

**NRI INSTITUTE OF INFORMATION SCIENCE
& TECHNOLOGY BHOPAL**




**DEPARTMENT OF COMPUTER SCIENCE &
ENGINEERING**

LAB MANUAL

Web Engineering

(CS – 802)

BACHELOR OF ENGINEERING (B.E)

 NIIST BHOPAL		NRI INSTITUTE OF INFORMATION SCIENCE & TECHNOLOGY DEPT NAME: Computer Science & Engineering		FORM NO	NIIST/A/10
				REV. NO	0
BRANCH	CSE	LIST OF EXPERIMENT		REV. DT	30/06/2011
SEMESTER	VIII			SUBJECT/CODE :- WEB ENGINEERING / CS 802	

S. NO.	LIST OF EXPERIMENT
1	Write html code to: 1. perform Text formatting, 2. Insert contact information.
2	Write html code to: 1. Show how to mark deleted and inserted text, 2. Show how to insert horizontal lines.
3	Write html code to: 1. Preformatted text (how to control line breaks and spaces), 2. Create hyperlinks
4	Write html code to: 1. open link in a new browser window, 2. Jump to another part of a document
5	Write html code to: 1. Create password field, 2. Specify a title for a document
6	Write DHTML code to Shake the window
7	Write DHTML code to Drop down navigation (select box).
8	Write DHTML code to demonstrate Cursor position.
9	Write a Program that show online exam using JavaScript.
10	Write a Program for form validation using JavaScript.

Subject Name: Web Engineering (Practical)

Subject Code: CS-802

Course Outcomes:

After completion of this course students will be able to

CO1: design webpage in HTML using different tags link & list.

CO2: Students will be able to design webpage using HTML table & frame.

CO3: design webpage using XML and Study of different web sources: - IIS, Apache, WAMP.

CO4: implement security mechanism in web page for user authentication and authorization.

CO5: implement online payment system for E-Commerce website.

EXPERIMENT 1

1. TITLE: Write html code to: 1. perform Text formatting, 2. Insert contact information.

2. OBJECTIVES: At the end of the program students will be able to understand

- About HTML tags.
- How to run Web Page.

3 SUBJECT RELATED OUTCOMES

- Learn how to HTML tags work.
- How we can create Static Page.

4. THEORY: Hyper Text Markup Language (HTML) is the main markup language for creating web pages and other information that can be displayed in a web browser

Write HTML Using Notepad or TextEdit

HTML can be edited by using a professional HTML editor like:

- Adobe Dreamweaver
- Microsoft Expression Web
- CoffeeCup HTML Editor

However, for learning HTML we recommend a text editor like Notepad (PC) or TextEdit (Mac).

We believe using a simple text editor is a good way to learn HTML.

Follow the 4 steps below to create your first web page with Notepad.

Step 1: Open Notepad

To open Notepad in Windows 7 or earlier:

Click **Start** (bottom left on your screen). Click **All Programs**. Click **Accessories**. Click **Notepad**.

To open Notepad in Windows 8 or later:

Open the **Start Screen** (the window symbol at the bottom left on your screen). Type **Notepad**.

Step 2: Write Some HTML

Write or copy some HTML into Notepad.

Step 3: Save the HTML Page

Save the file on your computer.

Select **File > Save as** in the Notepad menu.

You can use either .htm or .html as file extension. There is no difference, it is up to you.

Step 4: View HTML Page in Your Browser

Double-click your saved HTML file

5. ASSESSMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use tags to perform Text formatting & insert contact information.

7. Source Code:

Source Code 1 to Perform Text formatting:

```
<html>
<body>
<p><b>This text is bold</b></p>
<p><strong>This text is strong</strong></p>
<p><big>This text is big</big></p>
<p><em>This text is emphasized</em></p>
<p><i>This text is italic</i></p>
<p><small>This text is small</small></p>
<p>This is<sub> subscript</sub> and <sup>superscript</sup></p>
</body>
</html>
```

Output 1:

This text is bold

This text is strong

This text is big

This text is emphasized

This text is italic

```
<body>
```

<address>

Written by NIIST

Email us

Address: Bhopal, M.P..

Phone: +12 34 56 78

</address>

</body>

</html>

Output 2:

Written by NIIST

Email us

Bhopal, M.P..

