Government Girls' Polytechnic, Bilaspur

Name of the Lab: **Internet & web technology Lab**

Practical: **Multimedia & Web Technology Lab**

Class: **4th Sem (Computer Science & Engineering)**

Teachers Assessment: 30   End Semester Examination:70

Experiment no1

Objective**:** To study multimedia hardware system.
a) Input devices (b) Output devices
c) Communication devices

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

REQUIREMENTS*:* - Floppy Disc, Hard Disc, DVD, CD Rom, Input devices like Track Ball, Touch Screen, Mice, Flat Bed, Digital Camera, Output devices like Amplifier speaker, monitor, projector, Printer.

THEORY: -Input devices :A great variety or input devices -from the familiar keyboard and handy mouse to touch screen and voice recognition setups can be used for development and delivery or a multimedia project
.
1) KEYBOARD: A keyboard is the most common method of interaction with a Computer. Keyboards provide various tactile responses and have variously layout depending upon your Computer system and keyboard -model. Keyboard is typically rated at least 50 million cycles.The most common keyboard for PCs is the 1011 style, although many styles are available with one or more special keys LED's.

2) MICE:A mouse is the standard tool for interacting with a graphical user interface (QUI). All Macintosh computers require a mouse; on PCs, mouse: are not required but recommended. The buttons on the mouse provide additional user input, such as pointing and double clicking to open a document
3) TRACK BALL:Track ball are similar to mice except that the cursor is moved by using one or more fingers to roll across the top of the ball. The track ball does not need the flat space required by a mouse. Track ball have at least two buttons;one for the user to click, and the other to provide the press and hold condition necessary for selecting & dragging operation.

4) TOUCHSCREEN:Touch screens are monitors that usually have a textured coating across the glass face. This coating is sensitive to pressure and register the location of the user's finger when it touches the screen. The touch mate system, which has no coating, actually measures the pitch roll, and yaw rotation of the monitor when pressed by finger, and determine how much force exerted and the location where the force was applied.

5) MAGNETIC CARD ENCODERS AND READERS:Magnetic card setups are useful when you need an interface for a data- base application or multimedia project that tracks users. You need both card encoder and a card reader for this type of interface. The encoder connects to the computer at the serial port and transfer information to magnetic strip of tape on the back of the card.

6) FLAT-BED SCANNERS:A scanner may be the most useful piece of equipment you will use in the course of producing a multimedia project. There are flat bed scanner and handheld scanners. Most commonly available are gray -scale and color flat- bed scanners that provide a resolution of 300 or 600 dots per inch. Professional graphics houses may use even higher resolution unit.

7) OPTICAL CHARACTER RECOGNITION (OCR) DEVICES:OCR sofware, such as omni page from cacre or perceive from ocron, to convert printed matter to ASCII text files in our computer. We can also convert paper document into a word processing document on our computer without retyping or rekeying.An OCR terminal can be of use to multimedia developer because it recognizes not only printed characters but also handwriting.

8) INFRARED REMOTES:An infrared remote unit lets a user interact with our project while we are freely moving about. Remotes work like mice and trackballs, except they use infrared light to direct the cursor and require no cables to communicate. Remote mice work well for a lecture or other presentation in an auditorium or similar environment, when the speaker needs to move around the room.

9) VOICE RECOGNITION SYSTEM:Voice recognition system facilitates hands free interaction with your project. These system usually provide a unidirectional cardiod, noise canceling microphone that automatically filters out background noise. Most voice recognition system currently available can trigger common events such as Save, Quit, Open, Print etc.The Macintosh A V and Power Macintosh computer include voice recognition capability and add on sound board such as the Sound blaster or Diamond Sonic Sound and other provide this features for PCs
10) DIGITAL CAMERA:Digital Camera use the same technology i.e. CCD as video camera uses. They capture the still images of a given no. of pixels and the images are stored in camera's memory to be uploaded later to a computer. The higher the mega pixel rating, the higher the resolution of camera.Images are uploaded from the camera's memory using a serial, parallel cable.

b) OUTPUT HARDWARE: -
Presentation or the audio and the visual components or our multimedia project requires hardware that may or may not be included with the computer itself-speakers, amplifiers, monitor, motion video devices and capable storage devices. There is no greater test of benefit of good output hardware than to feed the audio output of your computer into an external amplifier.

1) AUDIO DEVICES:All Machintosh are equipped with an internal speaker and a dedicated sound chip and they are capable of audio output without additional hardware and /or software.To take advantage of built in stereo sound,

external speakers are required. Digitizing sound on your Machintosh requires an external microphone and sound editing/recording software such as Sound edit 16 from Macromedia, Sound Forge.

2) AMPLIFIERS ANS SPEAKERS:Often the speakers we use during a project development will not be adequate for development of multimedia project.Speakers with built in amplifier are important when our project will be presented to a large audience.

3) MONITORS:The monitors we need for development of multimedia projects depend on the type of application we are creating.A wide variety of monitors areavailable for both Machintosh and PCs.High-end, large screen graphics monitors and LCD panels are available for both, and they are expensive.Serious multimedia developers will often attach more than one monitor to their computers, using add-on graphics boards.This is because many authoring system allow us to work with several open windows at a time so we can dedicate one monitor to viewing the work we are creating ordesigning and can perform various editing tasks in windows on other monitor that do not block the view of work
.

4) VIDEO DEVICES:Message medium has the visual impact of video with a video digitizing board installed in computer, can display a television picture on monitor. Some boards include frame-grabber features for capturing the images and turning it into a color bitmap, which can be saved as a PICT or TIFF file and then used as a part of a graphics or a background project.

5) PROJECTORS:When we need to show material to more viewers that can huddle around a computer monitor, we will need to project it onto a large screen or even a white painted wall. Cathoda-ray tube projectors, liquid crystal display (LCD) panel attached to an overhead projector, stand alone LCD projectors, and light-valve projectors are available to splash work onto big screen surfaces.

6) PRINTERS:With the advent of reasonably priced color printers, hard copy output has entered the mutimedia scene. From storyboards to presentation to production of collateral marketing material, color printers have become an important part of the multimedia development environment.Color helps clarify concept, improve understanding and retention or information, and organize complex data. Xerox offers both solid ink and laser options.

c) COMMUNICATION DEVICES
Many multimedia application are developed in workgroups comprising instructional designers, writers, graphics artists, programmers, and musician located in the same office space or building. The workgroup member's computers typically arc connected on a local area network (LAN) the client's computers, however, may he thousand miles distant, requiring other methods of good communication.In the work place us quality equipment and software for your communication setup. The cost in both the time and money of stable and fast networking will be returned to you.
1) MODEMS:Modems can be connected to your computer externally at the serial port or internally as a separate board. Internal modems often include fax capability.Be sure that the modem is Hayes compatible. Hayes AT standard commmand set allows us to work with most software communication packages.
Modem speed, measured in band, is the most important consideration. Because the multimedia files that contain the graphics, audio resources, video samples and progressive version of the project are usually large and in many cases we need to

move as much data in short period of time. Compression saves significant transmission time and money, especially over long distance
.
2) ISDN:For higher transmission speed, we will need to use Integrated Service Digital Network (ISDN), switched -56, TI, T3, DSL, ATM etc. ISDN lines are popular because of their fast 128 kbps data transfer rate- four to five times faster than the more common 28.8 kbps analog modem. ISDN lines are important for Internet accessing, Networking and audio and video conferencing. They are more expensive than the convention analog lines, so analyze your costs and benefits carefully before upgrading to ISDN. Newer and faster Digital Subscriber Line (DSL) technology using copper lines and promoted by the telephone companies may overtake ISDN.

3) CABLE MODEM:Cable modems usually send and receive data symmetrically - they receive more (faster) than they send. In the downstream direction from provider to user, the data is modulated and placed on a common 6 Mhz television carrier, somewhere between 42 MHz & 750 MHz. The upper stream channel, or reverse path, from user to provider is more difficult to engineer because cable is more noisy environment with interference from HAM radio, CB radio, home appliances, loose connections etc.

<p style="text-align: center">Experiment no.2</p>

Objective: To study the Multimedia basic software tools.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory:

a. Text editing and Word processing tools: - A word processor is usually the first software tool computer users learns. From letter invoice and story boards to project content word processors may also be our most often used tool, as we design or build a multimedia project. Word processor such as Microsoft Word and Word Perfect are powerful that includes spell checkers, table formatters, templates for letters, resume purchase orders and other common documents. In many word processor we can actually embed multimedia elements such as sound, images and video etc.

b. OCR software network: - With optical character recognition (OCR) software, a flat-bed scanner and our computer, we can save many hours of rekeying printed words, and get the job done faster and more accurately than roomful of typists. OCR software turns bitmapped characters into electronically recognizable ASCII text. A scanner is typically used to create the bitmap. Then the software breaks the bitmap into chunks according to whether it contains text or graphics by examining the texture and density of area of the bitmap and by detecting edges. The text areas are then converted into ASCII character using probability and expert system algorithms.

c. Painting and Drawing tools: - Painting and drawing tools as well as 3D modelers, are perhaps the most important items in your toolkit because of all multimedia elements, the graphical impact of our project will likely have the greatest influence on the end user. Painting software such as Corel draw, free hand is dedicated to producing vector based line art easily printed to paper at high resolution.

d. 3D modeling and animation tools: - With 3D modeling software,object rendered in perspective appear more realistic. We can create stunning scenes and wander through them by choosing just the right lighting and perspective for our final renedered image. Powerful modeling packages

e. such as Infini-D, auto desk, strata vision's, secular logo motion, wave front, aids soft images. Important for multimedia developers, many 3D modeling applications also include export features enabling us to save a moving view or journey through our scenes as a quick time or AVI animation file. Each rendered 3D image takes from a few seconds to few hours to complete, depending upon the complexity of the drawing and the number of drawn objects included in it. A good 3D modeling tool should include the following features:

    i. Ability to drag and drop primitive shapes into a scene.
    ii. Lathe and extrude features.
    iii. Color and texture mapping.
    iv. Ability to create and sculpt organic objects from scratch with Bezier spline drawing tools.
    v. Unlimited cameras with focal length.

e. Image editing tools: - Image editing applications are specialized and powerful tools for enhancing and retouching existing bit-mapped images. These applications also provide many of the features and tools of painting and drawing programs and can be used to create images from scratch as well as images digitized from scanners, video frame grabbers, digital camera clip art files or original artwork files created with painting or drawing package.

f. Animation: - Video and digital movie tools : today the most widely used tool for creating multimedia animations for Machintosh and Windows environment is Macromedia director. Animations and digitized video movies are sequences of bit-mapped graphics scene, rapidly played back. Most authoring tools adopt either a frame or object oriented approach to animation, but rarely both. Moviemaking tools typically take advantage of quick time for Machintosh and Windows and Microsoft video for Windows technology and let you create, edit and present digitized motion video segments, usually a small window in your project. To make amovie from video, you need special hardware to convert the analog video signal into digital data movie making tool such as Premer, videoshop, media studio pro and let you edit and assemble video clips captured from camera, tape and other digitized audio or midi files.

g. Sound editing tools: - System sounds are shipped with both Machintosh and window system, and they are available as soon as we install the operating system. System sounds and beeps are used to indicate an error, warning or special user activity. Using sound editing software we can make our own sound effects. We need software for editing digital sounds. Although we can usually incorporate MIDI sound files in our multimedia project without learning any special skill, using editing tool to make our own MIDI file requires that we understand the way music is sequenced, stored and published. We need to know about tempos, clips, notations and instruments. And we will need a MIDI synthesizer or device connected to our computer. Many MIDI applications provide both sequencing and notation capabilties, and some let you edit both digital audio and MIDI within the same application.

