

**GANPAT UNIVERSITY**  
**U.V. PATEL COLLEGE OF ENGINEERING B. TECH 1ST**  
**SEMESTER CE/IT/CE-AI 2ES1109: BASICS OF WEB**  
**TECHNOLOGY**

**Practical-2**

**AIM: To learn about basic HTML elements, tags and attributes.**

**PRACTICAL 2.1:**

1. Create an HTML page about yourself with an appropriate title and background color.
  - a. Use the <font> tag to apply various font sizes, colors and styles to the text.
  - b. Use <br> and <hr> tags with its attributes.

**CODE:**

```
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>practical 2.1</title>
</head>
<body bgcolor="27E0F5">
<font color="#0A079C" size="6"><center>MYSELF</center></font>
<hr/>
<font color="#0A079C" size="5"><center>My name is shruti.</center></font>
<font color="#0A079C" size="5">My enrollment no. is T25012021012.<br>I am a first year
student of b.tech IT department in UVPCE college.<br> I come from a small village gozaria
which is near by mehsana. <br>My favourite subject is maths.</font>
```

</body>

</html>

**OUTPUT:**

MYSELF
<p>My name is shruti.</p> <p>My enrollment no. is T25012021012.</p> <p>I am a first year student of b.tech IT department in UVPCE college.</p> <p>I come from a small village gozaria which is near by mehsana.</p> <p>My favourite subject is maths.</p>

**PRACTICAL 2.2:**

**2. Design an HTML page with multiple paragraphs using a suitable heading style and align the paragraphs to the left, center and right direction.**

**CODE :**

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
  <title>Practical 2.2</title>
```

```
</head>
```

```
<body bgcolor="pink">
```

```
  <h1 align="center"><u>The history of computers</u></h1>
```

```
  <p align="center">The history of computers spans thousands of years, beginning with early counting devices like the abacus around 2500 B.C. The modern era of computing began with Charles Babbage's Analytical Engine in 1837, which is considered the first mechanical computer.
```

```
Key milestones include:
```

```
The development of vacuum tubes in the early 20th century, leading to the first electronic computers.
```

```
The introduction of transistors in the 1950s, which made computers smaller and more efficient.
```

```
The invention of the microprocessor in the 1970s, paving the way for personal computers.
```

```
The rise of the internet in the 1990s, transforming how computers are used globally.
```

```
5
```

```
This timeline reflects the evolution from simple mechanical devices to the powerful digital systems we use today.
```

```
</p>
```

# <u>The Importance of computer</u></h1>

<p align="left">Computers are essential tools that enhance efficiency, facilitate communication, and transform various sectors of society, making them indispensable in our daily lives.

## Key Roles of Computers

Efficiency and Speed: Computers perform tasks much faster than humans, allowing for quick data processing and analysis. This efficiency is crucial in business environments where timely decision-making can impact success.

2

Communication: Computers have revolutionized how we communicate. They enable instant messaging, video calls, and social media interactions, connecting people across the globe and fostering collaboration.

2

Education: In the educational sector, computers enhance learning by providing access to vast resources and online courses. They facilitate interactive learning experiences and enable students to engage with educational content more effectively.

2

Healthcare: Computers play a vital role in healthcare, aiding in diagnostics, patient monitoring, and medical research. They help manage vast amounts of patient data securely and assist in the development of new treatments.

Entertainment and Media: From streaming services and video games to digital content creation, computers are at the heart of the entertainment industry, offering diverse ways to relax and engage with media.

Innovation and Research: Across scientific fields, computers are used to model complex systems, simulate experiments, and analyze large datasets, driving innovation and expanding human knowledge.

</p>

</body>

</html>

**OUTPUT:****The history of computers**

The history of computers spans thousands of years, beginning with early counting devices like the abacus around 2500 B.C. The modern era of computing began with Charles Babbage's Analytical Engine in 1837, which is considered the first mechanical computer. Key milestones include: The development of vacuum tubes in the early 20th century, leading to the first electronic computers. The introduction of transistors in the 1950s, which made computers smaller and more efficient. The invention of the microprocessor in the 1970s, paving the way for personal computers. The rise of the internet in the 1990s, transforming how computers are used globally. 5

This timeline reflects the evolution from simple mechanical devices to the powerful digital systems we use today.

**The Importance of computer**

Computers are essential tools that enhance efficiency, facilitate communication, and transform various sectors of society, making them indispensable in our daily lives. Key Roles of Computers

**Efficiency and Speed:** Computers perform tasks much faster than humans, allowing for quick data processing and analysis. This efficiency is crucial in business environments where timely decision-making can impact success.

**2 Communication:** Computers have revolutionized how we communicate. They enable instant messaging, video calls, and social media interactions, connecting people across the globe and fostering collaboration.

**2 Education:** In the educational sector, computers enhance learning by providing access to vast resources and online courses. They facilitate interactive learning experiences and enable students to engage with educational content more effectively.

**2 Healthcare:** Computers play a vital role in healthcare by managing patient records, assisting in diagnostics, and enabling telemedicine. They help healthcare professionals monitor patients and share information efficiently, improving patient care.

**1 Business Operations:** In the business world, computers are used for managing accounts, processing transactions, and analyzing market trends. They streamline operations and improve productivity, allowing businesses to compete effectively.

**1 Research and Development:** Computers are essential in scientific research, enabling data collection, analysis, and collaboration among researchers worldwide. They facilitate complex simulations and modeling, advancing knowledge in various fields. 1

**The disadvantages of computer**

While computers offer numerous benefits, they also come with significant disadvantages that can impact health, society, and the environment.

**Health Issues:** Prolonged computer use can lead to various health problems, including eye strain (Computer Vision Syndrome), musculoskeletal disorders (like carpal tunnel syndrome), and obesity due to sedentary behavior.

**2 Cybersecurity Threats:** Computers are vulnerable to malware, hacking, and data breaches, which can compromise personal information and financial security.

**1 Dependency and Addiction:** Excessive reliance on computers can foster dependency, leading to addiction that affects social interactions and overall well-being.

**2 Reduced Social Interaction:** Spending too much time on computers can limit face-to-face interactions, leading to feelings of isolation and loneliness, especially among younger users.

**1 Environmental Impact:** The production and disposal of computers contribute to environmental degradation, including pollution from electronic waste and the depletion of natural resources.

**1 Privacy Concerns:** Computers store vast amounts of personal data, raising concerns about privacy breaches and unauthorized access to sensitive information.

**1 Cost:** Computers can be expensive to purchase and maintain, with the need for regular upgrades and replacements as technology advances. 1

**PRACTICAL 2.3:**

**3. Create HTML page demonstrating the use of different text formatting tags such as <b>, <i>, <u>, <sub>, <sup>, <del>, <ins>, <pre>, <mark>, <kbd>, <dfn>, <code>, <q> and <blockquote>.**

**CODE:**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>practical 2.3</title>
</head>
<body>
  <h1>Here is the output of some tags:</h1>
  <br>
  1.Bold tag:
  <br>
  <b>Do not forget to buy milk.</b>
  <br><br>
  2.Italic tag:
  <br>
  <i>Do not forget to buy milk.</i>
  <br><BR>
  3.Underline tag:
  <br>
  <u>Do not forget to buy milk.</u>
  <br><br>
  4.Subscript tag:
  <br>
  Do not forget to buy <sub>milk.</sub>
```