Phone: +12 34 56 78

EXPERIMENT 2

1. TITLE: Write html code to: 1. Show how to mark deleted and inserted text, 2. Show how to insert horizontal lines.

2. OBJECTIVES: At the end of the program students will able to understand

- How to mark deleted insert and insert text using HTML tags.
- How to insert line in web page.

3. SUBJECT RELATED OUTCOMES

- Learn how to HTML tag works to mark deleted and inserted text.
- How we can create Static Page and insert horizontal lines.

4. THEORY: HTML Tags

HTML tags are **keywords** (tag names) surrounded by **angle brackets**:

`<tagname>content</tagname>`

- HTML tags normally come **in pairs** like `<p>` and `</p>`
- The first tag in a pair is the **start tag**, the second tag is the **end tag**
- The end tag is written like the start tag, but with a **slash** before the tag name.

HTML Formatting Elements

In the previous chapter, you learned about HTML **styling**, using the HTML **style attribute**.

HTML also defines special **elements**, for defining text with a special **meaning**.

HTML uses elements like `` and `<i>` for formatting output, like **bold** or *italic* text.

Formatting elements were designed to display special **types of text**:

- Bold text
- Important text
- Italic text
- Emphasized text
- Marked text
- Small text
- Deleted text
- Inserted text
- Subscripts
- Superscripts

5. ASSESMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use HTML to Show how to mark deleted and inserted text & how to insert horizontal lines.

7. Source Code:

Source Code 1 to Show how to mark deleted and inserted text:

```
<html>
<body>
<p>My favorite color is <del>blue</del> <ins>red</ins>!</p>
<p>Notice that browsers will strikethrough deleted text and underline inserted text.</p>
</body>
</html>
```

Output 1:

My favorite color is ~~blue~~ red!

Notice that browsers will strikethrough deleted text and underline inserted text.

Source Code 2 to Show how to insert horizontal lines:

```
<html>
<body>
<p>The hr tag defines a horizontal rule:</p>
<hr />
<p>This is a paragraph</p>
<hr />
<p>This is a paragraph</p>
<hr />
```

```
<p>This is a paragraph</p>
```

```
</body>
```

```
</html>
```

Output 2:

The hr tag defines a horizontal rule:



This is a paragraph



This is a paragraph



EXPERIMENT 3

1. TITLE: Write html code to: 1. Preformatted text (how to control line breaks and spaces), 2. Create hyperlinks.

2. OBJECTIVES: At the end of the program students will be able to understand

- How to control line breaks and spaces.
- How to create hyperlinks.

3. SUBJECT RELATED OUTCOMES

- Learn how to use HTML to line breaks and spaces.
- How we can create hyperlinks.

4. THEORY:

HTML Links - Hyperlinks

HTML links are hyperlinks.

A hyperlink is an element, a text, or an image that you can click on, and jump to another document.

HTML Links - Syntax

In HTML, links are defined with the `<a>` tag:

Link Syntax:

```
<a href="url">link text</a>
```

The **href** attribute specifies the destination address (<http://www.w3schools.com/html/>)

The **link text** is the visible part

5. ASSESSMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use HTML to control line breaks and spaces & to create hyperlinks.

7. Source Code:

Source Code 1 to control line breaks and spaces:

```
<html>
```

```
<body>
```

```
<pre>
```

This is preformatted text.

It preserves both spaces and line breaks.

```
</pre>
```

```
<p>The pre tag is good for displaying computer code:</p>
```

```
<pre>
```

```
for i = 1 to 10
```

```
    print i
```

```
next i
```

```
</pre>
```

```
</body>
```

```
</html>
```

Output 1:

```
This is
preformatted text.
It preserves      both spaces
and line breaks.
```

The pre tag is good for displaying computer code:

```
for i = 1 to 10
    print i
```

```
<body>
```

```
<p>
```

```
<a href="default.asp">HTML Tutorial</a> This is a link to a page on this website.
```

```
</p> <p>
```

```
<a href="http://www.google.com/">Google</a> This is a link to a website on the World Wide Web.
```

```
</p>
```

```
</body>
```

Output 2:

[HTML Tutorial](#) This is a link to a page on this website.

[Google](http://www.google.com/) This is a link to a website on the World Wide Web.

