

ATSS's

Institute of Industrial & Computer Management & Research, Nigdi

Academic year - 2022-2023

MCA Ist Year – II nd Semester

IT23: Advanced Internet Technologies

Submitted By:

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Date: 28/05/2023

1. Write a Program to design form using HTML5 elements, attributes and semantics.

```
<meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width,</pre>
initial-scale=1.0">
    <title>Question-1</title>
</head>
<body>
    <h2>Registration Form</h2>
    <form>
        <label>Name</label><br>
        <input type="text" placeholder="Enter Name</pre>
Here"><br>
        <label>Contact</label><br>
        <input type="tel" placeholder="Mobile Number"><br>
        <label>Gender:</label>
        <input type="radio" name="g">Male
        <input type="radio" name="g">Female<input</pre>
type="radio" name="g">Other <br>
        <label>Address</label><br>
        <textarea></textarea> <br>
        <input type="button" value="Submit">
    </form>
</body>
</html>
```

Registration Form

Name	
Enter Name Here	
Contact	
Mobile Number	
Gender: OMale OFemal	e Other
Address	
Submit	

2. WAP to change font size of a text as per the 'range' control value, ranging from 8 to 40.



Points (between 8 and 40):

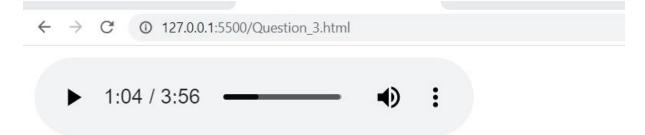


3. Write a program to embed audio and video elements use controls.

```
Code:
```

```
</video>
```

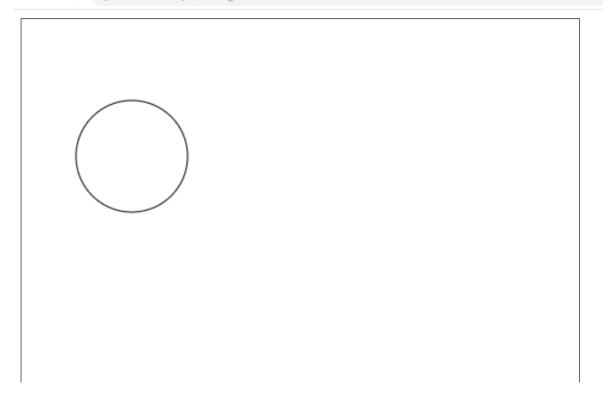
```
</body>
```





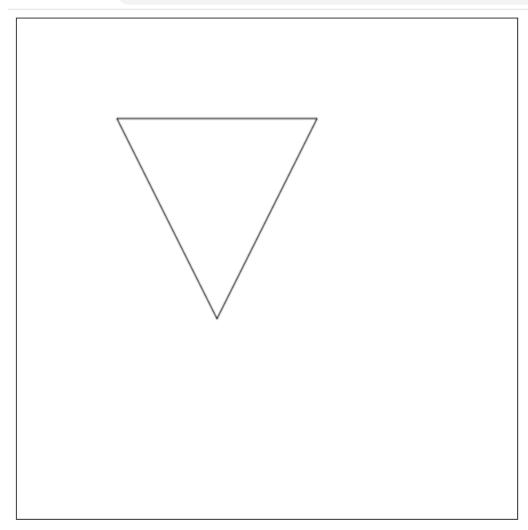
4. WAP to draw a circle considering mouse click position as a centre.(Radius can be considered as 50)

```
<!DOCTYPE html>
<html>
<head>
  <style>
    #myCanvas {
      border: 1px solid black;
    }
  </style>
  <title>Question-4</title>
</head>
<body>
  <canvas id="myCanvas" width="500" height="500"></canvas>
  <script>
    var canvas = document.getElementById("myCanvas");
    var ctx = canvas.getContext("2d");
    canvas.addEventListener("click", function(event) {
      var rect = canvas.getBoundingClientRect();
      var mouseX = event.clientX - rect.left;
      var mouseY = event.clientY - rect.top;
      ctx.clearRect(0, 0, canvas.width, canvas.height);
      ctx.beginPath();
      ctx.arc(mouseX, mouseY, 50, 0, 2 * Math.PI);
      ctx.stroke();
    });
  </script>
</body>
</html>
```