<br>

the scientific formula of water is H<sub>2</sub>O

<br><br>

5.Superscript tag:

<br>

(A+B)<sup>2</sup>=A<sup>2</sup> + B<sup>2</sup> + 2AB

<br><br>

6.del tag AND ins tag:A text with a deleted part, and a new, inserted part:

<br>

My favourite colour is <del>Blue</del><ins> black</ins>.

<br><br>

7.Pre tag:

<br>

<pre>Text in a pre element

is displayed in a fixed-width

font, and it preserves

both spaces and

line breaks</pre>

<br><br>

8.Mark tag:

<br>

Do not forget to buy <mark>milk</mark>.

<br><br>

9.Kbd tag: The <kbd> tag is used to define keyboard input.

<br>

Do not forget to buy <kbd>milk.</kbd>

<br>

<p>Press <kbd>Ctrl</kbd> + <kbd>C</kbd> to copy text (Windows).</p>

<br><br>

10.Dfn tag:

<br>

`<dfn>HTML</dfn>` is the standard markup language for creating web pages.

`<br><br>`

11.Code tag:Define some text as computer code in a document:

`<br>`

The CSS `<code>background-color</code>` property defines the background color of an element.

`<br><br>`

12.q tag:Mark up a short quotation:

`<br>`

`<q>Build a future where people live in harmony with nature.</q>`

We hope they succeed.

`<br><br>`

13.blockquote tag:A section that is quoted from another source:

`<br>`

`<blockquote cite="http://www.worldwildlife.org/who/index.html">`

For 50 years, WWF has been protecting the future of nature. The world's leading conservation organization, WWF works in 100 countries and is supported by 1.2 million members in the United States and close to 5 million globally.

`</blockquote>`

`</body>`

`</html>`

**OUTPUT:**

## Here is the output of some tags:

1.Bold tag:

**Do not forget to buy milk.**

2.Italic tag:

*Do not forget to buy milk.*

3.Underline tag:

Do not forget to buy milk.

4.Subscript tag:

Do not forget to buy <sub>milk</sub>.

the scintific formula of water is H<sub>2</sub>O

5.Superscript tag:

$(A+B)^2=A^2+B^2+2AB$

6.del tag AND ins tag:A text with a deleted part, and a new, inserted part:

My favourite colour is ~~Blue~~black.

7.Pre tag:

```
Text in a pre element
    is displayed in a fixed-width
font, and it preserves
both    spaces and
line breaks
```

8.Mark tag:

Do not forget to buy **milk**.

