## ABOUT MULTIMEDIA

- Data communication is a process, in which transmit data among two device.
- Radio, Newspaper, Television, Theater, Movie films, Internet etc. are the medium that used to communicate between to devices.
- Multimedia play an important role to make presentation successful.

## MULTIMEDIA

- The term multimedia has been coined from two word.


- Hence Multimedia means usage of multiple media to communicate

## ELEMENT OR COMPONENT OF MULTIMEDIA

# TEXT

- **Text** plays a major role in presentation.
- Text has been classified in any format like **word**, **lines** or **paragraphs** etc.
- To display text format in multimedia than any text editor software are used.
- To getting different **font types**, **size**, **color**, **styles** than multimedia software are used.

# ABOUT FONT FACE OR TYPE FACE

- A typeface is a set of characters of the same design. These characters include letters, numbers, punctuation marks, and symbols.
- The term "typeface" is often confused with "font," which is a specific size ands style of a typeface.

**Typeface**

**Serif font**

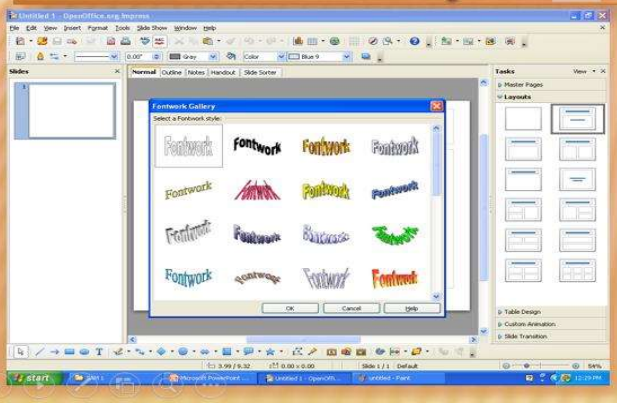
- Serif fonts are the overwhelmingly popular typeface choice for lengthy text printed in books, newspapers and magazines.
- Serif is a little decoration at the end of the character.
- Serif font are considered to be legible on computer screens.
- transitional serifs include Bookman, Century, Times,Georgia and Plantin.

**Sans Serif**

- Sans means Without.
- print, sans-serif fonts are used for headlines rather than for body text.
- on lower-resolution digital displays, San serif font are considered to be unreadable.
- San serif font include Arial, Verdana, Helvetica.

- With multimedia technology, text can be combined with other media in a **powerful** and **meaningful way** to present information and express moods.
- To use a text in **open office impress** than follow below process.

- To view drawing Toolbar in impress than follow below process
- View | Toolbars | Drawing
- Click on Fontwork Gallery icon on the Drawing toolbar



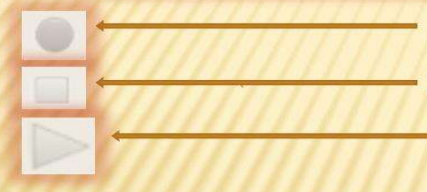

- To modify the text than double click on object.
- To complete the modify work than press Esc key.0

# AUDIO

- **Text** are very useful to the presentation.
- Now consider a case if the presentation is to be done without a presenter.
- In such a case **sound** will play an important role.
- **How to record the sound?**

1. connect the speakers & microphone to your computer.
2. Application | Sound and Video | Sound Record (Using Ubuntu Operating system)

So that , sound recorder window are open.

Record button

Stop button

Play button

- Select File | Save as to save the recording sound.
- Select File | Open Volume Control for Audio Mixer.
- Sound file is editable. It is possible to remove any certain part in to the sound, to change the speed of sound file, to insert echo.

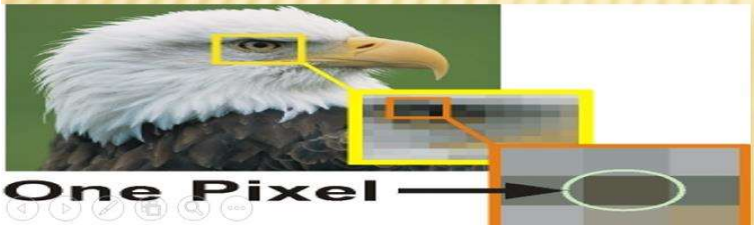
# SOME COMMONLY USED AUDIO FILE EXTENSION

- .mp3
- .mid, .midi [Musical instrument Digital Interface]
- .rm, .ram [Real Audio Metadata]
- .mpa [.mpa is an extension of MPEG] file]
- .raf [Read Audio File]
- .wav [Windows wave file]
- .wma [Windows media audio]

- .wav Sound file is very popular on internet.
- .mp3 extension is used for printed sound file.

# IMAGE

- Images can add visual impact to a presentation. They can also help to illustrate the point that you are trying to make.
- They help to break up a lot of monotonous text and give the audience something to focus their attention on.
- The all computer image or Picture stored in pixels.
- Term that comes from the words Picture Element (PEL).
- A pixel (px) is the smallest portion of an image or display that a computer is capable of printing or displaying.
- In computer programming, an image composed of pixels is known as a *bitmapped image* or a *raster image*.




- Vector-oriented images are more flexible than bit maps because they can be resized and stretched.
- Vector Graphics image are stored in computer system with using mathematical function.

