

SIDDALINGA

I like reading books and playing football and sports

Hi everyone good morning we are going to start discussion soon

```
<u1>
      Mango
      Orange
      Litchi
      pears
   <h2>3 best movies which i liked most</h2>
      End game
      Fida
      lucky bhaskar
   <h2>Favorite Website</h2>
      You can visit my favorite website here:
      <a href="https://www.w3schools.com/Html/html_links.asp"</pre>
target="_blank">w3schools</a>
   </body>
</html>
```

Fruits i like to have

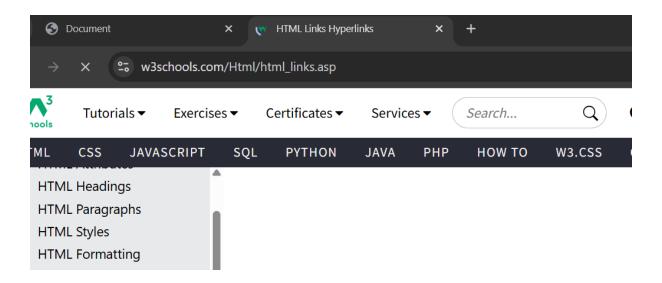
- Mango
- Orange
- Litchi
- pears

3 best movies which i liked most

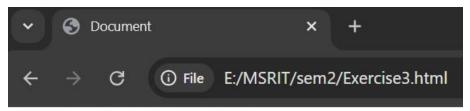
- 1. End game
- 2. Fida
- 3. lucky bhaskar

Favorite Website

You can visit my favorite website here: w3schools



```
Exercise 3
<!DOCTYPE html>
<html lang="en">
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <img src="E:\MSRIT\sem2\download.jpeg" alt="image">
  <h2>Table</h2>
  Student_Name
       Age
       Favorite_Subject
     ABHi
       14
       Physics
     Vaishnav
        15
        Biology
     chinnu
        14
       chemistry
```





Table

Student_Name	Age	Favorite_Subject
ABHi	14	Physics
Vaishnav	15	Biology
chinnu	14	chemistry

```
font-size: 30px;
        p {
            font-family: Arial;
            text-align: justify;
    </style>
</head>
<body>
    <h1>VR paragraph from textbook </h1>
     A video of a person
        speaking is shown with the audio track dubbed so that the spoken
sounds do not
        match the video. Two types of illusions were then observed. If "ba" is
heard and
        "ga" is shown, then most subjects perceive "da" being said. This
corresponds to a
        plausible fusion of sounds that explains the mismatch, but does not
correspond to
        either original cue. Alternatively, the sounds may combine to produce
a perceived
        "bga" in the case of "ga" on the sound track and "ba" on the visual
track.
    </body>
</html>
```



VR paragraph from textbook

A video of a person speaking is shown with the audio track dubbed so that the spoken sounds do not match the video. Two types of illusions were then observed. If "ba" is heard and "ga" is shown, then most subjects perceive "da" being said. This corresponds to a plausible fusion of sounds that explains the mismatch, but does not correspond to either original cue. Alternatively, the sounds may combine to produce a perceived "bga" in the case of "ga" on the sound track and "ba" on the visual track.

```
EXERCISE 5
<!DOCTYPE html>
<html lang="en">
<head>
```

```
<meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
    <style>
        #intro {
            border: 2px solid gray;
            padding: 15px;
            margin-bottom: 20px;
        .highlight {
            background-color: yellow;
            padding: 10px;
    </style>
</head>
<body>
    <div id="intro">
        <h2>Introduction to vr</h2>
        VR is also quite capable of generating new multistable perceptions.
One example, which actually occurred in the VR industry, involved designing a
popup
    <div class="highlight">
        <h2>Highlighted_Section</h2>
        To better understand the mathematical foundations of combining cues
from multiple
            sources, look for books on Bayesian analysis and statistical
decision theory. For example,
    </div>
</body>
</html>
```



Introduction to vr

VR is also quite capable of generating new multistable perceptions. One example, which actually occurred in the VR industry, involved designing a popup

Highlighted Section

To better understand the mathematical foundations of combining cues from multiple sources, look for books on Bayesian analysis and statistical decision theory. For example,