



**SILVER OAK
UNIVERSITY**
EDUCATION TO INNOVATION

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EN. NO.	2202031000126
COURSE	B. TECH IT
SUBJECT	OJT PRACTICALS

Practical :- 1

AIM :- Write a program to print the address of a variable using a pointer.

Code :-

```
#include <stdio.h>

int main() {
    int a;
    int *pt;

    printf("Pointer Example Program : Print
Pointer Address\n");
    a = 10;
    pt = &a;

    printf("\n[a ]:Value of A = %d", a);
    printf("\n[*pt]:Value of A = %d", *pt);
    printf("\n[&a ]:Address of A = %p", &a);
    printf("\n[pt ]:Address of A = %p", pt);
    printf("\n[&pt]:Address of pt = %p", &pt);
    printf("\n[pt ]:Value of pt = %p", pt);
```

```
    return 0;  
}
```

Output :-

Pointer Example Program : Print Pointer Address

```
[a  ]:Value of A = 10  
[*pt]:Value of A = 10  
[&a ]:Address of A = 0060FF0C  
[pt ]:Address of A = 0060FF0C  
[&pt]:Address of pt = 0060FF08  
[pt ]:Value of pt = 0060FF0C
```

Practical :- 2

AIM :- Write a c program to create a calculator using a pointer.

Code :-

```
#include<stdio.h>
#include<stdlib.h>
int main()
{
    int a,b;
    int *p1,*p2;
    char ch;
    p1=&a;
    p2=&b;
    printf("Select the Operation\n");
    printf("Type + for Addition\n");
    printf("Type - for Subtraction\n");
    printf("Type * for Multiplication\n");
    printf("Type / for Division\n");
    scanf("%c",&ch);
    printf("Enter any two numbers\n");
    scanf("%d%d",&a,&b);
    switch(ch)
```

```
{  
case '+':  
    printf("%d + %d = %d", a, b, (*p1+*p2));  
    break;  
case '-':  
    printf("%d - %d = %d", a, b, (*p1-*p2));  
    break;  
case '*':  
    printf("%d * %d = %d", a, b, (*p1**p2));  
    break;  
case '/':  
    if(*p2==0)  
    {  
        printf("Sorry, You can not divide  
a number by 0");  
        return 0;  
    }  
    printf("%d / %d =  
%0.2f", a, b, (*p1/(float)*p2));  
    break;  
default:  
    printf("Sorry, Invalid Choice");  
}  
return 0;  
}
```

Output :-

```
Select the Operation
Type + for Addition
Type - for Subtraction
Type * for Multiplication
Type / for Division
+
Enter any two numbers
12
13
12 + 13 = 25
```

Practical :- 3

AIM :- Write a c program to swap the two values using call by value and call by reference.

Code :-

```
#include<stdio.h>

void swap(int a, int b);
void _swap(int *a, int *b);

int main() {
    int x = 3, y = 5;

    _swap(&x, &y); // call by reference
    printf("x = %d & y = %d\n", x, y);

    return 0;
}

// Call by value
void swap(int a, int b) {
    int t = a;
    a = b;
    b = t;
}
```

```
b = t;
printf("a = %d & b = %d\n", a, b);
}

// Call by reference
void _swap(int *a, int *b) {
    int t = *a;
    *a = *b;
    *b = t;
}
```

Output :-

```
Value of x and y before swap :
X = 3 and Y = 5
Value of x and y after swap :
x = 5 & y = 3
```

Practical :- 4

AIM :- Define a structure type struct personal that would contain person name, Date of birth and age using this structure to read this information of 4 people and display the same.

Code :-

```
#include<stdio.h>
struct person
{
    char name[20];
    char doj[10];
    float salary;
}p[5];

int main(void)
{
    int i=0;

    for(i=0;i<5;i++)
    {
        printf("\n Enter person name :");
        scanf("%s", p[i].name);
        printf("\n Person Date of joining(dd-
mm-yyyy) : ");
    }
}
```

```
    scanf("%s",p[i].doj);
    printf("\n Enter person salary : ");
    scanf("%f",&p[i].salary);
}

for(i=0;i<5;i++)
{
    printf("\n Person %d Detail",i+1);
    printf("\n Name = %s",p[i].name);
    printf("\n DOJ = %s",p[i].doj);
    printf("\n Salary =
%.2f",p[i].salary);
}
return 0;
}
```

Output :-

```
Enter person name :Om

Person Date of joining(dd-mm-yyyy) : 11-10-
2018
```

Enter person salary : 20000

Enter person name :Dhruv

Person Date of joining(dd-mm-yyyy) : 21-06-2018

Enter person salary : 25000

Enter person name :Ritesh

Person Date of joining(dd-mm-yyyy) : 04-04-2019

Enter person salary : 28000

Enter person name :Kriti

Person Date of joining(dd-mm-yyyy) : 26-05-2019

Enter person salary : 30000

Enter person name :Denisa

Person Date of joining(dd-mm-yyyy) : 06-03-
1900

Practical :- 5

AIM :- Write a C program to calculate the sum of n numbers entered by the user using dynamic memory allocation.

