

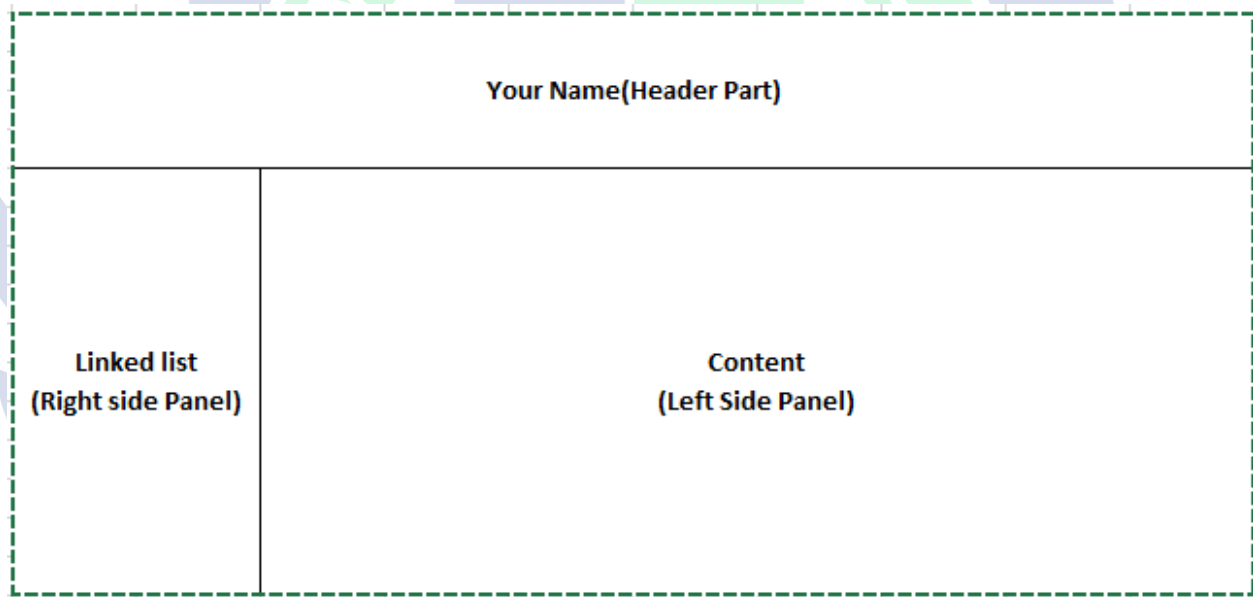
SMT. C.Z.M.GOSRANI COLLEGE

CS-04: NETWORKING & INTERNET ENVIRONMENT

HTML Practical Definitions

PART - 1

Definition - 1



- Create a above frame layout
- In a header frame mention your name
- In left side frame create a hyper link list of text formatting tags (i.e Hx tags, p tag, marquee tag etc...)
- By clicking on any link from left side frame an appropriate HTML file related to tag should be open in right side frame.
- HTML file should be consist of text formatting tags and its description with example.

DEFINITION – 2

- Create same frame layout as definition - 1
- In a header frame mention your name
- In left side frame create a hyper link list as following
 - unordered list
 - ordered list
 - definition list
 - Nested list
- By clicking on any link from left side frame an appropriate HTML file related to tag should be open in right side frame.
- HTML file should be consist of list tags and its description with example.

