

LAB MANUAL FOR IF LAB

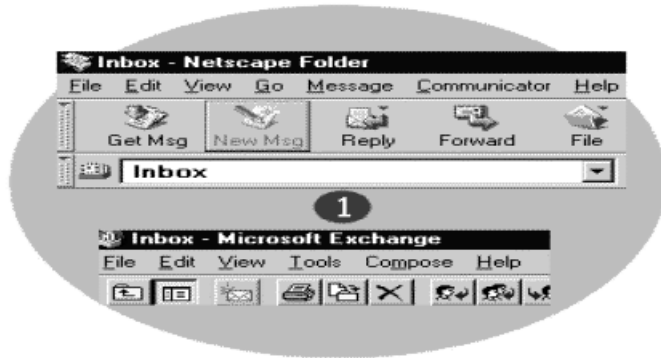
WCTM



//SENDING AND RECEIVING OF ELECTRONIC MAILS AND E-MAIL SYSTEM //

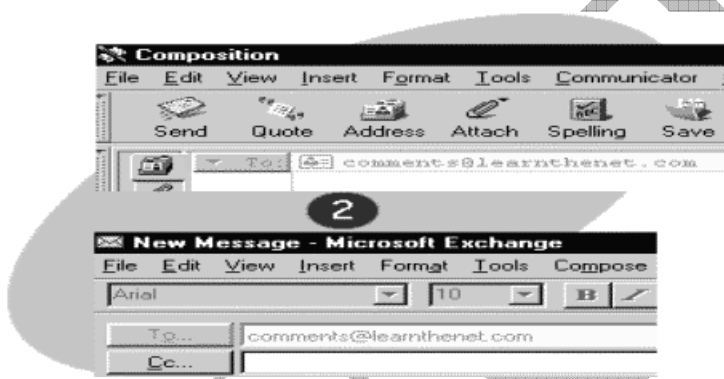
SENDING AN E-MAIL MESSAGE

STEP -1



Open your e-mail program and launch a new message window by clicking on the appropriate icon

STEP-2



In the TO box, type in the name of the recipient. It should take this form: recipient@domain.com. Make sure you enter the address correctly or the message will return to us. We can send a message to more than one person by entering multiple addresses. Just put a semi-colon (;) between each address. Our return address is automatically sent to the recipient.

STEP-3

Type in the subject of the e-mail

STEP-4

We write our message in the message window. We can also copy text from a word processing program and paste it into the window

STEP-5

Click on Send icon or select Send from File Menu

UNDERSTANDING E-MAIL ADDRESSES

Internet e-mail addresses typically have two main parts:

professor@dronacharya.edu

First there is the user name (professor) that refers to the recipient's mailbox. Then there's an axon sign (@). Next comes the host name (Dronacharya), also called the domain name. This refers to the mail server, the computer where the recipient has an electronic mailbox. It's usually the name of a company or organization. Finally, there's a dot (.) followed by three letters (com) that indicate the type of domain.

An address ending with .com typically means that the host is a business, commercial enterprise, or an online service like America Online. Most companies use this extension. A host name ending with .edu usually means that the host is a university or educational facility. .org indicates the host is a non-commercial organization.

Other extensions we might encounter are .mil for military and .net for network. The latter tends to be reserved for organizations such as Internet service providers. There are plans to add seven additional top-level domains, such as .web and .nom, but when this will happen is anyone's guess.

For e-mail addresses outside of the United States, there is often a [DOT] followed by two letters representing the country. For instance, .ca indicates Canada, .de indicates Germany and .nz indicates New Zealand.

DIFFERENCE BETWEEN AN E-MAIL ADDRESS AND THE ADDRESS OF A WEBSITE.

E-mail Address:

president@whitehouse.gov

recipient's e-mail name Internet domain where recipient has mailbox

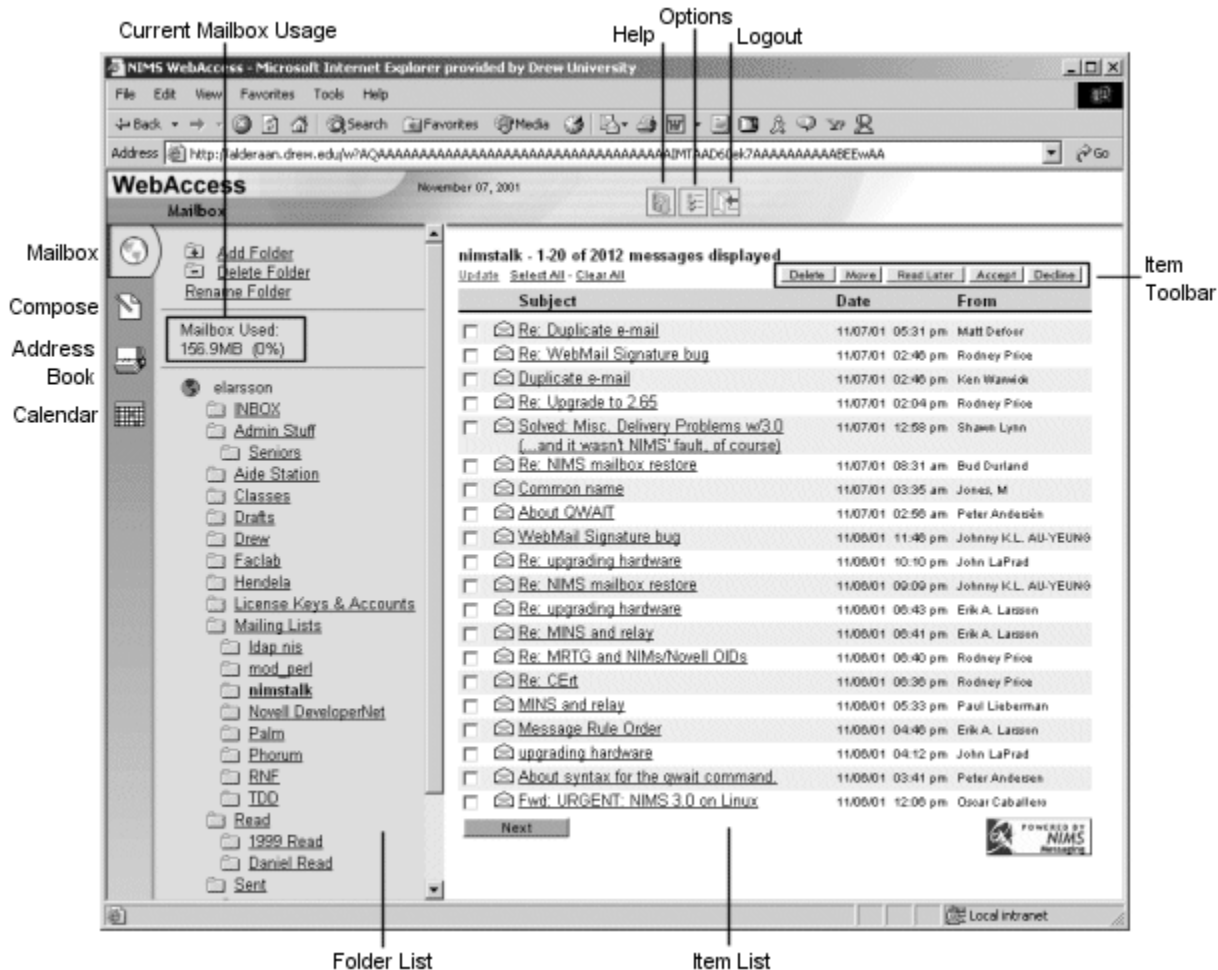
World Wide Web Address:

http://www.whitehouse.gov

standard method to retrieve a web page Internet domain of the web site

Managing e-mail is done from the Mailbox page in WebAccess.