Code :-

```
#include <stdio.h>
#include <stdlib.h>

int main()
{
    //1
    int i;
    int count;
    int *arr;
    int sum = 0;

    //2
    printf("Enter the total number of
elements you want to enter : ");
    scanf("%d", &count);

    //3
```

```
arr = (int *)malloc(count *
sizeof(int));

//4
for (i = 0; i < count; i++)
{
    //5
    printf("Enter element %d : ", (i +
1));
    scanf("%d", arr + i);

    //6
    sum += *(arr + i);
}

//7
printf("sum is %d \n", sum);

//8
free(arr);
return 0;
}
```

Output :-

```
Enter the total number of elements you want  
to enter : 5  
Enter element 1 : 1  
Enter element 2 : 2  
Enter element 3 : 3  
Enter element 4 : 4  
Enter element 5 : 4  
sum is 14
```

```
Enter the total number of elements you want  
to enter : 10  
Enter element 1 : 1  
Enter element 2 : 2  
Enter element 3 : 3  
Enter element 4 : 4  
Enter element 5 : 5  
Enter element 6 : 6  
Enter element 7 : 7  
Enter element 8 : 8  
Enter element 9 : 9  
Enter element 10 : 10  
sum is 55
```

Practical :- 6

AIM :- A file named “New” contains a series of integer numbers. Write a c program to read all numbers from a file and then copy all odd numbers into a file named “odd” and write all even numbers into a file named “even”. Then display the values of files odd and even on the screen.

Code :-

```
#include <stdio.h>
main()
{
    FILE *f1, *f2, *f3;
    int number, i;
    printf("Contents of DATA file\n\n");
    f1 = fopen("DATA", "w"); /* Create DATA
file */
    for(i = 1; i <= 30; i++)
    {
        scanf("%d", &number);
        if(number == -1) break;
        putw(number,f1);
    }
    fclose(f1);
    f1 = fopen("DATA", "r");
    f2 = fopen("ODD", "w");
```

```
f3 = fopen("EVEN", "w");
/* Read from DATA file */
while((number = getw(f1)) != EOF)
{
    if(number %2 == 0)
        putw(number, f3); /* Write to EVEN
file */
    else
        putw(number, f2); /* Write to ODD
file */
}
fclose(f1);
fclose(f2);
fclose(f3);
f2 = fopen("ODD","r");
f3 = fopen("EVEN", "r");
printf("\n\nContents of ODD file\n\n");
while((number = getw(f2)) != EOF)
    printf("%4d", number);
printf("\n\nContents of EVEN file\n\n");
while((number = getw(f3)) != EOF)
    printf("%4d", number);
fclose(f2);
fclose(f3);
}
```

Output :-

Contents of DATA file

111 222 333 444 555 666 777 888 999 000 121
232 343 454 565 -1

Contents of ODD file

111 333 555 777 999 121 343 565

Contents of EVEN file

222 444 666 888 0 232 454

Practical :- 7

AIM :- Write a C++ program to Check if the number is prime or not using a function.

Code :-

```
#include <iostream>
using namespace std;

bool check_prime(int);

int main() {

    int n;

    cout << "Enter a positive integer: ";
    cin >> n;

    if (check_prime(n))
        cout << n << " is a prime number.";
    else
        cout << n << " is not a prime number.";

    return 0;
}
```

```
bool check_prime(int n) {  
    bool is_prime = true;  
  
    // 0 and 1 are not prime numbers  
    if (n == 0 || n == 1) {  
        is_prime = false;  
    }  
  
    for (int i = 2; i <= n / 2; ++i) {  
        if (n % i == 0) {  
            is_prime = false;  
            break;  
        }  
    }  
  
    return is_prime;  
}
```

Output :-

```
Enter a positive integer: 23  
23 is a prime number.
```

Practical :- 8

AIM :- Write a C++ program that prompts the user to enter a letter and check whether a letter is a vowel or constant.