DEFINITION – 3

Create tables with following layouts

EXAMPLE - 1

Student Name	Biology		Chemistry		Physics	
	Practical	Theory	Practical	Theory	Practical	Theory
John Doe	A	A+	B	A	A	A-
Miriam Luther	A	A	C	C+	A	A-

EXAMPLE – 2

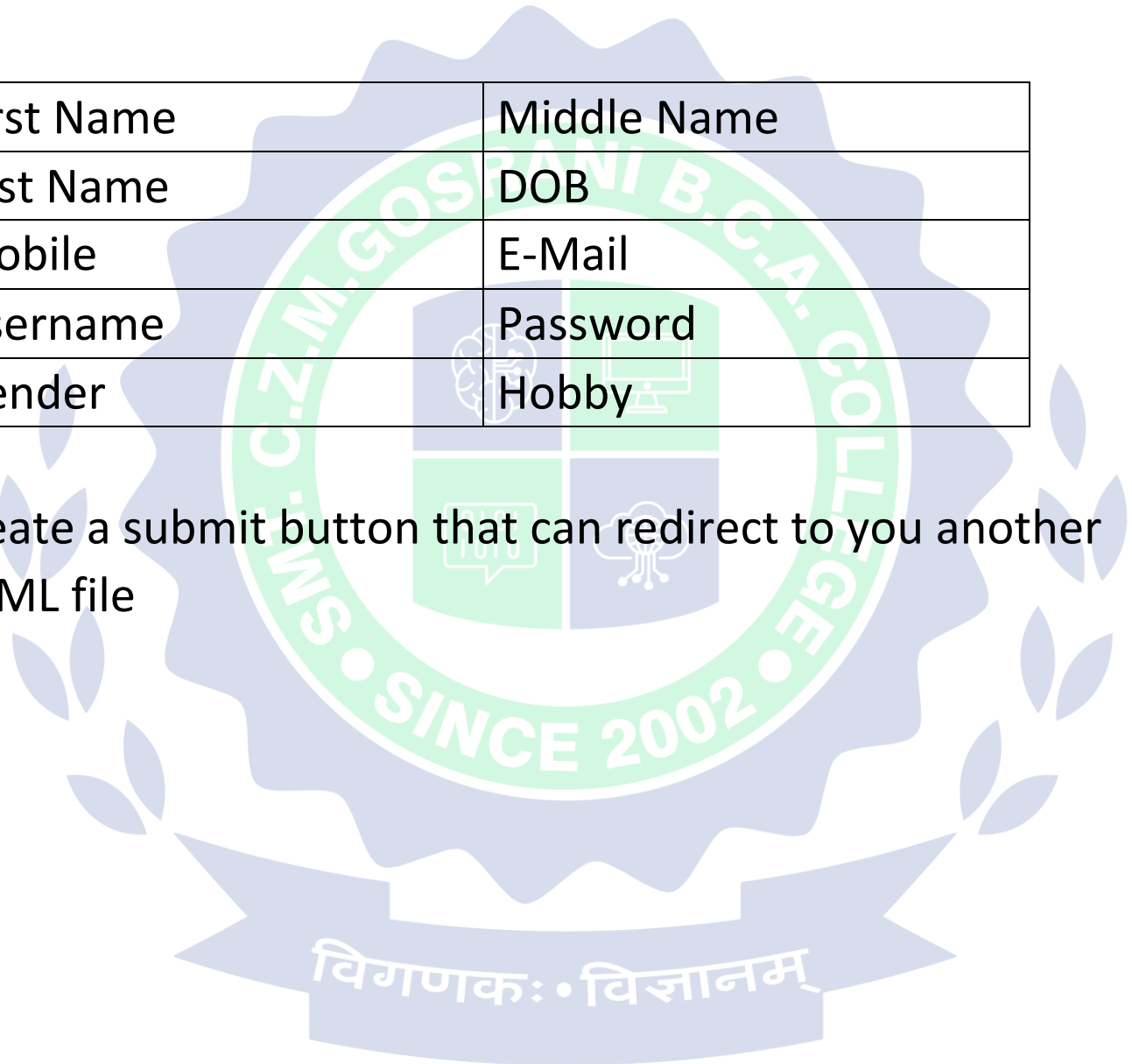
Time Table					
Hours	Mon	Tue	Wed	Thu	Fri
	Science	Maths	Science	Maths	Arts
	Social	History	English	Social	Sports
	Lunch				
	Science	Maths	Science	Maths	Project
	Social	History	English	Social	