EXPERIMENT 4

1. TITLE: Write html code to: 1. Open link in a new browser window, 2. Jump to another part of a document

2. OBJECTIVES: At the end of the program students will be able to understand

- How to use HTML tags for “Open link in a new browser window” functionality.
- How to Jump to another part of a document in static page.

3. SUBJECT RELATED OUTCOMES

- Learn how to use code HTML to open link in a new browser window.
- How we can create code for Jump to another part of a document in static page.

4. THEORY:

HTML Links - The target Attribute

The **target** attribute specifies where to open the linked document.

This example will open the linked document in a new browser window or in a new tab:

Example

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

Target Value	Description
_blank	Opens the linked document in a new window or tab
_self	Opens the linked document in the same frame as it was clicked (this is default)
_parent	Opens the linked document in the parent frame
_top	Opens the linked document in the full body of the window
<i>framename</i>	Opens the linked document in a named frame

5. ASSESSMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use HTML to open link in a new browser window & Jump to another part of a document

7. Source Code:

Source Code 1 to open link in a new browser window:

```
<html>
<body>
<a href="http://www.nrigroupindia.com" target="_blank">Visit nrigroupindia.com!</a>
<p>If you set the target attribute to "_blank", the link will open in a new browser window.</p>
</body>
</html>
```

Output 1:

[Visit nrigroupindia.com!](http://www.nrigroupindia.com)

If you set the target attribute to "_blank", the link will open in a new browser window.

Source Code 2 to Jump to another part of a document:

```
<html>
<body>
<p>
<a href="#C4">See also Chapter 4.</a>
</p>
<h2>Chapter 1</h2>
<p>This chapter explains ba bla bla</p>
<h2>Chapter 2</h2>
<p>This chapter explains ba bla bla</p>
<h2>Chapter 3</h2>
<p>This chapter explains ba bla bla</p>
```

```
<h2><a name="C4">Chapter 4</a></h2>
```

```
<p>This chapter explains ba bla bla</p>
```

```
<h2>Chapter 5</h2>
```

```
<p>This chapter explains ba bla bla</p>
```

```
</body>
```

```
</html>
```

Output 2:

[See also Chapter 4.](#)

Chapter 1

This chapter explains ba bla bla

Chapter 2

This chapter explains ba bla bla

Chapter 3

This chapter explains ba bla bla

Chapter 4

EXPERIMENT 5

1. TITLE: Write html code to: 1. Create password field, 2. Specify a title for a document

2. OBJECTIVES: At the end of the program students will able to understand

- How to use HTML tags to create password field
- How to specify a title for a document.

3. SUBJECT RELATED OUTCOMES

- Learn how to use code HTML to create password field.
- How we can create code for Specify a title for a document in static page.

4. THEORY:

HTML Forms

The <form> Element

HTML forms are used to collect user input.

The <form> element defines an HTML form

HTML forms contain **form elements**.

Form elements are different types of input elements, checkboxes, radio buttons, submit buttons, and more.

The <input> Element

The <input> element is the most important **form element**.

The <input> element has many variations, depending on the **type** attribute.

Here are the types used in this chapter:

Type	Description
text	Defines normal text input
radio	Defines radio button input (for selecting one of many choices)
submit	Defines a submit button (for submitting the form)

When to Use POST?

You should use POST:

If the form is updating data, or includes sensitive information (password).

POST offers better security because the submitted data is not visible in the page address.

5. ASSESMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use HTML to create password field & Specify a title for a document.

7. Source Code:

Source Code 1 to specify a title for a document:

```
<html>
<body>
<form action="">
Username: <input type="text" name="user" /><br />
Password: <input type="password" name="password" />
</form>
<p><b>Note:</b> The characters in a password field are masked (shown as asterisks or circles).</p>
</body>
</html>
```

Output 1:

Username:

Password:

Note: The characters in a password field are masked (shown as asterisks or circles).

```
<head>
<title>My first HTML page</title>
</head>
<body>
```

```
<p>The content of the body element is displayed in the browser.</p>
```

```
<p>The content of the title element is displayed in the browser's title.</p>
```

```
</body>
```

```
</html>
```

Output 2:

The content of the body element is displayed in the browser.

The content of the title element is displayed in the browser's title.

EXPERIMENT 6

1. TITLE: Write DHTML code to shake the window.

2. OBJECTIVES: At the end of the program students will be able to understand

- How to use DHTML to shake the window.