The Mailbox page is the first page you see after logging into WebAccess and looks like this.



Reading

To read a message, we click the message subject heading in the Item List. The message will open in a separate browser window. If there are more messages than will fit on one page, we may click the Next and Back buttons at the bottom of the page to switch pages. To view messages in a different folder, we click the folder's name in the Folder List.

When a message window is open, several options are available to us:

- Close - Close the message window.
- Previous - Move to the previous message in the folder.
- Next - Move to the next message in the folder.

Close Previous Next Forward Reply to Sender Reply All Move Delete Read Later Accept Decline View Source

From: Erik A. Larsson
To: jrl@svsu.edu NIMSTALK@NIMSINFO.COM
CC:
Date: 11/06/01 06:43 pm
Subject: Re: upgrading hardware
Attachments:

- Forward - Forward the message to another user. Clicking this button opens a Compose window where you can add additional message text and specify the recipients of the forward. See Sending Mail below for more information.
- Reply to Sender - Opens a Compose window to reply to the sender of the message only.
- Reply All - Opens a Compose window to reply to the sender of the message and all recipients.
- Move - Allows you to move the message to a different folder. After clicking Move, Web Access will prompt you for the desired destination folder. Select the folder to which you wish to move the message and click OK.
- Delete - Deletes the message.
- Read Later - Marks the message as unread in the folder. It will appear in boldface in the message listing as if you had not yet read the message. This is useful if you wish to remind yourself to read certain messages when you next check your mailbox.
- Accept - If the message is an appointment, task, or note, informs the sender that you have accepted the item and places the item in your personal calendar.
- Decline - If the message is an appointment, task, or note, informs the sender that you have declined the item. The item is not placed in your personal calendar.
- View Source - View the complete message headers and source code of the message.
- Attachments-If a message has attachments; they will be listed under Attachments in the message header. We click the name of an attachment to download it to our computer.

NIMS WebAccess - Microsoft Internet Explorer provided by Drew University

Mail Message

Change To :

To:

CC:

BC:

Subject:

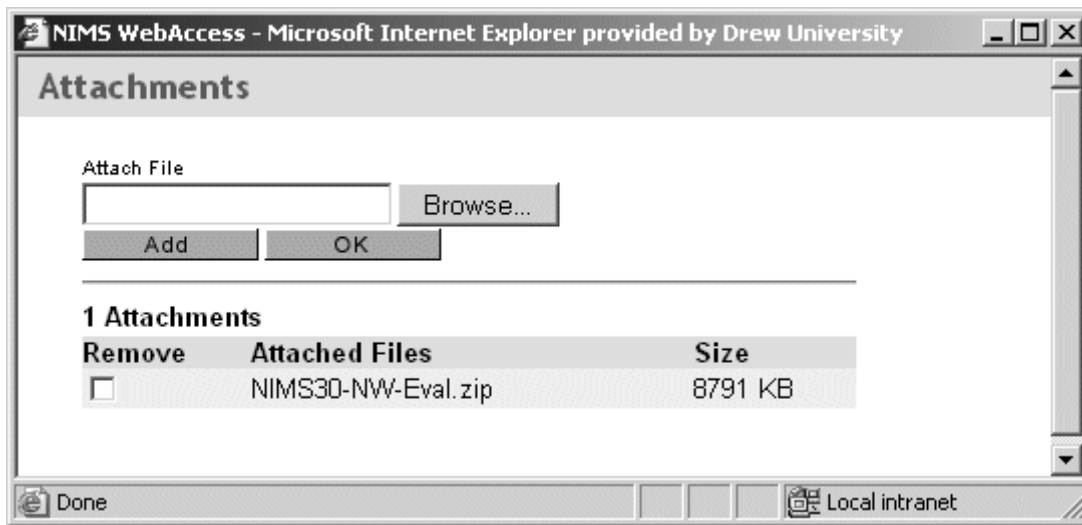
Message:

-----Original Message-----
From: "Erik A. Larsson" <erik@eLarsson.net>
To: atops-managers@at.drew.edu
Date: Mon, 24 Sep 2001 10:51:48 -0400
Subject: Managers' meeting?

We enter desired e-mail addresses in the To, CC, and BC fields as needed. E-mail addresses entered into the BC (Blind Copy) field will not be seen by recipients of the message. Separate multiple e-mail addresses with a comma. To add addresses from our personal or the system wide address book, we click Address Book.

We enter a subject heading for our message in the Subject field and the message body into the Message field. When we are finished composing the message, we click Send. If we have specified in our Web Access options for outgoing mail to be saved, the message will be copied to our Sent folder after it is sent.

For Attaching Files to Our Messages
While composing mail, we click the Attach button to display the file attachments window, as follows:



A list of files currently attached to our message will appear. To add a file to our message, we click the Browse button and locate the file. Then, we click the Add button and the file will be uploaded to the NIMS server and appear on the file attachment list. To remove a file from your message, we click the checkbox to the left of the desired attachment. When we are finished adding and removing files from your message, we click OK and we will be returned to the message composition window.

Managing Messages in the Item List
The Item List displays all messages in the currently selected folder. If there are more messages than will fit on one page, a Next and Previous button appear on the bottom of the page to allow you to see more messages. The Item List allows you to perform operations against many messages at once.

nimstalk - 1-20 of 2012 messages displayed

[Update](#)
[Select All](#)
[Clear All](#)
[Delete](#)
[Move](#)
[Read Later](#)
[Accept](#)
[Decline](#)

	Subject	Date	From
<input type="checkbox"/>	Re: Duplicate e-mail	11/07/01 05:31 pm	Matt Defoor
<input type="checkbox"/>	Re: WebMail Signature bug	11/07/01 02:46 pm	Rodney Price
<input type="checkbox"/>	Duplicate e-mail	11/07/01 02:46 pm	Ken Warwick
<input type="checkbox"/>	Re: Upgrade to 2.65	11/07/01 02:04 pm	Rodney Price
<input type="checkbox"/>	Solved: Misc. Delivery Problems w/3.0 (...and it wasn't NIMS' fault, of course)	11/07/01 12:58 pm	Shawn Lynn

To manage a group of messages, we click the Checkbox next to the items we wish to manage, and then we click Delete, Move, Read Later, Accept, or Decline. To select all messages currently displayed, we click Select All. Click Clear All to unselect all messages. If there is more than one page of messages, Select All and Clear All only affect messages on the current page. We Click Update to refresh the message and folder listings.