EXPERIMENT NO. 3

Objective: To Design a simple web page using html tags.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory:The Web pages or materials in the form of hypermedia documents accessed through the
Internet, cab be located anywhere in the world. Hypertext Markup Language (HTML). HTML is powerful authoring language and found in different versions like HTML 4.2, HTML 4.0, HTML 3.2, HTML 3.0 and HTML 2. HTML element can be used to define document structure & format, HTML element is the inclusive region defined by either a single tag or a pair of tags. A tags is a string in the language surrounded by a less than (<) and a greater than (>) sign.   A opening tag does not begin with a slash (/). An ending or closing tag is a string that begins with a slash (/).
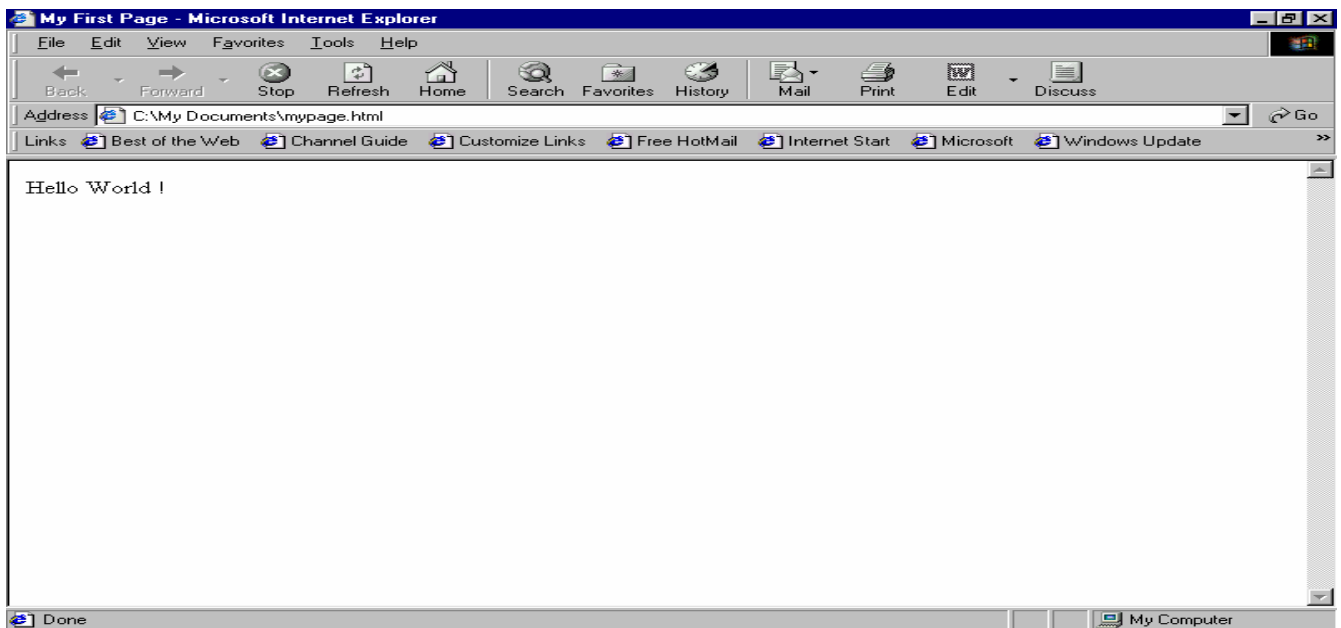
HTML documents format textual information with embedded markup tags that provide style and structure information. Whole document in HTML is surrounded by <HTML> and </HTML>.
HOW TO CREATE HTML DOCUMENT
HTML document cab be created using any HTML editor and text editor like notepad etc.
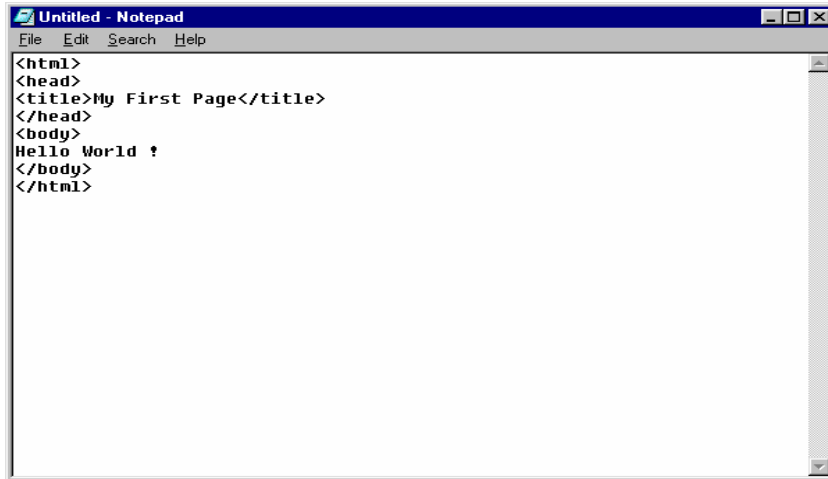**STEPS FOR CREATING A SIMPLE HTML PROGRAM**

1. Go to **Start -> Programs->Accessories->Notepad**
2. Begin with a document type tag and an <HTML> opening tag. Enter the following line in your doc.

<HTML>

3. Indicate that you are beginning the head element of document by issuing the <HEAD> opening tag. If a <HEAD> element is included, it must appear within

<HEAD>

4. The <TITLE> element is used to indicate the title of an HTML document. <TITLE> tags are placed with in the head component of a document and the title is placed between the opening and closing <TITLE> tags. Add this <TITLE> element to your document .

<TITLE>My First Page</TITLE>

5. To end the head area

```
<html>
<head>
<title>My First Page</title>
</head>
<body>
Hello World !
</body>
</html>
```

issue a <HEAD> closing tag

</HEAD>

Thus the <HEAD> element is nested within the <HTML> element.

6. At this point the body of the document is developed. A <BODY> opening tag

indicates that this point has been reached. Enter the following line.

<BODY>

7. In this case, the body of document contains a simple text statement for now, add

the following statement in your file.

Hello World !

8. A </BODY> closing tag marks the end of the <BODY> element. Similar to the

Head element, the <BODY> element is also completely nested within the <HTML> element. To end the <BODY> element, issue the closing tag in your

document.

</BODY>

9. Finally, terminate the <HTML> tag with </HTML> as shown below:

10. Save your document as mypage.html

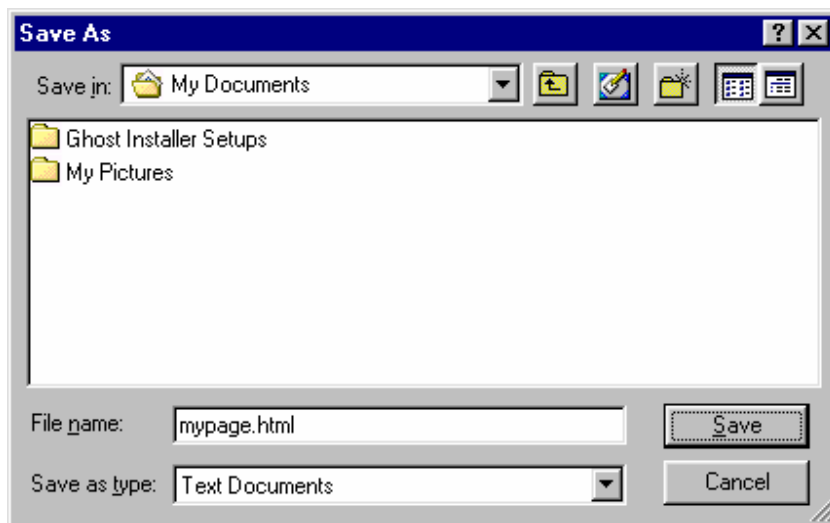11. To view the document open the .html document in the browser.

Program input and output:
<HTML>
<HEAD>
<TITLE> My first webpage.</TITLE>
<BODY>

 HELLO WORLD !

 </BODY>
</HTML>

Observation:The program is running successfully.

EXPERIMENT NO. 4

Objective: To create   a html page using list attributes.
         (a) Orderdered lists
         (b) unordered lists
         (c) defination lists
         (d) nesting lists

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory:A.orderdered lists: To display items in a specific order such as a set of instruction or a table of content .Also use various   styles while creating a list.
      Syntax: <OL>
            <LI>…………
           <LI>…………
           </LI>
Note: OL stand for order list and LI stand for list.

	ordered list	Numbered
		
		
		List item 1
		List item 2
		List item 3
		List item 4
		
		
		Numbered Special Start
		
		<ol start="5">
		List item 1
		List item 2
		List item 3
		List item 4
		
		
		Lowercase Letters
		
		<ol type="a">
		List item 1
		List item 2
		List item 3
		List item 4
		
		
		Capital Letters
		
		<ol type="A">
		List item 1
		List item 2
			Numbered
			
			  1.List item 1
			
			  2.List item 2
			
			  3. List item 3
			
			  4. List item 4
			
			Numbered Special Start
			
			  5. List item 1
			  6. List item 2
			  7. List item 3
			  8. List item 4
			
			Lowercase Letters
			
			  a. List item 1
			  b. List item 2
			  c. List item 3
			  d. List item 4
			
			Capital Letters
			
			  A. List item 1
			  B. List item 2
			  C. List item 3
			  D. List item 4

	`<li>List item 3</li>`
	`<li>List item 4</li>`
	`</ol>`
	
	Capital Letters Special Start
	
	`<ol type="A" start="3">`
	`<li>List item 1</li>`
	`<li>List item 2</li>`
	`<li>List item 3</li>`
	`<li>List item 4</li>`
	`</ol>`
	
	Lowercase Roman Numerals
	
	`<ol type="i">`
	`<li>List item 1</li>`
	`<li>List item 2</li>`
	`<li>List item 3</li>`
	`<li>List item 4</li>`
	`</ol>`
	
	Capital Roman Numerals
	
	`<ol type="I">`
	`<li>List item 1</li>`
	`<li>List item 2</li>`
	`<li>List item 3</li>`
	`<li>List item 4</li>`
	`</ol>`
	
	Capital Roman Numerals Special Start
	
	`<ol type="I" start="7">`
	`<li>List item 1</li>`
	`<li>List item 2</li>`
	`<li>List item 3</li>`
	`<li>List item 4</li>`
	`</ol>`
		Capital Letters Special Start
		
		C. List item 1
		D. List item 2
		E. List item 3
		F. List item 4
		
		Lowercase Roman Numerals
		
		i. List item 1
		ii. List item 2
		iii. List item 3
		iv. List item 4
		
		Capital Roman Numerals
		
		I. List item 1
		II. List item 2
		III. List item 3
		IV. List item 4
		
		Capital Roman Numerals Special Start
		
		VII. List item 1
		VIII. List item 2
		IX. List item 3
		X. List item 4

c: Also customize ordered list by using any ordered value in place of 1,2,3and so on .this can be done by using tag.

Types of attributes are:

1= for Arabic number (1,2,3,………….)
i= for lower case roman no. (i, ii , iii,………)

I= for upper case roman no.(I, II, III,………..)
a= for lower case English alphabets (a,b,c………..)
A=for upper case English alphabets(A,B,C………….)

The syntax of <OL> tag with these attributes:

: <OL type = "……">, or <OL start ="…….">
                      <LI>…………
                      <LI>…………
                      </OL>

Program input and output:

```
 <HTML>
    <HEAD>
     <TITLE> ORDERED LIST</TITLE>
     <BODY>
    <H2> CONTENTS</H2>
     <OL>
       <LI> introduction
        <LI> About Us
        <LI> Catalogue
         <LI> Contact Us
   </OL>
   </BODY>
   </HTML>
```

ORDERED LIST
CONTENTS 1. introduction 2. About Us 3. Catalogue 4. Contact Us

B.   UNORDERED LISTS: An unordered list has bullets placed in front of each items. By default, round bullets(disc) appear in front of each item unless specified.
                    The container element for ordered list <UL> .UL stand for unordered List.Here also each item should start with empty element<LI>.
         Syntax: <UL>
                  <LI>…………
                  <LI>…………
                  </UL>

	unordered list	Example 1:

 	Example 1: • List item 1

| | | List item 1
List item 2

Example 2:

<ul type="disc">
List item 1
List item 2
<ul type="circle">
List item 3
List item 4

 | •   List item 2

Example 2:

•   List item 1
•   List item 2
    o   List item 3
    o   List item 4 |

Customizing unordered list: Unordered List can also be customized to replace the round bullets (Disc) with different styles.