3. SUBJECT RELATED OUTCOMES

- Learn how to code DHTML to provide shaking window functionality in a web page.

4. THEORY: **Dynamic HTML**, or **DHTML**, is an umbrella term for a collection of technologies used together to create interactive and animated web sites by using a combination of a static markup language (such as HTML), a client-side scripting language (such as JavaScript), a presentation definition language (such as CSS), and the Document Object Model

5. ASSESMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use DHTML code to shake the window.

7. Source Code:

```
<html>
<head>
<script>
function startEQ()
{
richter=5;
parent.moveBy(0,richter);
parent.moveBy(0,-richter);
parent.moveBy(richter,0);
parent.moveBy(-richter,0);
timer=setTimeout("startEQ()",10);
}
```

```
function stopEQ()
{
clearTimeout(timer);
}
</script>
</head>
<body>
<form>
<input type="button" onclick="startEQ()" value="Start an earthquake">
<br />
<br />
<input type="button" onclick="stopEQ()" value="Stop the earthquake">
</form>
</body>
</html>
```

Output:

Start an earthquake

Stop the earthquake

EXPERIMENT 7

1. TITLE: Write DHTML code to Drop down navigation (select box).

2. OBJECTIVES: At the end of the program students will able to understand

- How to use DHTML code to create selection box.

3. SUBJECT RELATED OUTCOMES

- Learn how to code DHTML to provide Drop down navigation functionality in a web page.

4. THEORY: HTML allows scripting languages to change variables in a web page's definition language, which in turn affects the look and function of otherwise "static" HTML page content, *after* the page has been fully loaded and during the viewing process. Thus the dynamic characteristic of DHTML is the way it functions while a page is viewed, not in its ability to generate a unique page with each page load.

5. ASSESSMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

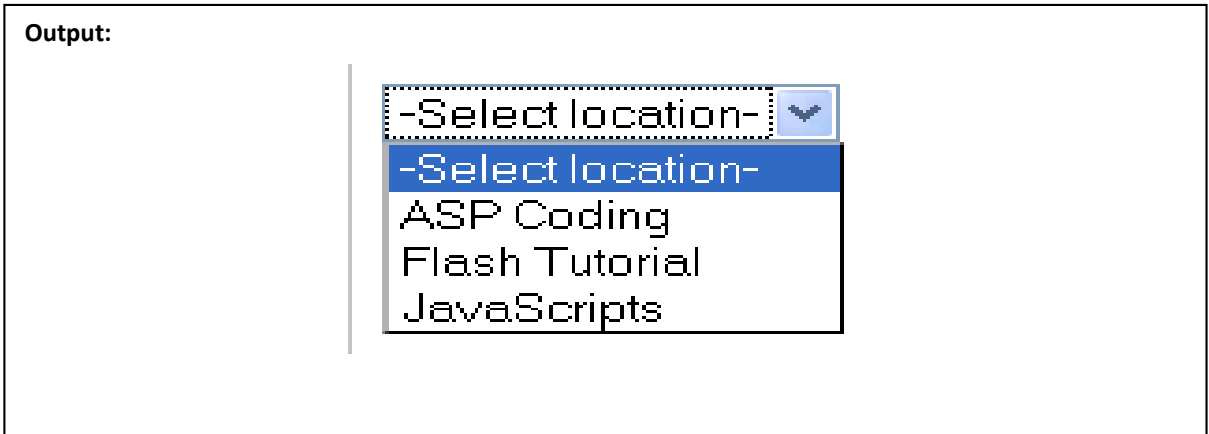
6. CONCLUSION:

This experiment is to study how to use DHTML code to Drop down navigation (select box)..

7. Source Code:

```
<html>
<head>
<script type="text/javascript">
function go()
{
location=document.forms[0].gowhere.value;
}
</script>
</head>
<body>
<form>
<select id="gowhere" onchange="go()">
<option>-Select location-
```

```
<option value="/asp/default.asp">ASP Coding
<option value="/flash/default.asp">Flash Tutorial
<option value="/js/default.asp">JavaScripts
</select>
</form>
</body>
</html>
```



EXPERIMENT 8

1. TITLE: Write DHTML code to demonstrate Cursor position.

2. OBJECTIVES: At the end of the program students will able to understand

- How to use DHTML code to show cursor position.

3. SUBJECT RELATED OUTCOMES

- Learn how to code DHTML to show cursor position in a web page.

