

U.C.P.ENGG.SCHOOL BERHAMPUR

LEARNING RESOURCE MATERIAL

ON

**C PROGRAMMING & WEB DESIGN LAB
(FOR 3RD SEM ETC)**



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Pr1. C programming & Web Page Design Lab (Common to ETC, AE&I)

Practical : 4 Periods per week

Total Periods :60 Periods

Examination : 3 Hours

Sessional :25 Marks

Term End Exam : 25 Marks

TOTAL MARKS : 50 Marks

Rationale:

Web design encompasses many different skills and disciplines in the production and maintenance of websites. The different areas of web design include web graphic design; interface design; authoring ,including standardised code and proprietary software; user experience design; and search engine optimization. Often many individuals will work in teams covering different aspects of the design process, although some designers will cover them all. The term web design is normally used to describe the design process relating to the front-end (client side) design of a website including writing mark up. Web design partially overlaps web engineering in the broader scope of web development. Web designers are expected to have an awareness of usability and if their role involves creating markup then they are also expected to be up to date with web accessibility guideline.

Objective:

After completion of this course the student will be able to:

1. To exploring your business worldwide and makes strong impact image using active online presences with web site. And well-designed and aesthetically appealing website can give you a strong advantage over other online competitors.
2. To make an interesting to see graphic designers on one end, and web programmers on the other, arguing their respective positions active web page designing is today's need.
3. To get strong instantaneous recognition of relevance which leads to clarity and understanding at a glance a well-crafted brand strategy which provides context and perspective, and a detailed website plan that spells out specific objectives, target audiences, paths to conversion other critical elements of your site

List of Assignments/Tutorial for C program:

Write a C program.

Any one from 1 to 3

- 1) To display our College name twenty times on screen.
- 2) To display all even numbers from 1-100.
- 3) To perform addition of 1-100 numbers.

Any one from 4 and 5

- 4) To find smallest / largest number from array elements.
- 5) To sort array elements in ascending / descending order.

Any one from 6 to 8

- 6) To enter elements for 3X3 matrix and display them.
- 7) To calculate addition / subtraction of 2 dimensional matrix.
- 8) To calculate multiplication of 2 dimensional matrix.
- 9) To demonstrate output of standard library functions Strlen (), strcpy (), strcat (), strcmp ().

Any one from 10 and 11

- 10) To calculate area of circle using function.
- 11) To calculate factorial of any given number using recursion.
- 12) To demonstrate call by reference, call by value
- 13) To maintain and manipulate student data using structure.
- 14) To perform 4 arithmetic functions on pointers.

List of Assignments/Tutorial for web page design:

1. Browse different search engines and search different topics & Create an e-mail account & use attachment facility
2. Design a general webpage Design a general website.
3. Design multimedia page which includes Text, Audio, video, images, Animation

4. Design a general website & multimedia page which includes
5. Upload the website on college server & load website on public internet.
6. Designs Web page and apply some block level tags and some text level tags & Include Horizontal Rules and special characters in a Web page.
7. Design Web page and include different lists & various links in a Web page & Include images with different alignments and wrapped text in Web page. Also include image as a link in the Web page.

Experiment-1.1

Objective(s): To be familiar with syntax and structure of C-programming.

To learn problem solving techniques using C

Program: To display our College name twenty times on screen.

```
#include<stdio.h>

int main()
{
    int n,i=0;

    printf("How many times you want to print Hello World:");

    scanf("%d",&n);

    while(i<n)

    {

        printf("UCP ENGG.SCHOOL,BERHAMPUR \n");

        i++;

    }

    return 0;
```

```
}
```

Experiment-1.2

Objective(s): To be familiar with syntax and structure of C-programming. To learn problem solving techniques using C.

Program: To display all even numbers from 1-100.

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    for(int i=1;i<=100;i++)
```

```
    {
```

```
        // if number module i is equal to 0, then number is even
```

```
        if(i%2==0)
```

```
        {
```

```
            printf("%d", i);
```

```
        }
```

```
    }
```

```
    return 0;
```

```
}
```

OUTPUT

```
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48  
50 52 54 56 58 60 62 64 66 68 70 72 74 76 78 80 82 84 86 88 90 92 94  
96 98 100
```

Experiment-1.3

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To perform addition of 1-100 numbers.