Code :-

```
#include <iostream>
using namespace std;

int main() {
    char c;
    bool isLowercaseVowel, isUppercaseVowel;

    cout << "Enter an alphabet: ";
    cin >> c;

        // evaluates to 1 (true) if c is a
        lowercase vowel
    isLowercaseVowel = (c == 'a' || c == 'e'
    || c == 'i' || c == 'o' || c == 'u');

        // evaluates to 1 (true) if c is an
        uppercase vowel
    isUppercaseVowel = (c == 'A' || c == 'E'
    || c == 'I' || c == 'O' || c == 'U');
```

```
// show error message if c is not an
alphabet
if (!isalpha(c))
    printf("Error! Non-alphabetic
character.");
else if (isLowercaseVowel ||
isUppercaseVowel)
    cout << c << " is a vowel.";
else
    cout << c << " is a consonant.";

return 0;
}
```

Output :-

```
Enter an alphabet: u
u is a vowel.
```

Practical :- 9

AIM :- Write a C++ program to demonstrate the concept of constructor and destructor.

Code :-

```
#include <iostream>

using namespace std;
class Department {

public:
    Department() {
        // Constructor is defined.
        cout << "Constructor Invoked for
Department class" << endl;
    }

    ~Department() {
        // Destructor is defined.
        cout << "Destructor Invoked for
Department class" << endl;
    }
};

class Employee {
```

```
public:  
    Employee() {  
        // Constructor is defined.  
        cout << "Constructor Invoked for  
Employee class" << endl;  
    }  
  
    ~Employee() {  
        // Destructor is defined.  
        cout << "Destructor Invoked for  
Employee class" << endl;  
    }  
};  
int main(void) {  
    // Creating an object of Department.  
    Department d1;  
    // Creating an object of Employee.  
    Employee e2;  
    return 0;  
}
```

Output :-

Constructor Invoked for Department class

Constructor Invoked for Employee class

Destructor Invoked for Employee class

Destructor Invoked for Department class

Practical :- 11

AIM :- Write a C++ program to overload binary + operator.

Code :-

```
// C++ program to overload the binary
operator +
// This program adds two complex numbers

#include <iostream>
using namespace std;

class Complex {
private:
    float real;
    float imag;

public:
    // Constructor to initialize real and
    imag to 0
    Complex() : real(0), imag(0) {}

    void input() {
```

```
        cout << "Enter real and imaginary  
parts respectively: ";  
        cin >> real;  
        cin >> imag;  
    }  
  
    // Overload the + operator  
    Complex operator + (const Complex& obj)  
{  
    Complex temp;  
    temp.real = real + obj.real;  
    temp.imag = imag + obj.imag;  
    return temp;  
}  
  
void output() {  
    if (imag < 0)  
        cout << "Output Complex number:  
" << real << imag << "i";  
    else  
        cout << "Output Complex number:  
" << real << "+" << imag << "i";  
}
```

```
int main() {
    Complex complex1, complex2, result;

    cout << "Enter first complex number:\n";
    complex1.input();

    cout << "Enter second complex
number:\n";
    complex2.input();

    // complex1 calls the operator function
    // complex2 is passed as an argument to
    the function
    result = complex1 + complex2;
    result.output();

    return 0;
}
```

Output :-

```
Enter first complex number:
Enter real and imaginary parts respectively:
9 5
Enter second complex number:
```

Enter real and imaginary parts respectively:

7 6

Output Complex number: 16+11i

Practical :- 12

AIM :- Create a base class called 'SHAPE' having two data members of type double, member function get_data() to initialize base class data members, pure virtual member function display_area() to compute and display the area of the geometrical object. Derive two specific classes 'TRIANGLE' and 'RECTANGLE' from the base class. Using these three classes design a program that will accept dimension of a triangle / rectangle interactively and display the area.

Code :-

```
#include<iostream.h>
#include<conio.h>
#include<stdio.h>
#include<string.h>

//class shape
class Shape
{
public:
double height,base;

//constructor to assign initial values to
height and base
Shape()
{
height=0;
base=0;
```

```
}

//get_data() function to get values of
height and base
void get_data()
{
cout<<"\nEnter height and base to compute
are :";
cin>>height>>base;
}

//declaration of virtual function
display_area()
virtual void display_area()
{
}
};

//class triangle inheriting class Shape
class Triangle : public Shape
{
public:

//redefining function display_area()
void display_area()
```

```
{  
cout<<height;  
cout<<"\nArea of Triangle =  
"<<(height*base)/2;  
}  
};  
  
//class Rectangle inheriting class Shape  
class Rectangle : public Shape  
{  
public:  
  
/redefining function display_area()  
void display_area()  
{  
cout<<"\nArea of Rectangle = "<<height*base;  
}  
};  
int main()  
{  
Shape *s;  
Triangle t;  
t.get_data();  
s=&t;  
s->display_area();
```

```
Rectangle r;
r.get_data();
s=&r;
s->display_area();
return 0;
}
```

Output :-

```
Enter height and base to compute are :10
7
10
Area of Triangle = 35
Enter height and base to compute are :10
20

Area of Rectangle = 200
```

Practical :- 13

AIM :- To study DDL-create and DML-insert commands.