5. WAP to draw triangle using SVG and canvas-path.





6. Write a program to draw the rectangle shape using SVG and apply animation effect.

```
<meta name="viewport" content="width=device-width,</pre>
initial-scale=1.0">
    <title>Question-6</title>
</head>
<body>
    <svg width="500" height="500">
        <rect id="myRect" x="50" y="50" width="200"</pre>
height="100" fill="blue">
          <animate attributeName="width" from="200" to="400"</pre>
dur="2s" repeatCount="indefinite" />
          <animate attributeName="height" from="100"</pre>
to="200" dur="2s" repeatCount="indefinite" />
          <animate attributeName="fill" values="blue; red;</pre>
green; yellow" dur="4s" repeatCount="indefinite" />
        </rect>
      </svg>
</body>
</html>
```

```
← → C ① 127.0.0.1:5500/Question_6.html
```



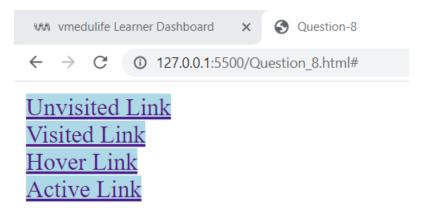
7.WAP to add 3 'range' control for colors red, green, blue. Change the background color as the values of range. Start the values from 0 to maximum 256.

```
<!DOCTYPE html>
<html>
<head>
  <style>
    #colorInputs {
      margin-bottom: 20px;
    }
    #colorPreview {
      width: 200px;
      height: 200px;
      border: 1px solid black;
      margin-bottom: 20px;
    }
  </style>
  <title>Question-7</title>
</head>
<body>
  <div id="colorInputs">
    Red: <input type="range" id="redRange" min="0" max="256"</pre>
value="0"><br>
    Green: <input type="range" id="greenRange" min="0"
max="256" value="0"><br>
    Blue: <input type="range" id="blueRange" min="0"</pre>
max="256" value="0">
  </div>
  <div id="colorPreview"></div>
  <script>
    var redRange = document.getElementById("redRange");
    var greenRange = document.getElementById("greenRange");
    var blueRange = document.getElementById("blueRange");
```

```
var colorPreview =
document.getElementById("colorPreview");
    function updateColor() {
      var redValue = redRange.value;
      var greenValue = greenRange.value;
      var blueValue = blueRange.value;
      var color = "rgb(" + redValue + "," + greenValue + ","
+ blueValue + ")";
      colorPreview.style.backgroundColor = color;
    }
    redRange.addEventListener("input", updateColor);
    greenRange.addEventListener("input", updateColor);
    blueRange.addEventListener("input", updateColor);
  </script>
</body>
</html>
Output:
 ← → C ① 127.0.0.1:5500/Question
Red:
Green:
Blue:
```

8. Apply pseudo selectors to set the background color for visited and unvisited links to 'lightblue', and the background color for the hover and active link states to 'green'.

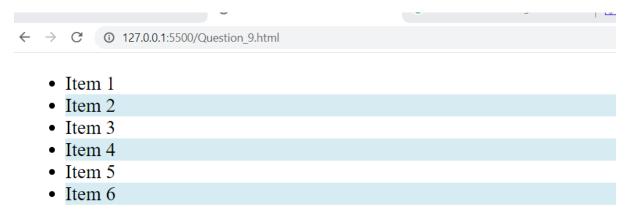
```
<!DOCTYPE html>
<html>
<head>
    <title>Question-8</title>
  <style>
    /* Styling for unvisited links */
    a:link {
      background-color: lightblue;
    }
    /* Styling for visited links */
    a:visited {
      background-color: lightblue;
    }
    /* Styling for hover state of links */
    a:hover {
      background-color: green;
    }
    /* Styling for active state of links */
    a:active {
      background-color: green;
    }
  </style>
</head>
<body>
  <a href="#">Unvisited Link</a><br>
  <a href="#">Visited Link</a><br>
  <a href="#">Hover Link</a><br>
  <a href="#">Active Link</a>
</body>
</html>
```



9. Add a CSS rule and appropriate html to style every other line of the unordered list with a light bluebackground color. Specify the background color using the rgba method.