```
#include <stdio.h>

int main()
{
    int num, i, sum = 0; // declare local variables
    printf(" Enter a positive number: ");
    scanf("%d", &num); // take any positive number
    // executes until the condition remains true.
    for (i = 0; i <= num; i++)
    {
        sum = sum + i;
    }
    // at each iteration the value of i is added to the sum variable
    // display the sum of natural number
    printf("\n Sum of the first %d number is: %d", num, sum);
    return 0;
}
```

OUTPUT

Enter a positive number: 25

Sum of the first 25 number is: 325

Experiment-1.4

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To find smallest / largest number from array elements.

```
#include<stdio.h>

int main()
{
int a[50],i,n,large,small;
printf("\nEnter the number of elements : ");
scanf("%d",&n);
printf("\nInput the array elements : ");
for(i=0;i<n;++i)
scanf("%d",&a[i]);
large=small=a[0];
for(i=1;i<n;++i)
{
if(a[i]>large)
large=a[i];
if(a[i]<small)
small=a[i];
}
printf("\nThe smallest element is %d\n",small);
printf("\nThe largest element is %d\n",large);
return 0;
}
```

OUTPUT

Enter the number of elements : 5

Input the array elements : 1 2 3 4 5

The smallest element is 1

The largest element is 5

Experiment-1.5

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To sort array elements in ascending / descending order.

```
#include <stdio.h>
```

```
Int main ()
```

```
{
```

```
    int num[20];
```

```
    int i, j, a, n;
```

```
    printf("enter number of elements in an array\n");
```

```
    scanf("%d", &n);
```

```
    printf("Enter the elements\n");
```

```
    for (i = 0; i < n; ++i)
```

```
        scanf("%d", &num[i]);
```

```
    for (i = 0; i < n; ++i){
```

```
        for (j = i + 1; j < n; ++j){
```

```
            if (num[i] > num[j]){
```

```
                a = num[i];
```

```
                num[i] = num[j];
```

```
                num[j] = a;
```



```

    }
}
}
printf("The numbers in ascending order is:\n");
for (i = 0; i < n; ++i){
    printf("%d", num[i]);
}
}

```

OUTPUT

enter number of elements in an array

5

Enter the elements

12 23 89 11 22

The numbers in ascending order is:

11 12 22 23 89

Experiment-1.6

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To enter elements for 3X3 matrix and display them.

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
int arr[3][3];
```

```
int i,j;
```

```

printf("3x3 Matrix : ");
//Read the elements of the 3x3 matrix
for(i=0;i<=2;i++) {
    for(j=0;j<=2;j++) {
        printf("\nEnter element at location %d,%d : ",i+1,j+1);
        scanf("%d",&arr[i][j]);
    }
}
printf("\n\n 3x3 matrix : \n\n");
//Read the elements of the 3x3 matrix
for(i=0;i<=2;i++) {
    for(j=0;j<=2;j++)
        printf("%d ",arr[i][j]);
    }
    printf("\n");
}
return 0;
}

```

OUTPUT

3x3 Matrix :

Enter element at location 1,1 :

Enter element at location 1,2 :

Enter element at location 1,3 :

Enter element at location 2,1 :

Enter element at location 2,2 :

Enter element at location 2,3 :

Enter element at location 3,1 :

Enter element at location 3,2 :

Enter element at location 3,3 :

3x3 matrix :

1 2 3

4 5 6

7 8 9

Experiment-1.7

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To calculate addition / subtraction of 2 dimensional matrix.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int m, n;
```

```
printf("enter numbers for rows and columns");
```

```
scanf("%d %d",&m,&n);
```

```
int i, j;
```

```
int mat1[m][n], mat2[m][n], mat3[m][n];
```

```
printf("enter numbers for mat1");
```

```
for(i = 0; i < m; i++)
```

```
{
```

```
for(j = 0; j < n; j++)
```

```
scanf("%d",&mat1[i][j]);
}
printf("enter numbers for mat2");
for(i = 0; i < n; i++)
{
for(j = 0; j < n; j++)
scanf("%d",&mat2[i][j]);
}
for(i = 0; i < m; i++)
{
for(j = 0; j < n; j++)
{
mat3[i][j] = mat1[i][j] + mat2[i][j];
}
}
printf("result of mat3");

for(i = 0; i < m; i++)
{
for(j = 0; j < n; j++)
printf("%d ", mat3[i][j]);
printf("\n");
}
return 0;
}
```

OUTPUT

enter number for rows and columns

2 2

enter numbers for mat1

1 2 3 4

enter numbers for mat2

2 3 4 5

result of mat3

3 5

7 9

Experiment-1.8

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To calculate multiplication of 2 dimensional matrix.