## SOME COMMONLY USED IMAGE FILE EXTENSION

| | |
|---|---|
| .bmp | [Bit map Pictures] |
| .gif | [Graphics Interchange format] |
| .jpeg, .jpg | [Joint Picture Expert Group] |
| .png | [Portable Network Graphic] |
| .psd | [Photoshop Document] |
| .tiff | [ Tagged Image File format ] |

To modified the image file format than Photoshop, GIMP, ms paint Program is used. [GNU Image Manipulation Program]

# VIDEO AND ANIMATION

- The advantage of video and Animation into a multimedia presentation is the capacity to effectively convey a great deal of information in the least amount of time.

**Video**

•The term video refer to the sequence of natural scenes captured using analog or digital video capturing devices.

**Animation**

•The Animation refers to a sequence of digital images shown one after the other.

# Animation

## 2D
**Two dimension**

**Flash, Synfig,pencil,etc**

•2D is 'flat', using the X & Y (horizontal and vertical) axis', the image has only two dimensions and if turned to the side becomes a line.


## 3D
**Three dimension**

**Maya, Blender, 3d max, etc.**

•3D adds the 'Z' dimension. This third dimension allows for rotation and depth. It's essentially the difference between a painting and a figure.

# SOME COMMONLY USED VIDEO FILE EXTENSION

- .avi [Audio Video Interleave]
- .wmv [Window Media Format]
- .mpg, .mpeg [Moving Picture Expert Group]
- .Mov [Quick Time Format]
- .rm, .ram [Real Video Format]
- .swf [ Shock wave file]
- mp4 [MPEG4 video file]

Mp4 video file format is very popular video format on internet.

flash player, you-tube, html5 ,etc fully supporting Mp4 file format

VLC VIDEO LAN CLIENT

**Chap..:2 [Animation Tool : Synfig ] [part -1]**

---

**- Authoring Software**

- **Authoring Tool Classified into 3 categories.**
  1. **Card or page based tools**
  2. **Icon based tools**
  3. **Time base tools**
- **About Pencil**
  - **Software for Mac OS X, Windows, and Linux.**
  - **Free and open source.**
  - **Download from : http://www.pencil-animation.org.**
  - **Create an animation using both bitmap and vactor graphics.**
- **About Synfig**
  - **Software for Mac OS X, Windows, and Linux.**
  - **Free and open source.**
  - **Download from : http://www.synfigstudio.org.**
  - **History of Synfig**
    - **Release in 2005 | Under GNU GPL**
    - **Full form GPL is General Public License.**
    - **First version of synfig is 0.61.05**
  - **Synfig store its animation into own XML file format.**
  - **Full form XML is Extensible Markup Language.**
  - **Synfig store its file with .sif (Uncompressed) or .sifz(Compressed)**
  - **How to open Synfig in Ubuntu Linux .....**

    **Application | Graphics | Synfig.**

**Chap..:3**

---

- **Window information of Synfig.**

**Lecture No..:2**

---

**Chap..:2 [Animation Tool : Synfig ] [part -2]**

---

**- Toolbox**

---

- it's a main window of synfig.
- if you close the synfig's tool then synfig application software also closed.
- Toolbox divided into 3[Three] parts.
    1. Upper palette [ All file operation work ]
    2. Middle palette [ Contain No. of 18 tools]
    3. Lower palette [Contain all default settings]

**- Canvas**

---

- it's a center window of synfig.
- A canvas is simply an ordered list of layers.
- Canvas used to display artwork and animation.
- In the upper left corner of canvas window, you will see a button that known as caret.
-

**Chap..:3**

---

- Animation no:1

  [Circle moving left to right]

**Common process of creating animation in Synfig.**

---

**Step 1 : First of all open Synfig.**

**Step 2 : Select Circle tool form the toolbox. & Check option panel.**

**Step 3 : Then draw a circle on canvas area.**

**Step 4 : Check : layer panel display a circle layer.**

**Step 5 : Click [ Keyframe panel ]**

Observe : No. of 4[four] options are available.

[1. Time 2. Length 3. jump 4. Description.]

**Step 6 :**

Observe : [ Of ] in Timeline entry field.

**Step 7 : Click [ Animate editing tool.]**

**Observe : No of 3 effects will display.**

**Step 8 : Click [ Seek to End button. ]**

**Time line Entry field display 5s time.**

**Step 9 : Click [ Add new keyfram (+) ] in keyframe.**

**Step 10 : 5s time display in keyfram. then select it.**

**Step 11 : Click [ transform tool ]**

**Observe : Cirlce have 2 duck.**

**Step 12 : Click Green duck and move it on other Position.**

**Step 13 : Then play an animation.**

**Lecture No..:3**

**----------**

**Chap..:2 [Animation Tool : Synfig ] [part -3]**

**---**

**- Panels**

**---**

**- Many panels are available.**

**- mainly two [2] panels are available.**

**[ 1. Horizontal panel and 2. Vertical panel ]**

**- All panels are dockable.**

**- If any certain panels are closed then.....**

**File | Panels | select your panel.**

**- If we want to arrange all panels in default layout then...**

**File | Panels | Reset windows to original layout.**

**- Layer panel**

**---**

**- Contain detail list of the layer that draw on canvas.**

**- Use to view and manipulate an object.**

**- If we want to select more than one layer**

**then Click layer with pressing CTRL key.**

**Chap..:3**

---

- Animation no: 1 [Repeat]

  [Circle moving left to right]

- Animation no: 2

  [Circle moving on different position on each 1 Sec. time]

- Animation no: 3

  [Circle moving on different position on different time.]

