UIT2602 WEB PROGRAMMING

Ex. No 01: HTML Web Page Creation

Objective:
Design a web site using HTML and DHTML. Use Internal hyperlinking, basic text formatting, images, forms, frames, links, tables, CSS, animations.

Problem statement for Web Stock Maintenance**:** Now a day's people should purchase things in stores. So the stores must be maintaining the product details and also the stocks. So in this stock maintenance have the details about the Product, Purchase, Sales and Stock. The product details contain Product code, Product name, Opening Stock, Prices. These details are maintained in database. Purchase details contain the stock, quantity and also price. The Sales Details contain Date, Customer name, Product code, Quantity and Prices. The Stock Details contain product id, opening stock, purchase stock, sales stock and current stock.

Implement the above problem by using basic web technology.

1. Design a HTML/DHTML page for Web Stock Maintenance using HTML 4 tags, CSS2, HTML 5 tags and CSS3.

2. HTML 4 – Horizontal rule, Links, Image Insertion, Ordered and unordered list, Internal hyper linking, Meta, Simple table, Form, Frames and Hotspot creation.

3. CSS 2 – Types of CSS (inline, internal and external), Selectors, Box model, Layout and Positioning.

4. HTML 5 – New Structural Elements, Audio, Video, Form creation, Canvas API, SVG and Geo location.

5. CSS 3 – Borders, Text effects, Animation and Transitions.

Report submission format:

1. **Aim**
2. **Required web tools and methodology.**
3. **Implementation procedure**
4. **Code**
5. **Output**
6. **Conclusion**

Exno : 1 **HTML Web Page Creation - Samples**

Code:

Video:

```
<video width="320" height="240" autoplay>
  <source src="movie.mp4" type="video/mp4">
  <source src="movie.ogg" type="video/ogg">
</video>
```

Audio :

```
<audio controls>
  <source src="horse.ogg" type="audio/ogg">
  <source src="horse.mp3" type="audio/mpeg">
</audio>
```

HTML Graphics : Canvas/SVG

The HTML <canvas> element is used to draw graphics on a web page.

The graphic to the left is created with <canvas>. It shows four elements: a red rectangle, a gradient rectangle, a multicolor rectangle, and a multicolor text.

```
<canvas id="myCanvas" width="200" height="100" style="border:1px
solid #000000;">
</canvas>
```

Output

The HTML <svg> Element
The HTML <svg> element is a container for SVG graphics.

SVG stands for Scalable Vector Graphics. SVG and useful for defining graphics such as boxes, circles, text, etc. SVG stands for Scalable Vector Graphics and is a language for describing 2D-graphics and graphical applications in XML and the XML is then rendered by an SVG viewer. Most of the web browsers can display SVG just like they can display PNG, GIF, and JPG.

```
<!DOCTYPE html>
<html>
```

```
<body>

<svg width="100" height="100">
  <circle cx="50" cy="50" r="40" stroke="green" stroke-width="4"
  fill="red" />
</svg>

</body>
</html>
```

output:

Geolocation :

```
<!DOCTYPE html>
<html>
<body>
<p>Click the button to get your coordinates.</p>
<button onclick="getLocation()">Try It</button>
<p id="demo"></p>
<script>
var x =
document.getElementById("demo");
function getLocation() {
  if (navigator.geolocation) {
    navigator.geolocation.getCurrentPosition(showPosition);
  } else {
    x.innerHTML = "Geolocation is not supported by this browser.";
  }
}

function showPosition(position) {
  x.innerHTML = "Latitude: " +
  position.coords.latitude +"<br>Longitude: " +
  position.coords.longitude;
}
</script>
</body>
</html>
```

Output:

Click the button to get your coordinates.
Try It

Latitude: 12.7495076
Longitude: 80.19865399999999