



**SCHOOL OF COMPUTER SCIENCE AND ENGINEERING**  
**CAT-I**  
**Fall Semester 2017-18**

Subject : Internet and Web Programming Subject Code: CSE3002  
Faculty Details: Common Question Paper CSE3002 Slot : E1  
Duration : 90 Minutes Max. Marks : 50

---

**PART – A (4 \*5=20)**

**Answer all the Questions**

1. Compare and contrast client side scripting with server side scripting. In your answer you should mention some of the important technologies used for both types of scripting, and state the types of problems that each form of scripting is best suited for. [5 Marks]

**Ans.>>** Server side scripting is used to create dynamic pages based a number of conditions when the users browser makes a request to the server.

Client side scripting is used when the users browser already has all the code and the page is altered on the basis of the users input.

>> The Web Server executes the server side scripting that produces the page to be sent to the browser.

The Web Browser executes the client side scripting that resides at the user's computer.

>> Server executes server-side scripts to send out a page but it does not execute client-side scripts.

The browser receives the page sent by the server and executes the client-side scripts.

>> Server side scripting is used to connect to the databases that reside on the web server.

Client side scripting cannot be used to connect to the databases on the web server.

>> Server side scripting can access the file system residing at the web server.

Client side scripting can't access the file system that resides at the web server.

>> The settings that belong to Web server can be accessed using Server side scripting.

The files and settings that are local at the user's computer can be accessed using Client side scripting.

>> Server side scripting can't be blocked by the user.

Client side scripting is possible to be blocked by the user.

>> Response from a server-side script is slower as compared to a client-side script because the scripts are processed on the remote computer.

Response from a client-side script is faster as compared to a server-side script because the scripts are processed on the local computer.

>> Examples of Server side scripting languages : PHP, JSP, ASP, ASP.Net, Ruby, Perl.

Examples of Client side scripting languages : Javascript, VB script, etc.

2. Show how JavaScript can be used to open a new browser window, with a named page displayed in it. The new window should have a width of 200, a height of 200, a location bar. Add a note on resizing the created window with suitable code. [5 Marks]

**Ans.**  
`<html>  
<head>  
<title>Open & Resizing windows</title>  
</head>  
<body>  
<script>  
function openWin() {  
 myWindow=window.open("", "myWindow", "width=200, height=200");  
 myWindow.document.write("<p>This is 'myWindow'</p>"); 3 Marks  
}  
</script>  
<h1>Open and Resizing Windows</h1>  
<form name="form1">  
<input type="button" VALUE="Open New Window" onClick="openWin();">  
<input type="button" value="Resize(New) Window" onClick="myWindow.resizeTo(300,300);"> 2 Marks  
</form>  
</body>  
</html>`

3. Discuss the importance of Display, Position and User interface properties with simple web page layout. [5 Marks]

**Ans.**

**Display:**(1 Mark)The display property affects the most basic presentation of an element, effectively classing the element as a certain type of element. The rendering of the element may depend heavily on its display type, and certain properties will only work on elements that have specific display values. (inline, block, none)

**Position:** :(1 Mark)You can specify whether you want the element positioned relative to its natural position in the page or absolute based on its parent element.(relative, absolute, fixed)

**User interface:**(1 Mark) The user interface property allows you to change any element into one of several standard user interface elements. (box-sizing, resize, outline-offset)

**Simple Web Layout:**(2 Mark) for display, position and user interface.

4. Use necessary code to explain how one can define client side Image map in html. [5 Marks]

**Ans.** Use the <map> tag to define an image-map. An image-map is an image with clickable areas. The name attribute of the <map> tag is associated with the <img>'s usemap attribute and creates a relationship between the image and the map.

The <map> tag contains a number of <area> tags, that defines the clickable areas in the image-map:

```
<html>
  <head>
    <title>HTML map Tag</title>
  </head>
  <body>
    <img src = "/images/html.gif" alt = "HTML Map" border = "0" usemap = "#html"/> 2 Marks
    <!-- Create Mappings -->
    <map name = "html">
      <area shape = "circle" coords = "154,150,59" href = "about/about_team.htm"
        alt = "Team" target = "_self" />
    </map> 3 Marks
  </body>
</html>
```

**PART – B (3 \*10=30)**

**Answer all the Questions**

5. (a) Design the webpage to play the video, after page loaded and add the subtitle using HTML5. [5 Marks]

**Ans.**<!DOCTYPE html>

<html>

<body>

<video width="400" controls autoplay> 3 Marks

<source src="mov\_bbb.mp4" type="video/mp4"> 1 Marks

<source src="mov\_bbb.WebM" type="video/WebM">

<source src="mov\_bbb.ogv" type="video/ogg">

<track src="subtitles\_en.vtt" kind="subtitles" srclang="en" label="English"> 1 Marks

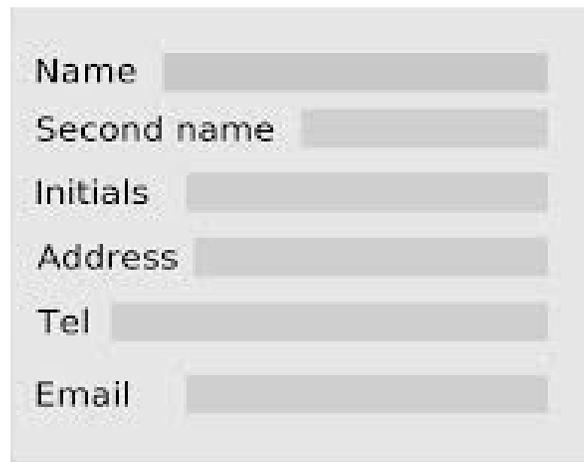
Your browser does not support HTML5 video.