DEFINITION – 4

Create a registration form which can get following details from users

First Name	Middle Name
Last Name	DOB
Mobile	E-Mail
Username	Password
Gender	Hobby

Create a submit button that can redirect to you another HTML file



PART - 2

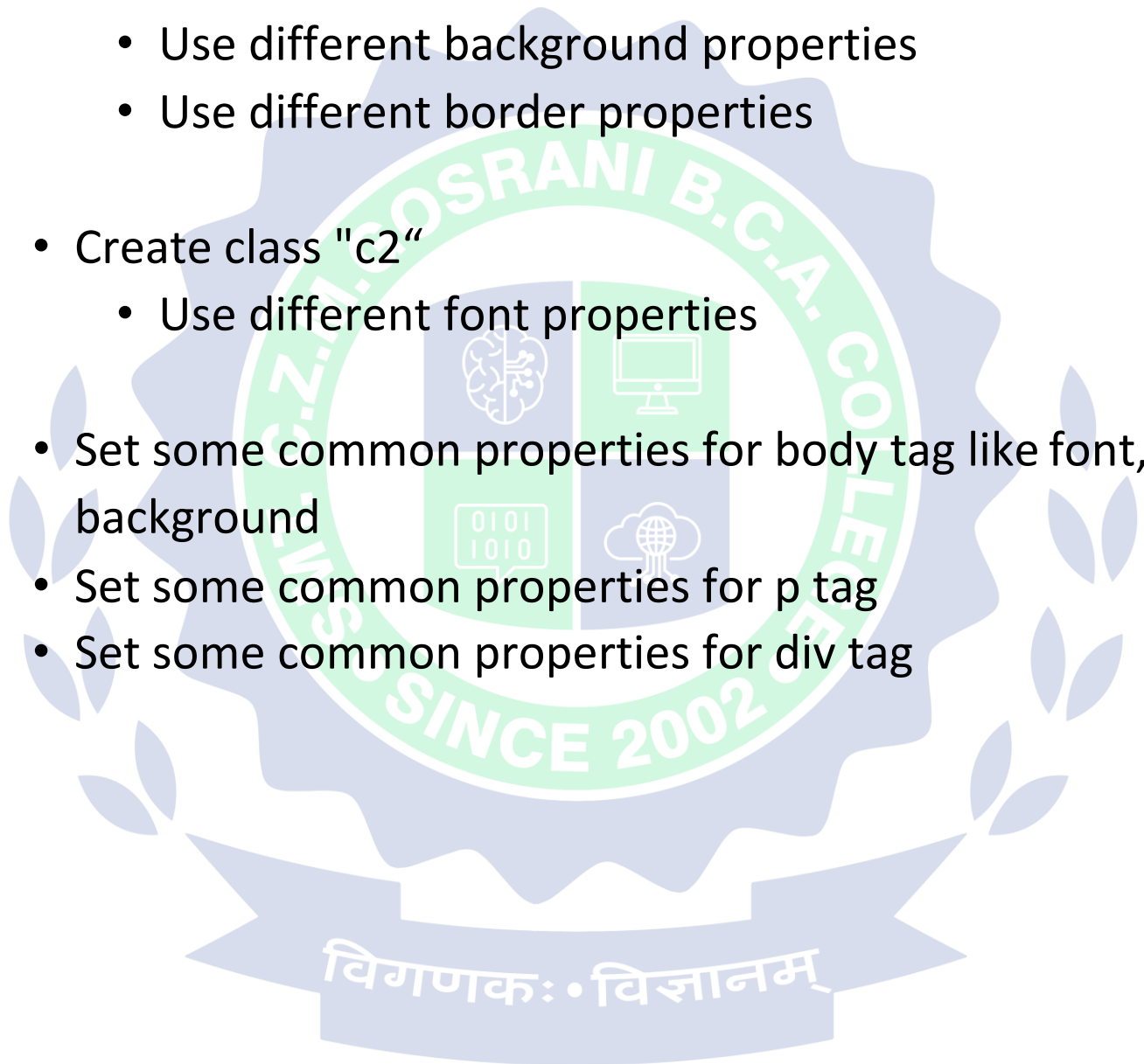
CSS Definitions

- Create a HTML file named css1.html
- Create a CSS file named style1.css
- Link style1.css file in css1.html file
- For css1.html file.....
 - Create style tag for internal style inside head tag
 - Create div tag and give "header" id to it
 - Inside div tag take 10 p tags and write any
 - Random stuff inside them
 - For first p five tag: Assign a class named "c1" to them
 - For last p five tag: Assign a class named "c2" to them
 - Define "c1" class in style tag(Internal style sheet)
 - Inside "c1" class use different text properties
 - For div tag write inline styles for border colors
 - For each p tag write inline styles for different border colors

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- For style1.css file...

- Create id "header"
 - Set width: 100%
 - Use different background properties
 - Use different border properties
- Create class "c2"
 - Use different font properties
- Set some common properties for body tag like font, background
- Set some common properties for p tag
- Set some common properties for div tag



DEFINITION – 2

- Create a HTML file named css2.html
- Create a CSS file named style2.css
- Link style2.css file in css2.html file
- For css2.html file.....
 - Create two div
 - Give "d1" and "d2" id to each div tag respectively
- For style2.css file...
 - Set height and width to 300px for div tag
 - Create "d1" and "d2" identifier
 - In d1 id use different linear gradient properties and study the output
 - In d2 id use different radial gradient properties and study the output

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DEFINITION – 3

- Create a HTML file named css3.html
- Create a CSS file named style3.css
- Link style3.css file in css3.html file
- For css3.html file.....
 - Create nine div