The type attributes of unordered list is:
a.Disc
b. Circle
c.Sqare

Program input and output:

```
<HTML>
<HEAD>
<TITLE> UNORDERED LIST</TITLE>
<BODY>
<H2> CONTENTS</H2>
<UL>
        <LI> introduction
        <LI> About Us
        <LI> Catalogue
         <LI> Contact Us
       </UL>
    </BODY>
    </HTML>
```

UNORDERED LIST

CONTENTS
 	
    • introduction
    • About Us
    • Catalogue
    • Contact Us

C. DEFINATION LISTS: The DL container element is used to start a definition list DL stands for Definition list <DL> is the opening tag and </DL> is the closing tag. Within these opening and closing tags , the empty element < DT> is used. DT stands for Definition Term This tag tells the browser that this term is to be defined. After <DT> tag, <DD> tag is used. DD stands for Definition Description and is also an empty element DD tells the web Brower the actual definition .Both the tags namely <DT> and < DD> come between the opening and closing tags of the Definition List.

```
Syntax:  <DL>
          <DT>…………
           <DD>…………
           </DL>
```

<dd>	definition description	`<dl>`
		`<dt>Definition Term</dt>`
		`<dd>Definition of the term</dd>`
		`<dt>Definition Term</dt>`
		`<dd>Definition of the term</dd>`
		`</dl>`
			Definition Term
			    Definition of the term
			Definition Term
			    Definition of the term

<dl>	definition list	`<dl>`
		`<dt>Definition Term</dt>`
		`<dd>Definition of the term</dd>`
		`<dt>Definition Term</dt>`
		`<dd>Definition of the term</dd>`
		`</dl>`
			Definition Term
			    Definition of the term
			Definition Term
			    Definition of the term

<dt>	definition term	`<dl>`
		`<dt>Definition Term</dt>`
		`<dd>Definition of the term</dd>`
		`<dt>Definition Term</dt>`
		`<dd>Definition of the term</dd>`
		`</dl>`
			Definition Term
			    Definition of the term
			Definition Term
			    Definition of the term

```
<HTML>
        <HEAD>
        <TITLE> Microsoft Office</TITLE>

        </HEAD>
         <BODY>

        <DL>
        <DT>Microsoft Excel
         <DD>A Spreadsheet Program
```

```
                    <DT> Microsoft Word
                     <DD>  A Word Processing Program
                    </DL>

                    </BODY>
</HTML>
```

```
Microsoft Office

Microsoft Excel
        A Spreadsheet Program
Microsoft Word
        A Word Processing Program
```

NESTING LISTS: To display additional information about an item in a list, can create another list within that list. This procedure of creating a list within a list called nested list.

Example: Creating a nested list.

```
    <HTML>
    <HEAD>
     <TITLE> NESTED LIST</TITLE>
     <BODY>

    <H2> CONTENTS</H2>
    <UL  TYPE =" circle">
    <LI> introduction
    <LI> About Us
     <LI> Catalogue
      <OL TYPE ="a">
                <LI> computer books
                <LI> text book
                 <LI> General books
                 <LI> Educational charts
                 </OL>
     </UL>
    </BODY>

    </HTML>
```

NESTED LIST

CONTENTS

- o introduction
- o About Us
- o Catalogue
  - a. computer books
  - b. text book
  - c. General books
  - d. Educational charts

Observation:The program is running successfully.

EXPERIMENT NO. 5

Objective: To design a table through html.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory: Table: Create the table structure that is enter the table tag <table>. Specifies row and columns and Specifies heading.
Enter the data in table set. Create a table to display information on a web page some time may like to display an information in tabular for mate .
A Table has three parts-
1. Row: - which is horizontal line of data.
2. Header cell :- which contains text that describe the data in a row or column.
3. Data cell :- which contain data or information to display.
Basic table tags:-

Tag	Uses
1. <TABLE>	Marks a table within an html documents.
2. <TR>	Marks a row within a table.
3. <TD>	Marks a cell (table data) within a row.
4. <TH>	Marks a heading cell within a row.

Product code	Product name	Price per unit	quantity	Total prices
Po1	Atlas	40	2	80
Po2	Ocy-html	70	5	350

<table> **table** Example 1:

<table border="4" cellpadding="2" cellspacing="2" width="100%">
<tr>
<td>Column 1</td>
<td>Column 2</td>
</tr>
</table>

Example 2: (Internet Explorer)

<table border="2" bordercolor="#336699" cellpadding="2" cellspacing="2" width="100%">
<tr>
<td>Column 1</td>
<td>Column 2</td>

```
</tr>
</table>
```

Example 3:

```
<table cellpadding="2" cellspacing="2" width="100%">
<tr>
<td bgcolor="#cccccc">Column 1</td>
<td bgcolor="#cccccc">Column 2</td>
</tr>
<tr>
<td>Row 2</td>
<td>Row 2</td>
</tr>
</table>
```
Example 1: (Tip)

Column 1	Column 2

Example 2: (Tip)

Column 1	Column 2

Example 3: (Tip)

Column 1	Column 2
Row 2	Row 2

```
<td> table data <table border="2" cellpadding="2" cellspacing="2" width="100%">
<tr>
<td>Column 1</td>
<td>Column 2</td>
</tr>
</table>
```

Column 1	Column 2

```
<th> table header <div align="center">
<table>
<tr>
<th>Column 1</th>
<th>Column 2</th>
<th>Column 3</th>
</tr>
<tr>
<td>Row 2</td>
<td>Row 2</td>
<td>Row 2</td>
</tr>
```

```
<tr>
<td>Row 3</td>
<td>Row 3</td>
<td>Row 3</td>
</tr>
<tr>
<td>Row 4</td>
<td>Row 4</td>
<td>Row 4</td>
</tr>
</table>
</div>
```

Column 1	Column 2	Column 3
Row 2	Row 2	Row 2
Row 3	Row 3	Row 3
Row 4	Row 4	Row 4

<title> **document title <title>**Title of your **HTML page</title>** Title of your web page will be viewable in the title bar. (Tip) <tr> **table row** <table border="2" cellpadding="2" cellspacing="2" width="100%">
<tr>
<td>Column 1</td>
<td>Column 2</td>
</tr>
</table>

Column 1	Column 2

Program input and output:

```
<HTML>
<HEAD>
<TITLE>Creating  Table</Title>
</HEAD>
<BODY>
< h1align = center> Bill</h1>
<TABLE BORDER =5>
<TR>
<TH> Product  Code </TH> <TH> Product Name </TH> <TH>
Priceperunit</TH><TH> Quantity </TH><TH>
Total Price</TH>
</TR>
<TR>
<TD>po1</TD><TD>Atlas</td> <TD> 40</TD><TD> 2</TD><TD>80</TD>
</TD>
<TR>
 <TD> po2/TD><TD>ocy-html</TD><TD> 70</TD><TD>5</TD> <TD>
350</TD>
</TABLE>
</BODY>
</HTML>
```

Creating Table				
	Bill			
Product code	Product name	Price per unit	quantity	Total prices
Po1	Atlas	40	2	80
Po2	Ocy-html	70	5	350

Observation:The program is running successfully.

Objective : To design a form using html.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory: Creating Form : Setting of a form :- TO set up a form add information to the form . To set up a form, to specify two important information that is Method and Action property of <FORM> tag.

Property of Form Tag:-
1.Method: its tells the form how to transfer the data to the form processor, which is CGI script or e-mail address.

   The two values to the   Method property which are:

   a. GET- if the Method of is set to get then the data in the form is given to
       the form of an environment variable. If no Method property is given in
       <FORM> tag the default property is set to GET.

   b. POST: if the Method of is set to get then the data in the form is given to
       the form of an environment variable. If no Method property is given in
       <FORM> tag the default property is set to GET.

   c.
ACTION property of the <FORM> tag tells what the from should take when the user presses the   SUBMIT   button .More often then not, this is a URL pointing to a CGI program. For example.

<FORM METHOD ="post" ACTION=" /cg-bin/priya.pl">

Note here that the action property is set to the location of a CGI script on web server that will process the information submitted by the form.

Sometimes a user who does not know these scripting languages and wants to obtain information or opinion through forms on his e-mail address , in those case set the   ACTION property to the e-mail address of the recipient. For example:

<FORM METHOD ="post" ACTION = "mailto: priya@gmail.com">

 Note here that set the ACTION   property to an e-mail link, so in this case all the data in the form will be sent to the e-mail address specified in the ACTION property. Also replace priya@gmail.com with any of the e-mail address, where to sent the data.

Remember when set the ACTION   property to an e-mail link then send the data, that will receive an e-mail from the visitor with an attachment enclosed to it .

Note : if like to receive the e-mail without the attachment, in a text form, then in the <FORM> tag type, ENCTYPE = "TEXT/PLAIN".

\<form> **form \<form** action="mailto:you@yourdomain.com">
Name: \<input name="Name" value="" size="10">\
Email: \<input name="Email" value="" size="10">\
\<center>\<input type="submit">\</center>
\</form>

Name: ☐ (Tip)

Email: ☐

\<input> **input field** Example 1:

\<form method=post action="/cgi-bin/example.cgi">
\<input type="text" size="10" maxlength="30">
\<input type="Submit" value="Submit">
\</form>
Example 1: (Tip)

☐ Submit

\<input>
(Internet Explorer) **input field** Example 2:

\<form method=post action="/cgi-bin/example.cgi">
\<input type="text" style="color: #ffffff; font-family: Verdana; font-weight: bold;
font-size: 12px; background-color: #72a4d2;" size="10" maxlength="30">
\<input type="Submit" value="Submit">
\</form>
Example 2: (Tip)

☐ Submit

\<input> **input field** Example 3:

\<form method=post action="/cgi-bin/example.cgi">
\<table border="0" cellspacing="0" cellpadding="2">\<tr>\<td
bgcolor="#8463ff">\<input type="text" size="10" maxlength="30">\</td>\<td
bgcolor="#8463ff" valign="Middle"> \<input type="image" name="submit"
src="yourimage.gif">\</td>\</tr> \</table>
\</form>
Example 3: (Tip)
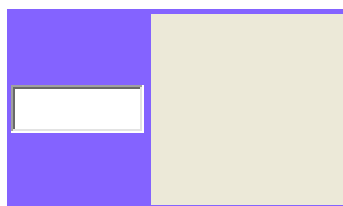
\<input> **input field** Example 4:

\<form method=post action="/cgi-bin/example.cgi">

Enter Your Comments:
<textarea wrap="virtual" name="Comments" rows=3 cols=20
maxlength=100></textarea>
<input type="Submit" value="Submit">
<input type="Reset" value="Clear">
</form>
Example 4:

<input> **input field** Example 5:

<form method=post action="/cgi-bin/example.cgi">
<center>
Select an option:
<select>
<option >option 1</option>
<option selected>option 2</option>
<option>option 3</option>
<option>option 4</option>
<option>option 5</option>
<option>option 6</option>
</select>
<input type="Submit" value="Submit"></center>
</form>

Example 5:

Select an option: option 2

<input> **input field** Example 6:

<form method=post action="/cgi-bin/example.cgi">
Select an option:
<input type="radio" name="option"> Option 1
<input type="radio" name="option" checked> Option 2
<input type="radio" name="option"> Option 3

Select an option:
<input type="checkbox" name="selection"> Selection 1
<input type="checkbox" name="selection" checked> Selection 2
<input type="checkbox" name="selection"> Selection 3

<input type="Submit" value="Submit">
</form>
Example 6: (Tip)

Select an option:

   ◯   Option 1

   ◉   Option 2

   ◯   Option 3

Select an option:

   ☐   Selection 1

   ☑   Selection 2

   ☐   Selection 3

Program input and output:

<html>

<head>
<title> creating text box</title>
</head>
<body><h3>please provide information</h3>
<p><form method="post" action="mailto: priya@gmail.com" enctype="textplain">
 enter your name:<input type="text" name="yourname" size="30" maxlength="5">

address:<input type="text" name="address" size="30" maxlength="5">

city:<input type="text" name="city" size="30" maxlength="5">

pincode:<input type="text" name="pincode" size="30" maxlength="50">

telephone:<input type="text" name="telephone" size="40" maxlength="50">

credit card no:<input type="password" name="credit" size="20" maxlength="16">

which sports you like?

<input type="checkbox" name="sport" value="cricket" checked>cricket
<input type="checkbox" name="sport" value="football"> football
<input type="checkbox" name="sport" value="hockey">hockey
<input type="checkbox" name="sport" value="tennis">tennis

comment:

<textarea name="comments" rows="10" cols="40">

```
</textarea>
</p>
</form>
</body>
</html>
```

Creating text box
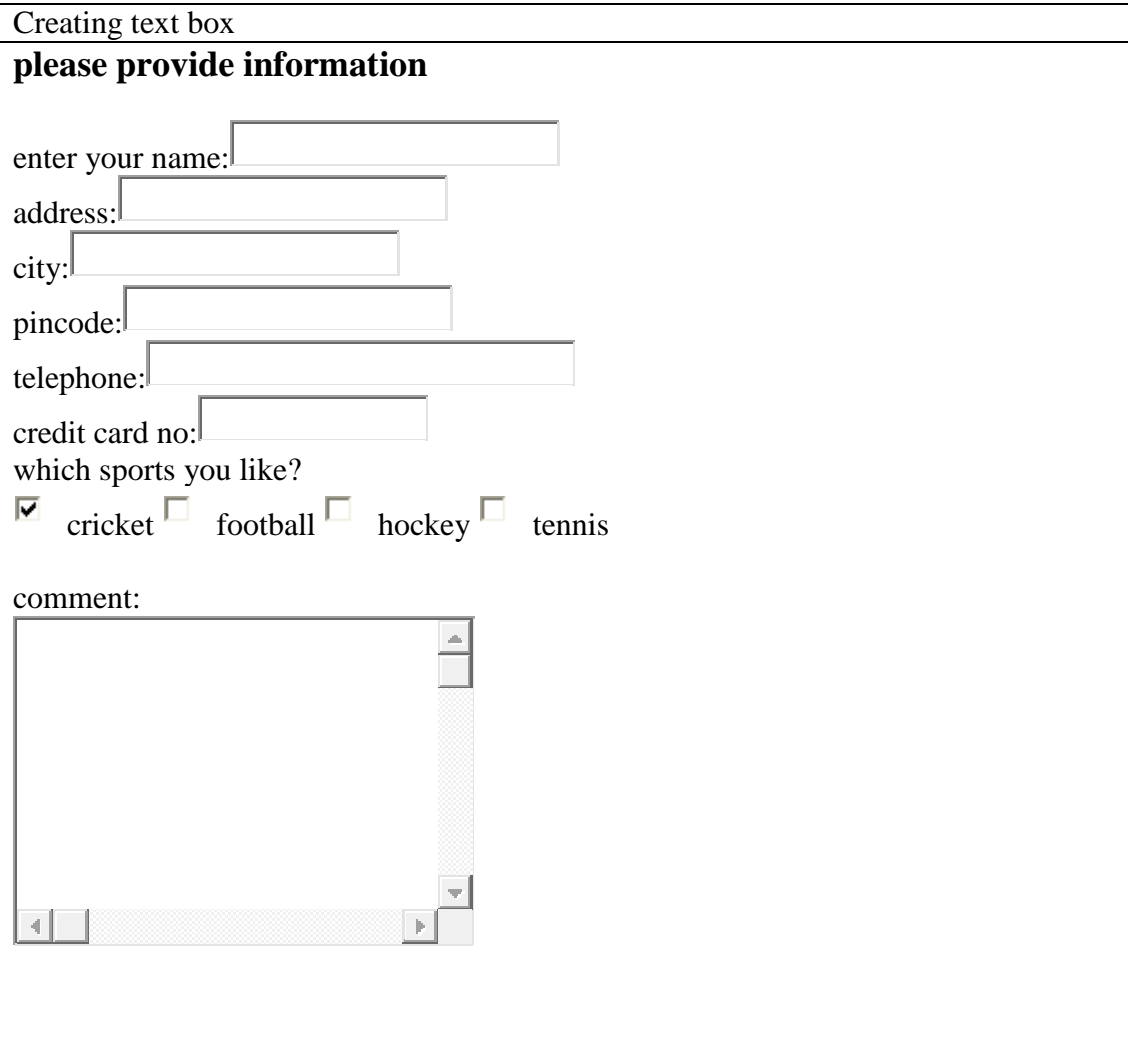
please provide information

enter your name: _____

address: _____

city: _____

pincode: _____

telephone: _____

credit card no: _____
which sports you like?
☑ cricket ☐ football ☐ hockey ☐ tennis

comment:

[text area]

Observation:The program is running successfully.

EXPERIMENT NO 7

Objective : To design a frame using html.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory:The introduction of frames can create web pages that look and feel entirely different from other web
        pages- pages that have tables of contents , banners, footnotes and sidebars, just to name a few
        common features that frames can give.

            At the same time, frames change what a page means to the browser and to the readers.

                Unlike all the preceding example: which use a single html page to display a screen of information .Create web sites using frames a single screen actually consist of a number of separate html document that interact with each other.

                The frameset document also includes the names of the html document that will appear in each of the frames .Each of the remaining html document contains normal html tags that define the physical contents of each separate frame area. These documents are referenced by the frameset document.

CREATING FRAMES: 1.Creating a frameset (or layout) document that determines the location and characteristics of the frames.

2. Designate the frames and their contents.

3. Format the frames.

FRAMESET TAGS AND ATTRIBUTES

Tag/Attributes   Use

<Frameset>   Establishes Frames within an html document.

Rows="n1,n2…"   Sets the size for rows horizontal frames-in pixel, as a percentage or as a proportion of the remaining space with "*".

Cols="n1, n2…"   Sets the size for rows Vertical frames-in pixel, as a percentage or as a proportion of the remaining space with "*".

<Frame>   Identifies frame characteries and initial content.
SRC= "URL"   Identifies the source   for the frame content as a standard URL.

Name ="……."   Labels a frame so that it can be targeted or referred to from other frames or windows.

 <No frames>   Sets a section of a html to be visible to no framed browsers.

Advantages(Pros) of using Frames :

1. One of the most beneficial feature of frames is it lets the user to have multiple pages in the same browser.

2. Using frames we can keep one part of the page static while changing the other parts of the page.

3. If we create a top frame we can use it as a header i.e, as that page is static it acts like an include page.

4. Frames can be used to reduce server load, as there is no need to reload all the pages when ever a new page is visited.

Disadvantages of using Frames :
1. One of the main disadvantage of frames is search engines will not deal with them properly. i.e, search engines (including most popular ones) will not index pages containing frames as its hard for them to search for a specific content and move backwards to check to which frameset each page belongs to and retrieve all the pages in the frameset.

2. Its hard to navigate through pages in frames when we have more than two or three frames.

3. Its difficult to print the content of all frames when compared to a normal web page.

4.. Some browsers doesn't support frames, so we need to place the content seperately for the people who doesn't have frames using <noframes> ... </noframes>

5. We cannot bookmark individual pages using browser's Favourites Menu.

   Frames

```
<frameset cols="25%,75%">
  <frame src="page1.htm" />
  <frame src="page2.htm" />
</frameset>
```

Program input and output:

```
<HTML>
<HEAD>
<TITLE> The frame  Tag</title>
</HEAD>
<FRAMESET  ROWS="*,*,*">
```

```
          <FRAME SRC="DOCUMENT1.HTML">
         <FRAME SRC="DOCUMENT2.HTML">
          <FRAME SRC="DOCUMENT3.HTML">

</FRAMESET>

</HTML>
```

The frame Tag
Document1
Document2
Document3

Observation:The program is running successfully.

EXPERIMENT NO. 8

Objective: To using image tag for inserting image on html page.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory: Image formats: when developing image, also consider format option. Basically use GIF ,JPG or PNG formats. depending on the user want .

GIFS: The most common image format is GIF, which is an acronym formed from Graphics Interchange Format developed by CompuServe for online use.

JPG/JPEG: Jpg stand for Joint Photographic Expert Group. This image format is the second most popular for image on the web. As a whole , Jpg image are less flexible than GIF image and the most significant advantage of JPG is that it supports million of color.

PNG: PNG stands for Portable Network Graphics. This new image file format is only supported by the most recent browser version (Microsoft Internet Explorer 4)

The Image Tag and the Src Attribute

In HTML, images are defined with the <img> tag. The <img> tag is empty, which means that it contains attributes only and it has no closing tag.

To display an image on a page, you need to use the src attribute. Src stands for "source". The value of the src attribute is the URL of the image you want to display on your page.

The syntax of defining an image:

The URL points to the location where the image is stored. An image named "boat.gif" located in the directory "images" on "www.w3schools.com" has the URL: http://www.w3schools.com/images/boat.gif.

The browser puts the image where the image tag occurs in the document. If you put an image tag between two paragraphs, the browser shows the first paragraph, then the image, and then the second paragraph.

Image Tags <img src=> Inserts an image

<img height=> Sets the height of an image

<img width=> Sets the width of an image

<img border=> Sets the border of an image

<img alt=> Creates label for image

<hr> Creates horizontal rule

<hr size=> Sets height of rule

<hr width=> Sets width of rule, either in percentage or pixel value

<hr noshade> Creates shadow less rule

Inserting an image

To insert an image in a Html document, <IMG> tag is used . IMG stands for Image element <IMG> is an empty element and has SRC , align, border, height, width etc.

<img> **image <img** src="Earth.gif" width="41" height="41" border="0" alt="text describing the

image" /> (Tip

Program input and output:

```
<HTML>
<HEAD>
<TITLE> Inserting  images</title>
</HEAD>
<BODY>
<H2> EARTH</H2>
<IMG Src="C:\MY DOCUMENT\MY PICTURE\EARTH.BMP">
</BODY>
</HTML>
```

Inserting images

EARTH

Observation:The program is running successfully.

<p style="text-align: center;">EXPERIMENT NO. 9</p>

Objective:. To create, process and print graphics using adobe photoshop.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows.

Software requirement: Windows 2003, windows XP.

Theory **:** ABOUT PHOTOSHOP

       Adobe Photoshop – the imaging software application - has become more than an integral part of graphic designers' working tools. Photoshop has earned the reputation of being a mysterious, magical environment where reality is twisted and reshaped, where disintegrating family photos are returned to perfect condition, and where the line between illustration and photography is freely crossed Photoshop provides you some special features like, Image retouching, Advanced buttons for your web pages. This is best software application available in the market for Image Manipulation.

HOW TO WORK IN PHOTOSHOP
How to open Photoshop

Step 1:   Click on START
Step 2:   Select Programs

Step 3:   Select Adobe
Step 4:   Select PhotoShop 5.x
Step 5:   Click on Photoshop 5.x
After finishing doing this you will get a screen like this (below):

The above screen provides you the tool bar and few other windows, but not the work
Area.