</video>

</body>

</html>

(b) HTML5 specification supports browser-based form validation. Design the below form using HTML5 input types and perform validation. [5 Marks]



The image shows a form with six input fields, each with a label to its left. The labels are: Name, Second name, Initials, Address, Tel, and Email. Each label is followed by a rectangular input box. The form is presented in a light gray background.

<form action="/action\_page.php">

Name: <input type="text" name="name" pattern="[A-Za-z]{6,}" title="Six or more characters">

Second name: <input type="text" name="secondname" pattern="[A-Za-z]{6,}" title="Six or more characters"><!-- Include input types for initials and Address --> 3 Marks

<label for="phonenum">Tel:</label>

<input type="tel" pattern="^\d{4}-\d{3}-\d{4}\$"> 1 Marks

E-mail: <input type="email" name="email"> 1 Marks

<input type="submit">

</form>

6. (a) List the ways to attach CSS3 to a HTML5 page.

[3 Marks]

(1) Internal style sheet

```
<a href="" style="text-decoration: none;">
```

(2) External style sheet

```
<link rel="stylesheet" type="text/css" href="styles.css" />
```

Embedded style sheet

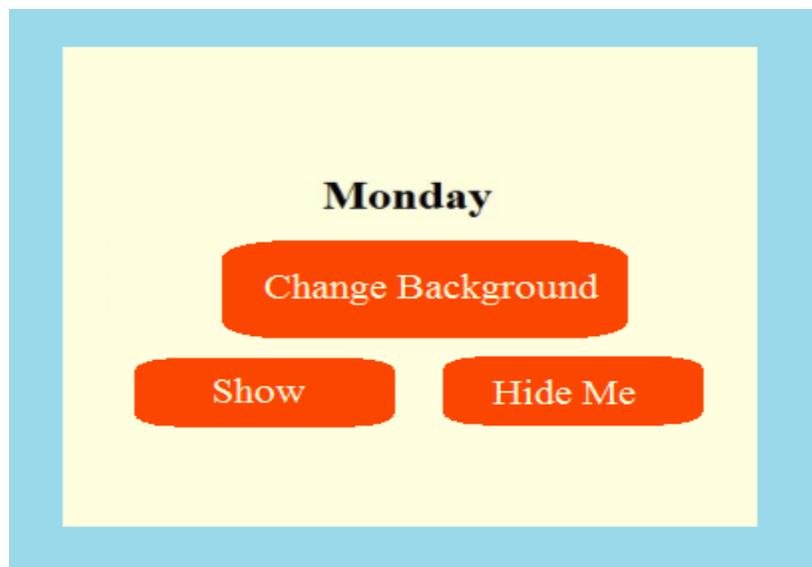
(3) 

```
<style type="text/css">
```

```
p { color: #00f; }
```

```
</style>
```

(b) Use CSS definitions to make the box model, buttons bigger and better-looking. The page could look like the following: [3+2+2 Marks]



Also provide following necessary code.

(i) Change the button background color, when the mouse cursor 'hovers' over the "Change Background" button.

(ii) Hide the text "Monday" when user presses the "Hide Me" button.

**Ans.**

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<style>
```

```
div {
```

```
background-color: lightgrey;
```

```
width: 300px;
```

```
border: 25px solid green;
```

```
padding: 25px;
```

```
margin: 25px;
```

```
}
```

```
.button {
```

```

background-color: red;
color:white;
border-radius: 10px;
width:300px;
height:40px;
}

#cbutton:hover {
background-color: green;
}
#sbutton {
width:150px;
height:40px;
}
#hbutton {
width:150px;
height:40px;
position:relative;
float:right;
}
</style>
<script>
function hide() {
document.getElementById("txt").style.visibility = "hidden";
}
</script>
</head>
<body>
<div>
<h1 id="txt" style="text-align:center;">Monday</h1>

<button class="button" id="cbutton">Change Background</button>
<button class="button" id="sbutton">Show</button>
<button class="button" id="hbutton" onclick="hide()" >Hide Me</button>

</div>
</body>
</html>

```

7. Write a multiple-choice quiz. It has five questions and the user can only select one answer for each question. After the user selects an answer, alert him or her if he or she is wrong, and show the user the correct answer in a separate textbox field. Show the simple timer to the user, upon form submission display total marks scored. [10 Marks]

```

<!DOCTYPE html>
<html>
<head>
<script>
var c=0;
function checkEdu()
{
if (document.edu.platform[0].checked ==true) { 3 Marks
c=c+1;
}
else {
alert("wrong Answer");
document.getElementById("txt").value="Windows"; 2 Marks
}
}
function display_count()
{
alert(c); 2 Marks
}
</script>
</head>
<body>
<div id="time"></div>
<form name="edu" >
The best computer platform for education is <br>
<input type="radio" name="platform" value="Windows">Windows<br>
<input type="radio" name="platform" value="Apple">Apple <br>
<input type="radio" name="platform" value="Unix">Unix<br>

<input type="button" name="check" value="Check Answer for Question 1"
onclick="checkEdu()">
Correct Answer:<input type="text" id="txt" value=""><br>
<input type="submit" onclick="display_count()">
</form>
<script>
var today = new Date(); 1 Marks
var h = today.getHours();
var m = today.getMinutes();
var s = today.getSeconds();
document.getElementById('time').innerHTML =h + ":" + m + ":" + s;
</script>
</body></html> Remaining Code: 2 Marks(Full html, 5 Questions and its functions
definition and call)

```

\*\*\*\*\*All the Best\*\*\*\*\*