9.Kbd tag: The tag is used to define keyboard input.

Do not forget to buy milk.

Press Ctrl + C to copy text (Windows).

10.Dfn tag:

*HTML* is the standard markup language for creating web pages.

11.Code tag:Define some text as computer code in a document:

The CSS background-color property defines the background color of an element.

12.q tag:Mark up a short quotation:

"Build a future where people live in harmony with nature." We hope they succeed.

13.blockquote tag:A section that is quoted from another source:

For 50 years, WWF has been protecting the future of nature. The world's leading conservation organization, WWF works in 100 countries and is United States and close to 5 million globally.

---

**PRACTICAL 2.4:****4. Create a web page with multiple external links using anchor tags.****CODE:**

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Practical 2.4</title>
</head>
<body bgcolor="#AFADFB">
  <header>
    <h1><center>PRACTICAL 2.4</center></h1>
  </header>
  <hr/>
  <br/><br/><br/>
  <CENTER>
    <a href="shruti practical 2.1 (2).html"><B>PRACTICAL
2.1</B></a><BR/><BR/><BR/><BR/>
    <a href="shruti practical 2.2.html"><B>PRACTICAL
2.2</B></a><BR/><BR/><BR/><BR/>
    <a href="shruti practical 2.3.html"><B>PRACTICAL
2.3</B></a><BR/><BR/><BR/><BR/>
  </CENTER>

</body>
</html>

```

**OUTPUT:**

## **PRACTICAL 2.4**

---

PRACTICAL 2.1

PRACTICAL 2.2

PRACTICAL 2.3

**PRACTICAL 2.5:**

**5. Create a web page with internal links that navigate to different sections on the same page.**

**CODE:**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>practical 2.5</title>
</head>
<body bgcolor="27A6F5">
  <nav>
    <a href="#computers"><u>computers</u></a><br/>
    <a href="#mobile"><u>mobile</u></a><br/>
    <a href="#laptop"><u>laptop</u></a>
  </nav>
```

```
<section id="computers"><h1>computers</h1><br/><br/>
```

computer is a programmable electronic machine that processes data by performing logical and arithmetic operations based on a set of instructions called a program. It accepts input data, stores and retrieves information, and produces a specific output. Modern computers store and manipulate data as binary numbers (1s and 0s) and consist of physical components called hardware and instructions called software, which together enable them to perform a wide range of tasks. The history of the computer spans from the abacus to modern artificial intelligence, with Charles Babbage's early mechanical designs in the 1800s laying the conceptual groundwork. Key advancements include electronic computers like ENIAC in the 1940s, the invention of the transistor in the 1950s, the creation of the integrated circuit in the 1960s, and

the microprocessor in the 1970s, which led to the personal computer revolution. The internet's introduction in the 1990s and advancements in AI and cloud computing continue to shape the future of computing.

### Early Mechanical and Electromechanical Devices

Abacus (c. 3000 B.C.): An ancient tool for arithmetic, it was the earliest computing device.

Charles Babbage (early 19th century): Considered the "father of the computer," he conceptualized mechanical programmable computers, like the Difference Engine and the more general Analytical Engine, though they were never fully built in his lifetime.

Herman Hollerith's Tabulating Machine (1880s): Developed to process US Census data, this machine used punched cards, a technology that became a standard for data storage for decades and contributed to the formation of IBM.

### The First Electronic Computers

Konrad Zuse's Z3 (1941):

Built in Germany, it was the first working, programmable, fully automatic digital computer.

ENIAC (1943-1945):

Developed in the United States, ENIAC was a large-scale electronic computer used for ballistic calculations during World War II, relying on vacuum tubes.

### The Transistor and Integrated Circuit Eras

Transistors (1950s):

The invention of the transistor made computers smaller, more reliable, and more energy-efficient, replacing bulky vacuum tubes.

UNIVAC I (1951):

The first commercial computer, it demonstrated the viability of electronic computing for business and government applications.

Integrated Circuits (1958):

Jack Kilby's invention of the integrated circuit, or chip, brought multiple transistors together on a single piece of silicon, increasing speed and reducing complexity and size.

### The Microprocessor and Personal Computing

Microprocessor (1970s):

The development of the microprocessor led to the microcomputer revolution, making computing affordable for individuals.

Altair 8800 (1975):

One of the first microcomputers sold in kit form, it sparked the hobbyist and personal computing movement.

IBM PC (1981):

This machine helped define the modern personal computer and boosted the growth of the personal computer market.

Modern Computing

Apple Macintosh (1984):

Introduced the first commercially successful personal computer with a graphical user interface (GUI).

World Wide Web (1991):

Tim Berners-Lee's creation of the World Wide Web brought the internet to mass audiences, making personal computers ubiquitous.

Mobile Computing and AI (2007 onwards):

The launch of devices like the iPhone ushered in the mobile-computing era, while advancements in AI and cloud computing are continually pushing the boundaries of what computers can do.