Once we have messages selected, we can perform the following tasks:

- Delete - Deletes the selected messages.
- Move - Moves the selected messages to a different folder. After clicking Move you will be prompted to select a destination folder for the messages.
- Read Later - Marks the selected messages as unread. They will appear in boldface in the message window until they are read again. This can be helpful to remind yourself to re-read important messages when we next open Web Access.
- Accept - If the messages are appointments, tasks, or notes, adds them to our personal calendar and informs the sender that we have accepted the item.
- Decline - If the messages are appointments, tasks, or notes, informs the sender that we have declined the item.

WCTM

// CHATTING COMPONENTS & CHATTING ON THE NET //

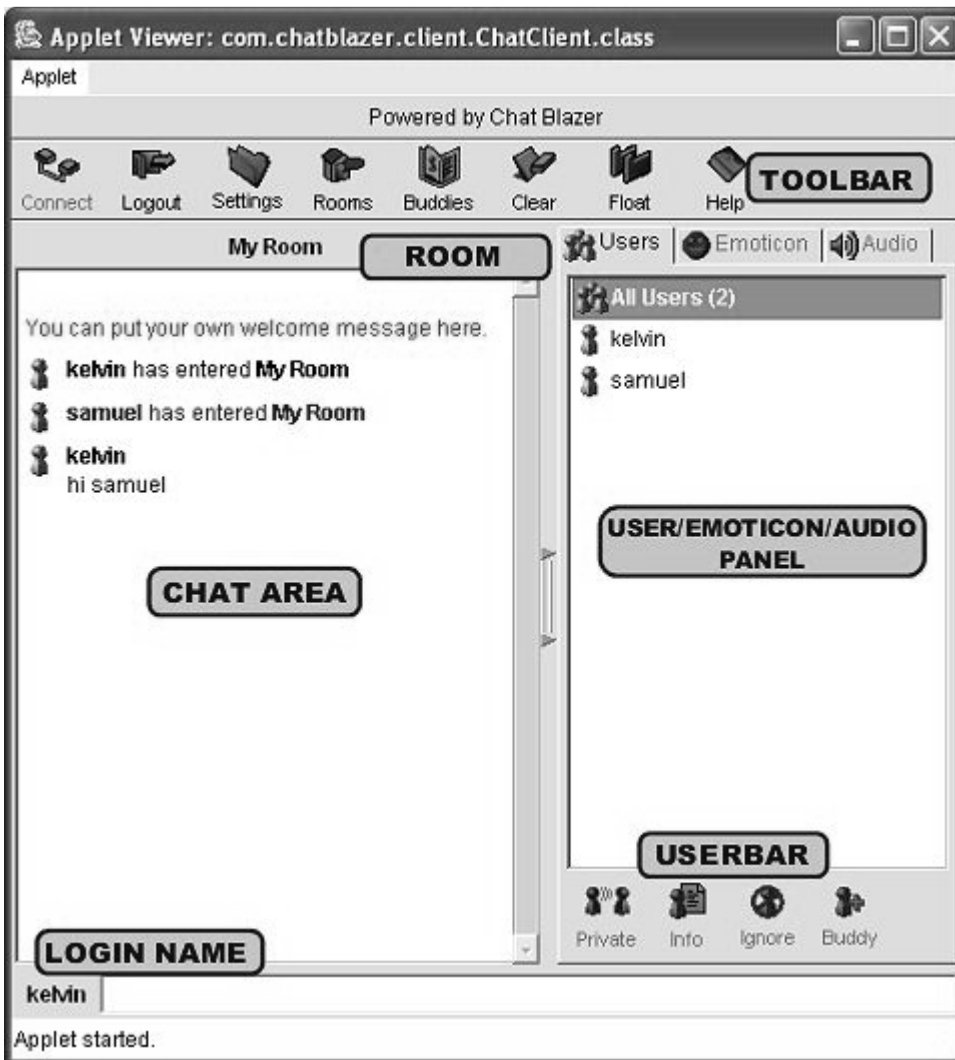
- Main Interface
- Settings Window
- Rooms Window
- Buddy

List

Window

Main Interface

After we have entered a room from the Login Window or via direct login, we will see the main chat interface. This is where we will see chat messages going through the chat room. We will also use it to chat with other users in the room.



Component	Description
Chat Area	The text area where chat and system messages are displayed.
Chat Text Input	Users enter their chat messages here.
User List Panel	Shows all the users in the room. Your login name is always at the top of the list.
Audio / Emoticon Panel	Panels where audio and emoticon messages are sent. Double-click on an item to send it. If you have selected a user in the User List panel prior to sending, the audio or emoticon message will only be sent to the targeted user.



Banner	Rotating banner ads.
Toolbar	Next table.
Userbar	Next table.

Toolbar / Userbar

TOOLBAR

Connect	Connect to the chat server. This is only enabled when you have logged out.
Logout	Logout of the chat system.
Settings	Open the Settings window.
Rooms	Open the Rooms window.
Buddies	Open the Buddy List window.
Clear	Clear the chat text area.
Float	Float the chat interface as a separate window from the browser. A depressed button indicates that the interface is currently floated. Please note that even when the chat interface is floated, you cannot close the applet's browser window. Doing so will cause the applet to shutdown and it will log you out of the chat system.
Help	Opens a browser window to display client's help documentation.

USERBAR

Private	Initiate a private chat session with another user.
Info	Obtain another user's profile.
Ignore	Ignore a selected user so that all messages from that user are not displayed. A user ignored by you will have an <i>ignored</i> icon displayed beside his avatar.