Create following Table :- Job (job_id, job_title, min_sal, max_sal)

Code :-

```
create table job(
job_id int,
job_title varchar(20),
min_sal int,
max_sal int)

insert into job
values(1,
      'Web Developer',
      20000,
      50000)

insert into job
values(2,
      'App Developement',
      10000,
      30000)
```

```
select * from job;
```

Output :-

	job_id	job_title	min_sal	max_sal
1	1	Web Developer	20000	50000
2	2	App Developement	10000	30000

Practical :- 14

AIM-1 :- Job (job_id, job_title, min_sal, max_sal)

Code :-

```
create table Job(  
COLUMN_NAME VARCHAR(15),  
DATA_TYPE VARCHAR(15))
```

```
insert into Job  
values('job_id',  
      'Varchar(15)')
```

```
insert into Job  
values('job_title',  
      'Varchar(30)')
```

```
insert into Job  
values('min_sal',  
      'Int')
```

```
insert into Job  
values('max_sal',
```

```
'Int')  
  
select * from Job;
```

AIM-2 :- Employee (emp_no, emp_name, emp_sal, emp_comm, dept_no)

Code :-

```
create table Employee(  
COLUMN_NAME VARCHAR(15),  
DATA_TYPE VARCHAR(15))  
  
insert into Employee  
values('emp_no',  
      'Int')  
  
insert into Employee  
values('emp_name',  
      'Varchar(30)')  
  
insert into Employee  
values('emp_sal',  
      'decimal(8,2)')
```

```
insert into Employee  
values('emp_comm',  
      'decimal(6,1)')  
  
insert into Employee  
values('dept_no',  
      'Int')  
  
select * from Employee;
```

AIM-3 :- deposit(a_no,cname,bname,amount,a_date)

Code :-

```
create table deposite(  
COLUMN_NAME VARCHAR(15),  
DATA_TYPE VARCHAR(15))  
  
insert into deposite  
values('a_no',  
      'Int,identity')  
  
insert into deposite  
values('cname',  
      'Varchar(50)')
```

```
insert into deposite  
values('bname',  
      'Varchar(30)')
```

```
insert into deposite  
values('emp_comm',  
      'decimal(6,1)')
```

```
insert into deposite  
values('amount',  
      'Decimal(4,2)')
```

```
insert into deposite  
values('a_date',  
      'Date')
```

```
select * from deposite;
```

AIM-4 :- borrow(loanno,cname,bname,amount)

Code :-

```
create table borrow(
```

```
COLUMN_NAME VARCHAR(15),  
DATA_TYPE VARCHAR(15))
```

```
insert into borrow  
values('loan_no',  
      'Int')
```

```
insert into borrow  
values('cname',  
      'Varchar(25)')
```

```
insert into borrow  
values('bname',  
      'Varchar(20)')
```

```
insert into borrow  
values('emp_comm',  
      'decimal(6,1)')
```

```
insert into borrow  
values('amount',  
      'Decimal(6,2)')
```

```
select * from borrow;
```

Practical :- 15

AIM :- Create tables and insert sample data in tables. Write SQL queries to insert following data into tables

Code-1 :-

```
create table Employee(  
emp_n int,  
emp_name varchar(15),  
emp_sal int,  
emp_comm int,  
dept_no int)
```

```
insert into Employee  
values(101,  
      'Smit',  
      800,  
      null,  
      20)
```

```
insert into Employee  
values(102,  
      'Snehal',
```

```
1600,  
300,  
25)  
  
insert into Employee  
values(103,  
      'Adama',  
      1100,  
      0,  
      20)  
  
insert into Employee  
values(104,  
      'Aman',  
      3000,  
      null,  
      15)  
  
insert into Employee  
values(105,  
      'Anita',  
      5000,  
      50000,  
      10)
```

```
insert into Employee  
values(106,  
      'Sneha',  
      2450,  
      24500,  
      10)  
  
insert into Employee  
values(107,  
      'Anamika',  
      2975,  
      null,  
      30)  
  
select * from Employee;
```

