

PART B

(PART B: TO BE COMPLETED BY STUDENTS)

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Date of Experiment:	Date of Submission:
Grade:	

B.1 Tools used to develop application:

Visual Studio Code;

B.2 Choice of User Interface Elements:

Input Form, Buttons, Images

B.3 Sample Source code of application:

- Home.html

```
<html>

<head>

<style>

body{

background-color : #A7A7A7;

}

.button {
```

```
border-radius: 4px;
background-color: #f4511e;
border: none;
color: #FFFFFF;
text-align: center;
font-size: 28px;
padding: 20px;
width: 400px;
transition: all 0.5s;
cursor: pointer;
margin: 5px;
}
```

```
.button span {
  cursor: pointer;
  display: inline-block;
  position: relative;
  transition: 0.5s;
}
```

```
.button span:after {
  content: '\00bb';
  position: absolute;
  opacity: 0;
  top: 0;
  right: -20px;
```

```
    transition: 0.5s;
}
```

```
.button:hover span {
    padding-right: 25px;
}
```

```
.button:hover span:after {
    opacity: 1;
    right: 0;
}
```

```
#buttons
```

```
{
    margin-left : 300px;
    margin-top : 200px;
}
```

```
a{
    text-decoration : none;
    color : #FFFFFF;
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<div id="buttons">
```

```
        <a href="readNum.html"><button class="button"><span>Read Number....  
</span></button></a>
```

```
        <a href="cal.html"><button  
class="button"><span>Calculate....</span></button></a>
```

```
</div>
```

```
</body>
```

```
</html>
```

- **Calculator.html**

```
<html>
```

```
<head>
```

```
    <script>
```

```
        //function that display value
```

```
        function dis(val)
```

```
        {
```

```
            document.getElementById("result").value+=val
```

```
        }
```

```
        //function that evaluates the digit and return result
```

```
        function solve()
```

```
        {
```

```
            let x = document.getElementById("result").value
```

```
            let y = eval(x)
```

```
            document.getElementById("result").value = y
```

```
}
```

```
//function that clear the display
```

```
function clr()
```

```
{
```

```
    document.getElementById("result").value = ""
```

```
}
```

```
</script>
```

```
<style>
```

```
body {
```

```
height: 100%;
```

```
background-image: url("bj1.jpg");
```

```
background-position: center;
```

```
background-repeat: no-repeat;
```

```
background-size: cover;
```

```
text-align : center;
```

```
font-family : Courier New;
```

```
}
```

```
input[type="button"]
```

```
{
```

```
background-color: #A7A7A7;
```

```
color: black;
```

```
height : 50px;
```

```
padding : 20px;
border-radius : 90px;
width:100%
```

```
}
```

```
input[type="text"]
{
background-color:#A7A7A7;
border: solid black 2px;
width : 300px;
height : 50px;
text-align : center;
font-family : Courier New;
}
```

```
</style>
```

```
</head>
```

```
<!-- create table -->
```

```
<body>
```

```
<div class="bg" style="margin-top: 40px;">
```

```
<table border ="1" align="center" >
```

```
<tr>
```

```
<td colspan="3"><input type="text" id="result"/>
```

```
</tr>
```

```
<tr>
```

```

        <td><input type="button" value="1" onclick="dis('1')"/> </td>
        <td><input type="button" value="2" onclick="dis('2')"/> </td>
        <td><input type="button" value="3" onclick="dis('3')"/> </td>
        <td><input type="button" value="/" onclick="dis('/')"/> </td>
    </tr>
    <tr>
        <td><input type="button" value="4" onclick="dis('4')"/> </td>
        <td><input type="button" value="5" onclick="dis('5')"/> </td>
        <td><input type="button" value="6" onclick="dis('6')"/> </td>
        <td><input type="button" value="-" onclick="dis('-')"/> </td>
    </tr>
    <tr>
        <td><input type="button" value="7" onclick="dis('7')"/> </td>
        <td><input type="button" value="8" onclick="dis('8')"/> </td>
        <td><input type="button" value="9" onclick="dis('9')"/> </td>
        <td><input type="button" value="+" onclick="dis('+')"/> </td>
    </tr>
    <tr>
        <td><input type="button" value="Clear" onclick="clr()"/> </td>
        <td><input type="button" value="0" onclick="dis('0')"/> </td>
        <td><input type="button" value="=" onclick="solve()"/> </td>
        <td><input type="button" value="*" onclick="dis('*')"/> </td>
    </tr>
</table>
</div>