Ignore



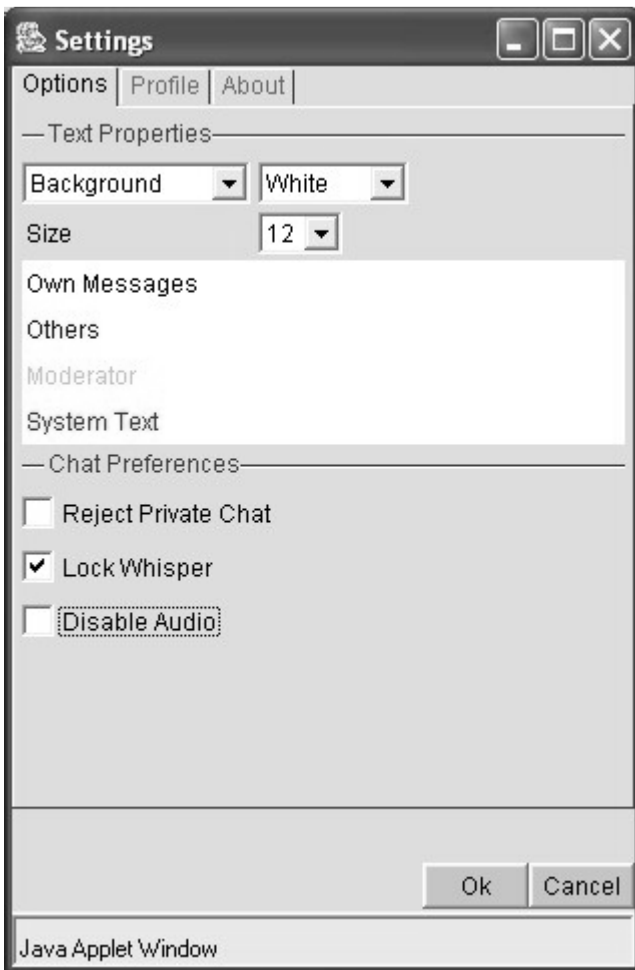
Buddy

Add the selected user to my buddy list. The selected user must be a member of the chat site.

Some of the components and functions (buttons) we see here may not appear as our chat administrator may have disabled certain features. The buddy list feature (opening the Buddy List window, add Buddy button) is only available if we are a member of the chat site. Guest users will not be able to make use of this feature.

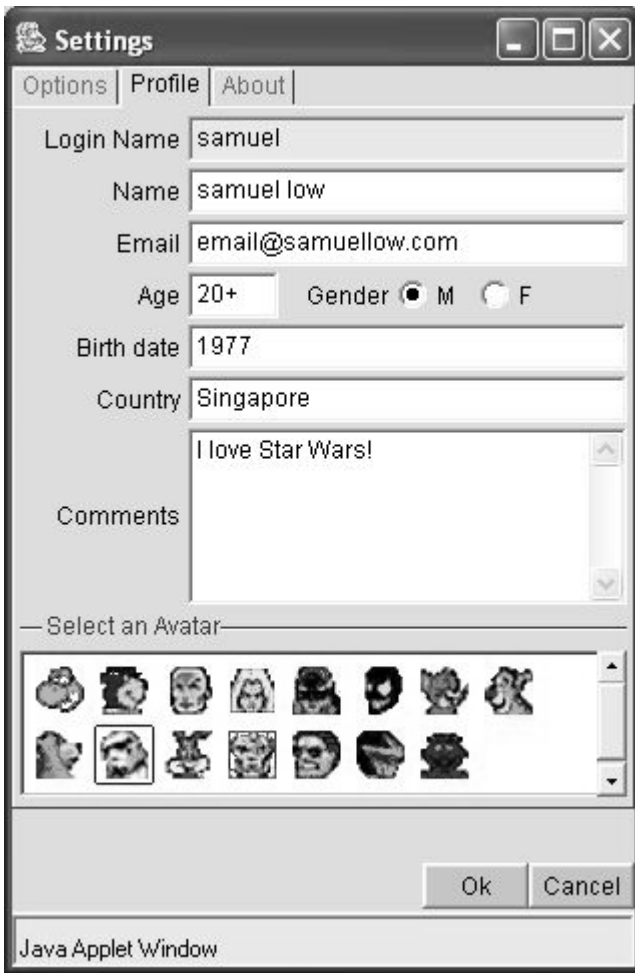
Settings Window

The settings window contains 3 panels, 2 of which allow us to customize your chat preferences and fill in information about yourself, namely the *Options* and *Profile* panels. The *About* panel displays licensing information.



Text Properties	You can change your preferred text properties here. Types of messages can have different colors but font size is applied to all message types.
Reject Private Chat	Automatically reject all incoming requests for private chat sessions. Current private chat sessions can still continue.
Lock Whisper	Prevent the User List from returning to the default choice of "All Users". If this is enabled, you can keep on whispering to another user without having to repeatedly click on his name.

Disable Audio Do not play received audio messages. However, you can still send them.



The screenshot shows a 'Settings' dialog box with three tabs: 'Options', 'Profile', and 'About'. The 'Profile' tab is selected. It contains the following fields and controls:

- Login Name:** samuel
- Name:** samuel low
- Email:** email@samuellow.com
- Age:** 20+ (dropdown menu)
- Gender:** ☒ M ☐ F
- Birth date:** 1977
- Country:** Singapore
- Comments:** I love Star Wars! (text area)
- Select an Avatar:** A grid of 16 different avatar icons.
- Buttons:** Ok and Cancel.

The dialog box is titled 'Settings' and has standard window controls (minimize, maximize, close) in the top right corner. The status bar at the bottom indicates it is a 'Java Applet Window'.

In the Profile panel, you can include information here about yourself so that other users can view them. You can also choose your avatar icon. Your avatar icon is seen by everyone in the chat room. Only profiles for members are saved. If you are a guest user, your profile will not be saved.

To revert back to the default avatar icon, deselect any avatar icon you have previously chosen.


Rooms Window

The Rooms window allows you to change to other rooms in the chat site. It also shows users in other chat rooms. You can also use it to create your own room. The room list will only show public rooms. Private rooms are not displayed.

To view the list of users in another room, simply select the room from the room list.

Go To Room	Try to go to another room. The room will be checked for any password-protection it may have and whether the user has access rights to the room.
Refresh All	Get an update of the room listing.
Private Room...	Try to go to a private room. Since you cannot see the list of private rooms, you will have to know the name of the private room which you want to enter.
Create	Create either a public room or a private one. You can protect your public rooms with a password. Private rooms do not need passwords since they are not visible to other users unless you explicitly inform them. The <i>Create Room</i> dialog is shown below.



Delete

Delete a room you have created. Do note that all users within the room will be purged.

Buddy List Window



The Buddy List window allows you to manage your list of buddies and to view their current status. You add a buddy to your buddy list by clicking on the "Buddy" button in the userbar of the main interface.

Private	Initiate a private chat session with any of your online buddies regardless of which room they are in.
Profile	Obtain the selected buddy's profile.
Delete	Remove the selected user from your buddy list. If the user being removed also lists you in his or her buddy list, you will also be removed from the other list.
Alert my buddies when I login	If toggled, users who list you as their buddy will be notified when you login to the chat site.
Alert me when my buddies login	If toggled, you will be notified in the chat area when any of your buddies login, provided they have enabled this notification in the preceding setting.

TELNET, FILE TRANSFER PROTOCOL, HYPERTEXT TRANSFER PROTOCOL, TRANSMISSION CONTROL PROTOCOL/INTERNET PROTOCOL

TELNET

A terminal emulation protocol commonly used on the Internet and TCP/IP-based networks. It allows a user at a terminal or PC to log onto a remote computer and run a program. Telnet was originally developed for ARPAnet and is an inherent part of the TCP/IP communications protocol. Although most computers on the Internet that allow Telnet access require users to have an established account and password, there are some that allow the public to run programs such as search utilities

From Computer Desktop Encyclopedia
© 1999 The Computer Language Co. Inc.



Telnetting from Windows

The Telnet utility that comes with Windows is widely used to gain access to and run programs on Web servers and other computers on local networks as well as the Internet. In this example, however, it is used for local device management and has connected to a router in order to run its built-in configuration and control software. The above screen depicts the router's main memory.

FILE TRANSFER PROTOCOL (FTP)

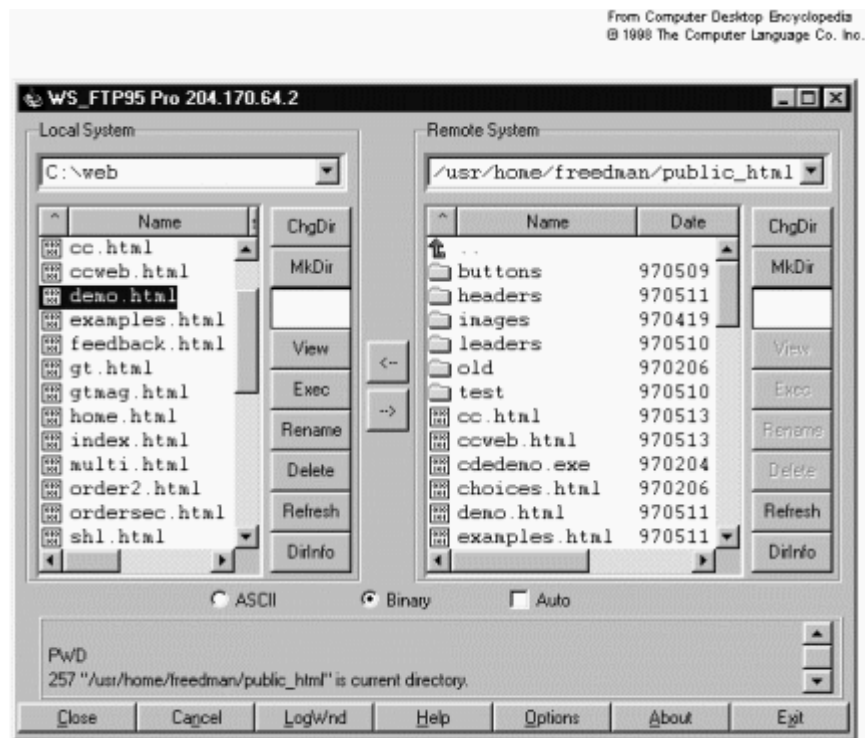
(File Transfer Protocol) A protocol used to transfer files over a TCP/IP network (Internet, Unix, etc.). For example, after developing the HTML pages for a Web site on a local machine, they are typically uploaded to the Web server-using FTP. FTP includes functions to log onto the network, list directories and copy files. It can also convert between the ASCII and EBCDIC character codes. FTP operations can be performed by typing commands at a command prompt or via an FTP utility running under a graphical interface such as Windows. FTP transfers can also be initiated from within a Web browser by entering the URL preceded with **ftp://**.

FTP

Vs.

E-Mail

E-mail was designed for ASCII text only. In order to include other file types such as images and programs in an e-mail message, they have to be converted to a full binary format and "attached" to the message. FTP was designed to handle binary files directly and does not add the overhead of encoding and decoding the data as does e-mail.



FTP Utility

Ipswitch's WS_FTP Pro makes FTP'ing easy under Windows. After logging on and switching to the appropriate folders on the local and remote systems, transferring files requires only highlighting, dragging and dropping.

FTP

Vs.

HTTP

When we download a Web page, the HTTP protocol is used. HTTP and FTP operate in a similar manner for file transfer, and both support binary files.

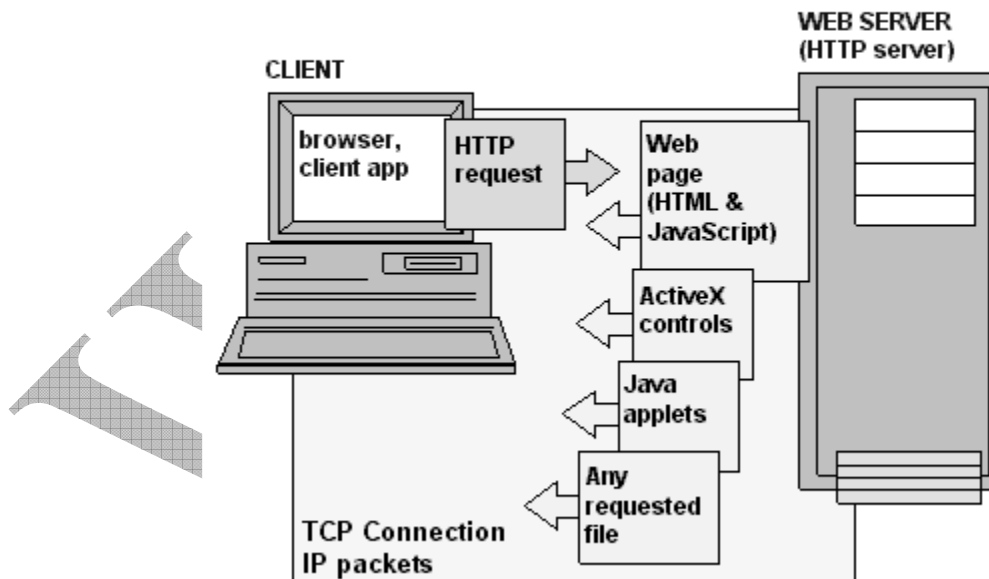
HYPERTEXT TRANSFER PROTOCOL (HTTP)

(HyperText Transport Protocol) The communications protocol used to connect to servers on the Web. Its primary function is to establish a connection with a Web server and transmit HTML pages to the client browser or any other files required by an HTTP application. Addresses of Web sites begin with an **http://** prefix; however, Web browsers typically default to the HTTP protocol. For example, typing **www.yahoo.com** is the same as typing **http://www.yahoo.com**.

HTTP is a "stateless" request/response system. The connection is maintained between client and server only for the immediate request, and the connection is closed. After the HTTP client establishes a TCP connection with the server and sends it a request command, the server sends back its response and closes the connection.

Version 1.0 of HTTP caused considerable overhead to a Web download. Each time a graphic on the same page or another page on the same site was requested, a new protocol connection was established between the browser and the server. In HTTP Version 1.1, a persistent connection allowed multiple downloads with fewer overheads. It also improved caching and made it easier to create virtual hosts (multiple Web sites on the same server).

From Computer Desktop Encyclopedia
© 2003 The Computer Language Co. Inc.