```
#include<stdio.h>
```

```
int main(){
```

```
int a[10][10],b[10][10],mul[10][10],r,c,i,j,k;
```

```
system("cls");
```

```
printf("enter the number of row=\n");
```

```
scanf("%d",&r);
```

```
printf("enter the number of column=");
```

```
scanf("%d",&c);
```

```
printf("enter the first matrix element=\n");
```

```
for(i=0;i<r;i++)
```

```
{
for(j=0;j<c;j++)
{
scanf("%d",&a[i][j]);
}
}
printf("enter the second matrix element=\n");
for(i=0;i<r;i++)
{
for(j=0;j<c;j++)
{
scanf("%d",&b[i][j]);
}
}
printf("multiply of the matrix=\n");
for(i=0;i<r;i++)
{
for(j=0;j<c;j++)
{
mul[i][j]=0;
for(k=0;k<c;k++)
{
mul[i][j]+=a[i][k]*b[k][j];
}
}
}
```

```
}  
//for printing result  
for(i=0;i<r;i++)  
{  
for(j=0;j<c;j++)  
{  
printf("%d\t",mul[i][j]);  
}  
printf("\n");  
}  
return 0;  
}
```

OUTPUT

enter the number of row=3

enter the number of column=3

enter the first matrix element=

1 1 1

2 2 2

3 3 3

enter the second matrix element=

1 1 1

2 2 2

3 3 3

multiply of the matrix=

6 6 6

12 12 12

18 18 18

Experiment-1.9

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To demonstrate output of standard library functions Strlen (), strcpy (), strcat (), strcmp ().

String Library functions

The predefined functions which are designed to handle strings are available in the library “string.h”. They are –

- strlen ()
- strcmp ()
- strcpy ()
- strcat ()

The strlen () function

It returns the number of characters in a string.

Syntax

```
int strlen (string_name)
```

Example

```
#include <string.h>

int main (){

    char a[30] = “Hello”;

    int l;
```



```
l = strlen(a);  
printf ("length of the string = %d", l);  
return 0;  
}
```

Output

length of the string = 5

The strcpy () function

- It is for copying source string into destination string.
- The length of the destination string \geq source string.

Syntax

```
strcpy (Destination string, Source String);
```

```
#include <string.h>
```

```
int main ()
```

```
{  
    char a[50], b[50];  
    printf ("enter a source string");  
    scanf("%s", a);  
    printf("enter destination string");  
    scanf("%s",b);  
    strcpy ( b,a);  
    printf ("copied string = %s",b);  
    return 0;  
}
```

Output

Enter a source string : Hello

Copied string = Hello

The strcat () function

- It combines two strings.
- The length of the destination string must be > than the source string.

Syntax

```
strcat (Destination String, Source string);
```

Example-

```
#include <string.h>

int main(){
    char a[50] = "Hello";
    char b[20] = "Good Morning";
    clrscr ();
    strcat (a,b);
    printf("concatenated string = %s", a);
    return 0;
}
```

OUTPUT

Concatenated string = Hello Good Morning

The strcmp() function (String comparison)

- This function compares 2 strings.
- It returns the ASCII difference of the first two non - matching characters in both the strings.

Syntax

```
int strcmp (string1, string2);
```

```

// If the difference is equal to zero, then string1 = string2
// If the difference is positive, then string1 > string2
// If the difference is negative, then string1 < string2
#include<stdio.h>
#include<string.h>
int main (){
    char a[50], b [50];
    int d;
    printf ("Enter 2 strings:");
    scanf ("%s %s", a,b);
    d = strcmp(a,b);
    if (d==0){
        printf("%s is (alphabetically) equal to %s", a,b);
    }else if (d>0){
        printf("%s is (alphabetically) greater than %s",a,b);
    }else if (d<0){
        printf("%s is (alphabetically) less than %s", a,b);
    }
    return 0;
}

```

OUTPUT

Enter 2 strings:apple ball

apple is (alphabetically) less than ball

Experiment-1.10

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To calculate area of circle using function.