4. THEORY: DHTML allows authors to add effects to their pages that are otherwise difficult to achieve. In short words: scripting language is changing the DOM and page style.

Simply put, DHTML is the combination of HTML, CSS and JavaScript.

- Animate text and images in their document, independently moving each element from any starting point to any ending point, following a predetermined path or one chosen by the user.
- Embed a ticker that automatically refreshes its content with the latest news, stock quotes, or other data.
- Use a form to capture user input, and then process, verify and respond to that data without having to send data back to the server.
- Include rollover buttons or drop-down menus.

5. ASSESMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use DHTML code to demonstrate Cursor position.

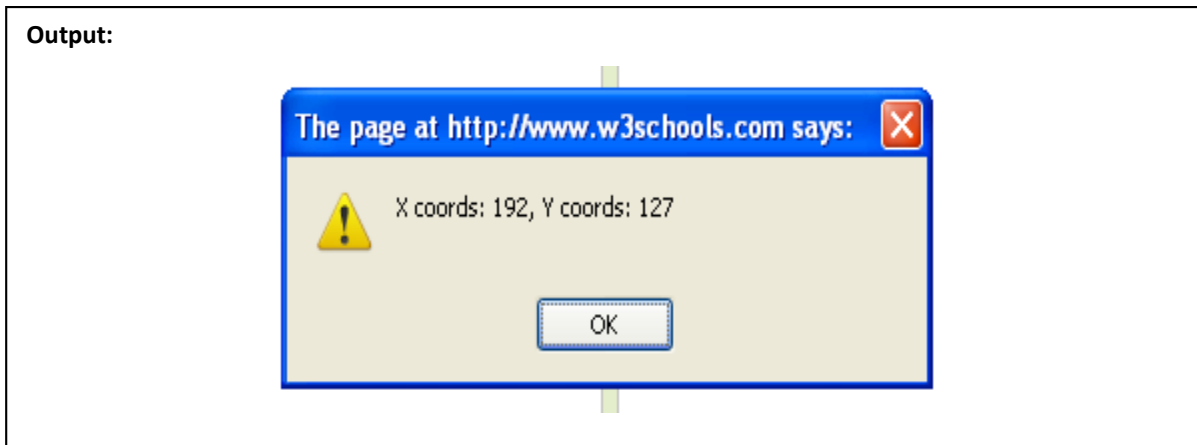
7. Source Code:

```
<html>
<head>
<script type="text/javascript">
function show_coords(event)
{
x=event.clientX;
y=event.clientY;
alert("X coords: " + x + ", Y coords: " + y);
```

```
}  
</script>  
</head>  
<body onmousedown="show_coords(event)">  
<p>Click in the document. An alert box will alert the x and y coordinates of the cursor.</p>  
</body>  
  
</html>
```

Output:

Click in the document. An alert box will alert the x and y coordinates of the cursor.



EXPERIMENT 9

1. **TITLE:** Write a Program that show online exam using JavaScript.

2. **OBJECTIVES:** At the end of the program students will able to understand

- How to use Java Script code to create online exam.

3. SUBJECT RELATED OUTCOMES

- Learn how to code Java Script to create online exam in a web page.

4. **THEORY:** **JavaScript** is a dynamic computer programming language. It is most commonly used as part of web browsers, whose implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed.^[5] It is also used in server-side network programming with runtime environments such as Node.js, game development and the creation of desktop and mobile applications.

5. **ASSESSMENT: Logic: 30%**

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use java script code to show online exam.

7. Source Code:

```
<html>
<head>
<title>Exam</title>
<script language="javascript">
function exam(form)
{
var i=0;
if(form.one[2].checked)
i=i+1;
if(form.three[0].checked)
i=i+1;
if(form.four[0].checked)
```

