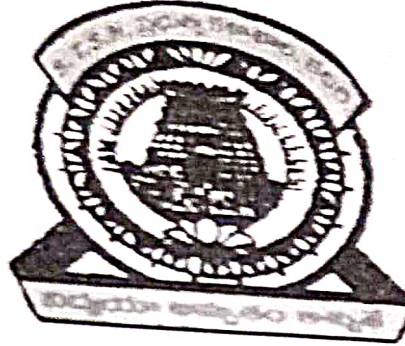


PROGRAM BOOK FOR  
SEMESTER-TERM INTERNSHIP



Name of the Student: G. S. Rashida

Name of the College: S. T. S. N Govt. Degree College (Kadiri).

Registration Number: 2042005037004

Period of Internship: 6 months

From: 01-11-2022 To: 04-03-2023

Name & Address of the Intern Organization

Global IT Solutions (GITS)  
Shakeer Street, Valisab Road,  
Kadiri-515591, SSS Dist., A.P

Sri Krishnadevaraya University  
2023

**An Internship Report on**  
**Programming in C Language and Web Designing**

(Title of the Short-Term / Semester Internship Program)

Submitted in accordance with the requirement for the degree of

B.A. (UHP)

Under the Faculty Guideship of

**N Dildar Basha**  
(Name of the Faculty Guide)

Department of  
Political Science (Urdu Medium)  
STSN Government Degree College, Kadiri

Submitted by:

Gunter-Shaik-Rashida

(Name of the Student)

Reg.No: 2042005037004

Department of Political Science (Urdu Medium)

STSN Government Degree College,  
NH 45, Saidapuram,  
Kadiri-515591  
Sri Satya Sai District  
Andhra Pradesh

Annexure-IV

Student's Declaration

I, Ganesh Chaitan Das a student of \_\_\_\_\_ Program, Reg. No. \_\_\_\_\_  
of the Department of political science College do hereby declare that I have  
completed the mandatory internship from 1-11-2022 to 12-3-2023 in CPTS  
(Name of the intern organization) under the Faculty Guideship of J. S. Dilday Pasha (Name  
of the Faculty Guide), Department of political science  
STSN Govt Degree College (Name of the College)

G. Karthick  
(Signature and Date)

Annexure-V

Official Certification

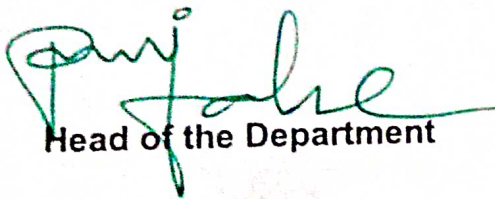
This is to certify that Guntay Shaik Rashida (Name of the student) Reg. No. 201900503704 has completed his/her Internship in "Global IT Solutions, Kadiri" On "Programming in C & Web Designing" (Title of the Internship) under my supervision as a part of partial fulfillment of the requirement for the Degree of B.A (UHP) in the Department of Political Science (Urdu Medium), STSN Government Degree College, Kadiri.(Name of the College).

This is accepted for evaluation.

(Signatory with Date and Seal)

Endorsements

  
Faculty Guide

  
Head of the Department

Principal

Annexure-VI

## Certificate from Intern Organization

This is to certify that Guntur Shaik-Rashida (Name of the intern)  
Reg.No 2042005037604 of STSN Government (Name of the College)  
underwent internship in "Global IT Solutions, Kadiri" (Name of the Intern  
Organization) from 01-11-2022 to 04-03-2023

The overall performance of the intern during his/her internship is found to be

Good (Satisfactory/ Not Satisfactory / Good).

Chelluram 10/3/2023  
Authorized Signatory with Date and Seal



# ACKNOWLEDGEMENT

I take this occasion to thank God, Almighty for blessing us with his grace and taking our endeavour to a successful culmination. I extend my sincere and heartfelt thanks to our esteemed guide, Mr. N. Dildar Basha, for providing me with right guidance and advice at the crucial junctures and for showing me the right way. I extend my sincere thanks to our respected Correspondent/Head of the Computer Institution Mrs. Shaik Mubeen Taj for allowing us to use the facilities of Global IT Solutions Computer Lab. I would like to thank the other faculty members also, at this occasion. Last but not the least, I would like to thank my neighbours, friends and family for the support and encouragement they have given me during the course of our Long Term Internship/OJT work.

*Geo Rasheda*  
Student Signature

"  
CONFIDENT  
"

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INTERNSHIP

STUDENT

GROUP photo

**S. T. S. N. GOVT. DEGREE COLLEGE.**



## CHAPTER 1: EXECUTIVE SUMMARY

### Learning Objectives

When students complete *Intro to Programming with C & HTML*, they will be able to:

#### Content:

This is an introductory course and covers the key features of the C language and its usage. The first five chapters help in thoroughly understanding the C syntax. The latter chapters focus on more complex concepts of the C language. This course will briefly touch upon some of the standard C library functions and the mechanism used in the implementation of the same. This course is based on industrial programming experience and extensive study of the language.