```
#include<stdio.h>

/*Function declaration*/

float areacircle(float);

int main()
{
float radius, area;
printf("Enter the value of Radius: ");
scanf("%f",&radius);
area=areacircle(radius);
printf("area of circle: %f",area);
}

/*function definition to calculate area of circle*/

float areacircle(float rad)
{
float areacalculate;
areacalculate=3.14*rad*rad;
return areacalculate;
}
```

Experiment-1.11

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To calculate factorial of any given number using recursion.

```
#include<stdio.h>

int find_factorial(int);

int main()
{
    int num, fact;

    //Ask user for the input and store it in num
    printf("\nEnter any integer number:");
    scanf("%d",&num);

    //Calling our user defined function
    fact =find_factorial(num);

    //Displaying factorial of input number
    printf("\nfactorial of %d is: %d",num, fact);
    return 0;
}

int find_factorial(int n)
{
    //Factorial of 0 is 1
    if(n==0)
        return(1);

    //Function calling itself: recursion
    return(n*find_factorial(n-1));
}
```

OUTPUT:

Enter any integer number: 4

factorial of 4 is: 24

Experiment-1.12

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To demonstrate call by reference, call by value

call by reference

```
#include <stdio.h>
```

```
void swap(int *, int *); //prototype of the function
```

```
int main()
```

```
{
```

```
    int a = 10;
```

```
    int b = 20;
```

```
    printf("Before swapping the values in main a = %d, b = %d\n",a,b);
```

```
    swap(&a,&b);
```

```
    printf("After swapping values in main a = %d, b = %d\n",a,b);
```

```
/*The values of actual parameters do change in call by reference, a = 10,  
b = 20 */
```

```
}
```

```
void swap (int *a, int *b)
```

```
{
```

```
    int temp;
```

```
    temp = *a;
```

```
    *a=*b;
```

```
    *b=temp;
```

```
printf("After swapping values in function a = %d, b = %d\n",*a,*b);  
// Formal parameters, a = 20, b = 10  
}
```

Output

Before swapping the values in main a = 10, b = 20

After swapping values in function a = 20, b = 10

call by value

```
#include <stdio.h>  
  
void swap(int , int); //prototype of the function  
  
int main()  
{  
    int a = 10;  
    int b = 20;  
    printf("Before swapping the values in main a = %d, b = %d\n",a,b);  
    // printing the value of a and b in main  
    swap(a,b);  
    printf("After swapping values in main a = %d, b = %d\n",a,b);  
    /* The value of actual parameters do not change by changing the formal  
    parameters in call by value, a = 10, b = 20 */  
    return 0;  
}  
  
void swap (int a, int b)  
{  
    int temp;  
    temp = a;
```

```
a=b;
b=temp;
printf("After swapping values in function a = %d, b = %d\n",a,b);
// Formal parameters, a = 20, b = 10
}
```

Output

Before swapping the values in main a = 10, b = 20

After swapping values in main a = 10, b = 20

Experiment-1.13

Objective(s): To be familiar with syntax and structure of C-programming. To learn problem solving techniques using C

Program: To maintain and manipulate student data using structure.

```
#include<stdio.h>
struct stud
{
    int rollno, s1, s2, tot ;
    char name[10] ;
    float avg ;
} s[10] ;
int main()
{
    int i, n ;
    clrscr() ;
    printf("Enter the number of students : ") ;
    scanf("%d", &n) ;
```