Lecture No..:4

---

Chap..:2 [Animation Tool : Synfig ] [part -4]

---

- Param Panel [Parameter panel]

---

- Param panel represent the parameters of current layer.
- In case, we select multiple layers, param panel represent current layer parameters.

- Tool option panel

---

- Tool option panel display an option of selected tool.

- Pallete Editor

---

- contain some pre-define color.

- How to change an object color?

---

- First of all select an object using transform tool.
  - then click [ Fill tool ].
    - click palette editor.
      - select a color and click on object.

Chap..:3

---

- Animation no: 5

[Sun rising effect]

- Animation no: 6

[carrom game]

Lecture No..:5

---

Chap..:2 [Animation Tool : Synfig ] [part -5]

---

- History Panel

---

-The history panel keeps track of all the actions that are made in synfig studio while editing a file.

- How to insert a text in Synfig Studio?

---

- Click on [Text Tool] in toobox.
  - Then click on Canvas area.
    - [ Text Entry ] dialog box will display.
      - Write a text into textbox.
        - then Press [ Enter ]

- How to copy a frame?

---

- First of all select a time.
  - then select a time that added into keyframe.
    - then click [ duplicate keyframe ].

Chap..:4 [Working with layer]

---

- Animation no: 7

[ Mask effect ]

- Animation no: 8

[Mickey Mouse Face Expression]

Lecture No..:6

---

Chap..:2 [Animation Tool : Synfig ] [part -6]

---

- How to insert gradient effect?

---

- First of all draw an object.[Circle]
  - so that circle layer will display in layer panel.
    - select cirlce layer | Right click on it.
      - select gradient.
        - No. of 6 gradient effect are available.
          - select radial gradient.
            - so that radial gradient layer will display in layer panel.
            - select radial gradient.
              - in param panel | change blend method = straight onto.

No. of 6[Six] gradient effects

---

1. Conical gradient effect
2. Curve gradient effect
3. Linear gradient effect
4. Noise gradient effect
5. Radial gradient effect
6. Spiral gradient effect

- How to insert a shade layer on any object?

---

- First of select an object layer in layer panel. [Circle layer]
  - Right click on it.
    - Select new layer | Stylize | shade.

Chap..:4 [Working with layer]

---

- Animation no:9

[ Bouncing boll ]

-Lecture No..:7

---

Chap..:2 [Animation Tool : Synfig ] [part -7]

---

- How to insert an image on canvas area in synfig studio?

---

- There are two[2] methods are avaialble to insert an image.

1. File | Import
2. Ctrl + i

- So that import image dialogbox will display.

- Select an image.

-Then click [ Open ]

- How to insert a rotate layer?

---

-First of all insert an image.

- so that layer panel will display image layer.

- to insert rotate layer then follow.....

Right click on image layer | new layer | tranform | Rotate[Click].

Chap..:5 [Using picture in synfig.]

---

-Lecture No..:8

---

**Chap..:6 [Basic Ubuntu Linux Command]**

---

**- Unix operating system developed at the AT & T Bell Laboratories in 1969.**

**-There was many person involved in this development, here i declare key person name Ken thomson, Dennis Ritchie.**

**- Ken thomson, Dennis Ritchie & Other developed unics that supported a single user.**

**- Ken Thomson had developed a game called space travel.**

**- When it was developed Multi- user, the spelling name was change to "UNIX" OS.**

**- Richard stallman started the GNU project in 1983.**

**- Full form of GNU is "GNU is Not Unix".**

**- Richard Stallman also started a free software foundation ( FSF ) for creating free software.**

**- Open Source software also known as Free Software.**

**- In 1990, Linux Torvald, a student from Finland,developed an experimental operating system system for the pc called the Linux.**

**- How to Boot Linux Operating System?**

---

**Lecture No..:9**

---

**-Chap..:6 [Basic Ubuntu Linux Command]**

---

**- Computer Interface**

---

**- There are two[2] Types of Computer interface available.**

1. **CLI [Command Line Interface]**
2. **GUI [Graphical User Interface]**

**- Mainly two[2] types of input device avaiable in computer System.**

1. **Mouse**
2. **Keyboard**

**- We can input data using keyboard in CLI Interface & able work with command.**

**- We can input data using Mouse in GUI Interface & able to work with graphics.**

- In windows Operating system MsDOS[Disk operating system] known as a command line console window.

- In Linux Operating system Terminal window known as a command line console window.

- Command is a word that use to complete a certain task.

- CLS Command

---

- CLS command is used to clean msdos window.

- Press Enter key to execute any command.

Lecture No..:10

---

-Chap..:6 [Basic Ubuntu Linux Command]

---

- Terminal Window

---

- Terminal Window is a command line console window in Linux os.

- Two[2] methods are available to open terminal window.

1. Application | Accessories | Terminal and

2. CTRL + ALT + T

- Command

---

- Command is a word that use to complete a certain task.

- Press Enter key to Execute any command in Terminal Window.

- Shell means program in Linux operating system.

- if we want to display all shell that available in linux then write below command.....

```
#  cat  /etc/shells
```

- # symbol known as command prompt

- if we want to display default shell than write below command.....

```
#  echo $SHELL
```

- in above command " SHELL " is an environment variable.

- echo

---

- echo command is used to print any message.
- write any message in string [ " " ] only.
- write $ sign with variable name.

for example :

---

```
# echo "My school name is GM."
My school name is GM.

# x=100

# echo "x value is ......:$x"
x value is 100
```

- in above command x is a user define variable.
- there are two[2] types of variable available.
    1. user define variable. | that create by computer user
    2. environment variable. | that available inbuilt in computer operating system.

-man [manual]

---

- use " man " command for online help of any command.
- for example

---

```
# man date
```

- Above command is used to provide an information about date command.
    - in manual page press...
        - f key ---- forward
        - b key..... backward
        - CTRL + D -------exit

**cal [calender]**

---

**for example**

---

**# cal [use to display current month calender]**

**# cal 12 2020 [use to display december 2020 month calender.]**

**# cal 2020 [use to display 2020 full year calender]**

**# cal 2020 | more [use to display 2020 full year calender in page by page view.]**

**- in above command more command used to display page by page output.**

**- more then one command separate by | [Pipe sign.]**

**Lecture No..:11**

---

**-Chap..:6 [Basic Ubuntu Linux Command]**

---

**date**

---

**- date command is used to display a date and time in IST[Indian Standard Time] format.**

**- No. of 8 % operator are available.**

**- For example :**

**# date +%d [display only date]**

**# date +%m [display only month]**

**# date +%y [display only year]**

**# date +%H [display only Hours]**

**# date +%M [display only Minutes]**

**# date +%S [display only Second]**

**# date +%T [display time hh:mm:ss format]**

**# date +%D [display date in mm/dd/yy format]**

**echo**

---

**- echo command is used to print any message.**

**- for example :**

**# echo "x value is ......:"**

x value is .....:

Note: in echo command, write any message inside string only.

# x=100

# echo "x value is .....:$x"

x value is .....:100

Note: if we want to accept variable value then $ sign. is used.

- for example :

# date +%d

24

# echo "current date is .....:`date +%d`"

echo "current date is .....:24

Note: write any function inside Backquote (` `).

Lecture No..:12

---

-Chap..:6 [Basic Ubuntu Linux Command]

---

bc

---

- bc command is used to open command line calculator.
- bc command is used for.....
  1. standard calculator
  2. writing a simple program
  3. convert a number into another number system
  4. mathelibrary function [Scientific calculator]

For Example :

# bc [for standard calculator]

**1+1 [enter]**

**2**

**a=100**

**b=200**

**a+b**

**300**

**ibase=10 [here full form of ibase is input base]**

**obase=2 [here full form of ibase is output base]**

**[Ctrl + d] [Press Ctrl+d to exit]**

**#**

**For example:**

**# bc -l [for scientific calculator | use math-library function]**

**sqrt(25)**

**5**

**[Ctrl + d] [Press Ctrl+d to exit]**

**#**

**Notes:**

**- There are two method are available to write any command in terminal window.**

**1. write full command then press enter**

**2. write half command then press tab then press Enter.**

**Notes:**

**- Any command in Linux terminal window devided into [three]3 categories.**

**1. Commnad name**

**2. Option [Write - sign. with option]**

**3. Argument**

**Standard: 12 [Lecture no..:13]**

**Chap..:1**

**Design a HTML Form Using KompoZer**

**About HTML**

---

**- Hyper text markup language is an easy to use standard language for creating static web pages.**

**- Collection of WebPages interlink to gather for a single purpose is called website.**

**- Notepad text editor is used to create a HTML document.**

**- Special purpose texts called tags are used to create HTML page.**

**- These tags are specified using angular brackets and they tell the browser to perform a predefined action.**

**- The tags normally come as a pair.**

**- Tags are usually made up of the elements, properties and values. For example : <font size=7>**

**How to create a HTML Document?**

---

**Step..:1**

---

**- Write a simple information structure of HTML in Notepad Text Editor program.**

```
<html>
    <head>
        <title></title>
    </head>
<body>
</body>
</html>
```

**Step..:2**

---

**write a title in between <title>tag. for example : <title> color </title>**

**Step..:3**

---

**save a file.[CTRL+S]**

**- write a file name with .html or .htm extension. for example : color.html**

**Step..:4**

---

- Window + d [Minimize]
- one time space [select an object on desktop area]
- then select your file with using arrow key
- then press enter.

if we want to modify html document then follow no. of three [3] step.

1. CTRL + S [save]
2. ALT + Tab [Navigate]
3. F5 [Refresh/Reload]

:Program no.1:

Create A Simple Webpage Using HTML Tag.

1. To add a text in web page.
2. to change a background color.
3. to change a text or paragraph color.

:Coding is:

```
<html>
    <head>
        <title>color</title>
    </head>
<body bgcolor="red">
<font size=7 color="yellow">
<center>
<br><br><br><br>This is a first webpage of html.
</center>
</font>
</body>
</html>
```

---

Standard: 12 .....Lecture No.:2

About tag

---

- in HTML, tag divided into 3[three] categories.
    1. element name | tag name
    2. property | attribute
    3. value

for example :

<font size=7>

in above codind,

font = element name | tag name

size = property | attribute

7 = value

Use header's tag

---

- no. of 6 tags are available in headers part.
    <h1> tag to <h6>tag
- <h1> is used to display largest heading.
- <h6> is used to display smallest heading.

:coding is:

```
<html>
    <head>
        <title>font</title>
    </head>
<body bgcolor="yellow">
<font color="red">
<h1>Cacading Style Sheet</h1>
</font>
<h2>Cacading Style Sheet</h2>
<h3>Cacading Style Sheet</h3>

<hr>
<font color="red">
```

<h1>Cacading Style Sheet</h1>

</font>

<h2>Cacading Style Sheet</h2>

<h3>Cacading Style Sheet</h3>

</body>

</html>

About CSS [cascading style sheet] ----------Chap.:2

---

Lecture no....: 15

---

Standard: 12 | Lecture No..:3

About CSS [cascading style sheet] ----------Chap.:2

---

CSS code

---

```
<html>
    <head>
        <title>CSS</title>
<style>
selector {decaration}
selector {property : value ; Prorpty : value}
h1 {color:red ; font-size:50pt ; font-family:arial}
h2 {color:green ; font-size:40pt ; font-family:Berlin Sans FB}
</style>
    </head>
<body>
<marquee>
<h1>Cascading Style Sheet</h1>
```

```
<h2>Cascading Style Sheet</h2>
<h3>Cascading Style Sheet</h3>
<hr>
<h1>Cascading Style Sheet</h1>
<h2>Cascading Style Sheet</h2>
<h3>Cascading Style Sheet</h3>
</marquee>
</body>
</html>
```

**important point about CSS**

---

- Full Form of CSS is Cascading Style Sheet.
- <style> tag is used write css coding in html document inside only <head> tag.
- The Cascading Style sheet syntax is made of two[2](selector and declaration) part.
- What is used as selector in the given tag?

  H6 {font-size : 30pt } [M-10]

- In CSS syntax the property and value are separated by a (:) colon sign. And Two property separated using (;) sign. [M-12]
- {} bracket are used to display all the property in CSS.
- In Selector part is the syntax of CSS defined in HTML tag.
- Text-align attribute align the text in <label> tag.

**Lecture no.... : 16**

---

**Standard : 12 | Lecture No..:4**

- How to insert a Table Of Contents in webpage using HTML?

---

- Use <table> tag in HTML document.
- if we want to insert table heading then <caption> is used.
- if we want to insert header then <th> is used.
- if we want to insert row then <tr> is used.

**Coding is**

```
<html>
	<head>
		<title>TOC</title>
<style>
selector {declaration}
selector {property : value ; property : value}
caption {font-size:60pt}
th {font-size:60pt}
td {font-size:60pt ; text-align:center}
</style>
	</head>
<body bgcolor="red" text="yellow">
<center>
<marquee>
<table border=10>
<caption>School</caption>
<tr>
	<th>Sno
	<th>Sname
	<th>Marks
</tr>
<tr>
	<td>1201
	<td> Ramesh
	<td> 100
</tr>
<tr>
	<td>1202
	<td> Jansi
	<td> 100
</tr>
</table></center></body></html>
```

**Lecture no.... : 17**

---

About <form> tag

---

- There are two[2] type of form available.
    1. Print format form
    2. Electronic format form
- if we want to create an electronic form then use <form> tag inside <body> tag.
- an electronic form divided into four[4] parts.
    1. Form Container
    2. input
    3. textarea
    4. drop down menu

- How to create an electronic form using HTML?

---

```
<html>
    <head>
        <title>Form part 1</title>
    </head>
<body bgcolor="gray">
<form name="f" method="get" action="fp1.html">
Enter your name : <input type="text" name="n" size=50 value="Enter your name in Capital Letter only" maxlength=20> <br>
Password :<input type="password" name="p" size=40> <br>
Confirm Password :<input type="password" name="cp" size=40> <br>
Hobby :
    Reading <input type="checkbox" name="r" checked="checked">
    Playing<input type="checkbox" name="pl"> <br>
Gender :
    Male <input type="radio" name="m">
    Female <input type="radio" name="m">
</form></body></html>
```

Lecture no....: 18

---

**Standard: 12 | Lecture No..:6**

**About <form> tag**

**----------**

**-Repeat**

**----------**

**- There are two[2] type of form available.**

1. **Print format form**
2. **Electronic format form**

**- if we want to create an electronic form then use <form> tag inside <body> tag.**

**- An electronic form divided into four[4] parts.**

1. **Form Container**
2. **input**
3. **textarea**
4. **drop down menu**

**- Form part 1**

- **How to insert a textbox?**
- **How to insert a password box?**
- **How to insert a checkbox?**
- **How to insert a radio button?**

**- Follow <input>tag diagram.**

**----------**

**Lecture no....: 19**

**----------**

**Standard: 12 | Lecture No..:7**

**- Repeat all important factor about <form> tag.**

**- Create a "....School Admission Form...." form in tabular format using <table> tag.**

**: Coding is:**

```
<html>
    <head>
        <title>School Admission Form</title>
```

```
<style>
td {font-size:20pt ; background:yellow ; vertical-align:top}
caption {font-size:20pt}
</style>
	</head>
<body bgcolor="green">
<center>
<form name="f" method="get" action="admission.html">
<table border=10>
	<caption> School Admission Form</caption>
<tr>
	<td>Enter your name
	<td> :
	<td> <input type="text" name="n" size=50 value="capital letter only" maxlength=20>
</tr>
<tr>
	<td> Password
	<td> :
	<td> <input type="password" name="p" size=50>
</tr>
<tr>
	<td> Confirm Password
	<td> :
	<td> <input type="password" name="cp" size=50>
</tr>
<tr>
	<td> Hobby
	<td> :
	<td>
	Reading <input type="checkbox" name="r" checked="checked">
	Playing <input type="checkbox" name="pl">
</tr>
<tr>
	<td> Gender
```

```
        <td> :
        <td>
        Male    <input type="radio" name="m" checked="checked">
        Female <input type="radio" name="m">
</tr>
<tr>
        <td> City
        <td> :
        <td>
        <select>
                <option> Bhavnagar
                <option> UK
                <option> US
                <option selected="selected"> Mahuva
        </select>
<tr>
<tr>
        <td> Pin Code
        <td> :
        <td> <input type="text" name="pn" maxlength=6>
</tr>
<tr>
        <td> Other info.
        <td> :
        <td>
                <textarea cols=50 rows=5>
        Write your great achi.
                </textarea>
</tr>
<tr>
        <td> Photo upload
        <td> :
        <td> <input type="file">
        <input type="button" value="upload">
```

```
</tr>
<tr>
        <td>
        <td>
        <td>
        <input type="reset" value="clear">
        <input type="submit" value="save">
</tr>
</table>
</form>
</center>
</body>
</html>
```

**Lecture no.... : 20**

---

**Standard : 12 | Lecture No..:8**

**chap..:2 CSS & JavaScript**

---

**- different between HTML and JavaScript.**

**- Simple Concept about JavaScript.**

**-if we want to print any msg in JavaScript then use document.write();**

**- Protocol**

1. **write any msg into String ( " " )only.**
2. **more then one string merge by + sign.**

**Program no..:1**

**[How to print any message using JavaScript.]**

**Lecture no....: 21**

---

**Standard: 12 | Lecture No..:9**

**chap..:2 CSS & JavaScript**

**---------- ----------**

**- Repeat program no.1 definition : "Print any message using JavaScript."**

**- Repeat document.write();**

**Some important sentences like:**

**1. document.write(); use to print any msg in JavaScript.**

**2. write a message inside only string( " " ).**

**3. use + sign to concate or merge more than one string.**

**- in document.write(); document is an object and write is a method.**

**- an object and method seprate by .[dot] sign.**

**- all statement in JavaScript Ends with ; sign.**

**Program no..:2**

**[Store a value in variable then print any message with variable value.]**

**Use:**

**- var**

**- in JavaScript var keyword is used to define a variable.**

**Lecture no.... : 22**

**----------**

**Standard : 12 | Lecture No..:10**

**chap..:2 CSS & JavaScript**

**---------- ----------**

**About Function**

**----------**

**- There are two types of function available in JavaScript.**

**1. Built in function**

2. User Define function

- 1. Built in function also known as Pre-define function.
    - A function that developed by JavaScript is known as Built in function.

For example : document.write();

- 2. User Define Function
    - A function that prepare by Computer Programmer is known as User Define function.
- How to create a User Define Function in JavaScript.
    1. To draw an output.
    2. To give an object name
    3. To create a function
    4. To call [event]a function

For example : gm()

- document.bgColor();

---

- if we want to change bakcground color in JavaScript then use document.bgColor();
- in document.bgColor();

document is an object & bgColor is a method.

Program no :3

- change a background color in JavaScript.

Coding

```
<html>
    <head>
        <title> bgcolor </title>
<script>
function re()
{
    document.bgColor="red";
```

```
}
function ye()
{
	document.bgColor="yellow";
}
function bl()
{
	document.bgColor="blue";
}
</script>
	</head>
<body>
<center>
<form name="f">
<input type="button" value="Red" name="r" onClick="re()"> <br>
<input type="button" value="Yellow" name="y" onClick="ye()"> <br>
<input type="button" value="Blue" name="b" onClick="bl()">
</form>
</center>
</body>
</html>
```

**onClick**

---

- is an Event.
- onClick event attribute would occur if we click any certain object..
- Event handler is the code associated with a particular event.

**Lecture no....: 23**

---

chap..:2 CSS & JavaScript

---

Repeat

---

About Function

---

- There are two types of function available in JavaScript.
    1. Built in function
    2. User Define function
- 1. Built in function also known as Pre-define function.
    - A function that developed by JavaScript is known as Built in function.

- document.bgColor();

- onClick

---

- is an Event.
- onClick event attribute would occur if we click any certain object..
- Event handler is the code associated with a particular event.

About Programming Language

---

- 1. Procedural Programming Language
- 2. Object oriented programming Language

Program no.:2

- Change a background color with using document.bgColor(); in JavaScript.
- use OOP Langauge.

```
<html>
    <head>
        <title>OOP</title>
<script>
```

```
function re(co)
{
	document.bgColor=co;
}
</script>
	</head>
<body>
<center>
<form name="f">
<input type="button" value="Red" name="r" onBlur="re('red')"> <br>
<input type="button" value="Yellow" name="y" onBlur="re('yellow')"> <br>
<input type="button" value="Green" name="g" onBlur="re('green')"> <br>
</form>
</center>
</body>
</html>
```

**Events**

- onClick
- onMouseOver
- onBlur

**Lecture no.... : 24**

---

**Standard : 12 | Lecture No..:12**

**chap..:2 CSS & JavaScript**

---

**Repeat**

---

**-If we want to create a user define function then follow....**

1. Draw an output
2. Give an object name

3. Create a function

4. Call a function

Program no..:3

---

- Create a textbox validation in JavaScript.