</section>

<br/><br/><br/><br/><br/><br/><br/><br/><br/>

<section id="mobile"><h2>mobile</h2> <br/><br/>

A mobile phone, or a cellular or cell phone, is a portable telephone that uses radio waves to communicate wirelessly, without the need to be connected to a physical network. This allows the device to remain functional when the user is moving about. Cell phones use radio waves to send and receive signals. The history of the mobile phone began in 1973 when Motorola engineer Martin Cooper made the first handheld cell phone call using the DynaTAC 8000x, a device weighing about 2 kg. Early mobile phones were expensive and bulky, but the technology rapidly evolved, leading to the launch of the first cellular network in Japan in 1979. The 1980s and 1990s saw the introduction of more compact phones and early smartphone precursors, like IBM's 1993 Simon, which featured a touchscreen and email capabilities. The 21st century

ushered in the modern smartphone era with Apple's 2007 iPhone, transforming mobile devices into the app-driven, high-powered computers they are today.

### Early Mobile Communication (Pre-1970s)

#### First Mobile Systems:

The earliest forms of mobile telephony were not handheld but rather two-way radios and car-based systems, like the one developed by AT&T in 1946.

#### Cellular Networks:

The foundation for modern cellular networks was laid with the development of "cells" in the 1940s and 1950s.

### The Birth of the Handheld Mobile Phone (1970s)

#### The Prototype:

On April 3, 1973, Martin Cooper made the first public call from a handheld cellular phone, the Motorola DynaTAC.

#### The "Brick Phone":

The prototype weighed approximately 2.5 pounds (1.1 kg), had only 30 minutes of talk time, and took 10 hours to charge.

### Commercialization and Evolution (1980s-1990s)

#### First Commercial Device:

The DynaTAC 8000x became the first commercially available handheld mobile phone in 1983.

#### Network Growth:

Nippon Telegraph and Telephone launched the world's first cellular network in Japan in 1979, paving the way for wider adoption.

#### Early Smartphones:

The IBM Simon, introduced in 1993, is considered a precursor to the modern smartphone, offering features like a touchscreen, email, and fax capabilities.

### The Smartphone Era (2000s-Present)

#### The iPhone Revolution:

Apple's introduction of the iPhone in 2007 marked a significant turning point, popularizing minimalist design and app-based functionality.

#### Dominant Technology:

Smartphones, with their advanced computing, internet access, and multimedia features, are now the dominant type of mobile phone, accounting for a significant portion of all mobile phone sales.

</section>

<br/><br/><br/><br/><br/><br/><br/><br/><br/>

<section id="laptop"><br/><br/><h2>laptop</h2><br/><br/>

The history of the laptop began with early visions like Alan Kay's 1968 "Dynabook" and the 1975 IBM 5100, the first commercial portable computer. The first commercially available portable computer that resembles a laptop was the Osborne 1 in 1981. The concept of a "laptop" as a compact, foldable portable computer was further developed in the 1980s with models like the Epson HX-20 and the Grid Compass, eventually leading to the mainstream adoption of the thin, powerful laptops we know today by the 2000s.

### Early Concepts & Prototypes (1960s-1970s)

#### Alan Kay's Dynabook (1968):

Computer scientist Alan Kay conceived the idea of the "Dynabook," a personal, portable information manipulator, envisioning it as a child-friendly device.

#### IBM SCAMP & IBM 5100 (1973-1975):

The IBM SCAMP was a portable computer prototype demonstrated in 1973, and the IBM 5100, based on it, became the first commercially available portable computer.

#### The First "True" Laptops (1980s)

##### Osborne 1 (1981):

Considered the first true portable computer to reach the consumer market, it featured a 5-inch screen and a bulky design, requiring AC power.

##### Epson HX-20 (1981-1982):

This was the first portable computer with a full-size keyboard, a small LCD screen, and batteries, and was the first to be called a "notebook".

##### Grid Compass (1982):

This expensive machine featured a now-familiar clamshell design where the display folded over the keyboard, and was purchased by the U.S. military and NASA.

### Evolution of Design & Functionality (Late 1980s-Present)

### Compact Designs:

Laptops in the late 1980s and early 1990s became thinner and lighter, with models like the NEC Ultralight (1988) and the Apple PowerBook (1991) significantly advancing the portability and user-friendliness of laptops.