```

for(i = 0 ; i < n ; i++)
{
    printf("\nEnter the roll number : ") ;
    scanf("%d", &s[i].rollno) ;
    printf("\nEnter the name : ") ;
    scanf("%s", s[i].name) ;
    printf("\nEnter the marks in 2 subjects : ") ;
    scanf("%d %d", &s[i].s1, &s[i].s2) ;
    s[i].tot = s[i].s1 + s[i].s2 ;
    s[i].avg = s[i].tot / 2.0 ;
}
printf("\nRoll No.Name\tSub1\tSub2\tTotal\t Average\n\n") ;
for(i = 0 ; i < n ; i++)
{
    printf("%d\t%s\t%d\t%d\t%d\t%.2f \n",
s[i].rollno,s[i].name,s[i].s1,s[i].s2,s[i].tot,s[i].avg);
}
return 0;
}

```

OUTPUT

Enter the number of students : 2

Enter the roll number : 101

Enter the name : Arun

Enter the marks in 2 subjects : 75 85

Enter the roll number : 102

Enter the name : Babu

Enter the marks in 2 subjects : 65 75

Roll No.	Name	Sub1	Sub2	Total	Average
----------	------	------	------	-------	---------

101	Arun	75	85	160	80.00
-----	------	----	----	-----	-------

102	Babu	65	75	140	70.00
-----	------	----	----	-----	-------

Experiment-1.14

Objective(s):

To be familiar with syntax and structure of C- programming.

To learn problem solving techniques using C

Program: To perform 4 arithmetic functions on pointers.

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int *num1, *num2,a,b;
```

```
    int sum, sub, mult, mod;
```

```
    float div;
```

```
    /*
```

```
     * Read two numbers from user separated by comma
```

```
    */
```

```
    printf("Input any two numbers separated by comma : ");
```

```
    scanf("%d,%d", &a, &b);
```

```
    num1=&a;
```

```
    num2=&b;
```

```
    sum = *num1 +* num2;
```

```
sub = *num1 - *num2;
mult = *num1 * * num2;
div = (float)*num1 /*num2;
mod =* num1 % *num2;

printf("The sum of the given numbers : %d\n", sum);
printf("The difference of the given numbers : %d\n", sub);
printf("The product of the given numbers : %d\n", mult);
printf("The quotient of the given numbers : %f\n", div);
printf("MODULUS = %d\n", mod);

return 0;
}
```

OUTPUT:

Input any two numbers separated by comma : 10,5

The sum of the given numbers : 15

The difference of the given numbers : 5

The product of the given numbers : 50

The quotient of the given numbers : 2.000000

MODULUS = 0

List of Assignments/Tutorial for web page design:

Experiment-1

Objective(s): Browse different search engines and search different topics &

Create an e-mail account & use attachment facility

How to search the Web

There are many different search engines you can use, but some of the most popular include Google, Yahoo!, and Bing. To perform a search, you'll need to navigate to a search engine in your web browser, type one or more keywords—also known as search terms—then press Enter on your keyboard. In this example, we'll search for recipes.

After you run a search, you'll see a list of relevant websites that match your search terms. These are commonly known as search results. If you see a site that looks interesting, you can click a link to open it. If the site doesn't have what you need, you can simply return to the results page to look for more options.

Most browsers also allow you to perform a web search directly from your address bar, although some have a separate search bar next to the address bar. Simply type your search terms and press Enter to run the search.

Create a Gmail account

To sign up for Gmail, create a Google Account. You can use the username and password to

sign in to Gmail and other Google products like YouTube, Google Play, and Google Drive.

Sign up for a Gmail account

1. Go to the Google Account creation page.
2. Follow the steps on the screen to set up your account.
3. Use the account you created to sign in to Gmail.

Create an account

The username I want is taken

You won't be able to get a certain Gmail address if the username you requested is:

- Already being used.
- Very similar to an existing username (for example, if example@gmail.com already exists, you can't use examp1e@gmail.com).
- The same as a username that someone used in the past and then

deleted.

- Reserved by Google to prevent spam or abuse.

Experiment-2

Objective(s): Design a general webpage Design a general website using html

Program : Design a general webpage Design a general website using html

HTML Documents

The HTML document itself begins with `<html>` and ends with `</html>`.

The visible part of the HTML document is between `<body>` and `</body>`.

```
<html>
```

```
<body>
```

```
<h1>My First Heading</h1>
```

```
<p>My first paragraph.</p>
```

```
</body>
```

```
</html>
```

HTML Headings

HTML headings are defined with the `<h1>` to `<h6>` tags.

