed plug-ins and notify the user if a plug-in is required.

3.1 INCORPORATING JAVASCRIPT INTO A WEB PAGE

As you, hopefully, already know, HTML (Hypertext Markup Language) is the language you use to create Web documents. You must have created "**Hello World!**" as given below:

```
 <HTML>
<HEAD><TITLE>My First Page</TITLE></HEAD>
<BODY>
Hello World!
</BODY>
</HTML>
```

To add JavaScript to a page, you'll use a similar tag: **<SCRIPT>.**

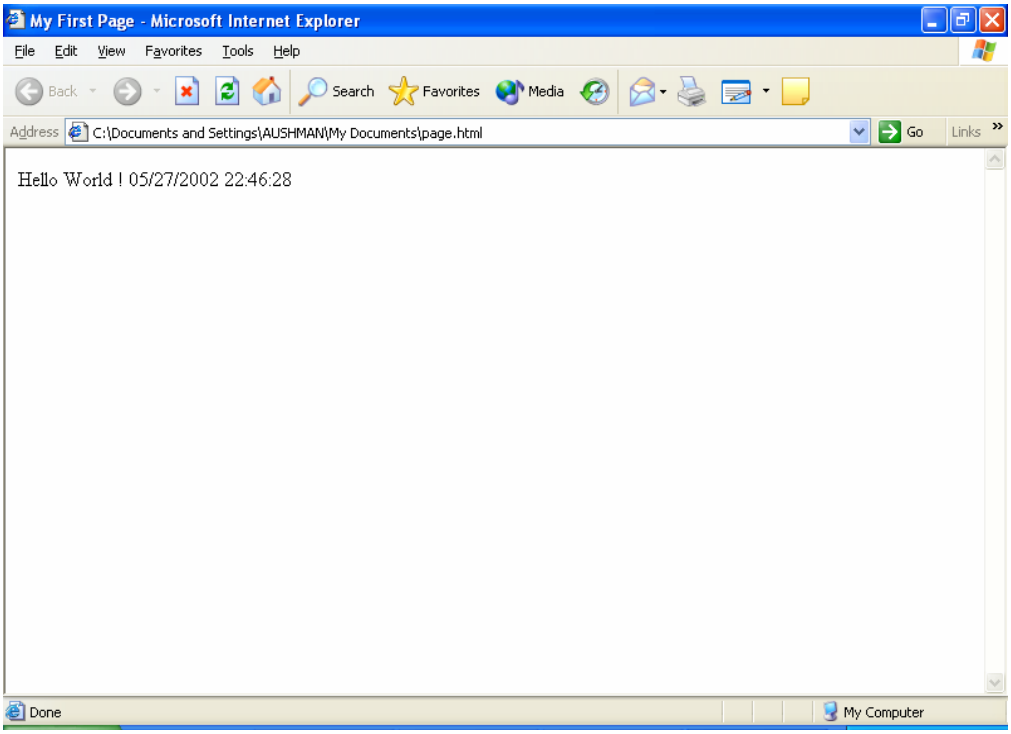
The <SCRIPT> tag tells the browser to start treating the text as a script, and the </SCRIPT> tag returns to the regularly scheduled HTML as given below. Note that the file will be stored as .html or .htm.

page - Notepad

File Edit Format View Help

```
<HTML>
<HEAD><TITLE>My First Page</TITLE></HEAD>
<BODY>
Hello World !
<SCRIPT LANGUAGE="JavaScript">
document.write(document.lastModified);
</SCRIPT>
</BODY>
</HTML>
```

The output of the above program will be



In this example, we placed the script within the body of the HTML document. There are actually four different places where you can use scripts:

- In the body of the page. In this case, the output of the script is displayed, as part of the HTML document, when the browser loads the page.
- In the header of the page, between the <HEAD> tags. Scripts in the header aren't executed immediately, but can be referred to by other scripts. The header is often used for functions.