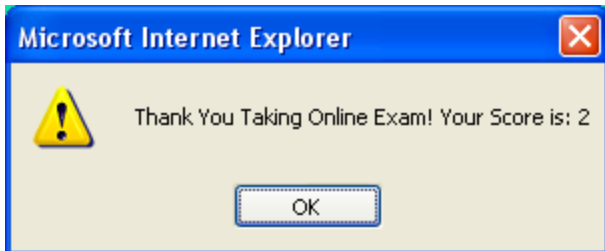
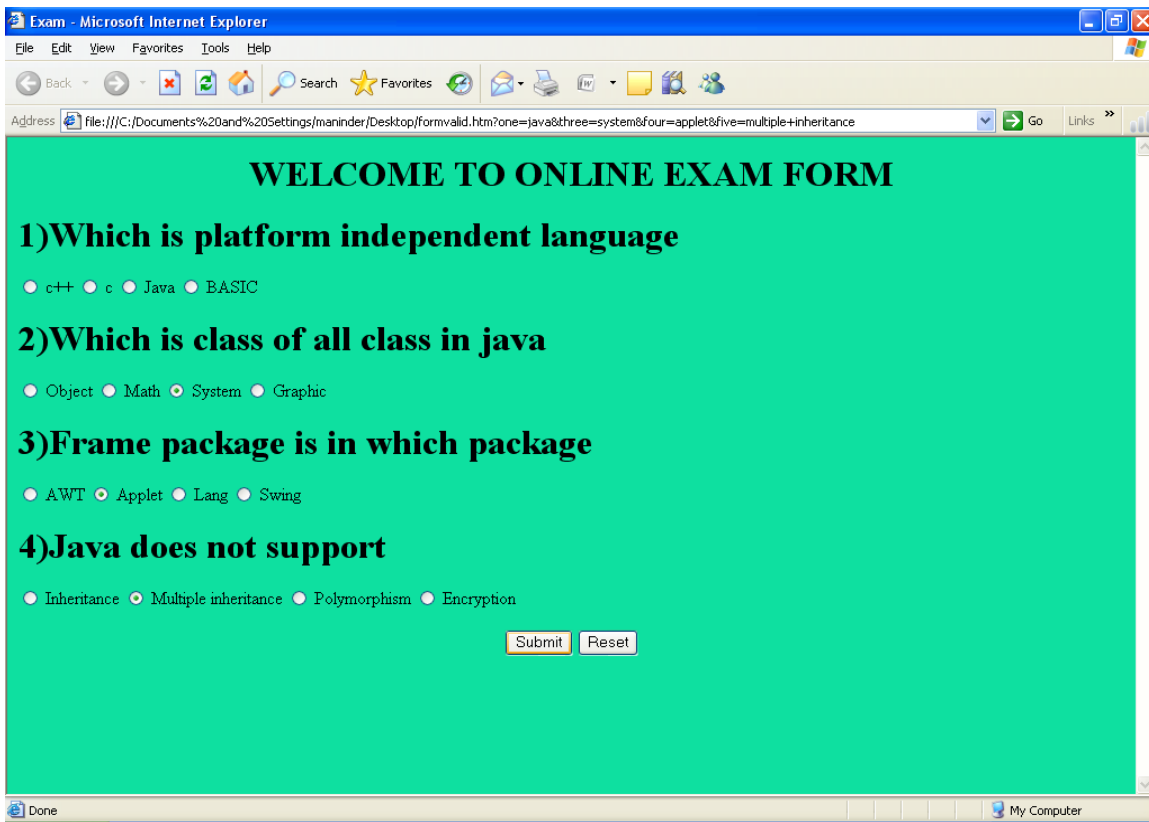
```

i=i+1;
if(form.five[1].checked)
i=i+1;
window.alert("Thank You Taking Online Exam! Your Score is: "+i);
}
</script>
</head>
<body bgcolor="magenta">
<form onSubmit="exam(this)">
<center><h1><blink>WELCOME TO ONLINE EXAM FORM</blink></h1></center>
<p>
<h1>1)Which is platform independent language</h1>
<input type="radio" name="one" value="c++">
<label>c++</label>
<input type="radio" name="one" value="c">
<label>c</label>
<input type="radio" name="one" value="java">
<label>java</label>
<input type="radio" name="one" value="basic">
<label>BASIC</label>
</p>
<p>
<h1>2) Which is class of all class in java</h1>
<input type="radio" name="three" value="object">
<label>Object</label>
<input type="radio" name="three" value="math">
<label>Math</label>
<input type="radio" name="three" value="system">
<label>System</label>
<input type="radio" name="three" value="graphic">
<label>Graphic</label> </p>
<p>
<h1>3)Frame package is in which package</h1>
<input type="radio" name="four" value="awt">
<label>AWT</label>