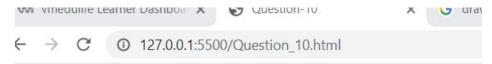
```
<!DOCTYPE html>
<html>
<head>
 <style>
   ul li:nth-child(even) {
    background-color: rgba(173, 216, 230, 0.5);
   }
 </style>
 <title>Question-9</title>
</head>
<body>
 <l
   Item 1
   Item 2
   Item 3
   Item 4
   Item 5
   Item 6
 </body>
```

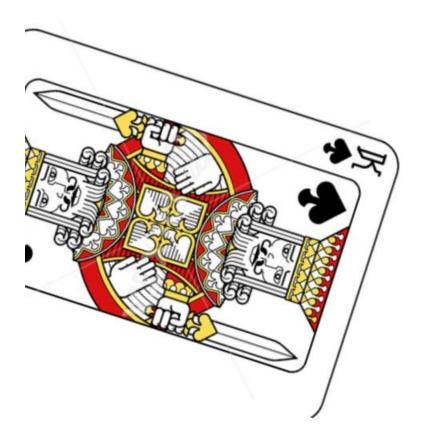
```
</html>
```



10. Using the image of the playing card, use transformations and animations to make the playing card spin around endlessly.

```
background-image: url("./king.jpg");
  background-size: cover;
  animation: spin 5s infinite linear;
}
</style>
</title>Question-10</title>
</head>
<body>
<div class="card"></div>
</body>
</html>
```





11. Consider the heart shape as an image and apply Animation on hover effect where image will increase the size and revert back to original size with shadow effect.

Code:

```
<!DOCTYPE html>
<html>
<head>
  <title>Question-11</title>
  <style>
    .heart {
      width: 100px;
        height:60px;
      background-image: url("./heart2.jpg");
     background-size:contain;
      transition: transform 0.3s, box-shadow 0.3s;
    }
    .heart:hover {
      transform: scale(1.2);
      box-shadow: 0 0 10px rgba(0, 0, 0, 0.3);
    }
  </style>
</head>
<body>
  <div class="heart"></div>
</body>
</html>
```



- 12. Apply transition and transformation to perform following task:
- i. On hover of an image, it should rotate in 360 degrees.
- ii. On hover of a div, text should increase the size and removing cursor from div, size of the textshould be restored.

```
transition: font-size 0.3s;
     cursor: pointer;
    }
    .enlarge-text:hover {
     font-size: 1.2em;
     cursor: default;
    }
  </style>
  <title>Question-12</title>
</head>
<body>
  <img class="rotate-image" src="./heart.jpg" alt="Image">
 <div class="enlarge-text">
    ---Nitin Bhopale---
  </div>
</body>
</html>
```



---Nitin Bhopale---

13. Write a PHP script to generate simple random password of 10 characters from a given string. Assume astring contains characters from A-Z, a-z, 0-9.

```
Code:
```

```
<?php
function generateRandomPassword($length) {
    $characters =
'ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456
789';
    $password = '';

$charLength = strlen($characters);
    for ($i = 0; $i < $length; $i++) {
        $randomIndex = mt_rand(0, $charLength - 1);
        $password .= $characters[$randomIndex];
    }

    return $password;</pre>
```

```
$randomPassword = generateRandomPassword(10);
echo "Random Password: " . $randomPassword;
?>
```



Random Password: uRjxsSpXtQ

14. Write a PHP script to print Fibonacci Series using both ways: loops, recursive function.

```
function fibonacciLoop($nl) {
    $fib = [];
    $fib[0] = 0;
    $fib[1] = 1;

    for ($i = 2; $i < $nl; $i++) {
        $fib[$i] = $fib[$i - 1] + $fib[$i - 2];
    }

    return $fib;
}

$nl = 10; // Number of Fibonacci numbers to generate
$fibonacciSeries = fibonacciLoop($nl);</pre>
```

```
echo "Fibonacci Series using Loops: ";
foreach ($fibonacciSeries as $number) {
    echo $number . " ";
}
echo "<br>";
echo "Fibonacci Series Using Recursion:";
function fiboncacciRecursive($a,$b,$nr)
{
   if($nr==0)
      return;
   $c=$a+$b;
   echo $c." ";
   $nr=$nr-1;
   fiboncacciRecursive($b,$c,$nr);
}
$nr = 10; //Number of Fibonacci numbers to generate
$a=0;
b=1;
echo $a." ".$b." ";
$nr=$nr-2;
fiboncacciRecursive($a,$b,$nr);
?>
```

Fibonacci Series using Loops: 0 1 1 2 3 5 8 13 21 34 Fibonacci Series Using Recursion:0 1 1 2 3 5 8 13 21 34