- Within an HTML tag. This is called an event handler and allows the script to work with HTML elements. Event handlers are one type of script where you don't need to use the <SCRIPT> tag.
- In a separate file entirely JavaScript supports the use of files with the .js extension containing scripts; these can be included by specifying a file in the <SCRIPT> tag. This feature works only in Netscape Navigator 3.0 or later and Internet Explorer 4.0 or later.

3.2 EXERCISES FOR PRACTICE IN LAB SESSION

SESSION 1

Exercises

1. How would you write any statement using only one write() or writeln() command?

2. Embed JavaScript in HTML document asking user's name and then printing Hello <User_Name>

3. Create a dialogue box with "Welcome to my Website" message.

SESSION 2

Exercises

1. Evaluate the expression:
   a. 7+5
   b. "7" + "5"
   c. 7 * 5
   d. 7/5
   e. 7 % 5

2. Write the segment of Script that would ask the user if he wants a greeting message and if he does, display a Gif file called Welcome .gif and display "Welcome to Netscape Navigator!" in the document window following the Gif

3. Write the object definition for an object called car with four properties model, make, year & price.

SESSION 3

Exercises

1. Write a program to display a multiplication table.

2. Write a code to create a scrolling text in a text box.

3. Write a JavaScript code to create a pull down menu box.

SESSION 4

Exercises

1. Write a program to move a text with mouse pointer.

2. Write a program to change colour of text randomly.

3. Create a Web page using two image files, which switch b/w one another as the mouse pointer moves over the image. Use the On Mouse over and On Mouse out event handler

SESSION 5

Exercises

1. Write a JavaScript code to accept radius & display the area of the circle.

2. Use the date function get Date & set Date to prompt the user for an integer b/w 1 – 31 & return day of the week it represents.

3. Display time and print message accordingly e.g., 'Good Morning' in Morning etc.

SESSION 6

Exercises

1. Using JavaScript create a digital clock.

SESSION 7

Exercises

1. Using JavaScript create a calculator.

SESSION 8

Exercises

1. Create an HTML form that has a number of text boxes. The user fills the textboxes with data. Write a script that verifies that all textboxes have been filled. If a text box has been left empty pop up an alert message indicating the box that has been left empty. When OK button is clicked, set focus to that specific textbox. If all the textboxes are filled, display thank you.

SESSION 9

Exercises

1. Create an HTML form that inputs employee details and display the same on the HTML page.

2. Write a program, which prompts the user to enter a sum of two numbers and display whether the answer is correct or incorrect.

SESSION 10

Exercises

1. Illustrate how the reset button on form functions.

2. Create a program to check for null or empty string.

SESSION 11

Exercises

1. Create a program to generate a hit counter.

2. Create a program to verify whether email address provided by the user is valid or invalid.

SESSION 12

Exercises

1. Write a program to scroll the text on status bar.

2. Write a program to create a small window in main window.

SESSION 13

Exercises

1. The form consists of two multiple choice lists and one single choice list

   a. The first multiple choice list displays the major dishes available.
   b. The second multiple choice list displays the stocks available.
   c. The single choice list displays the miscellaneous (Milkshakes, soft drinks, softy etc. available)

SESSION 14

Exercises

1. Create a Web page with two forms, one office copy and one customer copy when user enters date in customer copy it gets updated in office copy.

SESSION 15

Exercises

1. Use JavaScript for authentication and verification of the textboxes in the static site developed by the student in the HTML exercise.

SECTION 4 VBSCRIPT

Structure

4.0 VBScript Basics
4.1 Incorporating VBScript into HTML Page
4.2 Exercises for Practice in Lab Sessions

4.0 VBSCRIPT BASICS

VBScript is a powerful and easy to learn tool that can be used to add interaction to your Web pages.

The Web browser receives scripts along with the rest of the Web document. The browser parses and processes the scripts. HTML was extended to include a tag that is used to incorporate scripts into HTML-the <*SCRIPT*> tag.