For work area
Step 1:   Click on FILE

Step 2:   Click on NEW

The next screen will appear, which will require few inputs from you, like

i. The height and width of the work area in pixel / inches / cm / points / picas / columns,
ii. The resolution for the file
iii. The image color mode Bitmap / Grayscale / RGB / CMYK / lab color
iv. The last option for the type of background required white / background color /
transparent.
  v.   Give a file name under "Name.
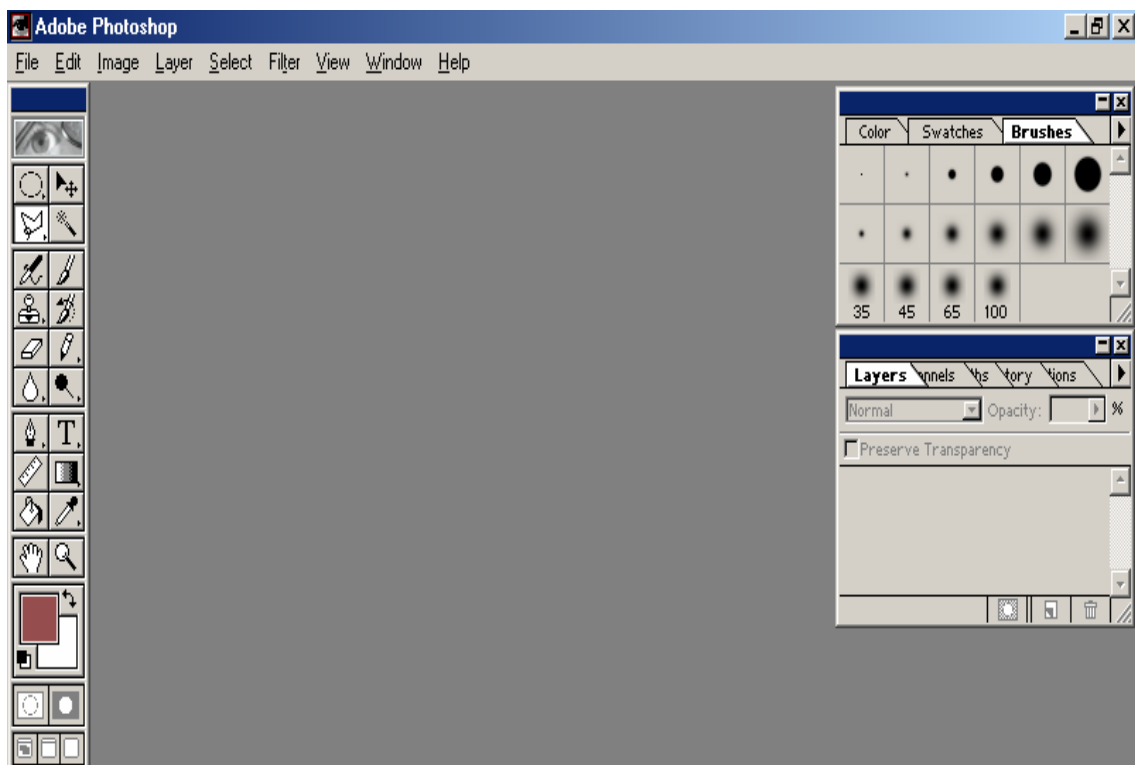
vi. Click on OK
    The Screen looks like as given below
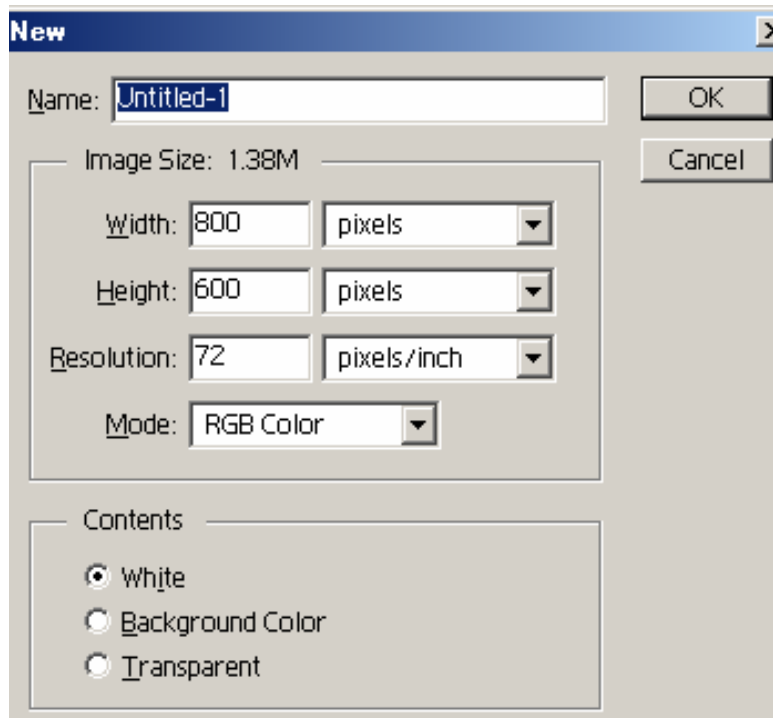
The normal size for work area is 640 pixels (width) x 480 pixels (height) with the resolution 72 pixels/inch.

Now as you have got the work area, you can start working on it With the help of the Photoshop tool bar you can create, edit, retouch, manipulate your

drawing or imported image
TO SAVE YOUR WORK

Step 1:   Click on File
Step 2:   Click on Save / Save as
Step 3:   Select the directory under which the file you want to save
Step 4:   Provide a name (if not provided at the time of creating a new file
Step 5:   Click on Save

For JPEG file format
Step 1:   Click on File
Step 2:   Click on Save a copy
Step 3:   Select the directory under which the file you want to save
Step 4:   Provide a name
Step 5:   Select JPEG from under the "Save as" option
Step 6:   Click on Save

For GIF file format:
Step 1: Click on File
Step 2: Click on Export
Step 3: Click on GIF89a export
You will get the following screen
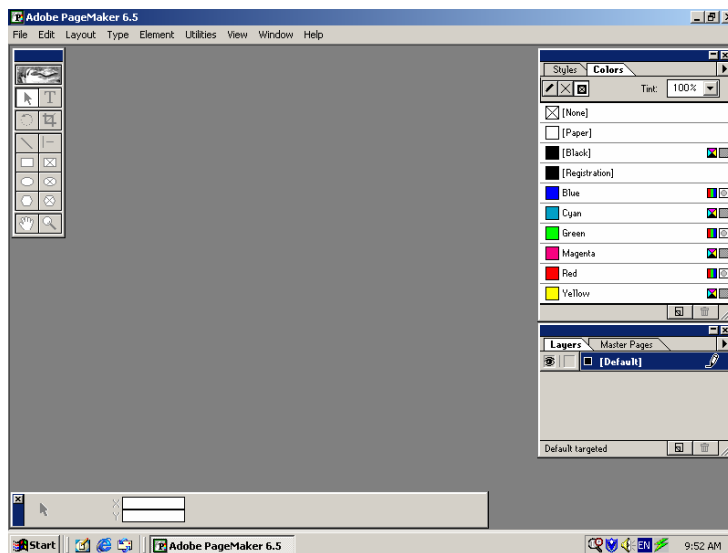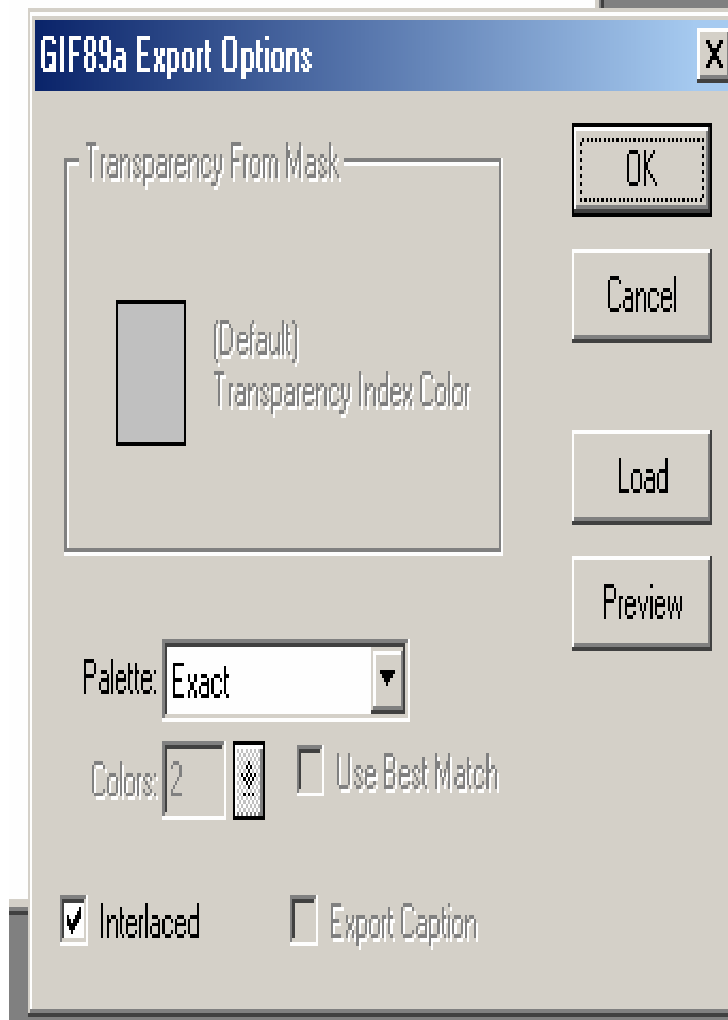
Step 4: without changing anything (as above) Click on OK

Step 5: Select the directory under which the file you want to save

Click File > New (the screen look like as given below)
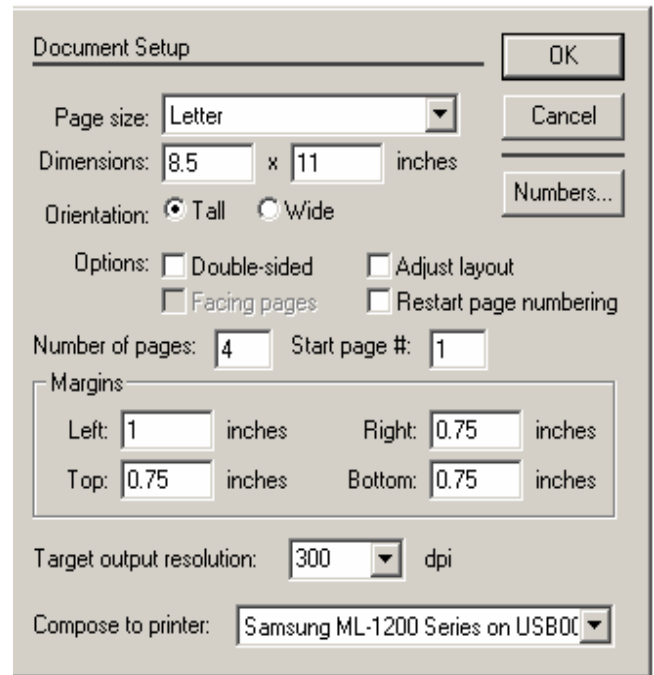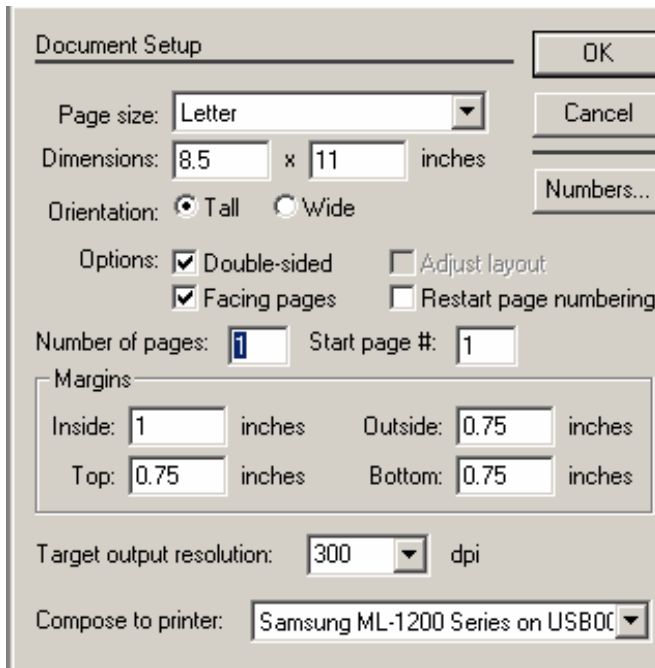
In the Document Setup window do the following:

Step 1:   Select the page size (letter, Legal, Tabloid, A3, A4 etc.)
Step 2:   Select the orientation {Tall (same as portrait) / Wide (same as landscape)}
Step 3:   Check the options for double sided and facing pages or only double sided
pages, if you want the pages to be in mirror of one another, or else don't check the
double-sided option this will give a normal page. When Double-sided is selected, side
margins are labeled Inside and Outside. Otherwise, side margins become Left and
Right.

Step 4:   Insert the number of pages you require.
Step 6:   Click on Numbers to select the type of page number (Numeric / Roman
Alphabets).