 - Give "d1" to "d9" id to each div tag respectively
- For style3.css file...
 - Set height and width to 300px and background color to red for div tags.
 - Create "d1" to "d9" identifier
 - In each identifier use different transformation function (i.e. scaleX(), scaleY(), translate() etc)
 - Use different transitions properties for each div tag
 - Use different box shadow properties for div tag

DEFINITION – 4

Do the same thing as definition 3 but in this program use functions of 3d transformations?

PART - 3

JavaScript Definitions

1. Write a JavaScript program of "Hello World".
2. Write a JavaScript program to display prompt, alert and confirm.
3. Write a JavaScript program of Addition, Subtraction, Multiplication and Division.
4. Write a JavaScript program to find Simple Interest (User Input).
5. Write a JavaScript program to display grade for given marks from user (40-50 third class, 50-60 second class, 60-70 first class, 70-80 Distinction, 80-90 Excellent)
6. Write a JavaScript program to find whether the number is odd or even.
7. Write a JavaScript program to print 1 to 10 using for, while and do...while loop.
8. Write a JavaScript program to print 1 to 50 odd numbers using do...while loop.
9. Write a JavaScript program to print Fibonacci series.
10. Write a JavaScript program to find whether the Number is Armstrong or not.
11. Write a JavaScript program to find whether the Number is palindrome or not.
12. Write a JavaScript program to print the prime Number from 1 to 1000.

13. Write a JavaScript program to print following Patterns using any loop:

```
1      1
12     23
123    456
1234   78910
      1112131415

5      1
45     01
345    101
2345   0101
12345  10101

      *
    * *
  * * *
* * * *
* * * * *
```

14. Write a JavaScript program to create an array Characters of your name and print on the screen.

Ex. K H U S H A L

15. Write a JavaScript program to add three numbers in Function. (Use any user define function ex. function add ())

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CS-02: Problem Solving Methodologies and Programming in C