Code-2 :-

```
create table Job(  
job_id varchar(20),  
job_name varchar(20),  
min_sal int,  
max_sal int)  
  
insert into Job
```

```
values('IT_PROG',
      'Programmer',
      4000,
      10000)
```

```
insert into Job
values('MK-MGR',
      'Marketing Manager',
      9000,
      15000)
```

```
insert into Job
values('FI_MGR',
      'Finance Manager',
      8200,
      12000)
```

```
insert into Job
values('FI_ACC',
      'Account',
      4200,
      9000)
```

```
insert into Job
values('LEC',
```

```
'Lecture',
6000,
17000)

insert into Job
values('COMP_OP',
      'Computer Oparator',
      1500,
      3000)

select * from Job;
```

Code-3 :-

```
create table deposite(
A_no int,
cname varchar(10),
Bname varchar(15),
Amount int,
date date)

insert into deposite
values(101,'Anil','Andheri',7000,'01-jan-
06')
```

```
insert into deposite  
values(102,'Sunil','Virar',5000,'15-jul-06')
```

```
insert into deposite  
values(103,'Jay','Villeparle',6500,'12-mar-  
06')
```

```
insert into deposite  
values(104,'Vijay','Andheri',8000,'17-sep-  
06')
```

```
insert into deposite  
values(105,'Keyur','Dadar',7500,'19-nov-06')
```

```
insert into deposite  
values(106,'Mayur','Borivali',5500,'21-dec-  
06')
```

```
select * from deposite;
```

Practical :- 18

AIM :- Make a Resume using the HTML tags without CSS.

Code :-

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>My Resume</title>

    <!-- <style>
        body{
            margin: 0 auto;
            max-width: 900px;
            width: 90%;
            padding: 15px;
            margin-top: 15px;
            margin-bottom: 15px;
```

```
        border-radius: 5px;
        border: 2px solid rgb(167, 166,
166);
    }

body{
    box-sizing: border-box;
    box-shadow: 0 0 20px 0 grey;
}

.photo{
    box-sizing: border-box;
    border-radius: 5px;
    border: 2.5px solid grey ;
}

</style> -->
</head>
<body>
    <div style="font-family: 'Times New
Roman', Times, serif;">
        <form class="container">
            <div class="name">
                <h1>Om Prajapati</h1>
                <p>WEB DEVELOPER</p>
            </div>

```

```
        <div style="float: right; margin-top: -95px; margin-right: 10px; border-radius: 7px;">
            
        </div>
        <hr>
        <br>
        <div class="contact">
            <label>
                <b>Mo. :</b> +91 95741
74660
            </label>
        </div>
        <br>
        <div>
            <label>
                <b>E-mail :</b>
ompra2511@gmail.com
            </label>
        </div>
        <br>
        <div>
            <label>
```

```
        <b>Residency :</b>
Kalol, Gujarat
                </label>
            </div>
            <br>
            <hr>

            <div>
                <h3> SKILLS</h3>
            </div>
            <div>
                <ul>
                    <li>Web Design</li>
                    <li>Front End Coder</li>
                    <li>Problem-Solving</li>
                    <li>Project Manager</li>
                    <li>Wireframe
Creation</li>
                </ul>
            </div>
            <hr>

            <div>
                <h3> EDUCATION </h3>
            </div>
```

```
<ul>
    <li>HSC</li>
    <li>xyz shool</li>
    <li>Pass</li>
</ul>

<hr>

<div>
    <h3>HOBBIES</h3>
    <ul>
        <li>Cricket</li>
        <li>Listening Music</li>
        <li>Coding</li>
    </ul>
</div>
</form>
</div>
</body>
</html>
```

Practical :- 22

AIM :- Make a Resume using the HTML tags with CSS.

Code :-

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>My Resume</title>

    <style>
        body{
            margin: 0 auto;
            max-width: 900px;
            width: 90%;
            padding: 15px;
            margin-top: 15px;
            margin-bottom: 15px;
            border-radius: 5px;
```

```
        border: 2px solid rgb(167, 166,
166);
    }

body{
    box-sizing: border-box;
    box-shadow: 0 0 20px 0 grey;
}

.photo{
    box-sizing: border-box;
    border-radius: 5px;
    border: 2.5px solid grey ;
}

</style>
</head>
<body>
    <div style="font-family: 'Times New
Roman', Times, serif;">
        <form class="container">
            <div class="name">
                <h1>Om Prajapati</h1>
                <p>WEB DEVELOPER</p>
            </div>