```

```
<input type="radio" name="four" value="applet">
<label>Applet</label>
<input type="radio" name="four" value="lang">
<label>Lang</label>
<input type="radio" name="four" value="swing">
<label>Swing</label>
</p>
<p>
<h1>4)Java does not support</h1>
<input type="radio" name="five" value="inheritance">
<label>Inheritance</label>
<input type="radio" name="five" value="multiple inheritance">
<label>Multiple inheritance</label>
<input type="radio" name="five" value="polymorphism">
<label>Polymorphism</label>
<input type="radio" name="five" value="encryption">
<label>Encryption</label>
</p>
<p><center>
<input type="submit" value="Submit">
<input type="reset" value="Reset">
</center></p>
</body>
</html>
```

Output:



EXPERIMENT 10

1. **TITLE:** Write a Program for form validation using JavaScript.
2. **OBJECTIVES:** At the end of the program students will be able to understand
 - How to use JavaScript code for form validation.

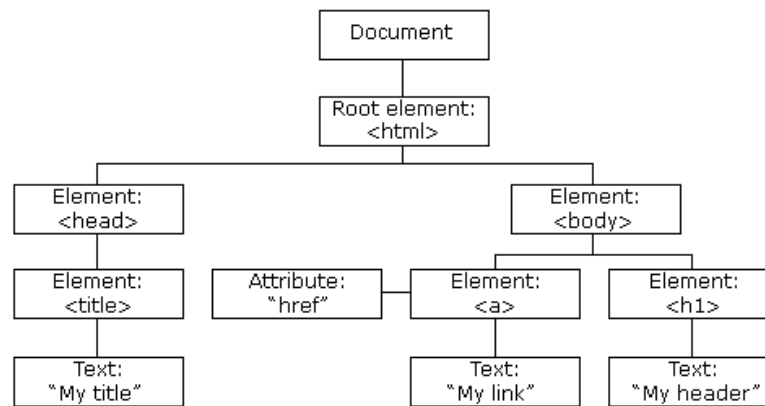
3. SUBJECT RELATED OUTCOMES

- Learn how to code JavaScript for form validation in a web page.

4. THEORY: With the HTML DOM, JavaScript can access and change all the elements of an HTML document.

The HTML DOM (Document Object Model)

When a web page is loaded, the browser creates a **Document Object Model** of the page.



With the object model, JavaScript gets all the power it needs to create dynamic HTML:

- JavaScript can change all the HTML elements in the page
- JavaScript can change all the HTML attributes in the page
- JavaScript can change all the CSS styles in the page
- JavaScript can remove existing HTML elements and attributes
- JavaScript can add new HTML elements and attributes
- JavaScript can react to all existing HTML events in the page
- JavaScript can create new HTML events in the page

5. ASSESSMENT: Logic: 30%

Error free output: 40%

Submission of program 30%

6. CONCLUSION:

This experiment is to study how to use JavaScript code for form validation.

7. Source Code:

```
<html>
<head><title>Form Validation</title>
<script language="JavaScript">
function checkrequired(form)
{
    var pass=true;
    if (document.forms)
    {
        for (i=0;i<form.length;i++)
        {
            var tempobj=form.elements[i]
            if (tempobj.name.substring(0,8)== "required")
            {
                if(tempobj.type=="text"&&tempobj.value=="")
                {
                    alert("One or more of the required fields are not completed. Please complete them, then submit
again!")
                    return false;
                }
            }
        }
    }

    else
    return true;
}
</script>
</head>

<body bgcolor="GREEN"><font color="white" face="Cambria">
<h1><center><BLINK>FORM VALIDATION EXAMPLE 2</BLINK></center></h1>

<form onSubmit="return checkrequired(this)" onReset="imageslist(this)">
<pre>

Name:    <input type="text" name="requiredname">*required
Email:   <input type="text" name="requiredemail">*required

Hobby:   <select name="requiredhobby">
        <option>Select</option>
        <option>Writing</option>
        <option>Playing</option>
        <option>Listening to music</option>
        <option>Travelling</option>
```

```
<option>Gardening</option>
<option>Other</option>
</select>
```

```
Comments: <textarea name="comments" wrap="NOWRAP"></textarea>
<P>
  <input type="submit" value="Submit" name="submit"> <input type="reset" value="Reset"
name="reset"></P>
</pre>
</form>
</body>
</html>
```

Output:

