



Objectives of this chapter:

Introduction

- 3.1 Hyperlink.**
- 3.2 Forms.**
- 3.3 Buttons.**
- 3.4 Multimedia in HTML.**

Introduction:

In the last chapter we have already discussed the different aspects of HTML which includes how to create a simple webpage, lists, tables etc. Now in this chapter Marquee ,Hyperlink,adding external audio and video to a web page in HTML will be discussed.

1.1 Hyperlink :

Link is an important property of HTML. With the help of hyperlink, any text or image available in Web page can be link to any other document. Link is also named as Hypertextlink or Hyperlink. Browser shows the Hyperlink in blue colour and also underlines it. LINKING means connecting multiple webpages with each other.Each website has multiple webpages related to its different information stored.In HTML linking is defined with HYPERLINK .It provides links between different webpages of the website .Usually links are defined into two types internal links (which are defined with in the same website) and External Links(which are defined to the links defined outside the website). Hyperlinks can be defined on text or images on the given webpage.

```

hyperlink - Notepad
File Edit Format View Help
<html>
<head>hyperlinks in html</title>
</head>
<body>
<a href="tables.html">visit our tables page</a>
<p>The href attribute specifies the destination
address (tables.html) of the link.
The link text is the visible part
(Visit our tables webpage).</p>
Clicking on the link text will send you to the
specified address.
</body>
</html>

```

Fig: 3.1

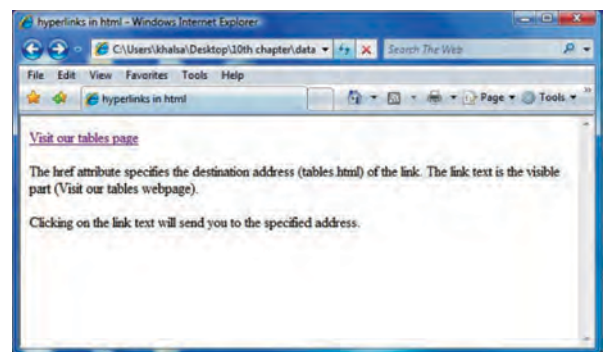


Fig: 3.2

3.1.2 LINKING IMAGE AS A HYPERLINK

As we have defined earlier the hyperlink can be defined on text as well as other elements of a webpage. We can define hyperlink on an image also.

Eg. `<image src="lampbg.jpeg" HEIGHT=70% WIDTH=60%">`

Here in the above example a hyperlink is created on the image "lampbg.jpeg". In this user has to define anchor tag and img src tag to create a link on the given image.

Create html program "Link.html" with an image, then create another program with hyperlinking.html as shown in the in Fig 3.3 (a) & Fig. 3.3 (b) and output in Fig. 3.4 (a) & Fig 3.4 (b) And see the results

```

link - Notepad
File Edit Format View Help
<html>
<head>
<title>adding image link in html</title>
</head>
<body>

</A>
</body>
</html>

```

Fig: 3.3 (a)

```

HYPERLINKIMG - Notepad
File Edit Format View Help
<html>
<head>
<title>hyperlinks in html</title>
</head>
<body>
<A HREF=bodybackground.html>
<img src=imglnk.jpeg HEIGHT=50% WIDTH=60%
border=2>
</A>
</body>
</html>

```

Fig: 3.3 (b)

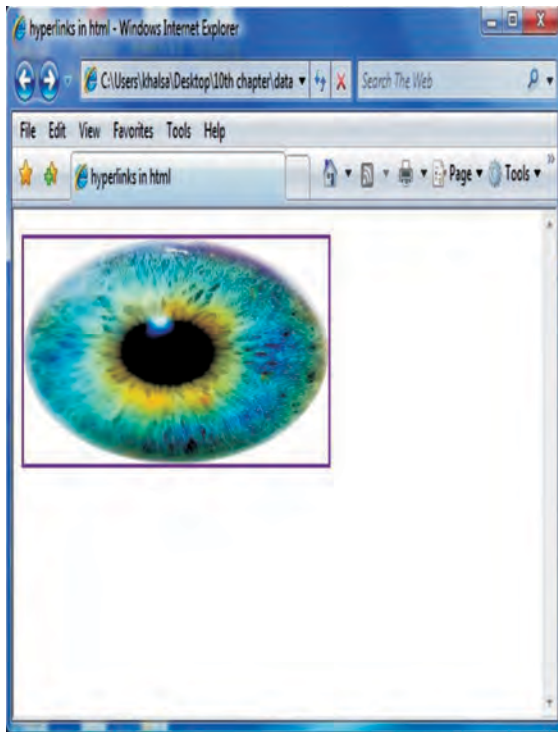


Fig: 3.4 (a)