```

```
        <div style="float: right; margin-top: -95px; margin-right: 10px; border-radius: 7px;">
            
        </div>
        <hr>
        <br>
        <div class="contact">
            <label>
                <b>Mo. :</b> +91 95741
74660
            </label>
        </div>
        <br>
        <div>
            <label>
                <b>E-mail :</b>
ompra2511@gmail.com
            </label>
        </div>
        <br>
        <div>
            <label>
```

```
        <b>Residency :</b>
Kalol, Gujarat
                </label>
            </div>
            <br>
            <hr>

            <div>
                <h3> SKILLS</h3>
            </div>
            <div>
                <ul>
                    <li>Web Design</li>
                    <li>Front End Coder</li>
                    <li>Problem-Solving</li>
                    <li>Project Manager</li>
                    <li>Wireframe
Creation</li>
                </ul>
            </div>
            <hr>

            <div>
                <h3> EDUCATION </h3>
            </div>
```

```
<ul>
    <li>HSC</li>
    <li>xyz shool</li>
    <li>Pass</li>
</ul>

<hr>

<div>
    <h3>HOBBIES</h3>
    <ul>
        <li>Cricket</li>
        <li>Listening Music</li>
        <li>Coding</li>
    </ul>
</div>
</form>
</div>
</body>
</html>
```

Practical :- 20

AIM :- Create an HTML page table and form.

Code :-

Table

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>Document</title>

    <style>
        table,thead,td{
            border: 1px solid black;
            border-collapse: collapse;
        }

        thead{
```

```
        background-color:  
cornflowerblue;  
    }  
  
thead,td{  
    padding: 10px;  
    text-align: center;  
}  
  
.row1,.row3{  
    background-color: lightgrey;  
}  
</style>  
</head>  
<body>  
    <div>  
        <table>  
            <thead>  
                <tr>  
                    <td>Sr. No.</td>  
                    <td>First Name</td>  
                    <td>Last Name</td>  
                    <td>Email Id</td>  
                </tr>  
            </thead>
```

```
<tbody>
    <tr class="row1">
        <td>1</td>
        <td>Om</td>
        <td>Prajapati</td>
        <td>ompra2511@gmail.com</td>
    </tr>
    <tr class="row2">
        <td>2</td>
        <td>Krishna</td>
        <td>Modh</td>
        <td>krishna1818@gmail.com</td>
    </tr>
    <tr class="row3">
        <td>3</td>
        <td>Ritesh</td>
        <td>Patel</td>
        <td>ritesh1011@gmail.com</td>
    </tr>
</tbody>
</table>
</div>
```

```
</body>  
</html>
```

Form

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <meta charset="UTF-8">  
    <meta http-equiv="X-UA-Compatible"  
content="IE=edge">  
    <meta name="viewport"  
content="width=device-width, initial-  
scale=1.0">  
    <title>Payment Form</title>  
    <link rel="stylesheet" type="text/css"  
href="/style.css">  
</head>  
<body>  
    <div class="container">  
        <form>  
            <h1  
class="main_heading"><b><center>Payment  
Form</center></b></h1>  
            <hr>  
            <ul>
```

```
        <li>
            <h2>Contact Information</h2>
        </li>
    </ul>
    <br>
    <div>
        <label>Name :- <input
type="text" name="name" required></label>
    </div>
    <br>
    <div>
        <p>
            <fieldset class="fd">
                <legend><b>Gender :-</b></legend>
                <input type="radio"
name="gender" id="1" required>Male
                <input type="radio"
name="gender" id="2" required>Female
            </fieldset>
        </p>
    </div>
    <br>
    <div>
        <p>
```

```
        <label>Address :- </label>
        <textarea name="address"
id="3" cols="15" rows="3"></textarea>
    </p>
</div>
<br>
<div>
    <p>
        <label>Email :- </label>
        <input type="email"
name="email" id="4" required>
    </p>
</div>
<br>
<div>
    <p>
        <label>Pin Code :- </label>
        <input type="number"
name="pincode" id="5" required>
    </p>
</div>
<br>
<ul>
    <li>
        <h2>Payment Information</h2>
```

```
        </li>
    </ul>
    <br>
    <div>
        <label>Card Type :- </label>
        <select name="card_type" id="6"
required>
            <option value="">--Select a
card type</option>
            <option
value="rupay">Rupay</option>
            <option
value="visa">Visa</option>
            <option
value="mastercard">Master Card</option>
        </select>
    </div>
    <br>
    <div>
        <label>Card Number :- </label>
        <input type="number"
name="card_number" id="7" required>
    </div>
    <br>
    <div>
```

```
        <label>Card Expiry Date :-  
</label>  
        <input type="date"  
name="expiry_date" id="8" required>  
    </div>  
    <br>  
    <div>  
        <label>CVV :- </label>  
        <input type="password"  
name="cvv" id="9" required>  
    </div>  
    <br><br>  
    <div class="button">  
        <input type="submit" value="Pay Now"  
id="10">  
        <input type="reset" value="Reset  
Form" id="11">  
    </div>  
    <br><br>  
  
    </form>  
    </div>  
</body>  
</html>
```

Practical :- 23

AIM :- Create an HTML Page containing the following Gray Layout using CSS.