Programming in C Practical Definitions

1. Write a C program to print HELLO on to the screen.
2. Program to perform Addition of two numbers with fixed value.
3. Write a C program to read a number from keyboard and display it.
4. Addition of two numbers using user input.
5. Input age in years and display their age in months and days
6. Write a C program to convert Fahrenheit to Celsius.
7. Write a C program to calculate area of circle. (Read the value of radius from keyboard) using #define
8. Calculate Simple Interest
9. C program to find cube of an integer number
10. Program of increment/decrement operator
11. Program of finding odd/even number using if else
12. Program of finding positive/negative -positive number using if else
13. Program of finding grade from percentage using if else ladder
14. Program of ternary operators (find maximum number among two numbers)
15. Program of nested if (find maximum number among three numbers)
16. Find out minimum numbers between three numbers using if else
17. Program of finding positive/negative –positive number using ternary operator
18. Program of implicit typecasting (print ASCII value of a character)
19. Program of explicit typecasting (find percentage from the marks of 5 subjects)
20. Program of switch case (print appropriate month when user enters digits from 1 to 12)
21. Program of arithmetic operations using switch case (addition, subtraction, multiplication, division)
22. Find out vowel and consonant using switch case and if else
23. Program of while loop (print 1 to 100)
24. Program of for loop (print 1 to 100)
25. Find out factorial using While and For
26. Input a number and display its multiplication table using while and for
27. Sum of n. numbers using while and for
28. Print first 100 Even numbers using while and for.

29. Program of printing patterns using nested loops (program to print several patterns with numbers and characters)

1.	A AB ABC ABCD ABCDE
2.	A BB CCC DDDD EEEE
3.	I IN IND INDI INDIA
4.	1 1 2 1 2 3 1 2 3 4 1 2 3 4 5
5.	1 2 3 4 5 1 2 3 4 1 2 3 1 2 1

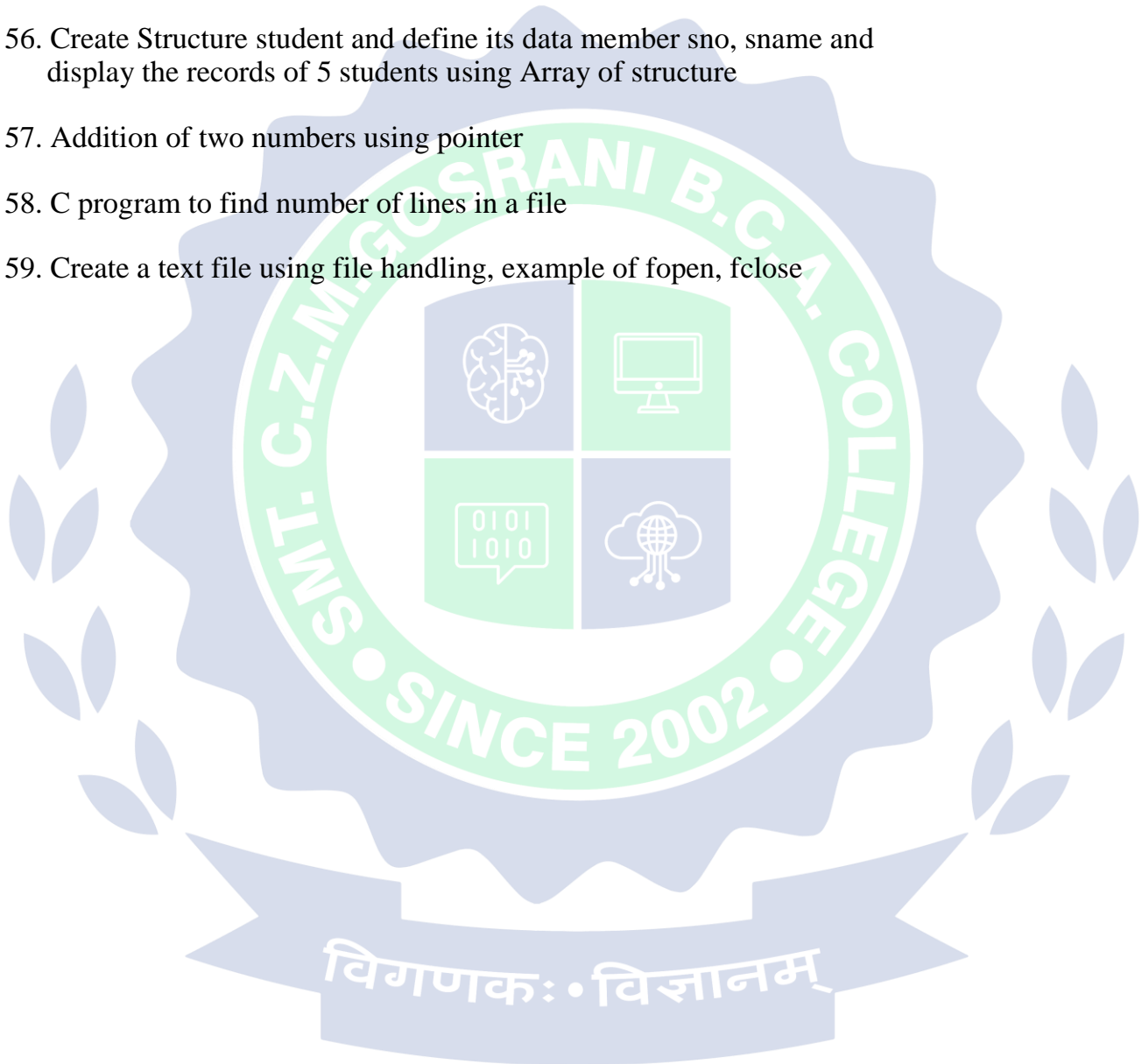
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30. Program of printing patterns using nested loops (program to print some * patterns)