Multimedia & Web Technology Lab Manual: 4th semester(CSE)   36

Step 7:   Set the output resolution (dots per inch).
Step 8:   Select the Printer.
Step 9:   After providing the details click on OK

Now your environment looks like:
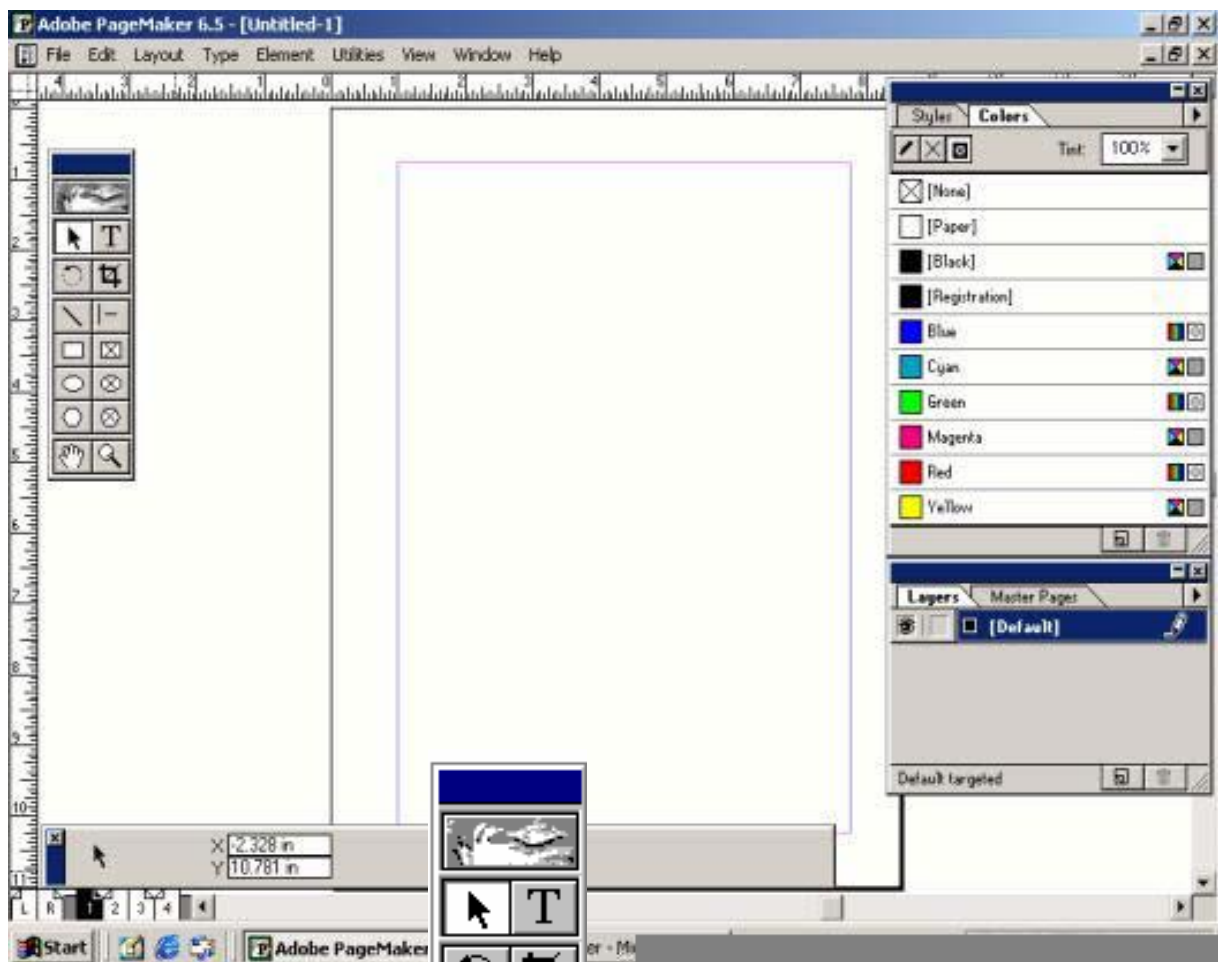
TOOL BOX

Choose Window > Show   Tools or Window > Hide Tools to
display or hide the toolbox

Pointer

Text

Rotating Crop

Line Constrained Line

Rectangle Frame
Ellipse Frame
Polygon Frame
Zoom

Rectangle
Ellipse

Polygon

Hand

Pointer tool: Used to select, move, and resize text blocks and graphics.
Text tool: Used to type, select, and edit text.
Rotating tool**:** Used to select and rotate objects.
Cropping tool: Used to trim imported graphics.
Line tool: Used to draw straight lines in any direction.
Constrained line tool: Used to draw vertical or horizontal lines.
Rectangle tool**:** Used to draw rectangles and squares.
Rectangle frame tool**:** Used to create a rectangular placeholder for text and graphics or
you can define an area for the text / graphics.
Ellipse tool: Used to draw ellipses and circles.
Ellipse frame tool**:** Used to create a circular or oval placeholder for text and graphics or
you can define an area for the text / graphics.
Polygon tool: Used to draw basic polygons.
Polygon frame tool: Used to create a polygonal placeholder for text and graphics or you
can define an area for the text / graphics.
Hand tool: Used to scroll the page or to preview and test hyperlinks.
Zoom tool: Used to magnify or reduce an area of the page

When you select any of these tools, you get the properties for that tool in the property
bar. With the help of the property bar you can rotate, skew the shape and format the text.

MENUS
In PageMaker you will find these menus; File, Edit, Layout, Type, Element, Utilities View, Window and Help. The options available under these menus are given below.

File Menu: The options available under file menu are; New, Open, Recent Publication, Close, Save, Save as, Revert, Place, Acquire, Export, Document setup, Printer style, Print, Preferences, Send Mail and Exit You can Acquire either a source by selecting Select source or an image by selecting
Acquire Image (only .tif file). You can export your file as Adobe PDF / HTML / Graphic / Text. You can set your preferences by selecting any of these options under Preferences General / Online / Layout adjustment / Trapping To change the rulers from Inches to Millimeter or any other measuring format do the following: Click on File > Preferences > General
 On doing this, you will get the following screen
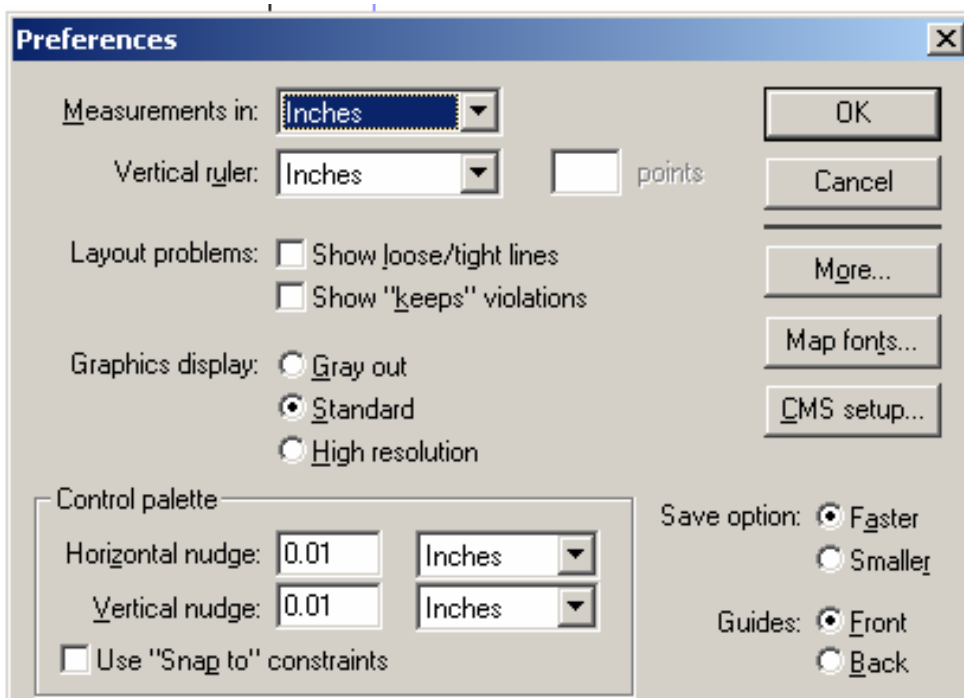
In this select the type for "Measurement in", select the type for "Vertical ruler".
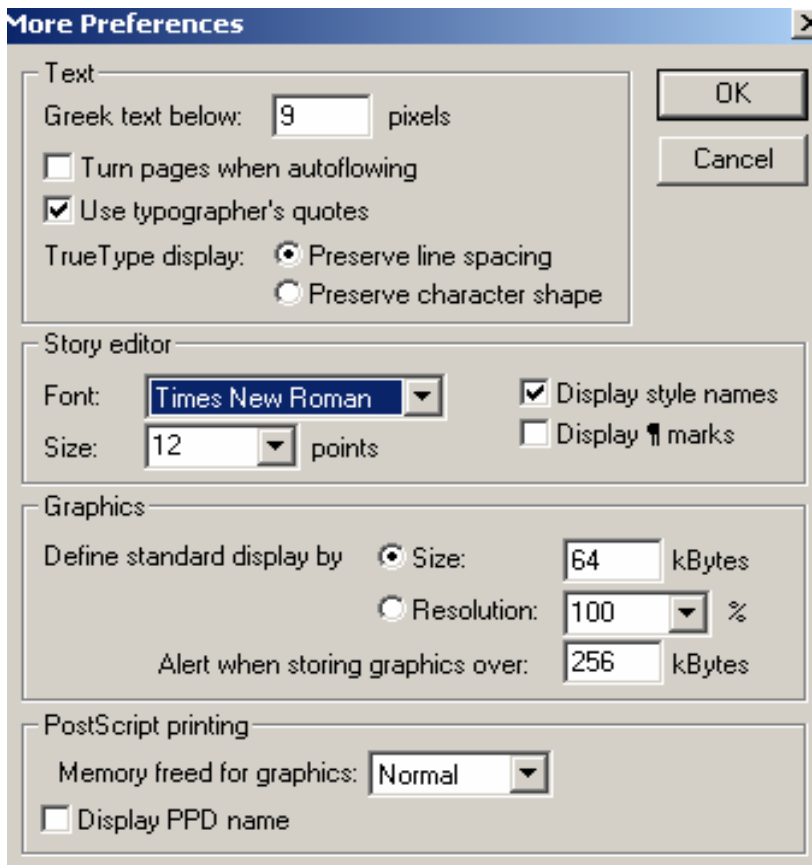
On selecting this two the horizontal and vertical nudge under control pallet will change to the same automatically. Horizontal nudge is dependent on "Measurements in" and vertical nudge is dependent on "Vertical ruler". The different measuring formats are; inches inches decimal, millimeters, picas and ciceros for "Measurement in" and for "Vertical ruler" you will find all these plus custom. For setting the font style, size, graphics size etc. click on the "More" button for more preference. The screen looks like as given below:
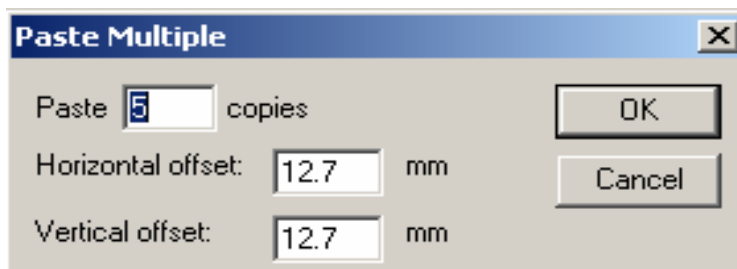
Edit Manu: The options available under edit menu are; Undo/Redo, Cut, Copy, Paste, Clear/Delete, Select all, Deselect all, Paste special, Paste Multiple, Insert object, Edit Story, Edit Original. You can insert any object (format) with the help of Insert Object. With the help of Paste multiple you can paste as many number of copies of an object at a single go. By selecting paste multiple you will get the following screen, all you have to do is to provide the number of copies you require and the Horizontal and Vertical offset (position) from the original object.

Character Specifications

Font:	Times New Roman

Size: 12 points   Position: Normal
Leading: Auto points   Case: Normal
Horiz scale: Normal %   Track: No track
Color: Black   Line end: Break
Tint: 100 %

OK   Cancel   Options...

Paragraph Specifications

Indents: Paragraph space:

Left 0 inches   Before 0 inches
First 0 inches   After 0 inches
Right 0 inches

OK   Cancel   Rules...   Spacing...

Alignment: Left   Dictionary: US English

Options:
☐ Keep lines together   ☐ Keep with next   0 lines
☐ Column break before   ☐ Widow control   0 lines
☐ Page break before   ☐ Orphan control   0 lines
☐ Include in table of contents

Paste Special will paste the object as Bitmap image :

Layout Menu: The options available under Layout menu are; Goto Page, Insert pages Remove Pages, Sort Pages, Go Back, Go Forward, Column Guides, Copy Master Guides Auto flow. These options helps to insert, remove pages, goto a particular page, either go forward or backward (pages), Inserting columns, interchange the pages (sort).