: Coding is :

```
<html>
	<head>
		<title>Textbox validation</title>
<script>
function er()
{
	f.n.value="";
}
</script>
	</head>
<body>
<form name="f">
Enter your name: <input type="text" size=60 value="write your name in capital letter only" name="n" onClick="er()">
</form>
</body>
</html>
```

Lecture no.... : 25

---

Standard : 12 | Lecture No..:13

chap..:2 CSS & JavaScript

---

Repeat

---

-If we want to create a user define function then follow....

1. Draw an output

2. Give an object name

3. Create a function

4. Call [event ]a function

Program no..:4

---

- Create a Passwordbox validation in JavaScript.

use

---

- var [var keyword is used in JavaScript to define a variable.]

- if() function

---

- if() function is used to insert conditional formatting structure.
- There are three[3] parameters are available in if() function.
    1. Condition
    2. True value
    3. False value
- Syntax of if() function is given below :

```
if(condition)
{
    true statement;
}
else
{
    false statement;
}
```

- Relational | Comparison Operator
    1. <
    2. >
    3. <=
    4. >=
    5. == [is equal]
    6. != [is not equal]

- alert()

- is used to display an error message in JavaScript.

- write your error message inside only string("").

- press ok button to go forward.

coding is

---

```
<html>
	<head>
		<title>Password validation</title>
<script>
function pass()
{
	var d=f.p;
	var dd=f.cp;
		if((d.value)!=(dd.value))
		{
			document.bgColor="red";
			alert("Password is incorrect");
			document.bgColor="white";
		}

}
</script>
	</head>
<body>
<form name="f">
Password : <input type="password" name="p"> <br>
Confirm Password : <input type="password" name="cp" onBlur="pass()"> <br>
</form>
</body>
</html>
```

Lecture no.... : 26

---

chap..:2 CSS & JavaScript

---------- ----------

Repeat

---

-If we want to create a user define function then follow....

1. Draw an output

2. Give an object name

3. Create a function

4. Call [event ]a function

Repeat

---

Program no..:4

---

- Create a Passwordbox validation in JavaScript.

- onSubmit() event

Program no..:5

---

- Create a pincode validation in JavaScript.

use

---

- var [var keyword is used in JavaScript to define a variable.]

- if() function

---

- if() function is used to insert conditional formatting structure.

- There are three[3] parameters are available in if() function.

1. Condition

2. True value

3. False value

- Syntax of if() function is given below :

if(condition)

{

true statement;

}

else

{

false statement;

}

- Relational | Comparison Operator

1. <

2. >

3. <=

4. >=

5. == [is equal]

6. != [is not equal]

- alert()

- is used to display an error message in JavaScript.

- write your error message inside only string("").

- press ok button to go forward.

- Logical Operator

- AND [ && ]

- OR [ || ]

- NOT [ ! ]

- .length method

- .length method is use to count a value that store in variable.

- isNaN()

-full form of isNaN() is " is not a number".

- isNaN("abc&&")= true return;

- isNaN(1234)= false return;

Coding of program no..:5

<html>

```
	<head>
		<title>Pincode validation</title>
<script>
function pin()
{
	var d3=f.pn;
		if(d3.value.length<6)
		{
			alert("pls enter your value in between 1 to 6");
		}

		if(isNaN(d3.value))
		{
			alert("pincode contain any text or symbol here....!!!");
		}
}
</script>
	</head>
<body>
<form name="f">
PinCode : <input type="text" maxlength=6 name="pn" onBlur="pin()">
</form>
</body>
</html>
```

Lecture no.... : 26

---

Standard : 12 | Lecture No..:15

chap..:2 CSS & JavaScript

---

Repeat

---

-If we want to create a user define function then follow....

1. Draw an output

2. Give an object name

3. Create a function

4. Call [event ]a function

Program no..:5

---

- Create a pincode validation in JavaScript.

use

---

- var [var keyword is used in JavaScript to define a variable.]

- if() function

---

- if() function is used to insert conditional formatting structure.
- There are three[3] parameters are available in if() function.
    1. Condition
    2. True value
    3. False value
- Syntax of if() function is given below :

```
if(condition)
{
    true statement;
}
else
{
    false statement;
}
```

- Relational | Comparison Operator
    1. <
    2. >
    3. <=
    4. >=
    5. == [is equal]

6. != [is not equal]

- alert()
  - is used to display an error message in JavaScript.
  - write your error message inside only string("").
  - press ok button to go forward.

- Logical Operator
  - AND [ && ]
  - OR [ || ]
  - NOT [ ! ]
- .length method
  - .length method is use to count a value that store in variable.
- isNaN()
  -full form of isNaN() is " is not a number".
  - isNaN("abc&&")= true return;
  - isNaN(1234)= false return;

Program no..:6

---

- Create a Checkbox validation in JavaScript.

use

---

- checked==false
- Logical Operator
  1. AND [&&]
  2. OR [||]
  3. NOT [!]

coding is

---

```
<html>
    <head>
```

```
		<title>Checkbox validation</title>
<script>
function check()
{
	if(f.r.checked==false && f.pl.checked==false)
	{
		alert("Please select your hobby first");
	}

}
</script>
	</head>
<body>
<form name="f">
Hobby :
	Reading <input type="checkbox" name="r">
	Playing <input type="checkbox" name="pl" onBlur="check()">
</form>
</body>
</html>
```

**Lecture no.... : 28**

**----------**

**Standard : 12 | Lecture No..:16**

**chap..:2 CSS & JavaScript**

**----------  ----------**

**Repeat**

**----------**

**-If we want to create a user define function then follow....**

**1. Draw an output**

**2. Give an object name**

**3. Create a function**

4. Call [event ]a function

Program no..:6

---

- Create a Checkbox validation in JavaScript.

use

---

- checked==false
- Logical Operator
    1. AND [&&]
    2. OR [||]
    3. NOT [!]