`<h1>` defines the most important heading. `<h6>` defines the least important heading:

Example

```
<html>
```

```
<body>
```

```
<h1>This is heading 1</h1>
```

```
<h2>This is heading 2</h2>
```

```
<h3>This is heading 3</h3>
```

```
</body>
```

```
</html>
```

HTML Links

HTML links are defined with the <a> tag:

Example

```
<html>
```

```
<body>
```

```
<a href="https://www.w3schools.com">This is a link</a>
```

```
</body>
```

```
</html>
```

Experiment-3

Objective(s): Design a general webpage Design a general website using html

Program : Design multimedia page which includes Text, Audio, video, images, Animation

```
<html>
```

```
<body>
```

```
<audio controls autoplay muted>
```

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

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

Your browser does not support the audio element.

```
</audio>
```

```
<video width="320" height="240" autoplay>
```

```
  <source src="movie.mp4" type="video/mp4">
```

```
<source src="movie.ogg" type="video/ogg">
```

Your browser does not support the video tag.

```
</video>
```

```

```

```

```

```
</body>
```

```
</html>
```

Experiment-5

Objective(s): Design a general webpage Design a general website using html

Program :Design a general website & multimedia page which includes

1. Start with a designer template

Get going with a designer-made template. Our fresh designs make it easy to make a beautiful website for any industry.

2. Drag and drop anything you need

Discover Website.com website builder features to help you grow - create an online store, add booking services, or live chat with visitors.

3. Be found online

Grow your audience with your perfect domain name, SEO tools, and third-party features. Click, publish, get results.

4. Upload the website on college server & load website on public internet.

- a. Get yourself a domain name

- b. First confirm that your Internet Service Provider allows you hosting, otherwise it might get suspended due to bandwidth issue.

- c. You will need a static IP. Contact ISP for that.

- d. Have a good configuration PC, as it will be running 24x7.

- e. PC must have latest updates to OS.
- f. For linux you can use Apache, Mysql,PHP web stack (AMP). For Windows WAMP.
- g. Code your website or get it coded thru fiverr etc.
- h. Copy website code into Wampserver / AMP server root folder
- i. Ensure the router is pointing to your static IP.
- j. Start WAMP/AMP server. Your website will be live.

Experiment-6

Objective(s): Design a general webpage Design a general website using html

Program : Designs Web page and apply some block level tags and some text level tags &Include Horizontal Rules and special characters in a Web page.

```
<html>
<body>
<p>Hello World</p>
<div>Hello World</div>
<p>Contact the author of this page:</p>

<address>
  <a href="mailto:jim@rock.com">jim@rock.com</a><br>
  <a href="tel:+13115552368">(311) 555-2368</a>
</address>

<p>
  This is the first paragraph of text.
  This is the first paragraph of text.
  This is the first paragraph of text.
  This is the first paragraph of text.
</p>
```



```
<hr>
<p>
  This is the second paragraph of text.
  This is the second paragraph of text.
  This is the second paragraph of text.
  This is the second paragraph of text.
</p>
<h1>Greek Letter Example</h1>

<h2>The capital alpha letter: &Alpha;</h2>

  <footer>

    <p>html block level</p>

  </footer>

</body>
</html>
```

Experiment-7

Objective(s): Design a general webpage Design a general website using html

Program : Design Web page and include different lists & various links in a Web page & Include images with different alignments and wrapped text in Web page. Also include mage as a link in the Web page.

```
<html>
<body>
<p>un order list </p>

<ul>
  <li>Coffee</li>
  <li>Tea</li>
  <li>Milk</li>
</ul>

<p>order list </p>

<ol>
  <li>Coffee</li>
```

```

    <li>Tea</li>
    <li>Milk</li>
</ol>

<p>description list </p>

<dl>
    <dt>Coffee</dt>
    <dd>- black hot drink</dd>
    <dt>Milk</dt>
    <dd>- white cold drink</dd>
</dl>



<a href="https://www.w3schools.com/" target="_blank">Visit W3Schools!</a>

</body>

</html>

```

Experiment-8

Objective(s): Design a general webpage Design a general website using html

Program: Design a web page and set background colour and document wide text colour.

```

<html >

<head>

    <title>Document</title>

</head>

<body bgcolor="lightgreen" >

    <h1>Hello reader my name is sachin Welcome to GeekforGeeks</h1>

<p style="color:red">This is a paragraph.</p>
<p style="color:blue">This is another paragraph.</p>
<p style="font-family:verdana">This is a
paragraph.</p>

```

```
<p style="font-family:'Courier New'">This is another paragraph.</p>
```

```
</body>
```

```
</html>
```