Type Menu: The options available under type menu are; Font (for different fonts), Size (font size), Leading (line spacing), Type Style (bold / italic / underline etc), Expert Kerning, Expert Tracking and horizontal scale (these 3 options are used for character spacing), Character (for formatting of the text) (screen given below),

Paragraphs (used for paragraph alignment, spacing, indentation etc) (screen given below),

Indents / Tabs (used for specifying tabs) (screen given below

Hyphenation (used for defining the style and type hyphen) (screen given below),
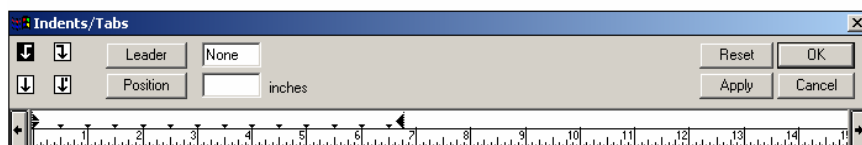
Alignment (left, center, right, justify or force justify; force justify will force the line to align justify), Style (used for defining the style of your text; body text, caption, hanging , headline or subheads), Define styles (same as style) (screen given below
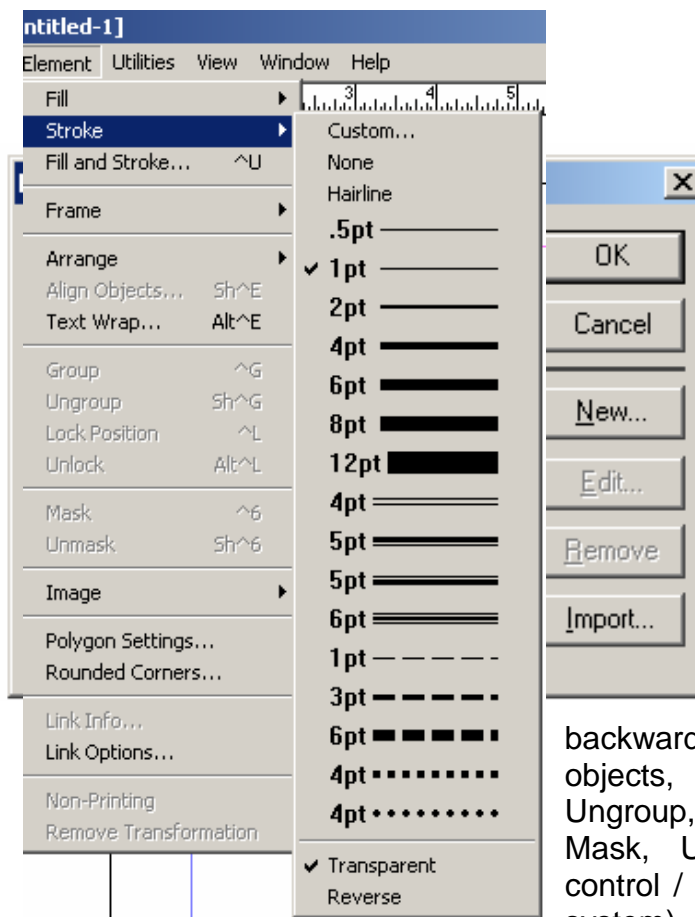
Element Menu: The options available under Element menu are; Fill, Stroke, Fill & Stroke, Frame (attach content / Frame option / change to frame / next frame / previous frame / remove from threads / delete content), Arrange (bring to front / bring forward / send backward / send to back), Align objects, Text wrap, Group, Ungroup, Lock position Unlock, Mask, Unmask, Image (image control / CMS(Color Management system) source / Photoshop effect). Polygon settings, Rounded corners, link into, Link options, Non printing, Remove transformation. Some of these options defined below .

Fill: Used for filling an object created in PageMaker. Fill option provides different types of fills as shown below
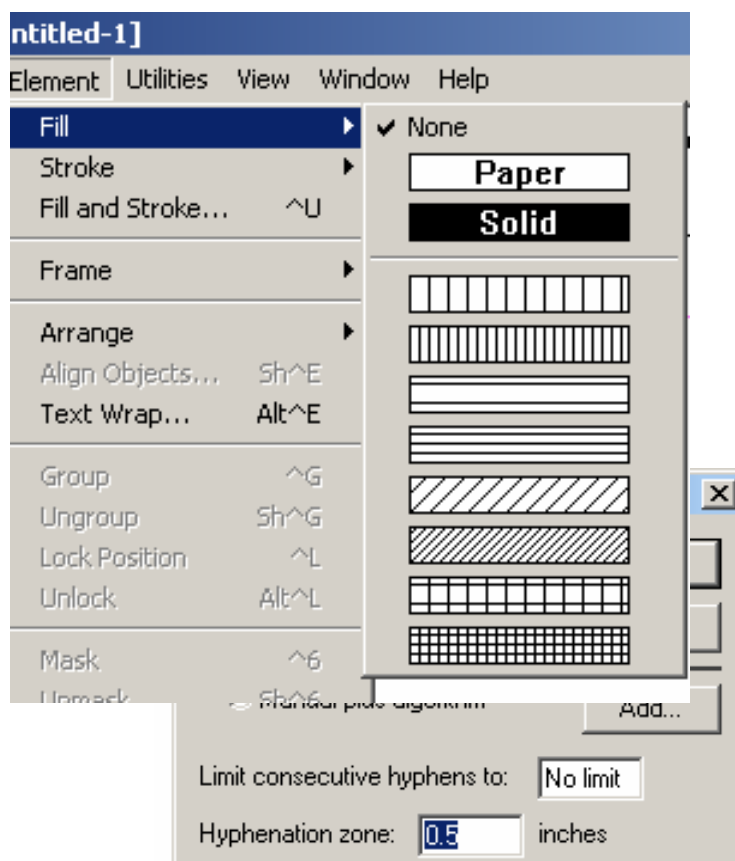
Stroke: It is used for providing an outline to
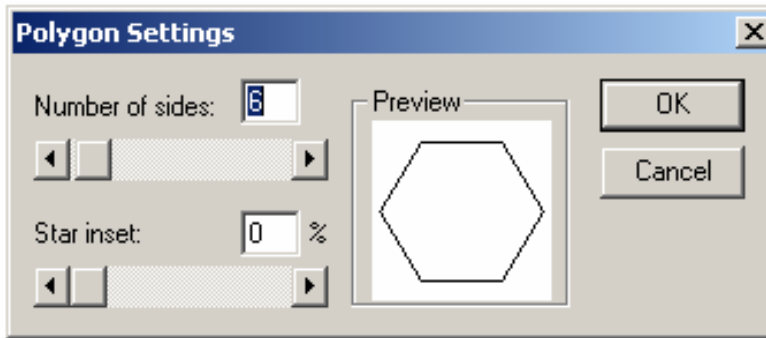
the object created by using the PageMaker , tool. The different types of stroke options are as shown below .

Fill & Stroke: It is a combination of fill and stroke options. You can fill and stroke the object at the same time. The options available under this are same as that of fill option and stroke option. You can provide a color to your fill and stroke, adjust the color tint also can make it in reverse. Screen as shown below.
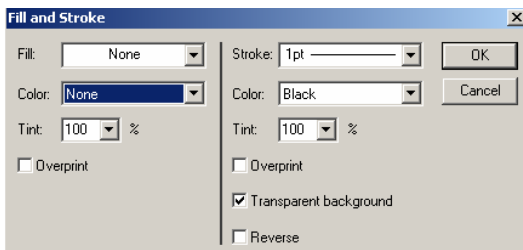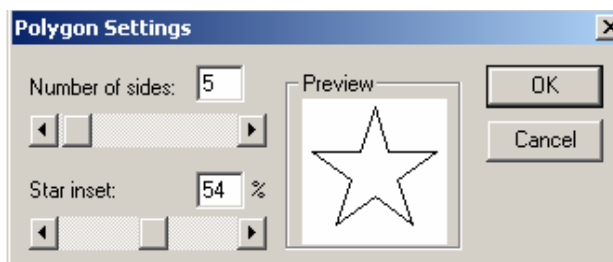

Align Objects: Used to align the objects created in your page. You can align or distribute them Vertically or Horizontally or both at the same time. Refer the screen below .
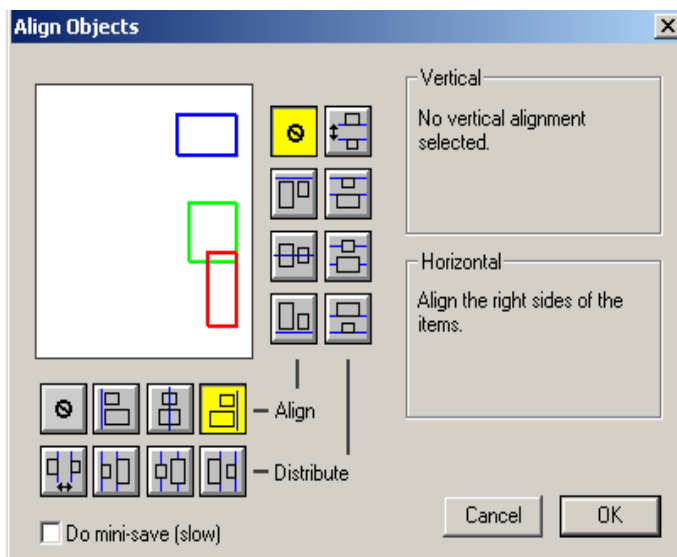
Polygon settings: You can create a shape using the polygon setting, as shown below:

To create a star:

To create a triangle: Number of sides 3, star inset 0%
To create a square: Number of sides 4, star inset 0%
Rounded corners With this option you can give a rounded corner to the square object created by you using the square tool. Select the square and choose rounded corner, and select the type of rounded corner you need from the window/screen (as shown below) and click OK
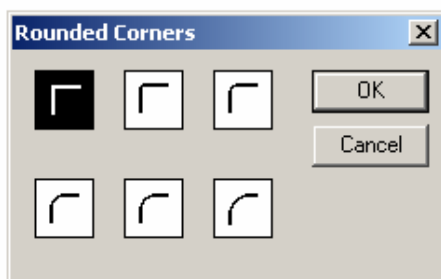
Utilities Menu: The options available under utilities menu are; Plug-ins (for creating color library), Find, Find next, Change, Spelling, Book, Index entry, Show index, Create index, Create TOC, Define colors
These options are mainly used for finding a particular word and replacing it with a different word, checking the spelling, creating index and Table of Contents etc.

View Menu: The options available under view menu are; Display master items, Display non-printing items, Zoom in, Zoom out, Actual size, Fit in window, Entire paste board Zoom to (25%, 50%, 75% etc.), Show / Hide rulers, Snap to rulers, Zero Lock, Show Hide guides, Snap to guides, Lock guides, Clear

ruler guides, Send guides to back, Show Hide Scroll bars .

The options in this menu bar help us to show or hide the features like rulers/guides/scroll bars etc., to see the content zoomed either by providing the % of zoom or by fixing it to the window or the actual size, we cal also zoom out if it is zoomed in. One can also snap and lock the object(s) either to the ruler or to the guides.

Window Menu : The options available under this menu are; Arrange icons, Tile Cascade, Show / Hide Tools, Show / Hide Control Pallet, Show / Hide Colors, Show / Hide Styles, Show / Hide Layers, Show / Hide Master page, Show / Hide Hyperlinks, Plug-in Pallets (show library / show scripts). These options help to toggle the show / hide of different pallets.

Help Menu: Provides help on PageMaker

Objective: To study basic features of animation tools like flash.