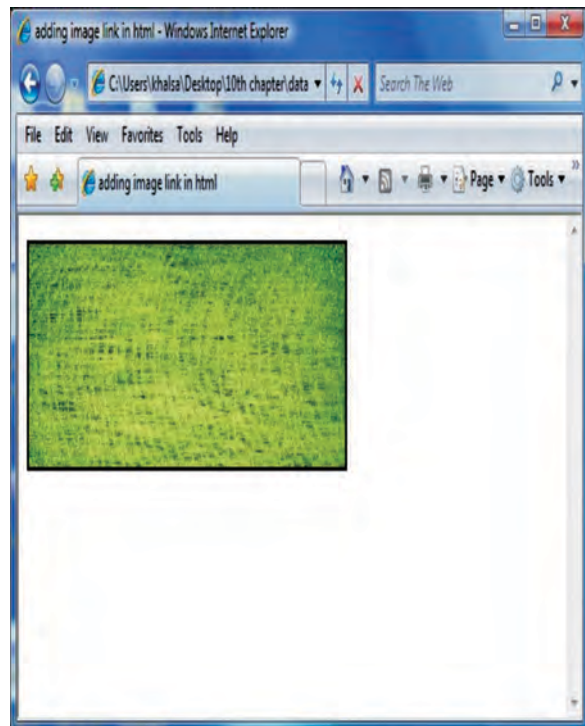


Fig: 3.4 (b)

3.1.3 Linking to email address

We can link an e-mail address by using an Anchor Tag. With this a user can send e-mail by clicking on the link.

The code used for linking to an e-mail address is as follows:

```
<A HREF = mail to: abc@rediffmail.com> mailme </A>.
```

Here abc@rediffmail.com is e-mail address and mailme is the hyperlink.

3.2 Forms

An html form is part of a web page that includes areas where readers can enter information to be sent back to WEBSITE or the publishers of the web page. It is a container that consists of other form elements such as text box, radio buttons, list box etc.

Every form includes the action and method attributes to complete the purpose of entering information in a form. These are explained below:-

Action:

The action attribute specifies where to send the form-data when a form is submitted. FORM is useless unless some kind of processing takes place after the form is submitted. The action attribute is used to inform the browser what page (or script) has to be called, once the SUBMIT button is pressed. It specifies a URL to which the form's data is sent when submitted.

Exp. `<FORM ACTION="welcome.php">`

Method:

The method attribute defines the way through which user's information, which is entered in the form, can be sent and stored to the website server. There are basically two methods through which information can be sent.

Get Method:

This method is used to send the entered data by the user by using URL path and is sent to the server. Limited data can be sent to the server. Its parameters remain in the browser history.

`<FORM method= "get" action="welcome.php">`

Post Method:

This method is used to store the data to the server without interfering URL and is more secure to send information than GET method. There is no restriction on sending data. Its parameters don't remain in the browser history.

`<FORM method="post" action="welcome.php">`

3.2.1 CREATING A FORM:

Every form must begin with a `<form>` tag, which can be located anywhere in the body of the html document and ends with `</form>`. Different controls are available which can be used in a form. These are explained below:-