```

```
</body>
```

```
</html>
```

- **ReadNum.html**

```
<html>
```

```
<head>
```

```
<style>
```

```
table {
```

```
    font-family: arial, sans-serif;
```

```
    border-collapse: collapse;
```

```
    width: 100%;
```

```
}
```

```
td, th {
```

```
    border: 1px solid #dddddd;
```

```
    text-align: left;
```

```
    padding: 8px;
```

```
}
```

```
tr:nth-child(even) {
```

```
    background-color: #dddddd;
```

```
}
```

```
.photo{
```



```
text-align : center;
```

```
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
    <table>
```

```
    <tr>
```

```
        <th class="photo">Count Number Of Animal</th>
```

```
        <th class="photo">Read Word</th>
```

```
    </tr>
```

```
    <tr>
```

```
        <td class="photo"></td>
```

```
        <td class="photo">ONE</td>
```

```
    </tr>
```

```
    <tr>
```

```
        <td class="photo"></td>
```

```
        <td class="photo">TWO</td>
```

```
    </tr>
```

```
    <tr>
```

```
        <td class="photo"></td>
```

```
        <td class="photo">THREE</td>
```

</tr>

<tr>

<td class="photo"></td>

<td class="photo">FOUR</td>

</tr>

<tr>

<td class="photo"></td>

<td class="photo">FIVE</td>

</tr>

<tr>

<td class="photo"></td>

<td class="photo">SIX</td>

</tr>

<tr>

<td class="photo"></td>

<td class="photo">SEVEN</td>

</tr>

<tr>

<td class="photo"></td>

<td class="photo">EIGHT</td>

</tr>

<tr>

<td class="photo"></td>

<td class="photo">NINE</td>

</tr>

<tr>

<td class="photo"></td>

<td class="photo">TEN</td>

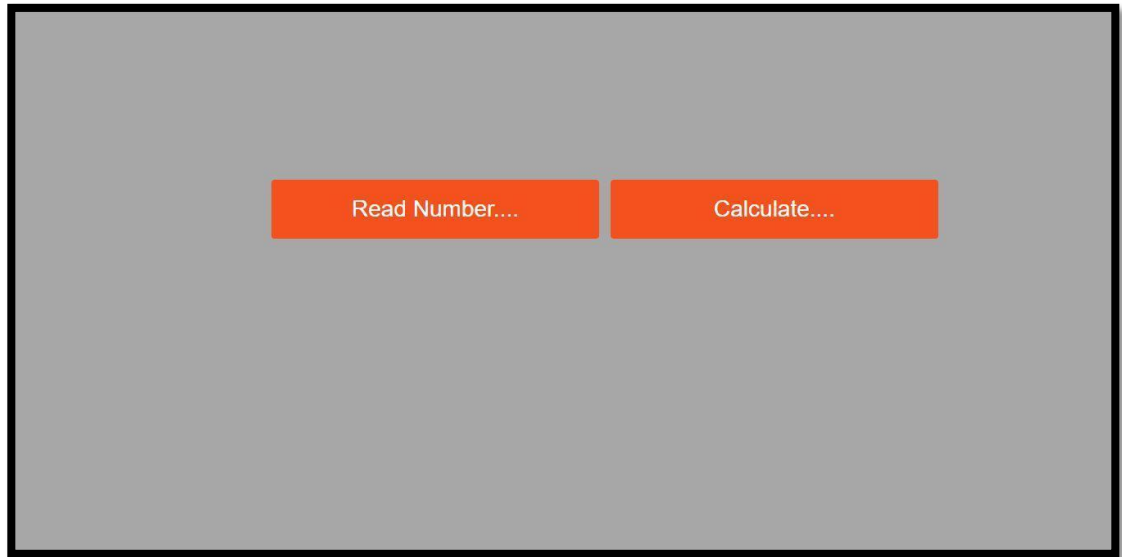
</tr>






</table>

</body>

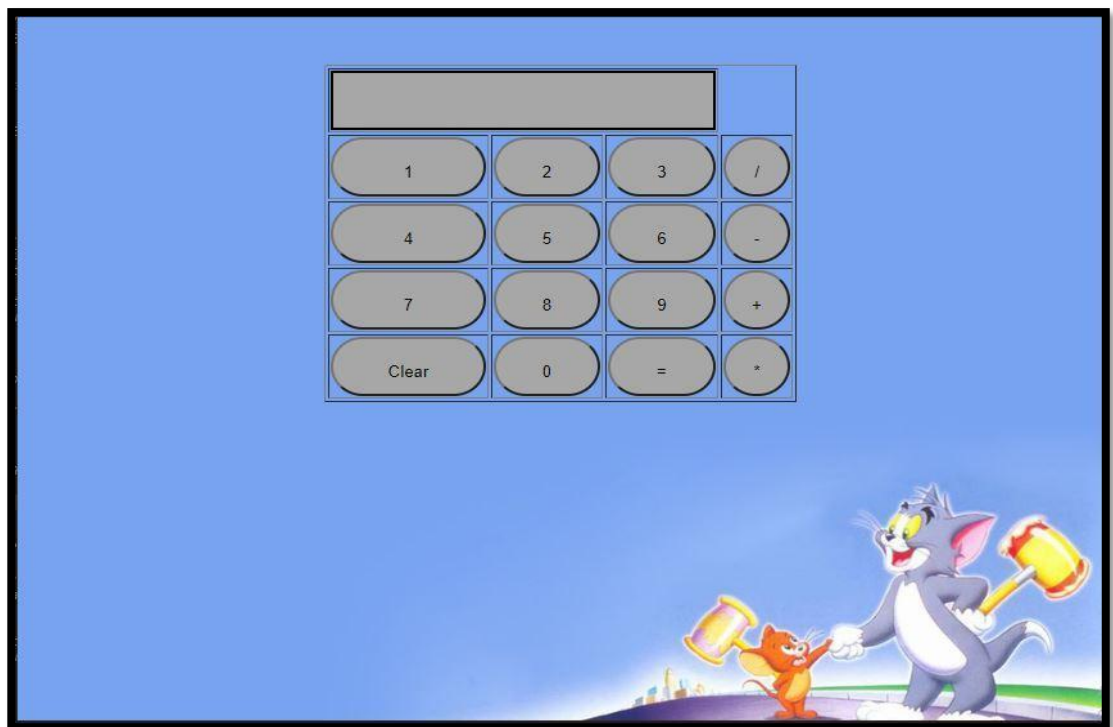
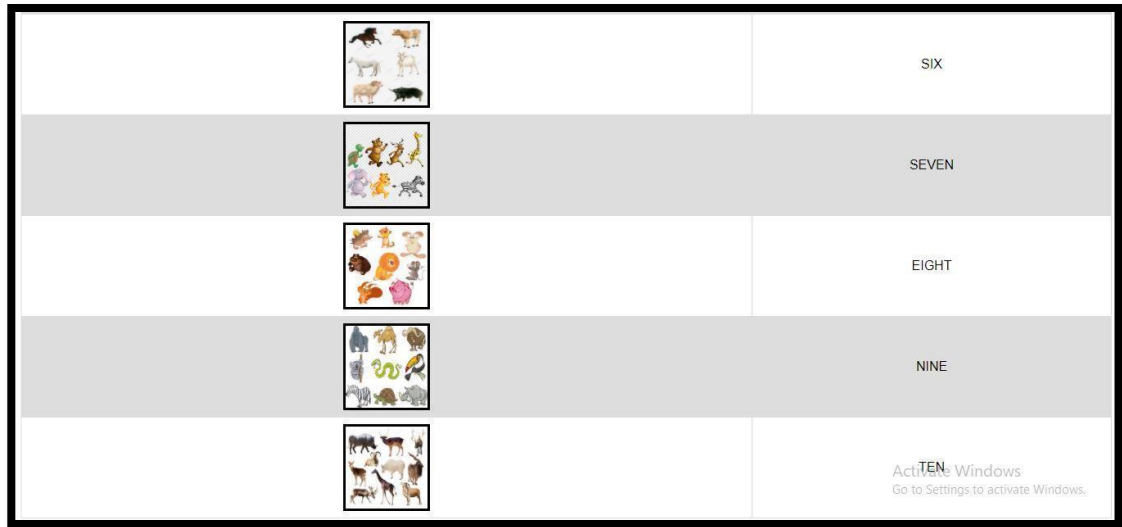
</html>

B.4 User Interface Designs:



Count Number Of Animal	Read Word
	ONE
	TWO
	THREE
	FOUR
	FIVE

Active Windows
Go to Settings to activate Windows.



B.5 Conclusion:

The web app developed asks user to count the number of animal shown. A user can calculate value of two number.