### Increased Power:

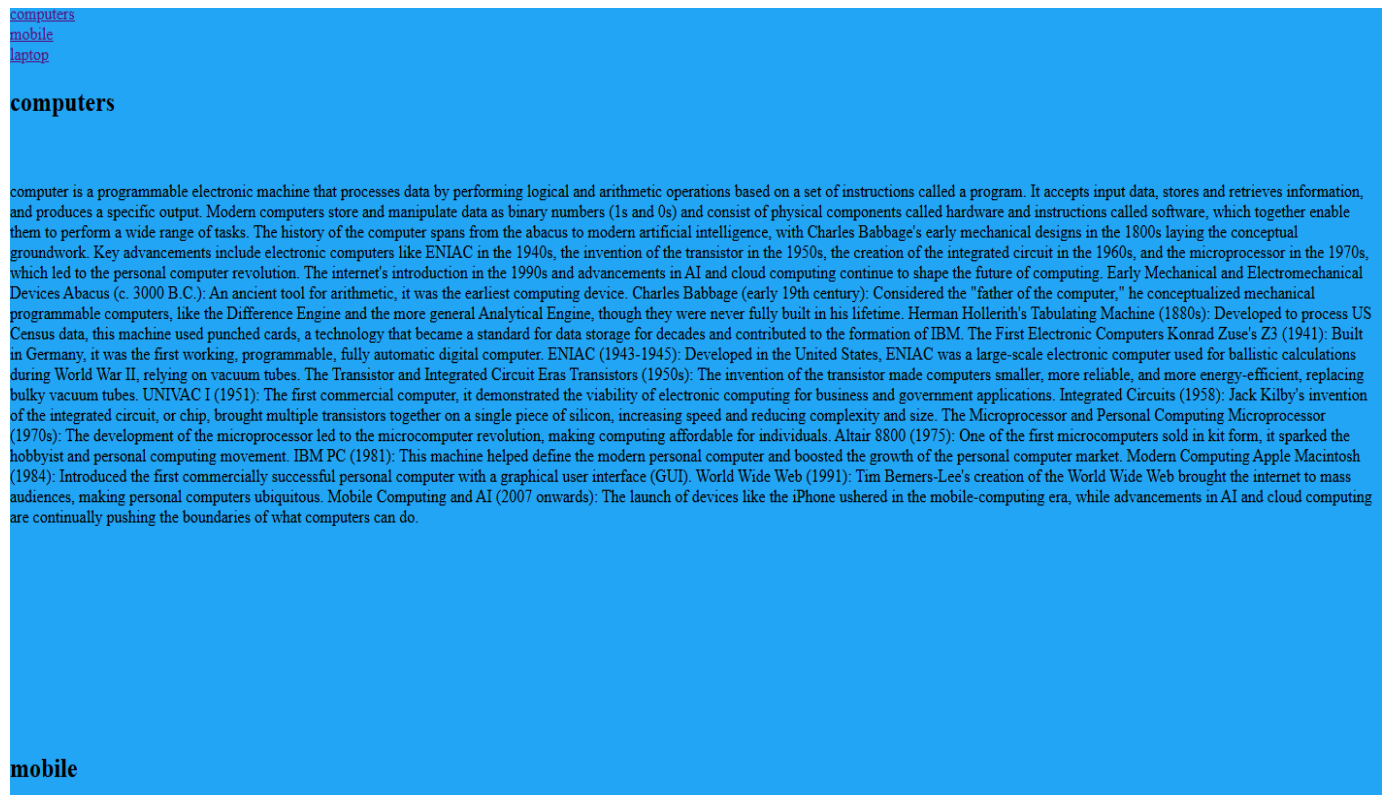
By the early 1990s, laptops were approaching the power of desktop computers, and by the 2000s, features like built-in Wi-Fi became standard, increasing their utility and leading to increased sales over desktops.

</section>

</body>

</html>

## **OUTPUT:**



## mobile

A mobile phone, or a cellular or cell phone, is a portable telephone that uses radio waves to communicate wirelessly, without the need to be connected to a physical network. This allows the device to remain functional when the user is moving about. Cell phones use radio waves to send and receive signals. The history of the mobile phone began in 1973 when Motorola engineer Martin Cooper made the first handheld cell phone call using the DynaTAC 8000x, a device weighing about 2 kg. Early mobile phones were expensive and bulky, but the technology rapidly evolved, leading to the launch of the first cellular network in Japan in 1979. The 1980s and 1990s saw the introduction of more compact phones and early smartphone precursors, like IBM's 1993 Simon, which featured a touchscreen and email capabilities. The 21st century ushered in the modern smartphone era with Apple's 2007 iPhone, transforming mobile devices into the app-driven, high-powered computers they are today.

**Early Mobile Communication (Pre-1970s)** First Mobile Systems: The earliest forms of mobile telephony were not handheld but rather two-way radios and car-based systems, like the one developed by AT&T in 1946. Cellular Networks: The foundation for modern cellular networks was laid with the development of "cells" in the 1940s and 1950s. The Birth of the Handheld Mobile Phone (1970s) The Prototype: On April 3, 1973, Martin Cooper made the first public call from a handheld cellular phone, the Motorola DynaTAC. The "Brick Phone": The prototype weighed approximately 2.5 pounds (1.1 kg), had only 30 minutes of talk time, and took 10 hours to charge. Commercialization and Evolution (1980s-1990s) First Commercial Device: The DynaTAC 8000x became the first commercially available handheld mobile phone in 1983. Network Growth: Nippon Telegraph and Telephone launched the world's first cellular network in Japan in 1979, paving the way for wider adoption. Early Smartphones: The IBM Simon, introduced in 1993, is considered a precursor to the modern smartphone, offering features like a touchscreen, email, and fax capabilities. The Smartphone Era (2000s-Present) The iPhone Revolution: Apple's introduction of the iPhone in 2007 marked a significant turning point, popularizing minimalist design and app-based functionality. Dominant Technology: Smartphones, with their advanced computing, internet access, and multimedia features, are now the dominant type of mobile phone, accounting for a significant portion of all mobile phone sales.