Code :-

Layout 1

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>Grid Layout 1</title>

    <style>
        .container{
            display: grid;
            gap: 10px;
            background-color: lightgray;
            padding: 10px;
```

```
}

.grid-item{
    background-color:
cornflowerblue;
    text-align: center;
    font-size: 20px;
}

.item1{
    padding: 30px;
    grid-column: 1 / span 5;
    grid-row: 1;
}

.item2{
    padding: 10px;
    grid-column: 1 / span 5;
    grid-row: 2;
}

.item3{
    grid-column: 1 / span 5;
    grid-row: 3;
    padding: 40px;
```

```
}

.item4{
    padding: 100px;
    grid-column: 1 / span 2;
    grid-row: 4;
    grid-column-start: 1;
    grid-column-end: 2;
}

.item5{
    grid-column: 3 / span 3;
    grid-row: 4;
    grid-column-start: 2;
    grid-column-end: 6;
    padding: 170px;
}

.item6{
    grid-column: 1 / span 5;
    grid-row: 6;
    padding: 10px;
}

</style>
</head>
```

```
<body>
    <div class="container">
        <div class="grid-item item1">Logo</div>
        <div class="grid-item item2">Navigation</div>
        <div class="grid-item item3">Header</div>
        <div class="grid-item item4">Side Bar</div>
        <div class="grid-item item5">Body Area</div>
        <div class="grid-item item6">Footer</div>
    </div>
</body>
</html>
```

Layout 2

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
```

```
<meta name="viewport"
content="width=device-width, initial-
scale=1.0">
<title>Grid Layout 2</title>

<style>
  .container{
    display: grid;
    gap: 10px;
    background-color: lightgray;
    padding: 10px;
    padding-left: 300px;
    padding-right: 300px;
  }

  .grid-item{
    background-color:
cornflowerblue;
    text-align: center;
    font-size: 20px;
  }

  .item1{
    padding: 30px;
    grid-column: 1 / span 5;
```

```
        grid-row: 1;
    }

.item2{
    padding: 40px;
    grid-column: 1 / span 2;
    grid-row: 2 / span 3;
    background-color:rgb(227, 227,
212);
}

.item3{
    grid-column: 3 / span 3;
    grid-row: 2;
    padding: 40px;
}

.item5{
    grid-column: 3 / span 3;
    grid-row: 4;
    /* grid-column-start: 3;
    grid-column-end: 6; */
    padding: 170px;
}
```

```
.item6{  
    grid-column: 1 / span 5;  
    grid-row: 6;  
    padding: 10px;  
}  
</style>  
</head>  
<body>  
    <div class="container">  
        <div class="grid-item  
item1">Logo</div>  
        <div class="grid-item item2">Side  
bar Navigation</div>  
        <div class="grid-item  
item3">Header</div>  
        <div class="grid-item item5">Body  
Area</div>  
        <div class="grid-item  
item6">Footer</div>  
    </div>  
</body>  
</html>
```

Layout 3

```
<!DOCTYPE html>
```

```
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>Grid Layout 3</title>

<style>
    .container{
        display: grid;
        gap: 10px;
        background-color: lightgray;
        padding: 10px;
        padding-left: 200px;
        padding-right: 200px;
    }

    .grid-item{
        background-color: rgb(119, 113,
239);
        text-align: center;
        font-size: 20px;
    }

```

```
}

.box-item1{
    padding: 20px;
    grid-column: 1 / span 6;
    grid-row: 1;
}

.box-item2{
    padding: 40px;
    grid-column: 1 / span 6;
    grid-row: 2;
}

.box-item3{
    padding: 40px;
    grid-column: 1 / span 6;
    grid-row: 3;
}

.box-item4{
    padding: 220px;
    grid-column: 1 / span 2;
    grid-row: 4;
}
```

```
.box-item5{
    padding: 220px;
    grid-column: 3 / span 2;
    grid-row: 4;
}

.box-item6{
    padding: 220px;
    grid-column: 5 / span 2;
    grid-row: 4;
}

.box-item7{
    padding: 20px;
    grid-column: 1 / span 6;
    grid-row: 5;
}

</style>
</head>
<body>
    <div class="container">
        <div class="grid-item box-
item1">Logo</div>
```

```
        <div class="grid-item box-item2">Header</div>
            <div class="grid-item box-item3">Text Area</div>
                <div class="grid-item box-item4">Box 1</div>
                    <div class="grid-item box-item5">Box 2</div>
                        <div class="grid-item box-item6">Box 3</div>
                            <div class="grid-item box-item7">Footer</div>
                        </div>
                    </body>
                </html>
```

