

Experiment No -

Title: Navigation on an image using Client side image Mapping in web page using html 5.

Date:-

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(Note:- page ----only write experiment details)

Create a webpage named imagemap. html with an inserted image having jpeg, png or gif extension. Create 3 different shapes (like rectangle, circle and polygon) which do not overlap. Note the co-ordinates making use of Ms-Paint/GIMP/IrfanView/Pinta. Each shape should be mapped or navigate with a different URL that should navigate to a local webpage.

(Note-from 2nd page start Question-answers)

Q1. Explain Image map in HTML5.

Ans:

Image map in HTML 5

An image with multiple hyperlinks is called an image map.

Image map is used to connect links to different regions on the webpage. An Image map is created by marking certain regions on an image clickable. These clickable regions are called as hotspots.

Image Maps are of two types; Client Side and Server Side.

The tags used to define client side image map are :-

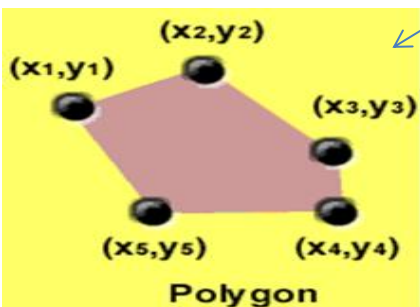
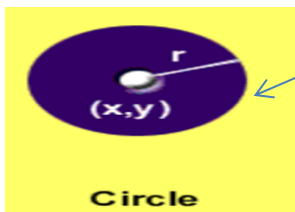
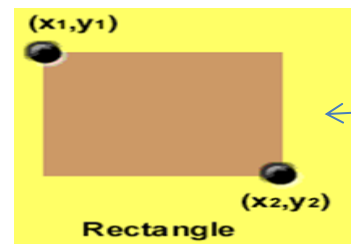
1. : It is used to insert an image on a web page. To create a client side image map usemap attribute of is used with value which is preceded with a # symbol. The usemap attribute acts as a pointer which indicates that the image is a client side image map.

2. <map> : specifies name of the image used for client side image map. The value of the name attribute is the value specified in usemap attribute of .

is used to create the map of clickable areas.

3) <area> - It defines specific clickable regions. A given <map> element can contain multiple <area> element within it.<area> is singular tag and <map> is paired.

Attributes are::



Attribute	Description
Href	Defines the URL to which the clickable region within the image-map navigates.
Shape	It can value rect, circle or poly.
coords	<p>Specifies co-ordinates of the clickable regions on the image-map.</p> <p>Rect- specifies rectangular area with four co-ordinates.</p> <p>Circle-Defines a circular region. It requires three co-ordinates.</p> <p>Poly-Defines a polygon region with co-ordinates specifying each point on the polygon. It requires four co-ordinates.</p> <p>Default-Region covers the entire image. No co-ordinates are required</p>
alt	Specifies extra information about clickable area. It is the alternative text to the clickable region.