## laptop

## laptop

The history of the laptop began with early visions like Alan Kay's 1968 "Dynabook" and the 1975 IBM 5100, the first commercial portable computer. The first commercially available portable computer that resembles a laptop was the Osborne 1 in 1981. The concept of a "laptop" as a compact, foldable portable computer was further developed in the 1980s with models like the Epson HX-20 and the Grid Compass, eventually leading to the mainstream adoption of the thin, powerful laptops we know today by the 2000s.

**Early Concepts & Prototypes (1960s-1970s)** Alan Kay's Dynabook (1968): Computer scientist Alan Kay conceived the idea of the "Dynabook," a personal, portable information manipulator, envisioning it as a child-friendly device. IBM SCAMP & IBM 5100 (1973-1975): The IBM SCAMP was a portable computer prototype demonstrated in 1973, and the IBM 5100, based on it, became the first commercially available portable computer. The First "True" Laptops (1980s) Osborne 1 (1981): Considered the first true portable computer to reach the consumer market, it featured a 5-inch screen and a bulky design, requiring AC power. Epson HX-20 (1981-1982): This was the first portable computer with a full-size keyboard, a small LCD screen, and batteries, and was the first to be called a "notebook". Grid Compass (1982): This expensive machine featured a now-familiar clamshell design where the display folded over the keyboard, and was purchased by the U.S. military and NASA.

**Evolution of Design & Functionality (Late 1980s-Present)** Compact Designs: Laptops in the late 1980s and early 1990s became thinner and lighter, with models like the NEC Ultralight (1988) and the Apple PowerBook (1991) significantly advancing the portability and user-friendliness of laptops. Increased Power: By the early 1990s, laptops were approaching the power of desktop computers, and by the 2000s, features like built-in Wi-Fi became standard, increasing their utility and leading to increased sales over desktops.

## **PRACTICAL 2.6:**

**6. Create a web page with an image aligned to the center of the page. Make it a clickable link that opens another webpage.**

**CODE:**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>practical 2.6</title>
</head>
<body bgcolor="#FFECA1">
  <header>
    <h1><center>PRACTICAL 2.6</center></h1>
  </header><hr color="black">


<a href="https://www.bing.com/ck/a?!&&p=ab2103dc85d00625aff1b06176d6a01b932836fe43fcc87ab9b8a6dcd7fcc4a3JmltdHM9MTc1Njg1NzYwMA&pfn=3&ver=2&hsh=4&fcid=2fd6d477-1f56-600c-203c-c2271e506194&psq=ganpat+university&u=a1aHR0cHM6Ly93d3cuZ2FucGF0dW5pdmVyc2l0eS5hYy5pbj8" target="_main"></a></center>


</body>
</html>
```

**OUTPUT:**



**PRACTICAL 2.7:**

**7. Create a web page which displays the below given image. Open a separate image of each object once you click on it. (e.g. If you click on the laptop another web page with a description of the laptop should open. Similarly for mobile phone and cup-saucer.) (Hint: Use usemap attribute of <img> tag)**

**CODE:**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>PRACTICAL 2.7</title>
</head>
<body>
  <h2>Image Maps</h2>
  <p>Click on the computer, the phone, or the cup of coffee to go to a new page and read more about the topic:</p>
  
  <map name="workplace">
    <area shape="rect" coords="32,44,272,350" alt="laptop" href="laptop.html">
    <area shape="rect" coords="290,173,334,245" alt="mobile" href="mobilephone.html">
    <area shape="circle" coords="338,296,40" alt="circle" href="cup-saucer.html">
  </map>

</body>
</html>
```

**OUTPUT:****Image Maps**

Click on the computer, the phone, or the cup of coffee to go to a new page and read more about the topic:



## LAPTOPS

The history of laptops dates back to the 1970s, evolving from early portable computers to the sophisticated devices we use today.

### Early Developments

1970s: The concept of portable computing began to take shape. Alan Kay envisioned the Dynabook in 1968, a portable computer designed for children.

1979: The GRiD Compass, designed by Bill Moggridge, was one of the first laptops used by NASA. It featured a magnesium case and a folding display.

### 3 Sources

#### The Birth of the Laptop

1981: The Osborne 1, created by Adam Osborne, is often recognized as the first true laptop. It weighed 24.5 pounds and included a 5-inch screen.

