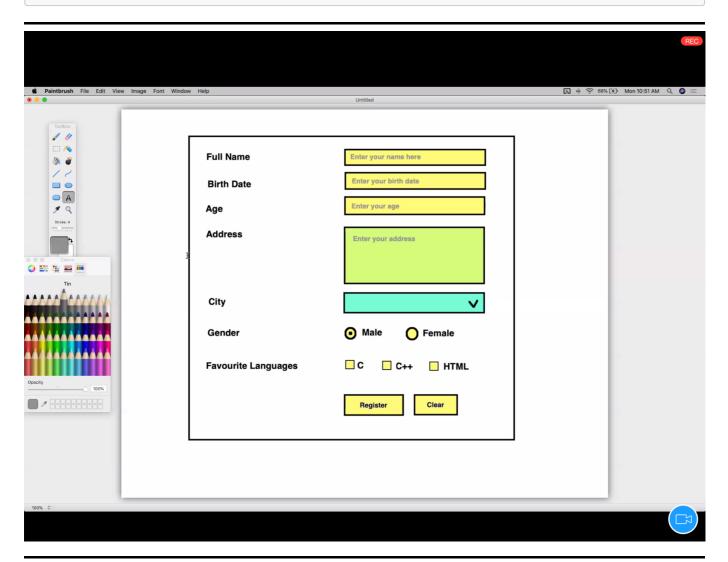
AWD

1.form tag

<form> </form>



- used for getting input values from user
- 1. input
 - used to get single line input from user
- types:
 - 1.text:
 get textual (char + num) input
 2.date:
 get date from user(browser may show a calender control to slect a date)

```
- 3.time:
 get time input from user (always in )
- 4.number:
get only number as input
- 5.textarea:
used to get muti line input
- 6.submit: to submit the form used this type
- 7.reset: it clear all form data from fields
- 8.button:
converts the input tag to a button
 used to perform
- 9. select:
   - used to get one or more option from given list of options
- 10. radio:
     - used to select one options only from a grop of option, with name
attribute same for all
 - 11. checkbox:
     - used to select multiple options from a group of list
 - 12. file:
    - used to select anytyoe file, can specify by
   accept attribute.
 - 13. password:
     - used to accept password from user
     masks the characters (dispalys * instead of real characters)
 - 14. tel:
     - used to get telephone number input from user
 - 15. email:
    - used to get email address from user
```

Attributes

- o more information about the tag
- o attributes are optiobnal if used then attribute amust be used un name = value fromat
- o e.g.
- o para
- o for html5
- o if attribute name and value is same then one can use shorthand attribute
- o e.g

- <inpit required="required">
- <input required>
- every html tag has 4 attributes
 - 1. id
 - used to identify tag uniquely
 - 2. name
 - used while submitting the form
 - 3. **style**
 - used to inline style to a tag
 - 4. class
 - used to add css class to a tag

attributes

1.**readonly**
- makes the field read only ,cant change its value
2.**required** :
 - makes the field compulsory to submit the form
3.**placeholder** :
 - is used to give hint to the user for type of data to be added
4.**maxlength** :
 - used to tell max character length can be used
5.**value** :
 - specifies the value of the input element