4.1 INCORPORATING VBSCRIPT INTO HTML PAGE

To add scripts into your Web pages <*SCRIPT*> tag is used. The <*SCRIPT*> tag signifies the start of the script section, while <*/SCRIPT*> marks the end. An example of this is shown below:

```
<HTML>
<HEAD>
<TITLE>Working With VBScript</TITLE>
<SCRIPT LANGUAGE="VBScript">
<!--
  MsgBox "Welcome to my Web page!"
-->
</SCRIPT>
```

The LANGUAGE attribute of SCRIPT tag specifies the language used for scripting. Scripts are usually placed at the top of the Web document, in the HEAD. There are four different places where you can use scripts:

- In the body of the page. In this case, the output of the script is displayed, as part of the HTML document, when the browser loads the page.
- In the header of the page, between the <HEAD> tags. Scripts in the header aren't executed immediately, but can be referred to by other scripts. The header is often used for functions-groups of VBScript statements that can be used as a group.
- Within an HTML tag. This is called an event handler and allows the script to work with HTML elements. Event handlers are the one type of script where you don't need to use the <SCRIPT> tag.
- In a separate file entirely.

Not all browsers support scripting languages. To handle such browsers you can enclose your script in comment tags *(<!--* and *-->)*.

4.2 EXERCISES FOR PRACTICE IN LAB SESSION

SESSION 1

Exercises

1. Write a programme to display the following on a Web page:

Hello <User_Name>

2. Create a Web page that displays a message box with the message:

   "Welcome to my Website"

3. Write code to change colour of text randomly.

SESSION 2

Exercises

1. Write a VBScript code that accepts the length, breadth and height and displays the area of a rectangle.

2. Create a programme to generate a hit counter.

SESSION 3

Exercises

1. Write a programme, which prompts, the user to enter the sum of two numbers and display whether the answer is correct or incorrect.

2. Using VBScript, create a calculator.

SESSION 4

Exercises

1. Create a programme to check for null or empty string.

2. Create a form that has an e-mail field. Now write VBScript code for validation of the email address.

SESSION 5

Exercises

1. List the Mouse and Keyboard events in VBScript.

2. How do you generate a random number in VBScript?

SESSION 6

Exercises

1. Create a form in HTML containing the following fields and then perform the validation of each field using VBScript.

Name	-	textbox
Address	-	textbox
Date of Birth	-	a combo box (one for each, day, month and year)
Email	-	textbox

2. How do you declare variables in VBScript and enlist the various variables-naming rules.

SESSION 7

Exercises

1. What is the purpose of Option Explicit in VBScript code?

2. Using an HTML form accept the Principal, Rate of Interest and Time from the user, validate the three fields and then display the Simple Interest to the user.

SESSION 8

Exercises

1. Create a programme that accepts the time from the system clock and accordingly displays a Good Morning, Good Afternoon or Good Evening message to the user. Use If – Then – Else statement.

2. Create the above programme using Select Case.

SESSION 9

Exercises

1. Write a programme in VBScript that uses For..Next looping statement to create a Fibonacci series.

2. Using Do..While loop display the factorial of a number.

SESSION 10

Exercises

1. Write a programme that displays the multiplication of two matrices.

2. Write a programme that displays the transposition of a matrix.

3. Write a programme that accepts a number from the user and displays its factorial only if it is a prime number.

SECTION 5 DREAMWEAVER

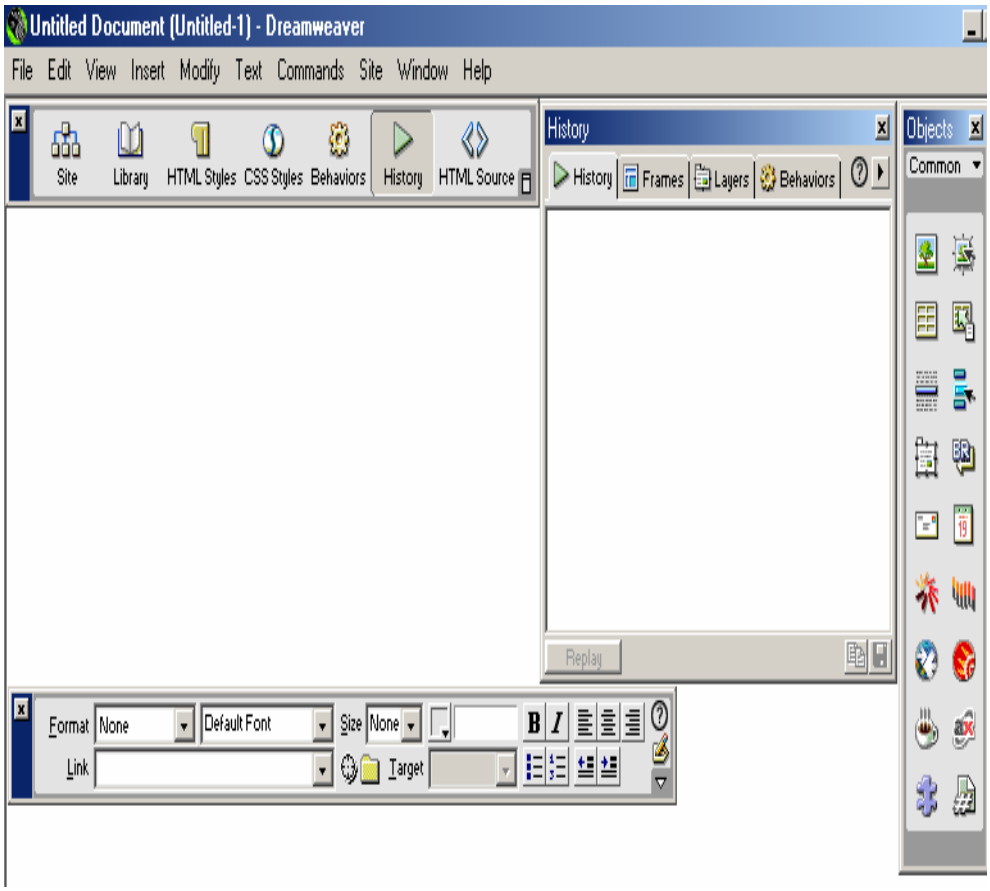
Structure

5.0 HOW TO WORK IN DREAMWEAVER?

Where and how to open Dreamweaver?

Step 1: Click on Start
Step 2: Select Program
Step 3: Select Macromedia Dreamweaver
Step 4: Click on Dreamweaver

You will get the screen as given below:



On opening Dreamweaver you will see 3 main windows, **(1) Object;** which contains Character, Common, Forms, Frames, Head and Invisible. Many options are available under these, like **under common** where you will get, insertion of image, rollover image, layer, tabular data, horizontal bar, line break, email link, date, flash movie, fireworks object, shockwave file, generator, plug-ins, active x controls, SSI etc. **under character** in which you will find some special character/symbols like ©, ®, £, ¥, ™ etc; **under frames** where you will find different type/style of frames; **under forms** where you will find all the elements of forms, like text box, password box, radio button, check box, selection box, jump menu, submit & reset button etc. **(2) Properties;** which provides the properties of the selected object/item, page properties etc; **(3) Launcher;** which contains: Site, Library, HTML Style, CSS Style, Behaviours, History, HTML Source; On clicking any of the items on the Launcher the subsequent window opens up.

Before creating your Web page you have to create a Root directory in which all of your work will be saved. Then in Dreamweaver **create a Site and Provide the Root Directory** (which you have created). To do this:

Step 1: Select Site from Launcher window
Step 2: Click on Define Site
Step 3: Click on NEW
Step 4: Give a name under “Site Name”
Step 5: Select the folder by browsing under “Local root folder”
Step 6: Click on OK
Step 7: Click on DONE

Now start working on Dreamweaver

Write your text, format the text, insert picture through Object window or by INSERT -> IMAGE. The Insert Menu provides you all the features available under the Object window. The modify menu provides you scope to modify the selection properties, page properties, link, table, frames etc. The Text menu helps to do all the formatting for the text, like selecting font, font-size, colour, alignment etc.

5.1 HOW TO SAVE YOUR FILE?

Step 1: Click on FILE
Step 2: Click on SAVE
Step 3: Choose the folder in which you want to save
Step 4: Provide a name to the file (with .htm / .html extension)
Step 5: Click on SAVE

5.2 MENU

File Menu: Under it we have New, Save, Save as, Save as template, Import, Export, Preview in browser etc. options.

Edit Menu: In this menu we have Cut, Copy, Paste, Undo, Redo, Select all, Find, Replace, Preference etc. options which help us in editing the document.

View Menu: Rulers, Grids, Plugins etc. are available under this.

Insert Menu: It contains almost all the things, which are there, in the Object tool bar.

Modify Menu: Under this we have Page properties, selection properties, Make link, remove link, link target, table, layer, frameset, library, template, timeline, translate etc. This menu helps to modify the page by choosing the option as per requirement.

Text Menu: It helps to format the text written in the page by providing details, such as indent, outdent, list (ol, ul, dl), alignment, font, style, size, size increase, size decrease, HTML style, CSS style, colour etc. It also provides the facility to check the spellings in the page.

Site Menu: This menu contains site files, site map, new site, open site, define site options.

Window Menu: It contains all the different windows, like object, properties, launcher, site file, site map, CSS, timeline, history, behaviour, layer, frame, library, template etc.

5.3 ADDING LAYERS TO THE TIMELINE AND GIVING MOTION TO THE LAYER

Step 1: Choose Layer from Common toolbar and draw a layer.
Step 2: Write the text inside the Layer.
Step 3: Click on Modify (when the layer is selected)
Step 4: Click on Timeline
Step 5: Click on Add layer to timeline.
Step 6: Modify -> Timeline -> Select Record path to Layer
Step 7: Drag the layer as per your wish, to define a path.
Step 8: Tick on Auto Play & Loop (if required)
Step 9: Open it in the Browser to see the effect.

5.4 INSERTING SCRIPTS

Step 1: Click on Insert
Step 2: Click on Script
Step 3: Choose the type of Script
Step 4: Write the code in “Content”
Step 5: To finish, click on OK

5.5 INSERTING EXTERNAL MEDIA IN THE WEB PAGE

Step 1: Click on the icon in the object tool bar

Or

Insert -> Media -> Choose the media type to be inserted
Step 2: Find and select the file required (browse)
Step 3: Click on OK

5.6 ADDING SSI (SERVER-SIDE INCLUDE) TO THE PAGE

Step 1: Click on the icon in the object tool bar

Or

Insert -> SSI
Step 2: Select the file
Step 3: Add the file
Step 4: Provide the URL (where to be attached)
Step 5: Provide information on Relative to the document or to the “Site Root”
Step 6: Click on OK.

To Show/Hide The SSI Document In The Page

Step 1: Click on Edit
Step 2: Select reference
Step 3: Select Translation
Step 4: Click on SSI
Step 5: For showing the SSI file; choose one of the following options:

a) in all files
b) in no files
c) in files with extension (stm, htm, html, shtm, shtml)
d) in files matching one of these expressions "<!-- #include"

Example : <!--#include virtual="/virtual campus/bitmain/result.html" -->
Step 6: Click on OK

5.7 ADDING CSS STYLE TO YOUR PAGE

Step 1: Click on Window Menu
Step 2: Select CSS Styles
Or Click on CSS Styles in the "Launcher"
Step 3: Click on New to create a new CSS style
Step 4: Choose the Type

a) Make custom style
b) Redefine HTML
c) Use CSS Selection

Step 5: Give a name
Step 6: Click OK

On choosing (a) of step 4 you will get a new screen in which you have to provide the following details in Category:

i. Type: Provide the Font, Size, Style, Weight, Decoration, then click OK
ii. Background: provide a Colour or insert an image, then click OK
iii. Block: Give the alignment style, then click OK
iv. Box: Provide the margin setup of Top, Left, Right & Bottom, then click OK
v. Border: Provide the width & colour, then click OK
vi. List: Select the list type (OL, UL, DL), then click OK
vii. Positioning: Provide the style, Visibility, Z-index, Placement (Top, Left, Right & Bottom), click OK.

After providing the details, select the style from the CSS style window. Choose where to apply this style (body, p, layer etc.), by clicking on Apply button in the CSS style window.