[CLICK HERE TO KNOW MORE ABOUT LAPTOP](#)

## MOBILE PHONE

After the Second World War, the evolution of mobile phone technology began to accelerate rapidly. Engineers like Martin Cooper: the first handset was a major breakthrough, it was the creation of the second phone which signaled the start of a new era. This

1. The First Generation (1G) – Analog Voice (1973-1989)
  - 1973: Motorola engineer Martin Cooper made the first mobile phone call on the Motorola DynaTAC.
  - Phones were huge, heavy ("brick phones"), and only supported analog voice calls.
  - Battery life: ~30 minutes talk time.
  - Extremely expensive and mainly used by business elites.
2. The Second Generation (2G) – Digital Voice & SMS (1990s)
  - Switched from analog to digital networks (GSM, CDMA).
  - Introduced SMS (text messaging) – first sent in 1992 ("Merry Christmas").
  - Phones became smaller and more affordable.
  - Popular models: Nokia 3210, Motorola StarTAC.
  - Basic games like Snake became iconic.
  - [CLICK HERE TO KNOW MORE ABOUT MOBILE](#)

## CUP-SAUCE

### What Is a Cup and Saucer Set?

A cup and saucer set refers to a matching cup and saucer designed to be used together when drinking hot beverages such as tea, coffee, or hot chocolate. Cup and saucer sets are composed of a cup, which is a small bowl with a handle designed for drinking hot liquids, paired with a matching saucer. These sets originated in 18th century Europe when tea drinking became popular, and they remain a staple of formal afternoon tea service. Fine porcelain. Beyond functional use, cup and saucer sets are collected for their decorative styles, artistic designs, and association with culture, history, and tradition. Proper etiquette advises holding the saucer in one hand and the cup in the other when sipping tea or coffee. The saucer helps prevent burning fingers. After stirring and cooling sufficiently, one may grasp the cup by its handle and saucer by its rim to drink without setting down the saucer. The cup and saucer set has endured as both a utilitarian dining item and collectible decorative piece, retaining its place as an elegant and practical part of formal dining.

### The Proper Way to Drink From a Cup and Saucer

When using a cup and saucer set, follow these steps for proper etiquette:

Grasp the saucer gently with your non-dominant hand and lift the cup by its handle with your dominant hand. The saucer should remain stationary. [CLICK HERE TO KNOW MORE ABOUT CUP-SAUCE](#)

**PRACTICAL 2.8:**

**8. Write an HTML program to show an Indian map with tags of major cities like New Delhi, Mumbai, Ahmedabad, Bangalore, Hyderabad, Chennai, etc. Click on the Name of the Cities in the map to know its description.**