1.	<pre> * * * * * * * * * * * * * * </pre>
2.	<pre> * * * * * * * * * * * * * * </pre>
3	<pre> * * * * * * * * * * * * * * * * * * * </pre>

31. Definition all 24-29 using Do. While.
32. Arithmetic operations with Menu driven using do while loop
33. Program of Armstrong number
34. Program of palindrome number
35. Program of Fibonacci series
36. Program of break statement (program in which loop runs from 1 to 100 and prints only 1 to 10)
37. Program of continue statement (program in which loop runs from 1 to 10 and prints 1,2,3,4,6,7,8,9,10)
38. Sum of 1 to 10 when control goes to 5 it the execution is stopped using goto
39. Program of UDF of 4 types (simple interest)
40. Program of UDF of 4 types (square and cube using nesting)
41. Program of call by value (swapping of two values)
42. Program of call by reference (swapping of two values)
43. Program of factorial of number using recursive function.
44. Programs using math. H
45. Programs using character handling functions
46. Programs using string handling functions
47. Program of Miscellaneous functions
48. Sum of any 10 numbers using 1-D Array
49. Program to find average of five numbers using array
50. Program to find sum of first odd numbers using array
51. Program using character array input and output using gets () and puts()

52. Program use of String Handling functions in C
53. Program that adds two matrices using 2-D array.
54. Program that subtracts two matrices using 2-D array.
55. Create Structure student and define its data member sno, sname and display the records which are entered by user
56. Create Structure student and define its data member sno, sname and display the records of 5 students using Array of structure
57. Addition of two numbers using pointer
58. C program to find number of lines in a file
59. Create a text file using file handling, example of fopen, fclose



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CS – 05

PC SOFT PRACTICAL DEFINITIONS

MS – WORD

1. WRITE a company profile in A4 size Paper in portrait orientation with company name in header and page number in footer.
2. Write a letter for quotation of brass product.
3. Write an order letter or purchase order for products. [Choose any products related to your business]

MS – excel

1. Prepare a table for mark sheet having a roll number, name of students and result.
2. Add 3 column having any 3 subject (gujarati, english, hindi).
3. Insert name of 10 students.
4. Add the column of total and average and calculate total and average of each student using excel function

MS – Power Point

1. Prepare a presentation for any product.
2. Give animation effects, transition effect