5.8 ADDING XML FILES TO YOUR PAGE

Step 1: Choose File -> Import XML into Template
Step 2: Select the XML file & click Open

When an XML file is imported, Dreamweaver merges the XML content into the Template, which is being specified in the XML file and shows the result in the document window of Dreamweaver. If that specified Template is not found, then Dreamweaver prompts you to select another Template for use.

The XML file should contain the name of the Template and editable region as XML tags.

Example:

```
<doctitle>
<![CDATA[<title>newTemplate</title>]]>
</doctitle>
<Edit-Region>
<![CDATA[{Edit-Region}]]>
</Edit-Region>
```

Here doctitle identifies the title of the Template and edit-region identifies the editable region.

But in a standard Dreamweaver file XML tags use the “item name”. The above example (XML tags) is given below in standard Dreamweaver file:

```
<item name="doctitle">
<![CDATA[ <title>newTemplate</title>]]>
</item>
<item name="Edit-Region">
<![CDATA[{Edit-Region}]]></item>
</item>
```

Here “item name=doctitle” identifies the title of the Template and “item name=edit region” identifies the editable region.

5.9 TO EXPORT A DREAMWEAVER DOCUMENT AS XML FILE

Step 1: Choose File -> Open,
Step 2: Select the document that uses a template (and has editable regions)
Step 3: Click Open
Step 4: Choose File -> Export -> Export Editable Regions as XML.
Step 5: In the XML dialog box, choose a tag notation
Step 6: Click OK.
Step 7: Enter a name for the XML file
Step 8: Click Save.

When the document is exported, the generated XML file contains the name of the Template the document is using and all editable region names.

5.10 EXERCISES FOR PRACTICE IN LAB SESSIONS

SESSION 1

Exercises

1. Design a Home page of your TLC.

2. Design a Home page for a Toy Company. The page has an image as the background. Do some attractive text formatting to the text written in the page.

3. Insert an image in your page. Give a zigzag motion to the image in your page. ***(Hint: Using timeline)***

SESSION 2

Exercises

1. Insert an image in a page. In the browser, when you take cursor over it, another image emerges under it and when you click on the second image, it takes you to exercise 2 of session 1.
2. Design a Web page which contains details about your TLC. Give links to a few options. Also make a link **"Mail Us"**. On clicking this, it will open the compose box for mailing to **"bit@ignou.ac.in"**.

SESSION 3

Exercises

1. Show the course contents of HND in a table.

2. Design the table as given below and enter some data:

Table 1		
Name	Age	Phno.
Personal Table		

Table 2	
Name	Address
Address Table	

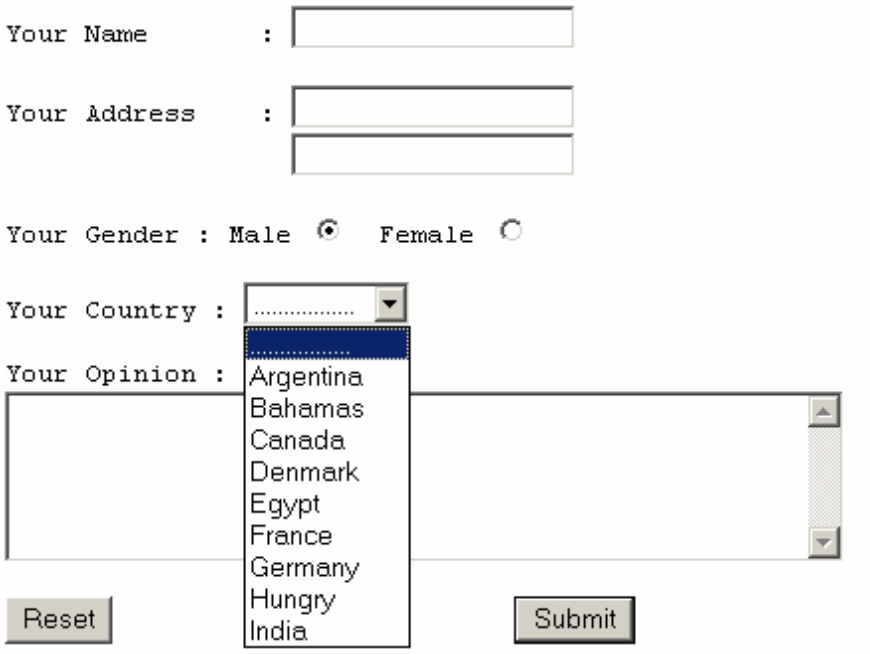
Table 3			
Name	M-1	M-2	Total
Marks Table			