**CODE:**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>PRACTICAL 2.8</title>
</head>
<body>
  
  <map name="indiamap">
    <area shape="circle" coords="105,70,8" href="https://en.wikipedia.org/wiki/New_Delhi">
    <area shape="circle" coords="50,107,8" href="https://en.wikipedia.org/wiki/Ahmedabad">
    <area shape="circle" coords="57,137,8" href="https://en.wikipedia.org/wiki/Mumbai">
    <area shape="circle" coords="118,151,8" href="https://en.wikipedia.org/wiki/Hyderabad">
    <area shape="circle" coords="95,184,8" href="https://en.wikipedia.org/wiki/Bengaluru">
    <area shape="circle" coords="121,184,8" href="https://en.wikipedia.org/wiki/Chennai">
    <area
      shape="circle"
      coords="89,210,8"
      href="https://en.wikipedia.org/wiki/Thiruvananthapuram">
  </map>
</body>
</html>
```

**OUTPUT:**

# New Delhi

Article Talk

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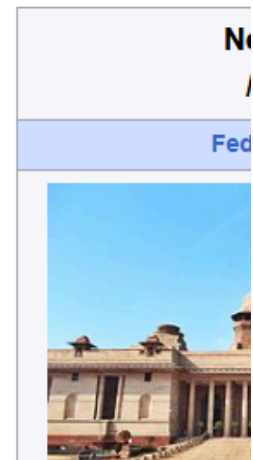
From Wikipedia, the free encyclopedia

Coordinates

*This article is about the capital of India, within the union territory of [Delhi](#). For other uses, see [New Delhi \(disambiguation\)](#).*

**New Delhi**<sup>[a]</sup> is the [capital](#) of [India](#) and a part of the [National Capital Territory of Delhi](#) (NCT). New Delhi is the seat of all three branches of the [Government of India](#), hosting the [Rashtrapati Bhavan](#) (Presidential Palace), [Sansad Bhavan](#) (Parliament House), and the [Supreme Court](#). New Delhi is a [municipality](#) within the NCT, administered by the [New Delhi Municipal Council](#) (NDMC), which covers mostly [Lutyens' Delhi](#) and a few adjacent areas. The municipal area is part of a larger [administrative district](#), the [New Delhi district](#).

Although colloquially *Delhi* and *New Delhi* are used interchangeably to refer to the National Capital Territory of Delhi, both are distinct entities, with the municipality and the New Delhi district forming a relatively small part within the



# Ahmedabad

Article Talk

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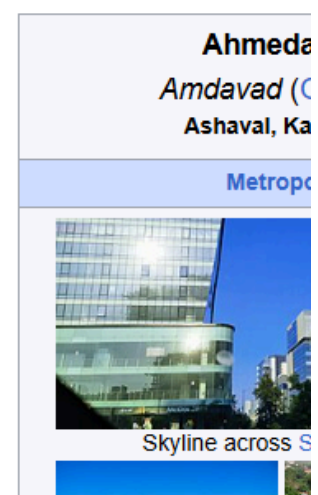
From Wikipedia, the free encyclopedia

Coordinates: 23°N 72°E﻿ / ﻿23°N 72°E﻿ / 23; 72

*"Karnavati" redirects here. For other uses, see [Karnavati \(disambiguation\)](#) and [Ahmedabad \(disambiguation\)](#).*

**Ahmedabad** (/ˈɑːmədəbæd, -bɑːd/ *AH-mə-də-ba(h)d*), also spelled **Amdavad** (Gujarati: [ˈəmdɑvɑd]), is the most populous city in the Indian [state](#) of [Gujarat](#). It is the administrative headquarters of the [Ahmedabad district](#) and the seat of the [Gujarat High Court](#). Ahmedabad's population of 5,570,585 (per the 2011 population census) makes it the [fifth-most populous city](#) in India,<sup>[13]</sup> and the encompassing [urban agglomeration](#) population was estimated at 8,854,444 (as of 2024) is the [seventh-most populous](#) in India.<sup>[14]</sup> Ahmedabad is located near the banks of the [Sabarmati River](#),<sup>[15]</sup> 25 km (16 mi)<sup>[16]</sup> from the capital of [Gujarat](#), [Gandhinagar](#), also known as its twin city.<sup>[17]</sup>

Ahmedabad has emerged as an important economic and industrial hub in India. It is the second-largest producer of [cotton](#) in India, due to which it was





# Bengaluru

[Article](#) [Talk](#)

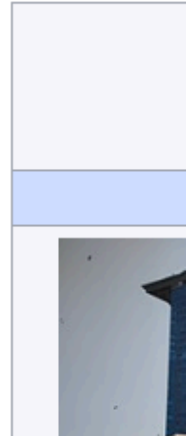
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[Coord](#)

*"Bangalore" redirects here. For other similarly named topics, see [Bangalore \(disambiguation\)](#).*

**Bengaluru**,<sup>[a]</sup> also known as **Bangalore** (its official name until 1 November 2014), is the [capital](#) and largest city of the southern [Indian state](#) of [Karnataka](#). As per the [2011 census](#), the city had a population of 8.4 million, making it the [third most populous city](#) in India and the most populous in [South India](#). The Bengaluru metropolitan area had a population of around 8.5 million, making it the [fifth most populous urban agglomeration](#) in the country. It is located near the center of the [Deccan Plateau](#), at a height of 900 m (3,000 ft) above sea level. The city is known as India's "Garden City", due to its parks and greenery.



# Chennai

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*"Madras" redirects here. For other uses, see [Madras \(disambiguation\)](#).*

*This article is about the city. For its eponymous district, see [Chennai district](#). For oth*

**Chennai**,<sup>[d]</sup> also known as **Madras**<sup>[e]</sup> (its official name until 1996), is the [capital](#) and [largest city](#) of [Tamil Nadu](#), the southernmost [state of India](#). It is located on the [Coromandel Coast](#) of the [Bay of Bengal](#). According to the [2011 Indian census](#), Chennai is the [sixth-most-populous city](#) in India and forms the [fourth-most-populous urban agglomeration](#). Incorporated in 1688, the [Greater Chennai Corporation](#) is the oldest [municipal corporation](#) in India and the second oldest in the world after [London](#).



# Thiruvananthapuram

[Article](#) [Talk](#)

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*This article is about the city. For the district, see [Thiruvananthapuram district](#). For the urban area, see [Thiruvananthapuram metropolitan area](#).*

**Thiruvananthapuram** (Malayalam pronunciation: [t̪iɾuʋənə̃ɳɖəˈburə̃m] <sup>ⓘ</sup> *TIRR-oo-və-NUN-tə-POOR-əm*), also known as **Trivandrum**<sup>[10][11]</sup> is the capital city of the Indian state of [Kerala](#). As of 2011, the [Thiruvananthapuram Municipal Corporation](#) had a population of 957,730 over an area of 214.86 sq. km,<sup>[12]</sup> making it the largest and most populous city in Kerala.<sup>[11]</sup> The larger [Thiruvananthapuram metropolitan area](#) has over 1.7 million inhabitants within an area of 543 sq. km.<sup>[13]</sup> Thiruvananthapuram is one of the few cities in India that functions as a capital city,<sup>[14]</sup> a heritage city,<sup>[15]</sup> a maritime city,<sup>[16]</sup> an information technology city,<sup>[17]</sup> a space research city,<sup>[18]</sup> a defence city, an