Web Server Fundamentals

Web browsers communicate with Web servers via the TCP/IP protocol. The browser sends HTTP requests to the server, which responds by sending back headers (messages) and files (HTML pages, Java applets, etc.)



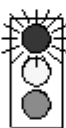


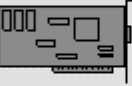

TRANSMISSION CONTROL/INTERNETPROTOCOL (TCP/IP)

(Transmission Control Protocol/Internet Protocol) A communications protocol developed under contract from the U.S. Department of Defense to Internet work dissimilar systems. Invented by Vinton Cerf and Bob Kahn, this de facto Unix standard is the protocol of the Internet and has become the global standard for communications.

TCP provides transport functions, which ensures that the total amount of bytes sent is received correctly at the other end. UDP, which is part of the TCP/IP suite, is an alternate transport that does not guarantee delivery. It is widely used for real-time voice and video transmissions where erroneous packets are not retransmitted.

TCP/IP is a routable protocol, and the IP part of TCP/IP provides this capability. In a routable protocol, all messages contain not only the address of the destination station, but the address of a destination network. This allows TCP/IP messages to be sent to multiple networks (subnets) within an organization or around the world, hence its use in the worldwide Internet. The IP network layer (layer 3) of the TCP/IP protocol stack accepts packets from the TCP or UDP transport layer (layer 4), adds its own header and delivers a "datagram" to the data link layer protocol (layer 2). Every client and server in a TCP/IP network requires an IP address, which is either permanently assigned or dynamically assigned at startup.



OSI MODEL			TCP / IP
7		Application Layer Type of communication: E-mail, file transfer, client/server.	FTP, Telnet, HTTP, SNMP, DNS, OSPF, RIP, Ping, Traceroute
6		Presentation Layer Encryption, data conversion: ASCII to EBCDIC, BCD to binary, etc.	
5		Session Layer Starts, stops session. Maintains order.	
4		Transport Layer Ensures delivery of entire file or message.	TCP (delivery ensured) UDP (delivery NOT ensured)
3		Network Layer Routes data to different LANs and WANs based on network address.	IP (ICMP, IGMP, ARP, RARP)
2		Data Link (MAC) Layer Transmits packets from node to node based on station address.	
1		Physical Layer Electrical signals and cabling.	

// DESIGN OF OUR FIRST WEB-PAGE ON THE COMPUTER

AND THE STEPS REQUIRED IN HTML//

<HTML>

<TITLE>

.....THIS IS PART OF MY CALCULATOR.....

</TITLE>

<HEAD>

 <CENTER> <U> RAVI'S BOOK
COLLECTION </U> </CENTER>

<CENTER> GUD NEWEEEEZZZZZ~~~~~ BESTSELLERS JUST A CLICK AWAY </CENTER>

 <CENTER> <I> Isn't It SiMpLy FaNtAsTiC?
 </I> </CENTER>

</HEAD>

<BODY>

<BODY BGCOLOR="PINK">

<CENTER>

<P> <tt> SEE HOW INTERESTING THIS CAN BE FOR U </tt> </P>

 OBEOBNE MC GRAW-HILL

 2600 TENTH STREET

 BERKELEY,CA 94710 USA

</CENTER>

please click to visit next
page

 RAVI_chadha@yahoo.com

<H1> THE BOOK LOVERS BOOK CLUB </H1>

<P>THE BOOK LOVERS BOOK CLUB MEETS ONLINE ONCE EACH MONTH.....BOOKS R SELECTED BY A CONSENSUS VOTE OF BOOK CLUB MEMBERS.</P>

<H2> BOOK SUGGESTIONS </H2>

<P>WE'RE ALWAYS OPEN TO NEW BOOK SUGGESTIONS!</P>

<COMPACT>

 SELECT THE BOOKS & AUTHORS U WANNA RECOMMEND.

WRITE A BRIEF SUMMARY OF EACH BOOK.

SEND UR RECOMMENDATIONS TO THE HOST.

</COMPACT>

<P> THE MOST RECENT BOOKS WE'VE READ R::</P>

 BELOVED,BY TONI MORRISON

 ON THE ROAD,BY JACK KERUAC

 A MOVABLE FEAST,BY EARNEST HEMINGWAY.

<P> LITERARY TERMS

<DL>

<DT>PLOT

<DD>THE ACTIONS DAT TAKE PLACE WIDIN D STORY

<DT>PROTAGONIST

<DD>THE MAIN CHARACTER OF D BOOK

<DT>SETTING

<DD>THE TIME, LOCATION, & ENVIRONMENT IN WHICH D STORY TAKES PLACE

</DL>

<CENTER>

<TABLE BORDER CELLPADDING="5">

<TR VALIGN= CENTER>

<TH>MEMBER'S NAME </TH>

<TH>HOSTED THE BOOK CLUB?</TH>

<TH> HOST DATES </TH>

</TR>

<TR ALIGN=RIGHT BGCOLOR=RED TEXTCOLOR=WHITE TEXTFACE=COMIC SANS MS>

<TD>ELLEN</TD>

<TD>NO </TD>

<TD>NOT APPLICABLE </TD>

</TR>

<TR ALIGN=LEFT BGCOLOR=GREEN TEXTCOLOR=WHITE TEXTFACE=COMIC SANS MS>

<TD>SAMUEL</TD>

<TD>YES</TD>

<TD>MAY 10,AUGUST 23</TD>

</TR>

</TABLE>

</CENTER>

<HR WIDTH="1500" SIZE="9" NOSHADE>

</HTML>

RAVI'S BOOK COLLECTION

GUD NEWEEEEZZZZZ~~~~~ BESTSELLERS JUST A CLICK AWAY
Isn't It SiMpLy FaNtAsTiC?

SEE HOW INTERESTING THIS CAN BE FOR U

OBCOEBNE MC GRAW-HILL
2600 TENTH STREET
BERKELEY,CA 94710 USA



[please click to visit next page](#)

RAVI_malik79@rediffmail.com

THE BOOK LOVERS BOOK CLUB

THE BOOK LOVERS BOOK CLUB MEETS ONLINE ONCE EACH MONTH.....BOOKS R SELECTED BY A CONSENSUS VOTE OF BOOK CLUB MEMBERS.

BOOK SUGGESTIONS WE'RE ALWAYS OPEN TO NEW BOOK SUGGESTIONS!

1. SELECT THE BOOKS & AUTHORS U WANNA RECOMMEND.
2. WRITE A BRIEF SUMMARY OF EACH BOOK.
3. SEND UR RECOMMENDATIONS TO THE HOST.

THE MOST RECENT BOOKS WE'VE READ R::

- BELOVED,BY TONI MORRISON
- ON THE ROAD,BY JACK KERUAC
- A MOVABLE FEAST,BY EARNEST HEMINGWAY.