Layout 4

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible"
content="IE=edge">
```

```
<meta name="viewport"
content="width=device-width, initial-
scale=1.0">
<title>Grid Layout 4</title>

<style>
  .container{
    display: grid;
    gap: 10px;
    background-color: lightgray;
    padding: 10px;
    padding-left: 200px;
    padding-right: 200px;
  }

  .grid-item{
    background-color: rgb(119, 113,
239);
    text-align: center;
    font-size: 20px;
  }

  .box-item{
    background-color: rgb(238, 93,
77);
```

```
        padding: 20px;
        column-gap: 10px;
        gap: 10px;
    }

.logo{
    grid-column: 1 / span 4;
    grid-row: 1;
    padding: 25px;
}

.navi{
    grid-column: 4 / span 5;
    grid-row: 1;
    padding: 25px;
}

#item1{
    grid-column: 1 / span 2;
    grid-row: 2;
}

#item2{
    grid-column: 3 / span 2;
    grid-row: 2;
```

```
}

#item3{
    grid-column: 5 / span 2;
    grid-row: 2;
}

#item4{
    grid-column: 7 / span 2;
    grid-row: 2;
}

#item5{
    grid-column: 1 / span 2;
    grid-row: 3;
}

#item6{
    grid-column: 3 / span 2;
    grid-row: 3;
}

#item7{
    grid-column: 5 / span 2;
    grid-row: 3;
```

```
}

#item8{
    grid-column: 7 / span 2;
    grid-row: 3;
}

#item9{
    grid-column: 1 / span 2;
    grid-row: 4;
}

#item10{
    grid-column: 3 / span 2;
    grid-row: 4;
}

#item11{
    grid-column: 5 / span 2;
    grid-row: 4;
}

#item12{
    grid-column: 7 / span 2;
    grid-row: 4;
```

```
}

#item13{
    grid-column: 1 / span 2;
    grid-row: 5;
}

#item14{
    grid-column: 3 / span 2;
    grid-row: 5;
}

#item15{
    grid-column: 5 / span 2;
    grid-row: 5;
}

#item16{
    grid-column: 7 / span 2;
    grid-row: 5;
}

.box1{
    grid-column: 1 / span 2;
    grid-row: 6;
```

```
        padding: 90px;
        background-color: rgba(42, 173,
42, 0.742);
    }

.box2{
    grid-column: 4 / span 2;
    grid-row: 6;
    padding: 90px;
    background-color: rgba(42, 173,
42, 0.742);
}

.box3{
    grid-column: 7 / span 2;
    grid-row: 6;
    padding: 90px;
    background-color: rgba(42, 173,
42, 0.742);
}

.footer{
    grid-column: 1 / span 8;
    grid-row: 7;
    padding: 15px;
```

```
        background-color: rgb(119, 113,
239);
    }

    .box-item{
        height: 3px;
    }

</style>
</head>
<body>
    <div class="container">
        <div class="grid-item
logo">Logo</div>
        <div class="grid-item
navi">Navigation</div>

        <div class="box-item"
id="item1"></div>
        <div class="box-item"
id="item2"></div>
        <div class="box-item"
id="item3"></div>
        <div class="box-item"
id="item4"></div>
```

```
        <div class="box-item"
id="item5"></div>
        <div class="box-item"
id="item6"></div>
        <div class="box-item"
id="item7"></div>
        <div class="box-item"
id="item8"></div>

        <div class="box-item"
id="item9"></div>
        <div class="box-item"
id="item10"></div>
        <div class="box-item"
id="item11"></div>
        <div class="box-item"
id="item12"></div>

        <div class="box-item"
id="item13"></div>
        <div class="box-item"
id="item14"></div>
```

```
        <div class="box-item"
id="item15"></div>
        <div class="box-item"
id="item16"></div>

        <div class="grid-item box1">Box
1</div>
        <div class="grid-item box2">Box
2</div>
        <div class="grid-item box3">Box
3</div>
        <div class="grid-item
footer">Footer</div>
    </div>
</body>
</html>
```

Practical :- 25

AIM :- Write a JavaScript to check if the number is even or odd.

Code :-

```
// program to check if the number is even or odd
// take input from the user
const number = prompt("Enter a number: ");

//check if the number is even
if(number % 2 == 0) {
    console.log("The number is even.");
}

// if the number is odd
else {
    console.log("The number is odd.");
}
```

Output :-

```
Enter a number: 27
The number is odd.
```