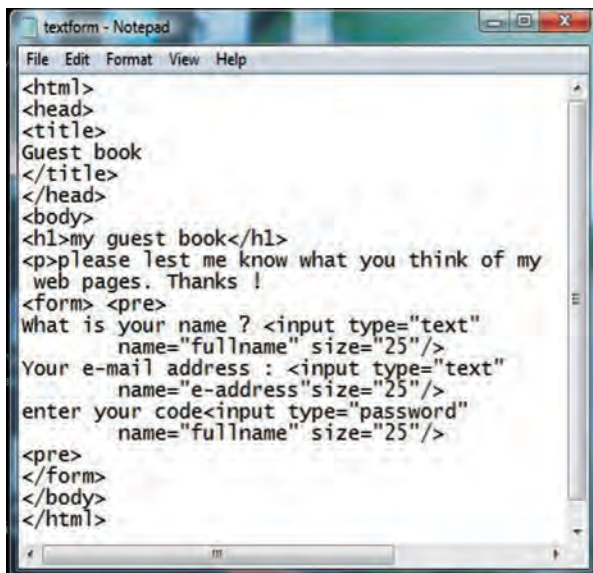
3.2.2 Text Box: `<input>` tag

This is a simple type of form control available and is used to ask the user to enter specific piece of information within a form, It uses the `<input >` element. Type is the attribute which can be used in the input element to determine the type of control which user wants to use with in the form. This tag must fall between the `<form>` and `</form>` tags, but it can be anywhere on the page in relation to text, images, and other html tags. For example, If user asks for someone's name you could type the following :

What's your first name ?`<input type="text" name="fullname" size="20" >`

Here type defines the type of input needed, name defines the name of the field , that is used to retrieve the information from the form, size defines the size of the text. If web designer wants the user to enter text without it being displayed on the screen, he can use `<input type="password" >` instead of `<input type="text">`. Asterisks (***) are then displayed in place of the text.

Below html program shows the text input and its related output



```
<html>
<head>
<title>
Guest book
</title>
</head>
<body>
<h1>my guest book</h1>
<p>please lest me know what you think of my
web pages. Thanks !
<form> <pre>
What is your name ? <input type="text"
name="fullname" size="25"/>
Your e-mail address : <input type="text"
name="e-address"size="25"/>
enter your code<input type="password"
name="fullname" size="25"/>
<pre>
</form>
</body>
</html>
```

Fig : 3.5

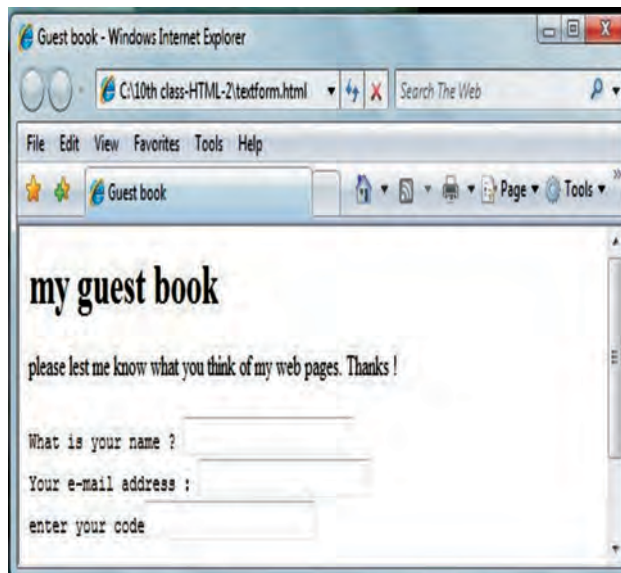


Fig : 3.6

3.2.3 TEX AREAS:-

This is a container tag and is used to allow multiple lines of text in a single input item. It has two attributes these are ROWS and COLS .Row defines the number of rows defined in the text area and cols defines the number of columns used in the text area. If user wants to define some default text then he can define in-between the opening closing tags of text area element. All this is explained in the given example.

```
<textarea name="comments" rows="4" cols="20">
```

Please send more information.

```
</textarea>
```

The rows and cols attributes control the number of rows and columns of text that fit in the input box. Textarea boxes do have a scrollbar, so that user can enter more text than fits in the display area.