Experiment-9

Objective(s): Design a general webpage Design a general website using html

Program: Design a web page with background image, different text colour for different Paragraphs, and set colors for links, active links and visited links.

```
<html>
```

```
<head>
```

```
<style>
```

```
body {
```

```
    background-image: url('img_girl.jpg');
```

```
}
```

```
a:link {
```

```
    color: green;
```

```
    background-color: transparent;
```

```
    text-decoration: none;
```

```
}
```

```
a:visited {
```

```
    color: pink;
```

```
    background-color: transparent;
```

```
    text-decoration: none;
```

```
}
```

```
a:hover {
```

```
    color: red;
```

```
    background-color: transparent;
```

```
text-decoration: underline;
}
a:active {
  color: yellow;
  background-color: transparent;
  text-decoration: underline;
}
</style>
</head>
<body>
  <h2>Link Colors</h2>
  <p>You can change the default colors of links</p>
  <a href="html_images.asp" target="_blank">HTML Images</a>
</body>
</html>
```

Experiment-10

Objective(s): Design a general webpage Design a general website using html

Program: Create HTML table, format contents in table cells and span the rows and columns.

```
<html>
<head>
<style>
table, th, td {
  border: 1px solid black;
  border-collapse: collapse;
}
```

```
</style>
</head>
<body>
  <h2>Cell that spans two columns and two rows</h2>
  <p>To make a cell span more than one column, use the colspan attribut and To
  make a cell span more than one row, use the rowspan attribute.</p>
  <table style="width:100%">
    <tr>
      <th colspan="2">Name</th>
      <th>Age</th>
    </tr>
    <tr>
      <td>ram</td>
      <td>padhy</td>
      <td>20</td>
    </tr>
    <tr>
      <td>asutosh</td>
      <td>das</td>
      <td>19</td>
    </tr>
  <table style="width:100%">
    <tr>
      <th>Name</th>
      <td>sumit</td>
    </tr>
    <tr>
```

```
<th rowspan="2">Phone</th>
<td>8870543242</td>
</tr>
<tr>
<td>9437865123</td>
</tr>
</table>
</body>
</html>
```

Experiment-11

Objective(s): Design a general webpage Design a general website using html

Program: Create basic frameset and format the frames within the frameset using different attributes. Also use frame targeting.

```
<html>
<body>
<h2>HTML Iframes</h2>
<p>You can use the height and width attributes to specify the size of the iframe:</p>
<iframe align="right" src="https://www.w3schools.com/html/html_iframe.asp"
height="500" width="500" title="Iframe Example"></iframe>
<iframe align="left" src="https://www.w3schools.com/html/html_iframe.asp"
height="500" width="500" title="Iframe Example"></iframe>
</body>
</html>
```

Experiment-12

Objective(s): Design a general webpage Design a general website using html

Program: Create a basic form using different input controls and pull down menu.

```
<html>
<body>
  <h2>HTML Forms</h2>
  <form>
    <label for="fname">school name:</label><br>
    <input type="text" id="sname" name="sname" value="ucp engg.
School,berhampur"><br>
    <label for="lname">student rollno</label><br>
    <input type="text" id="sroll" name="sroll" value="f12024001"><br>
    <input type="submit" value="Submit">
  <br>
</form>
<head>
<style>
.dropbtn {
background-color: #04AA6D;
color: white;
padding: 16px;
font-size: 16px;
border: none;
}
.dropdown {
position: relative;
display: inline-block;
}
.dropdown-content {
display: none;
```

```
position: absolute;
background-color: #f1f1f1;
min-width: 160px;
box-shadow: 0px 8px 16px 0px rgba(0,0,0,0.2);
z-index: 1;
}
.dropdown-content a {
color: black;
padding: 12px 16px;
text-decoration: none;
display: block;
}
.dropdown-content a:hover {background-color: #ddd;}
.dropdown:hover .dropdown-content {display: block;}
.dropdown:hover .dropbtn {background-color: #3e8e41;}
</style>
</head>
<body>
<p>HTML and CSS</p>
<div class="dropdown">
  <button class="dropbtn">learn HTML and CSS</button>
  <div class="dropdown-content">
    <a href="https://www.w3schools.com/html/default.asp">HTML</a>
    <a href="https://www.w3schools.com/css/default.asp">CSS</a>
    <a href="https://www.w3schools.com/icons/default.asp">icons</a>
  </div>
</div>
```



```
<button type="submit" form="nameform" value="Submit">Submit</button>
```

```
</body>
```

```
</html>
```