LITERARY TERMS

PLOT

THE ACTIONS DAT TAKE PLACE WIDIN D STORY

PROTAGONIST

THE MAIN CHARACTER OF D BOOK

SETTING

THE TIME,LOCATION,& ENVIORENMENT IN WHICH D STORY TAKES PLACE

MEMBER'S NAME	HOSTED THE BOOK CLUB?	HOST DATES
ELLEN	NO	NOT APPLICABLE

SAMUEL

YES

MAY 10,AUGUST 23

STEPS IN DESIGNING AN HTML PAGE

- **<HTML>**

Every HTML page starts with an <HTML> tag and ends with an </HTML> tag. This tag simply denotes that the page is coded in HTML, the language of web pages.

- **<HEAD>**

The HEAD section (which starts with <HTML> and ends with </HEAD>) is reserved for tags that apply to the entire document, including the <TITLE> tag. The HEAD section can also include <META> tags, which provide keywords and other information about the page.

- **<TITLE>**

The <TITLE> TAG IS REQUIRED IN THE head SECTION. The next that we enter between the </TITLE> tags is displayed on the title bar of the browser window when we view the page.

- **<BODY>**

The BODY section, starting with a <BODY> tag and ending with a </BODY> tag, contains the content of our web page. Most of the tags –including tags to format text, links, and graphics on our page—are include in the BODY section.

Structure Tags

Function	Start Tag	Attributes	End Tag
HTML File	<html>	None	</html>
File Header	<head>	None	</head>
File Title	<title>	None	</title>
Comments	<!--	The comments go between the start and end tags. Put a space between the - and the comments.	-->
Body	<body>	Background="filename" bgcolor="color value" text="color value" link="color value" vlink="color value"	</body>
Division	<div>	Align="right/left/center" style="property:value;" class="classname"	</div>
		Style="property:value;" class="classname"	
Span (inline)			

// DESIGNING OF DIGITAL CLOCK USING JAVASCRIPT//

```
<HTML>

<head>

<title> Digital Clock </title>

<SCRIPT LANGUAGE="JavaScript">

function func()

{

mydate= new Date()

h=mydate.getHours()

m=mydate.getMinutes()

s=mydate.getSeconds()

document.F.H.value=h

document.F.M.value=m

document.F.S.value=s

}

window.setInterval("func()",1000)

</SCRIPT>

<H3 align="center"> D I G I T A L C L O C K </h3>

<CENTER>

<FORM NAME="F">

<INPUT TYPE = "TEXT" NAME="H" SIZE="2">

<INPUT TYPE = "TEXT" NAME="M" SIZE="2">
```

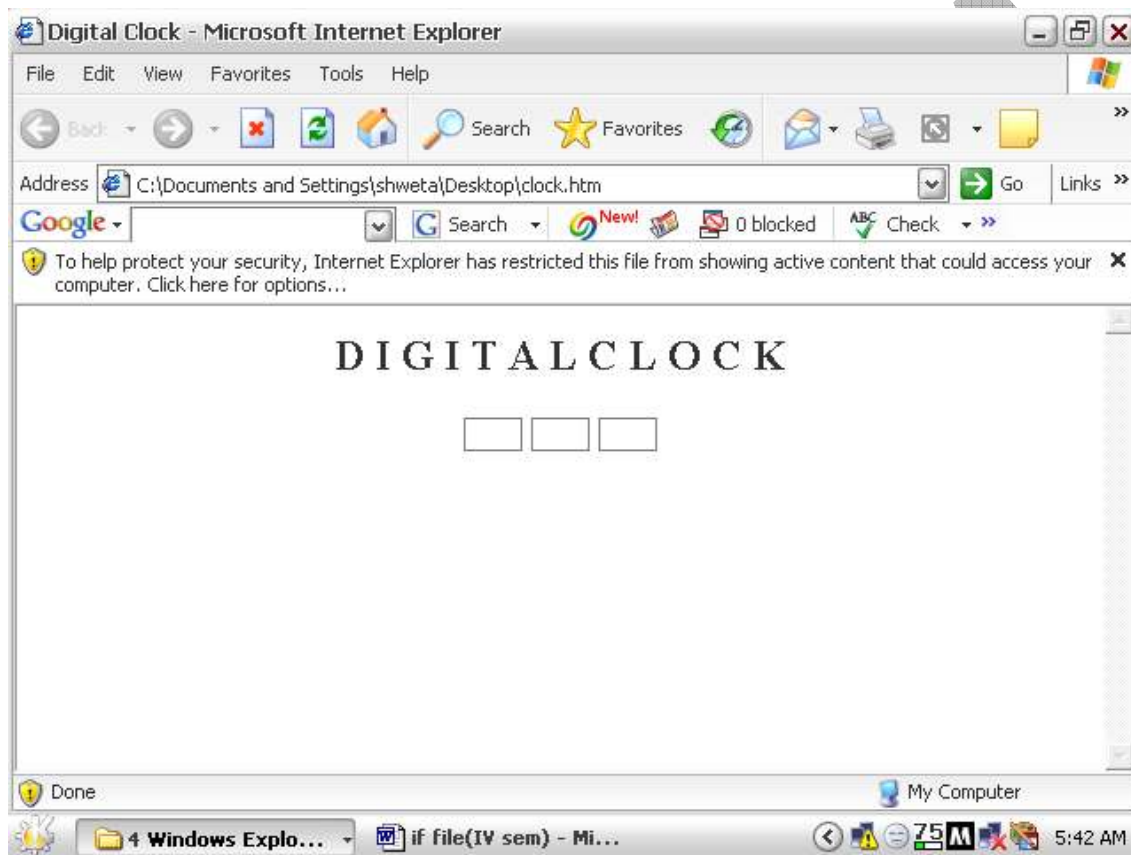
```
<INPUT TYPE = "TEXT" NAME="S" SIZE="2">
```

```
</FORM>
```

```
</CENTER>
```

```
</HEAD>
```

```
</HTML>
```