3.2.4 CHECK BOXES:

The simplest input type is a checkbox, which appears as a small square the user can select or deselect by clicking on it. It is generally used where a group is used for sharing a common name from where information can be selected. It is used in <input> html element. We must give each checkbox a name attribute the value defined in the type attribute is checkbox. These are explained below with an example.

```
<input type="checkbox" name="baby" value="baby" > baby grand piano
```

```
<input type="checkbox" name="mini" value="my mini"> mini piano stool
```

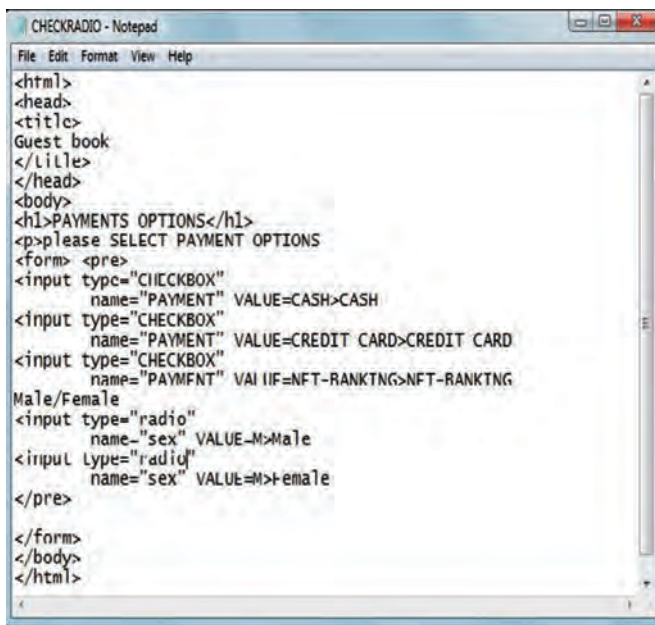
You can check any option or both by clicking on it. It also supports some additional attributes

3.2.5 RADIO BUTTONS:

Radio buttons, are those buttons where only one option can be selected at a time and are almost as simple to implement as check boxes. It is used in `<input>` html element. User must give each radio button a name attribute and the value defined in the type attribute is radio. Just use `type="radio"` and give each of the options its own input tag, but use the same name for all of the radio buttons in a group. These are explained below with an example.

Ex. **`<input type="radio" name="card" value="visacard"> visa`**
`<input type="radio" name="card" value="mastercard"> master card`

Below in Figure 3.7 and 3.8 html program shows the text input and its related output.



```
<html>
<head>
<title>
Guest book
</title>
</head>
<body>
<h1>PAYMENTS OPTIONS</h1>
<p>please SELECT PAYMENT OPTIONS
<form> <pre>
<input type="checkbox"
name="PAYMENT" VALUE=CASH>CASH
<input type="checkbox"
name="PAYMENT" VALUE=CREDIT CARD>CREDIT CARD
<input type="checkbox"
name="PAYMENT" VALUE=NET-BANKING>NET-BANKING
Male/Female
<input type="radio"
name="sex" VALUE=M>Male
<input type="radio"
name="sex" VALUE=F>Female
</pre>
</form>
</body>
</html>
```

Fig 3.7

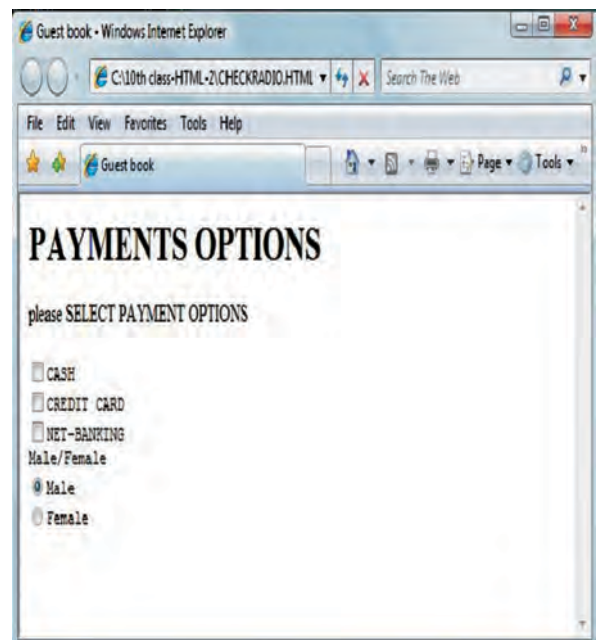


Fig. 3.8

3.2.6 SELECTION LISTS:

In this option user can select single or multiple options from a range of options. In this option multiple inputs are available but some options can be displayed at a time. Scrolling Lists and Pull-Down pick lists are created with the `<select>` tag. You can use this tag together with the `<option>` tag :

Exp. `<select>`

```
<option value="ewin"> electric windows</option>
<option value="amfm"> am/fm radio</option>
<option value="tocharges">turbocharger</option>
</select>
```

No html tags other than `<option>` and `</option>` should appear between the `<select>` and `</select>` tags.