Hardware and system software requirement: P-IV Processor, Ram 256mb, HDD 40 GB , Windows
.
Software requirement: Windows 2003, windows XP.
Theory **:**

HOW TO START AND WORK ON FLASH
To open flash
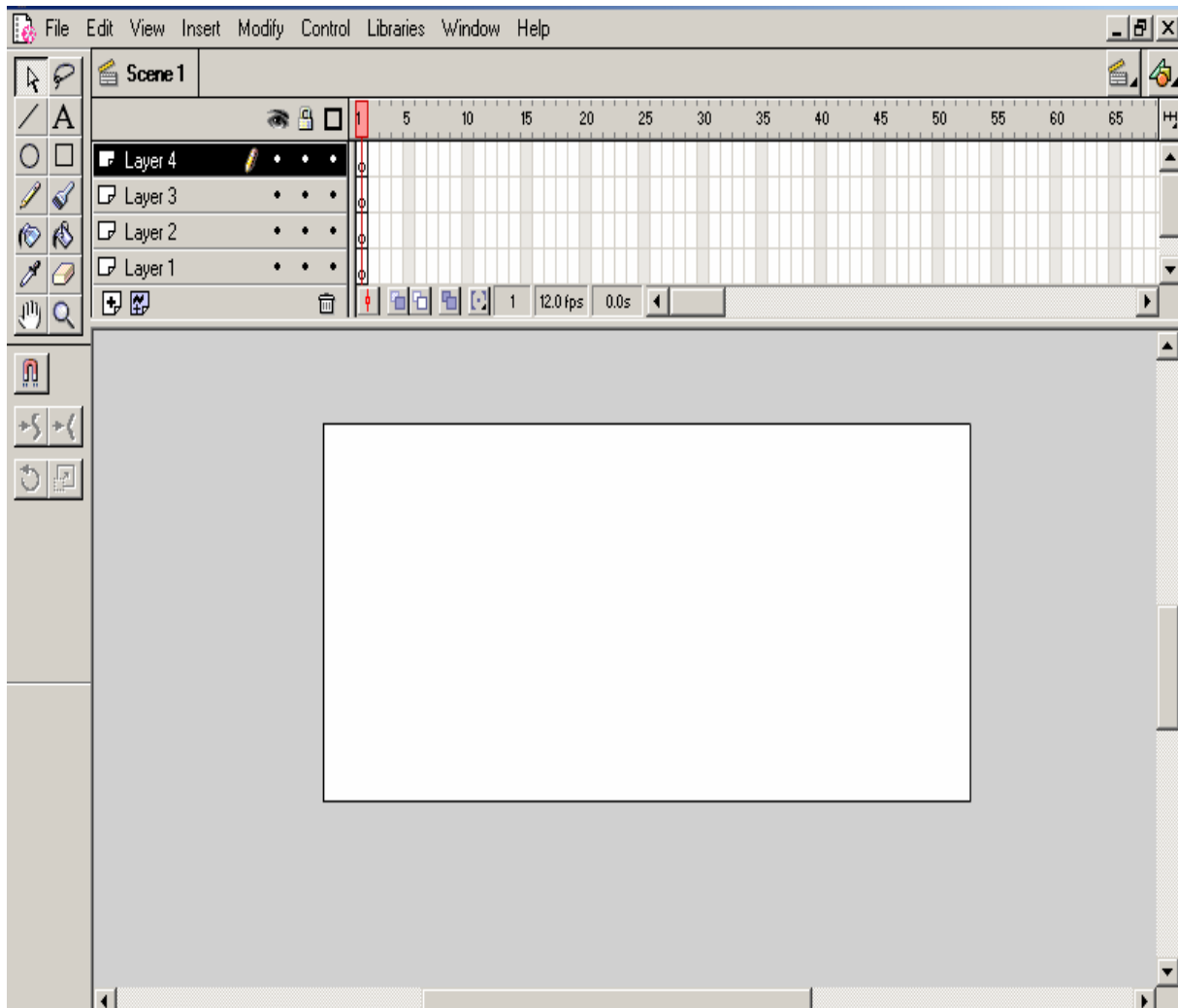
Step 1: Click on Start
Step 2: Click Program
Step 3: Click Macromedia Flash
After doing this you will get the flash screen, which looks like as given below:

The default file extension for a Flash movie file is .fla. Flash is used for creating Vector Animation Movie. We can publish our flash movie file in .htm, .swf, .jpg, .gif, .exe, .mov, .png or as a projector file.
 DIFFERENT MENUS

File Menu: Under file menu apart from the regular features, the other options available are Import, Export Movie, and Export Image. With these options you can import any image/movie or can export your complete movies or the scene as an image. Publish setting, Publish preview and Publish options helps you to publish your movie in the desired format, and before publishing you can preview the movie.

Edit Menu: Apart from the regular features like cut, copy, paste etc. it also provides an option called Edit Symbol. This option helps us to edit the symbol (Button). The four states of button are: Over, Down, Hit and
 View Menu: Options available are Goto, 100%, Show Frame, Show All. These options

helps to goto a particular frame (first, last, next, previous) or scene, shows the current frame or all the frames. Also available are Outline, Timeline, Workarea, Rulers, Grid, Snap. With the help of these options you can the view the frames as outlines, toggles on/off the timeline/workarea/rulers/grid. Snap helps to snap the object to the grid.

Insert Menu: The options Layer, motion guide, Frame, Key Frame, Blank Key Frame, Scene etc helps to insert the desired option(s). Convert to Symbol option helps to convert the editable object to Symbol / Button / Movie clip etc.
Modify Menu: The options under this menu helps to modify the object / layer / movie scene etc. Under Transform option you have Scale, Rotate, Rotate Left, Rotate Right, Flip Horizontal, Flip Vertical; these options help to modify the object / image. Under Arrange option you have Bring to Front, Send to Back, Move Ahead, Move Behind these help to arrange the object in order (in a layer). Other options available are; Group, Ungroup, Align (for grouping / ungrouping / align objects), Break apart (converting a symbol to editable object), Frames > Reverse (to reverse the frames of movie) and Instance (used for providing properties to the symbols. With the help of this option you can attach an Action to the symbol / button.

Control Menu: The options available under this menu are for controlling the

movie i.e Play, Forward, Rewind, Test Movie, Test Scene, Play in Loop etc .

Libraries Menu: Under this you will find the Libraries for Buttons, Advance Buttons Graphics, Movie Clips and Sound.

DIFFERENT TOOLS

Arrow tool

Use the arrow tool to select entire objects by clicking them or by dragging to enclose them within a rectangular selection marquee .

Lasso tool

Use the lasso tool and its polygon lasso modifier to select objects by drawing either a freehand or straight-edged selection area. When using the lasso tool, you can switch between the freeform and straight edged selection modes.

Text tool ("A" in the toolbar).

Use the text tool to write anything in your scene/movie. The modifiers available are, font style, font size

color, Bold, italic, alignment, paragraph and text field.

You can use the line, oval, and rectangle tools to easily create these common shapes. The oval and rectangle tools let you stroke and fill the shape as you draw it. The rectangle tool oval and rectangle tools let you stroke and fill the shape as you draw it. The rectangle tool

.
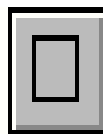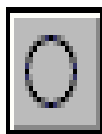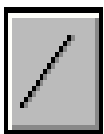
Line tool: Line tool can have only the thickness and the style. You can customize the list of options available with the line width and line style modifiers .

Oval tool Click the oval tool and then draw an oval object. Using the fill color and stroke color modifier respectively you can fill the oval and also can have a different colored outline. Also you can define the thickness and the style of the outline of the oval object.

Rectangle tool: Click the rectangle tool and then click the round rectangle radius modifier to define a 20 point curve. The more you give radius the

more it will be of circular. Here also you can set the outline style and thickness.

Pencil tool: the pencil tool is unique to Flash. Use it to draw lines, shapes, or freehand forms. The pencil tool has three modifiers; straighten, smooth and ink. After you draw lines, Flash straightens or smoothes them. The amount of straightening or smoothing depends on the selected drawing mode .
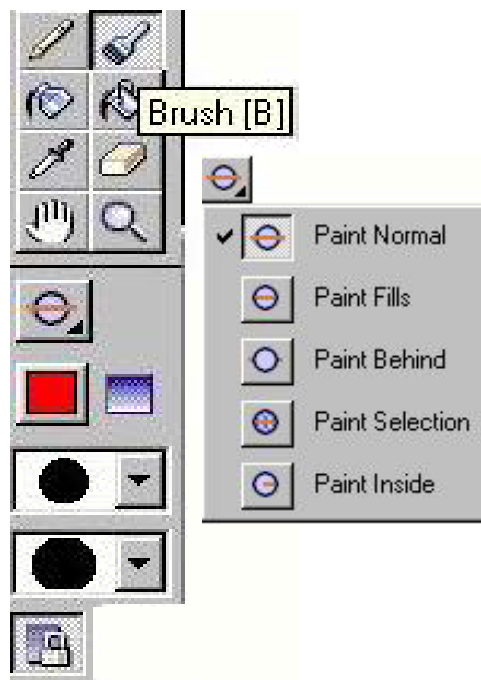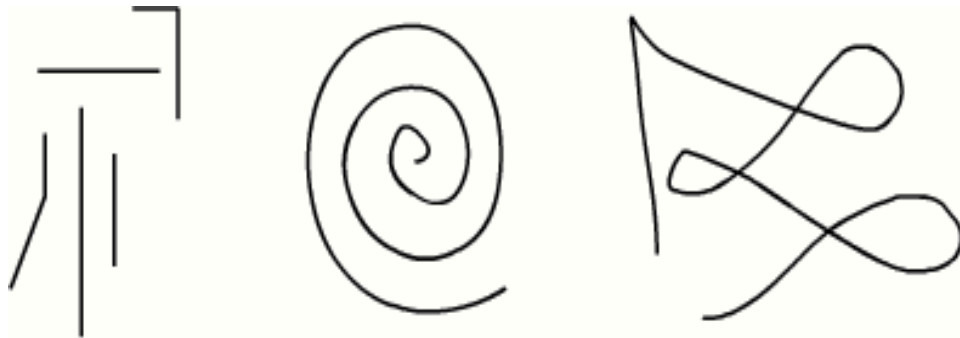
Lines drawn with Straighten, Smooth, and Ink mode, respectively

 Brush tool   The brush tool draws brush-like strokes as if you were painting. The brush tool lets you
create special effects, including calligraphic effects and painting with the image in an imported bitmap.

The brush tool has these modifiers, Paint options, fill color, gradient, brush size, brush shape and lock fill. The brush tool has different paint options as shown in the picture next the tool bar. Using these options you can draw or fill an object as shown below .
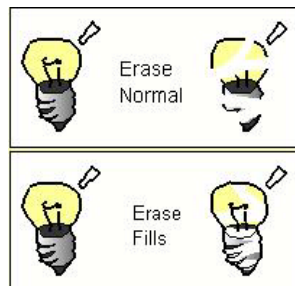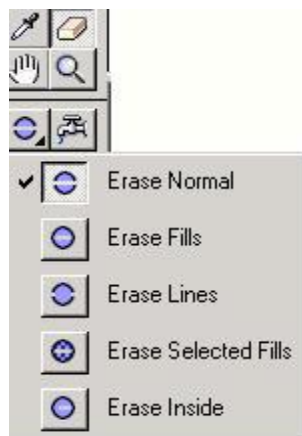
Original image, Paint Normal, Paint Behind, Paint Fills, Paint Selection, and Paint Inside
Paint Normal paints over lines and fills on the same layer

Paint Behind paints in blank areas of the Stage, leaving lines and fills unaffected

Paint Fills paints fills and empty areas, leaving lines unaffected
Paint Selection paints the selected fill.
Paint Inside paints the fill in which you start a brush stroke and never paints lines
Paint bucket tool Used to change the color of existing paint and fill empty areas surrounded by lines. You can fill an area with a gradient the same way you can with a solid color.
With **Inkbottle** you can stroke lines and shapes with only solid colors you've already drawn, but not with gradients or bitmaps. Stroke attributes also include line width and line style .

The **Eraser tool** erases lines and fills. Customize it to erase only lines, only fills, only selected fills, or only the fill on which you started erasing. The eraser tool can be either round or square, and have one of five sizes Erase Normal erases lines and fills on the same layer Erase Fills erases only fills; lines are not affected . Erase Lines erases only lines; fills are not affected Erase

Selected Fills erases only the currently selected fills and does not affect lines selected or not. Erase Inside erases only the fill on which you begin the eraser stroke. If you begin erasing from an empty point, nothing will be erased. Lines are unaffected by the eraser in this mode .

The **faucet option** under eraser tool erases the fill color. You can also erase lines with the faucet modifier.