PAT1-SET2

1. Design and build an HTML table that represents the **full-day schedule of a conference or workshop**. The schedule should include multiple **time slots**, **sessions**, **speakers**, and **breaks**, formatted clearly and concisely. Use rowspan and colspan attributes effectively.

Requirements:

1. **Structure:**
   o Include **at least 6 time slots** (e.g., 9:00 AM – 5:00 PM) broken into 1-hour intervals or as per your design.
   o Include the following columns:
      ▪ **Time**
      ▪ **Session Title**
      ▪ **Speaker**
      ▪ **Room Name/Location**
2. **Use of colspan and rowspan:**
   o Merge cells using colspan to show **Keynote speeches** or **panel discussions** that span multiple columns (e.g., when one session involves multiple rooms).
   o Use rowspan to merge time cells for **breaks** or **lunch** that span multiple rows (e.g., 1 hour break covering two 30-min time slots).
   o Ensure that all merged cells are visually and logically aligned.
3. **Design Considerations:**
   o Add a **caption** for the table at the top with the conference name and date.
   o Use <thead>, <tbody>, and optionally <tfoot> for semantic structure.
   o Style the table with:
      ▪ Borders
      ▪ Padding
      ▪ Background colors for breaks or keynote sessions
      ▪ Alternate row colors for better readability
4. **Other Additions:**
   o Include a **header row** that spans all columns (using colspan) with the conference name.
   o Add a **footer row** with organizer contact or closing notes using colspan.
   o Make the table **responsive** using CSS or include scrollbars if it overflows the screen.

2. Design a set of three interactive buttons labeled **"Save"**, **"Cancel"**, and **"Submit"** with the following behaviors:

- Each button should have a distinct base background color and rounded corners.
- **On Hover:**
   o Smoothly scale up the button slightly to create a zoom-in effect.
   o Change the background color to indicate interactivity.
- **On Click (Active State):**
   o Temporarily apply a box-shadow to simulate a pressed effect.
- All animations and changes should transition smoothly.

Ensure the layout adapts well to different screen sizes and maintains clear spacing to avoid content overlap.