Attribute of select tag:-

Size: Size attribute here it determines how many items are to be shown at once on the selection list. If size="2" were used in the preceding code, only the first two options would be visible, and a scrollbar would appear next to the list so the user could scroll down to see the third option.

Ex.: `<Select name = "Month" size="3">`

name:-It is used to define name to the drop down menu.

`<Select name = "Month" size="3" multiple>`

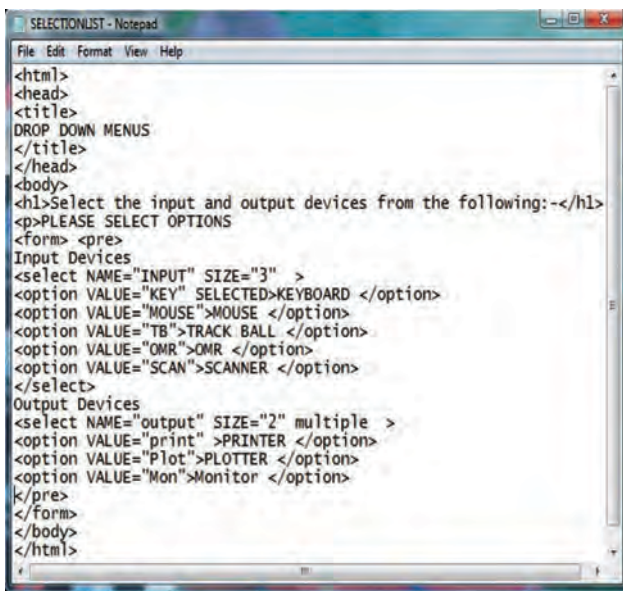
Multiple:-This is used to select multiple options from the given option.

Value:-This is the value which has to be given back to the website and defined in the option tag.

Ex.: `<option Value="jan">January`

Selected:-When this option is used one option will be preselected.

Let us discuss an example related to this topic as shown in figure 3.10 and 3.14



```
<html>
<head>
<title>
DROP DOWN MENU
</title>
</head>
<body>
<h1>Select the input and output devices from the following:-</h1>
<p>PLEASE SELECT OPTIONS
<form> <pre>
Input Devices
<select NAME="INPUT" SIZE="3" >
<option VALUE="KEY" SELECTED>KEYBOARD </option>
<option VALUE="MOUSE">MOUSE </option>
<option VALUE="TB">TRACK BALL </option>
<option VALUE="OMR">OMR </option>
<option VALUE="SCAN">SCANNER </option>
</select>
Output Devices
<select NAME="output" SIZE="2" multiple >
<option VALUE="print" >PRINTER </option>
<option VALUE="Plot">PLOTTER </option>
<option VALUE="Mon">Monitor </option>
</pre>
</form>
</body>
</html>
```

Fig. 3.9

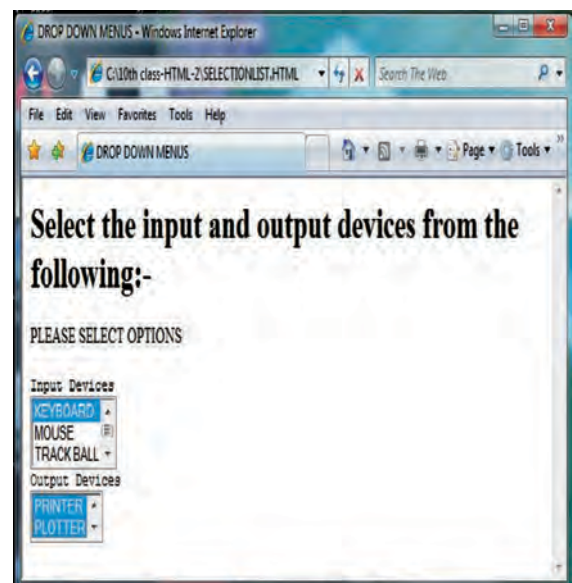


Fig. 3.10

3.3 BUTTONS

Buttons are used to perform some action on the given webpage. Some important buttons are discussed below.