3. Include .css file to one of your Web page created earlier.

SESSION 4

Exercises

1. Design a form as shown below:



2. **a.** Include an SSI file in your document. Show the SSI file in this document.
   b. Include an SSI file in your document. Don't show the SSI file in this document.

SESSION 5

Exercises

1. Show the course contents of HND in a table using XML and not HTML.

2. Create a Website that has a questionnaire (any), on submitting, it displays the inputted data on the other page. You are supposed to use CSS and SSI (wherever necessary).

SESSION 6

Exercises

1. Create a website that divides the Web page into two unequal frames. In Frame One, there are two links to two different forms. The forms are validated on submitting and the result is shown at the bottom of the same page. Use CSS for formatting.

2. Design the homepage for IGNOU BIT using XML.

3. Write **"Indira Gandhi National Open University"**, **"Bachelor of Information Technology"**, **"Name of your TLC"**, **"Your Name"** and **"Your Enrollment Number"** in a Web page. The above written text will overlap each other. The texts written have different coloured backgrounds. ***(Hint: Use Z-index)***

SESSION 7

Exercises

1. Design a form, which has a list menu. On selecting any item from that menu it jumps to the related page. Insert a **"GO"** button alongside the list menu.

2. Using CSS, remake the Website given in Question 2 of Session 1.

SESSION 8

Exercises

1. Make a Web page to include:

   1) a background image,
   2) set the text colour to blue,
   3) make 2 logos, link them to the IGNOU home page,
   4) set the colour of all other text links black. (Use Hexadecimal colour values rather than named colours).

   Use Cascading Style Sheets to develop the above Web page

2. Explain the effect of the following HTML Code:

```
<html>
<head>
<title> Question 2: Session 8</title>
</head>
<body marginwidth="0" marginheigth ="0" topmargin ="0" leftmargin ="0">
<table>
<tr>
<td bgcolor ="#6BA2CC" >
<img src ="image_1.gif">
</td>
```

```
<td bgColor ="#6BA2CC" width ='500'> <center>
<b>THE TITLE OF THE WEBSITE </b></center>
</td>
<td bgcolor ="#6BA2CC" align ="right" width ='230' valign ='top'>
<a href="index.asp" style="color:'#134A81'">Home</a> |
<a href="contact_us.asp" style="color:'#134A81'">Contact Us</a> |
<a href="feedback.asp" style="color:'#134A81'">Feedback</a>
<a href="help.asp" style="color:'#134A81'">Help</a>
<input type="text" size ="16" class ="input_box">
<input type="button" value="Search" class ="button">
</td>
</tr>
</table>
<table>
<tr>
<td>
<input type="Button" value="Home">
<input type="Button" value="Contact Us">
<input type="Button" value="Feedback">
<input type="Button" value="Email">
<input type="Button" value="Help">
</td>
</tr>
</table>
</body>
</html>
```

3. In the above question use gif images instead of buttons.

SESSION 9

Exercises

1. Develop a Web page with the following enhancements:

   - A rollover effect, where an image changes if the user places the mouse over it.
   - An animation that occurs in response to the user clicking on an image.
   - A pull-down menu with each option linking to a specific page.

2. Design a Web page. Integrate images, audio, video and animation all in one page.

3. Develop the Question 1: Session 8 using XML

SESSION 10

Exercises

1. Design a website about yourself ***(minimum 5-7 pages)***.

2. Design the home page using Frames. The top frame will contain a Flash animation file (showing pictures of you from childhood to till date), the left frame will contain all the links and the right page will contain **"Welcome to My Home Page"**. When clicked on the links the related page will open in the right frame.

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