// DESIGNING OF DIGITAL CALCULATOR USING JAVASCRIPT//

```
<HTML>

<HEAD>

<TITLE> Simple Calculator </TITLE>

<SCRIPT LANGUAGE="JavaScript">

function calc (ch)

{

if (ch=="=")

{

document.form1.text1.value=eval(document.form1.text1.value);

}

else

{

if (ch=="C")

{

document.form1.text1.value="";

}

else

{

document.form1.text1.value +=ch;

}

}

}
```

```
</SCRIPT>

</HEAD>

<BODY bgcolor ="#d0d0c0">

<h2> Java Script </h2>

<p>

<FORM NAME="form1">

<INPUT TYPE="text" NAME="text1" VALUE="" SIZE=36>

<TABLE>

<TR>

<TD> <INPUT TYPE="button" VALUE=" 7 " OnClick="calc('7')">

<TD> <INPUT TYPE="button" VALUE=" 8 " OnClick=" calc('8')">

<TD> <INPUT TYPE="button" VALUE=" 9 " OnClick=" calc('9')">

<TD> <INPUT TYPE="button" VALUE=" * " OnClick=" calc('*')">

<TR>

<TD> <INPUT TYPE="button" VALUE=" 4 " OnClick=" calc('4')">

<TD> <INPUT TYPE="button" VALUE=" 5 " OnClick=" calc('5')">

<TD> <INPUT TYPE="button" VALUE=" 6 " OnClick=" calc('6')">

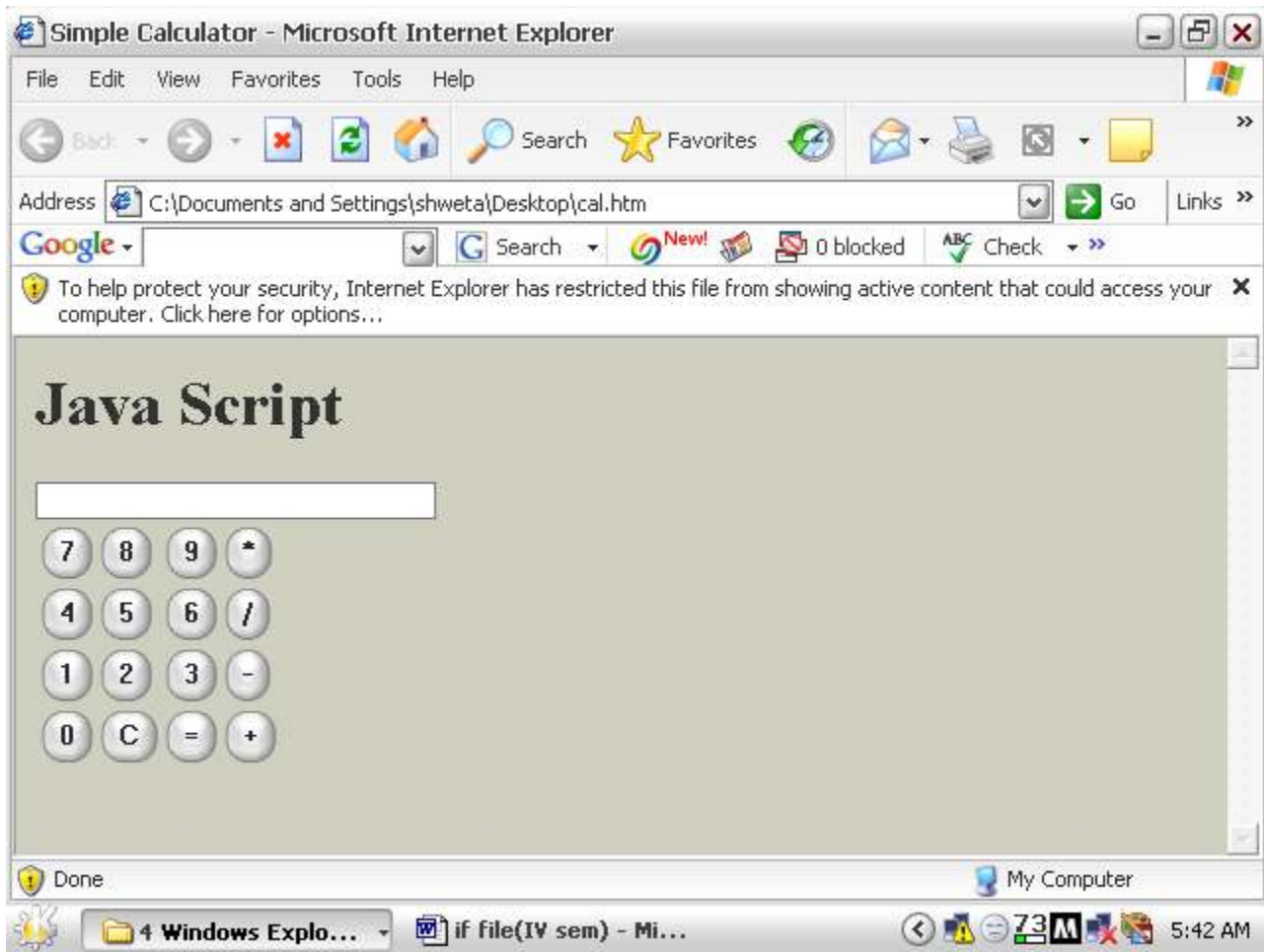
<TD> <INPUT TYPE="button" VALUE=" / " OnClick=" calc('/')">

<TR>

<TD> <INPUT TYPE="button" VALUE=" 1 " OnClick=" calc('1')">

<TD> <INPUT TYPE="button" VALUE=" 2 " OnClick=" calc('2')">
```

```
<TD> <INPUT TYPE="button" VALUE=" 3 " OnClick=" calc('3')">  
<TD> <INPUT TYPE="button" VALUE=" - " OnClick=" calc('-')">  
<TR>  
<TD> <INPUT TYPE="button" VALUE=" 0 " OnClick=" calc('0')">  
<TD> <INPUT TYPE="button" VALUE=" C " OnClick=" calc('C')">  
<TD> <INPUT TYPE="button" VALUE=" = " OnClick=" calc('=')">  
<TD> <INPUT TYPE="button" VALUE=" + " OnClick=" calc('+')">  
</TABLE>  
</FORM>  
</BODY>  
</HTML>
```



// DISPLAYING OF BLINKING TEXT USING JAVASCRIPT//

```
<HTML>

<head>

<title> MY NAME IS RAVI </title>

<SCRIPT LANGUAGE="JavaScript">

colours=new Array("black","white")

index=0

document.write("<h1 align='center'>MY NAME IS RAVI</h1>")

ref=setInterval("func()",500)

function func()

{

if(index>1)

{

index=0

document.fgColor=colours[index]

index++

}

else

{

document.fgColor=colours[index]

index++
```



```
}  
}  
</SCRIPT>  
</HEAD>  
</HTML>
```

OUTPUT

MY NAME IS RAVI

**// WEB-PAGE SHOWING WEB-PAGE IMAGE, TABLE & A LINK
TO THE COLLEGE SITE//**

<HTML>

<TITLE>

....THIS IS RAVI'S WEB-PAGE....

</TITLE>

<P>WELCOME! ALL OF
YOU...</P>

<BODY BACKGROUND="CAMPUS.JPG">

</BODY>

<TABLE BORDER=5 ALIGN=CENTER>

<CAPTION>

<H1><U><FONT STYLE="LUCIDA HANDWRITING" SIZE=6
>UNIVERSITY TOPPER'S LIST</CENTER>

</U></H1></CENTER></CAPTION>

<TR BGCOLOR=YELLOW>

<TH> ROLL NUMBER

<TD>7319

<TD>7065

<TD>7312

<TD>7090

<TR BGCOLOR=GREEN>

<TH>NAME OF THE STUDENT

<TD>RAVI