3.3.1 SUBMIT:-

Every form must include a button that submits the form data to the server. You can put any label you like on this button. It has two attributes these are type, which has submit value and value attribute defines the name of the submit button which can be displayed on the button. These are explained below with an example

Ex: `<input type="submit" value="OK" or
<button type="submit" value ="sumbit">`

A button will appear on screen. When the user clicks it, all data items on the form are submitted

3.3.2 RESET Button:

you can also include a button that clears all entries on the form so users can start over if they change their minds or make mistakes. It has two attributes these are “type”, which has reset value and value attribute defines the name of the reset button which can be displayed on the button. These are explained below with an example

Ex. : **<input type="reset" value="CLEAR ALL">**
or <button type="reset" value="reset">

All parts of a form must fall between the <form> and </form> tags Button are explained with an example as shown in figure 3.11 and 3.12



```
<html>
<head>
<title>
Buttons
</title>
</head>
<body>
<h1>USES OF BUTTONS:-</h1>
<p>PLEASE SELECT OPTIONS
<form> <pre>
Input Devices
<select NAME="INPUT" SIZE="3" >
<option VALUE="KEY" SELECTED>KEYBOARD </option>
<option VALUE="MOUSE">MOUSE </option>
<option VALUE="TB">TRACK BALL </option>
<option VALUE="OMR">OMR </option>
<option VALUE="SCAN">SCANNER </option>
</select>
Output Devices
<select NAME="output" SIZE="2" multiple >
<option VALUE="print" >PRINTER </option>
<option VALUE="Plot">PLOTTER </option>
<option VALUE="Mon">Monitor </option>
</pre>
</select><br>
<input type="Submit" value="Submit"><br>
<input type="Reset" value="Clear All">
</form>
</body>
</html>
```

Fig. 3.11

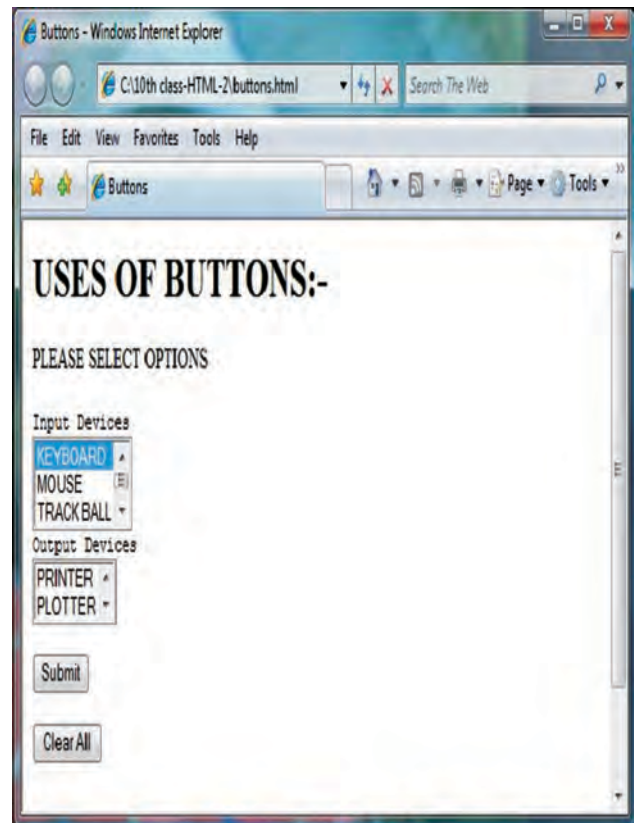


Fig. 3.12

3.4 Multimedia in html:-

3.4.1 <MARQUEE> :- This tag is used to move the text in the webpage. This is a container tag. This tag has some attributes which are generally used. These are defined in the following table