Program no..:7

---

- Create a textarea validation in JavaScript.

P1 [document.write()]

P2 [document.bgColor()]

P3 [Textbox validation]

P4 [Passwordbox validation]

P5 [Pin Code validation]

P6 [Checkbox validation]

P7 [Textarea validation]

P8 []

Lecture no.... : 29

---

Standard : 12 | Lecture No..:17

chap..:2 CSS & JavaScript

---

Repeat

---

-If we want to create a user define function then follow....

1. Draw an output

2. Give an object name

3. Create a function

4. Call [event ]a function

Program no..:8

---

- Addition of two Number.

Use

---

- parseFloat()  Or  parseInt()
  - above function is used to convert text into Number.
  - if n1="123.5", where parseFloat(n1); reture 123.5;
  - if n1="123.5", where parseInt(n1); return 123.
  - if n1="abc123.5", where parseFloat(n1) ; returm NaN[Not a Number].
  - if n1="123abc", Where parseFloat(n1); return 123.
- focus()

Coding

---

```
<html>
    <head>
        <title>Addition</title>
<script>
function add(n1,n2)
{
    var d=parseInt(n1);
    var dd=parseInt(n2);
    f.t.value=d+dd;
}
```

```
function cl()
{
        f.s.focus();
}
</script>
        </head>
<body>
<form name="f">
No1 : <input type="text" name="s"> <br>
No2 : <input type="text" name="ss"> <br>
<input type="button" value="+" onClick="add(s.value,ss.value)"> <br>
Total : <input type="text" name="t"> <br>
<input type="reset" value="clear" onClick="cl()">
</form>
</body>
</html>
```

**Lecture no.... : 30**

---

**Standard : 12 | Lecture No..:18**

**chap..:2 CSS & JavaScript**

---

**Repeat all things related to Chap..:2**

**Program no..:1 - Print any message using document.write().**

**Program no..:2 - Change Background color using document.bgColor().**

**Program no..:3 - Create a interactive form.**

- **Textbox validation**
- **Password box validation**
- **Checkbox validation**
- **Pincode validation**
- **Textarea validation**

**Program no..:4 - Addition of Two Number.**

**Repeat**

**----------**

**-If we want to create a user define function then follow....**

**1. Draw an output**

**2. Give an object name**

**3. Create a function**

**4. Call [event ]a function**

**Lecture no.... : 31**

**------------------------**

**Standard : 12 | Lecture No..:19**

**Chap..:1 [80% Completed]**

**Chap..:2 [80% Completed]**

**Chap..:3 Create a simple website using KompoZer**

**Chap..:1 [20% part]**

**--------------------------**

**- About KompoZer**

**- is a web authoring software**

**multimedia**

**1. text, 2. graphics, 3. audio, 4. animation 5. video**

**- is a WYSIWYG HTML editor**

**- full form of WYSIWYG is**

**[What You See Is What You Get]**

**- Is an open source web authoring software**

**- easy to use CSS coding.**

**- if we want to download KompoZer then follow...**

**http://www.KompoZer.net**

**- Window information**

**- to open KompoZer in Ubuntu Linux then follow.....**

**Application | Internet | KompoZer**

**- main window divided into 2 part.**

**1. Site manager ( F9 )**

**2. Page pane**

- Icon format information is given by Composition toolbar.

-No. of 2 types of Formatting toolbar are available.

1. Formatting toolbar 1 [paragraph]

2. Formatting toolbar 2 [font]

- 3 types of Edit mode are available.

1. Design [to draw a webpage template]

2. Split [to display selected element HTML Code]

3. Source [To display whole webpage HTML Code]

Follow below common process in KompoZer to create a webpage.

---

Step..:1 open

Step..:2 Save | page title | save page as

Step..:3 source tab | Composition Toolbar | HTML

Step..:4 insert a form [form propertie]

form name :f

action URL : fp2.html

method : get

Step..:5

Insert a content | Create a label

Step..:6 insert a filed or Controls

Step..:7 To check a source tab

Step..:8 CSS Editor

Lecture no.... : 32

---

Standard : 12 | Lecture No..:20

Chap..:4 Introduction To E-Commerce

---

- About E-Commerce

- Application of E-Commerce

- E-Commerce in India

**Lecture no.... : 33**

---

**Standard : 12 | Lecture No..:21**

**Chap..:4 Introduction To E-Commerce**

---

**Repeat:**

**- About E-Commerce**

**- Application of E-Commerce**

**- E-Commerce in India**

**- Advantages of E-Commerce**

**- Disadvantages of E-Commerce**

**- E-Commerce Business Model**

1. **B2B [Business To Business]**
2. **B2C [Business To Consumer]**
3. **C2C [Consumer To Consumer]**
4. **C2B [Consumer To Business]**

**-E-govern Website**

5. **G2B [Government To Business]**
6. **G2C [Government To Citizen]**
7. **G2G [Government To Government]**