**A Static Project Report**

**On**

**EXTREME SPORTS**

By

**A.Likhitha(14WH1A1236)**

**M.Meghana (14WH1A1245)**

****

Department of Information Technology

BVRIT HYDERABAD COLLEGE OF ENGINEERING FOR WOMEN

**(Approved by AICTE, New Delhi and Affiliated to JNTUH, Hyderabad)**

**Bachupally, Hyderabad – 500090**

**Affiliated to**

**Jawaharlal Nehru Technological University**

Hyderabad – 500 062

March, 2016

****

Department of Information technology

BVRIT HYDERABAD COLLEGE OF ENGINEERING FOR WOMEN

**(Approved by AICTE, New Delhi and Affiliated to JNTUH, Hyderabad)**

**Bachupally, Hyderabad – 500090**

**CERTIFICATE**

This is to certify that the static project entitled “**Extreme Sports**” done by

**Ms**. **A.Likhitha (14WH1A1236), Ms. M.Meghana (14WH1A1245)**

of **Department of Information Technology** , is a record of work carried out by them during II yr II semester.

**Internal Guide Head, Department of IT**

**Ms.M Lakshmi Prashanthi Ms. S.L.Aruna Rao**

**Assistant Professor, IT Associate Professor, IT**

**ACKNOWLEDGEMENTS**

We would like to express our sincere thanks to **Dr K. V. N. Sunitha, Principal**, BVRITH, for providing the working facilities in the college.

Our sincere thanks and gratitude to **Aruna Rao S.L, Head and Associate Professor**, Dept.of IT, BVRITH for all the timely support and valuable suggestions during the period of our project.

We are extremely thankful and indebted to our internal guide, **Mrs. M Lakshmi Prashanthi, Assistant Professor, Department of IT,** BVRITHfor her constant guidance, encouragement and moral support through out the project.

Finally, we would also like to thank all the faculty and staff of IT Department who helped us directly or indirectly, parents and friends for their cooperation in completing the project work.

**A.Likhitha (14WH1A1236)**

**M.Meghana (14WH1A1245)**

**INDEX**

|  |  |  |
| --- | --- | --- |
| **Sl.No** | **Topic** | **Page No** |

**Abstract**……………………………………………………………….………………. V

**1. Introduction**…………………………………………………………………………… 1

**2. Theoretical Analysis**

2.1 Objectives………………………………………………………………………….. 2

2.2 Methodologies ……………………………………………………………………… 2

**3. Implementation**

3.1 HTML……………………………………………………………………………… 3

3.2 CSS………………………………………………………………………………… 7

**4. Modules**

    4.1. Earth sports………………………………………………………………………… 10

    4.2. Water Sports……………………………………………………............................... 11

    4.3. Air Sports…...……………………………………………………………………… 12

   4.4. Snow and Ice sports..……………………………………………………………….. 13

**5. Conclusion**……………………………………………………………………………..... 14

**References**………………………………………………………………………………. 15

**ABSTARCT**

A Website is a collection of Web pages, images, videos, and other digital assets that is hosted as one or several web server, usually accessible via the internet, cell phone or a LAN. The pages of websites can usually be accesses from a common URL called the homepage and usually reside on the same physical server. The URL of the pages organizes them into hierarchy, although the hyperlinks between them control how the reader perceives the overall structure and how the traffic flows between the different parts of the sites. This websites has been developed using HTML, CSS as a front end.

Extreme sport activities represent the most striking example of acts that go against our natural human instincts, which are designed to protect us from dangers.

Extreme sports (also called action sports and adventurous sports) is a popular term for certain activities perceived as having a high level of inherent danger.These activities often involve speed, height, a high level of physical exertion, and highly specialized gear.

The definition of an extreme sport is not exact and the origin of the term is unclear, but it gained popularity in the 1990s when it was picked up by marketing companies to promote the X Games and when the Extreme Sports Channel and Extreme.com launched.

While use of the term "extreme sport" has spread far and wide to describe a multitude of different activities, exactly which sports are considered 'extreme' is debatable. There are however several characteristics common to most extreme sports. While not the exclusive domain of youth, extreme sports tend to have a younger-than-average target demographic. Extreme sports are rarely sanctioned by schools.[citation needed] Extreme sports tend to be more solitary than traditional sports (rafting and paintballing are notable exceptions, as they are done in teams). In addition, beginning extreme athletes tend to work on their craft without the guidance of a coach (though some may hire a coach later).

V