Attribute name	Purpose	Syntax	Example
BGCOLOR	This attribute defines the background color of the text.	<Marquee BGCOLOR="COLOR NAMEGREEN">	<Marquee BGCOLOR="GREEN">
DIRECTION	This attribute defines the direction of the text i.e. right, left, up, down.	<Marquee direction="side">	<Marquee direction="Left">
HEIGHT	Defines the height of the text in pixel.	<Marquee height="pix? ">	<Marquee height="50">
WIDTH	Defines the WIDTH of the text in pixel.	<Marquee WIDTH="pix? ">	<Marquee Width="20">
BEHAVIOUR	It defines the scrolling if the Text with three values 1. Scroll : infinitely scrolls the text 2. alternate: moves text left then right. 3. slide: brings the text from left or right of the webpage.	<Marquee behavior="value">	<Marquee behavior="scroll"> <Marquee behavior="alternate"> <Marquee behavior="slide">

Marquee tag is explained with code and output as shown in Fig. 3.13 and Fig 3.14 Following example all the above attributes:-

```

<html>
<head>
<title>
MARQUEE
</title>
</head>
<body>
<h1>USES OF MARQUEE TAG:-</h1>
<Marquee behavior="slide">SLIDE SCROLLING</Marquee><BR>
<Marquee behavior="alternate">ALTERNATE SCROLLING</Marquee><BR>
<Marquee behavior="scroll">SCROLL BEHAVIOUR</Marquee><BR>
<Marquee Bgcolor="Green">SCROLLING WITH GREEN BACKGROUND</Marquee>
<Marquee DIRECTION="LEFT">SCROLLING WITH LEFT DIRECTION</Marquee>
<Marquee WIDTH="300" HEIGHT="500">SCROLLING WITH GIVEN HEIGHT AND WIDTH</Marquee><BR>
</body>
</html>

```

Fig. 3.13

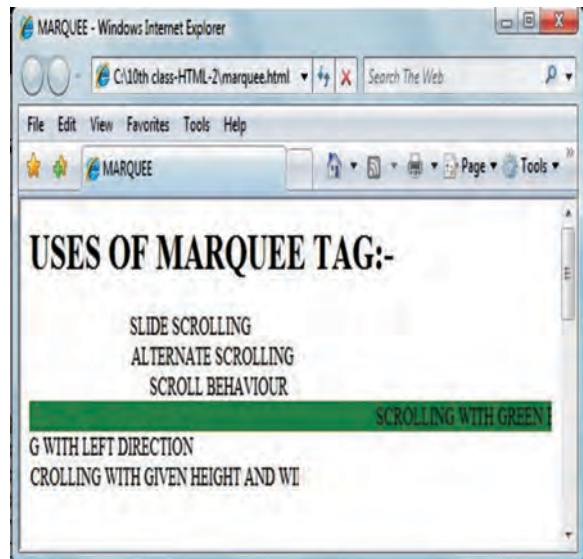
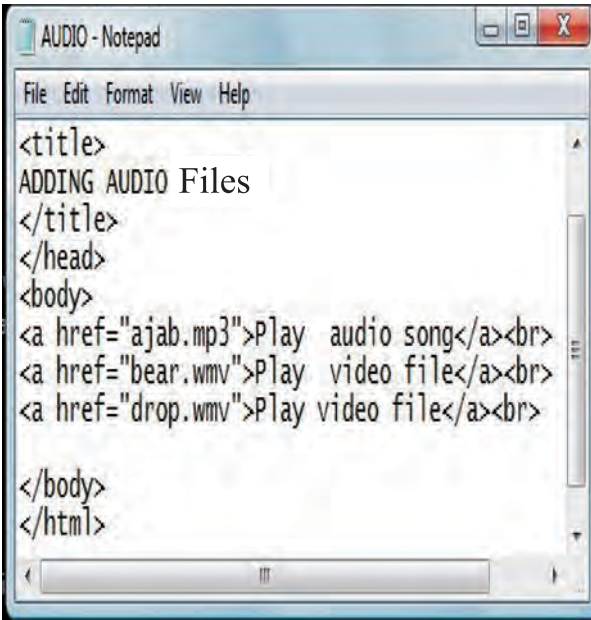


Fig. 3.14

3.4.2 Adding audio/video files to HTML programs

User can link audio/video file to html program by using Anchor tag .As we have used this tag to link files with html webpage. We have to define the path of the audio/video file in HREF attribute. Whenever user clicks on the given link the file will be downloaded on the user's system and can be played with supported software.

This is explained with an example in fig. 3.15 and 3.16



```
<title>
ADDING AUDIO Files
</title>
</head>
<body>
<a href="ajab.mp3">Play audio song</a><br>
<a href="bear.wmv">Play video file</a><br>
<a href="drop.wmv">Play video file</a><br>
</body>
</html>
```

Fig. 3.15

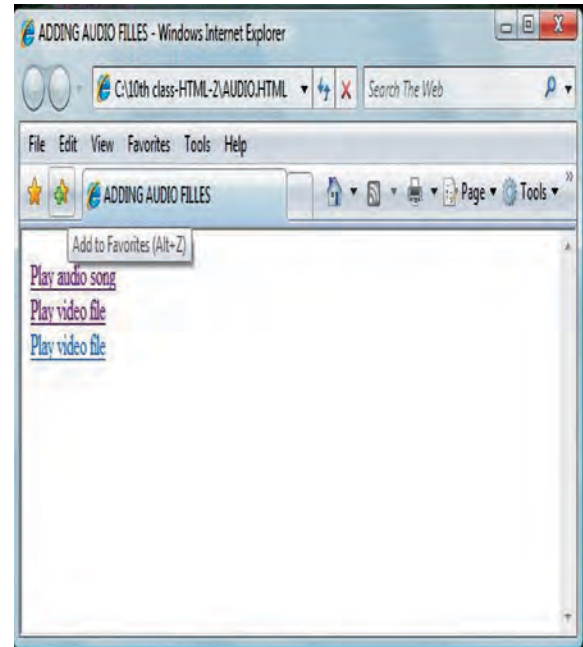


Fig. 3.16

Points to Remember

1. `<A>` anchor tag is used to define hyperlink.
2. Form is a part of a webpage that includes areas where readers feed information which can be forwarded to the webserver.
3. Text input and textarea tag is used to define text format in the webpage.
4. Checkbox is a small square that user can select from given options.
5. Radio Buttons can be used to select single option from the given set of options.
6. Buttons are used to perform a specific job or task.
7. Marquee Tag is used to move the text in the webpage.
8. Anchor Tag can used to link audio or video files to the webpage.

Exercise

1. Multiple Choice Questions:

1. What is the use of Forms in HTML?

- to display contents of email.
- to display animation effect.
- to collect user's input.
- None of the Above.

2. Which of the following is most commonly used HTTP methods?

- PRE and POST.
- GET and SET.
- ASK and REPLY.
- GET and POST.

3. Is it possible to link within the current page ?

- Yes.
- No.
- Only In frames
- Null.

4. An html form is part of a web page that includes areas where

- Information is feeded by the user.
- And sent to the website server.
- Both a and b.
- None of the above.

5. A container tag is used to allow multiple lines of text in a single input item is known as

- Textarea.
- Checkbox.
- Radio Button.
- None of the above.

2. Fill in the Blanks:

- _____ tag is used to create a link on a webpage.
- _____ is used to send information into the webserver.
- If you want to allow multiple lines of text _____ is used in the form(Textarea)

- To select multiple options in a form we can use____.(Checkbox)
- To clear all options from a form we can use _____button.(reset)

3. True or False:

- An unvisited Link is underlined and blue.
- `<input type="password">` will show asterisks in the text box.
- Selection lists are used to define the dropdown lists.

4. Full forms:-

- `<A>`
- HREF
- URL
- BGColor
- SRC

5. Short Answer type Questions:

- Which tag is used to link a webpage.
- Which attribute is defined to specify where to send the form-data when a form is submitted.
- This method is used to encode the feeded data by the user by using URL path and is sent to the server.
- What are used to perform some action on the given webpage.

6. Long Answer type Questions:

- What is hyperlink?
- What is Anchor tag? Explain with example.
- What is a form?
- Name different types of buttons used in html form.
- What is checkbox?

Long Questions:

- Discuss different types of buttons with example.
- What is selection list in form?
- Explain TextArea with an example.
- What is the purpose of action and method in forms?

Answers Key

Questions	Multiple Choice	Fill in the Blanks	True or False	Full Form	Very Short Answer
1	c	<a>	TRUE	Anchor tag	<A>
2	d	form	TRUE	Hypertext References	Action attribute
3	a	Text area	TRUE	Uniform resource locator	Get method
4	c	Checkbox		Background color	Button
5	a	Reset button	-	Source	