#### Objectives:

This course will meet the following objectives :

- A student will gain a thorough understanding of the fundamentals of C programming.
- A student will be able to code, compile and test C programs.
- Be able to take up Systems programming or Advanced C programming course.
- Although this course does not deal with Object Oriented Programming methodology, this will help the student in building the necessary foundation for undertaking a course in C++ and OOP.
- Build basic programs using fundamental programming constructs like variables, conditional logic, looping, and functions
- Work with user input to create fun and interactive programs
- Create simple games with images, animations, and audio using our custom beginner-friendly programming library.
- Insert a graphic within a web page.
- Create a link within a web page.
- Create a table within a web page.
- Insert heading levels within a web page.
- Insert ordered and unordered lists within a web page.
- Use cascading style sheets.
- Create a web page.
- Validate a web page.

#### Prerequisites

No prerequisites for this course. Beginners with no experience are welcome.

## Introduction of the Organization

Global IT Solutions (GITS) is an ISO 9005:2015 certified, Registered under MSME and maintained under Zareen Educational and Welfare Society. It has been established in 2005 with vision to cultivate IT Culture among different section of people. E.g Students, employees, entrepreneurs etc., and also to provide quality IT education and Training thought State of art Computing felicities.

GITS has been absorbing and accommodating leastwise numbers from Class I to Class X, Intermediate, Degree, PG, Engineering/Medical students and imparting valued computer know-how and updated operational training, making each of them a product of any necessities that would develop on their needs, either to serve as a Government seroant or to earn for their livelihood etc.

## Vision, Mission, and Values of the Organization

### Mission

Provide every student with a platform to refine his/ her skills and make a mark in the computer literate world. To sharpen one's skills and master new technologies and establish itself with a mission of "Bringing People and Computers Together Successfully" And to meet the augmenting needs of the Government and Private Sectors.

### Vision

GITS looks forward to being a recognized Model Private Computer Training Institute in the state in meeting the prevailing needs of technical manpower through quality, efficient and resourceful training.

### Motto/ Goal

The MOTTO of "STRIVE FOR EXCELLENCE" adopted by the institute truly stands testimony to the commitment, enlightened vision and foresight exclude by the management of Global IT Solutions in a attempt to establish itself as a institute for excellence, a name to reckon with in future. It is said "A FOCUSED MIND IS THE SOURCE OF ALL POWER" and noting epitomizes it better then the philosophy of GLOBAL IT SOLUTIONS.

Career and future of the student depends on their academic performance.

Our aim is to provide conceptual and in depth training to make their base strong as well as scoring good marks which helps them to get admission in good college.

We want to grow in terms of quality and then quantity

## STUDENT SUCCESS IS OUR ACHIEVEMENT

We aim to provide a user friendly environment to our students with latest hardware and software technologies. Students are provided with flexible practical timings as per the convenience. At GITS, each student is given a special attention and importance. Our aim is to provide best education so that a student can have bright career in IT field.

## CHAPTER 3: INTERNSHIP PART

### Skills Acquired during Internship:

While getting an internship is one part of the internship process, it is complete only when I grasp the relevant skills through my experience. I will get to learn a lot of technical skills. Soft skills are a basic necessity to become a professional. Learn about Basic knowledge in computer programming.

### Other skills acquired:

- Communication & Interpersonal skills
- Collaboration with team & completion of tasks
- Time Management & Adaptability
- Critical Thinking & Leadership
- Research and Analysis
- Initiative, Flexibility & Eager to learn

### Mobile Apps

These are the best C language and HTML editors, tools, and libraries every programmer can learn in 2023 to become a better and more competent developer. These are freely available in the Google Play Store.

- Coding C
- AnWriter Free

### 7 things you'll learn from doing an internship

- How to put my knowledge and skills into practice. ...
- The benefits of networking. ...
- Understanding workplace culture. ...
- Enthusiasm is invaluable. ...
- Keeping a journal is great for personal growth. ...
- How important good communication is. ...
- The benefits of taking on feedback.

## CHAPTER 5: OUTCOMES DESCRIPTION

*Describe the work environment you have experienced (in terms of people interactions, facilities available and maintenance, clarity of job roles, protocols, procedures, processes, discipline, time management, harmonious relationships, socialization, mutual support and teamwork, motivation, space and ventilation, etc.)*

Good environment is very important for learning and doing job or any other work. Good environment is always boosting up your interest. A work environment is the setting, social features and physical conditions in which you perform your job. These elements can impact feelings of well-being, workplace relationships, collaboration, and efficiency and employee health. The office is more comfortable and improving my communication. Hosting company events and expressing gratitude builds trust and ignites enthusiasm.

The work environment impacts my mood, drive, mental health and performance. My confidence is increased. Overall environment is good at the computer centre; though slight noise from the outside. Positively influence the entire work environment in the computer centre. It is boosting a whole ecosystem of energies and resources. The second most prominent outcome is the ability to test-drive the talent. I feel that there is a good interaction with my classmates at the learning centre. Minimum facilities are available like fan, light, tables, chairs, Computers, interment, water and other minim needs. There are no protocols and procedures. They fixed the time from morning to evening for classes and framed time table accordingly. We are also participated in the social awareness programmes organized by the college and internship institution. There is a good mutual support between the college and computer centre. As an arts student, computer knowledge is necessary for my better future. Motivation classes are also conducted and my supervisor is always encouraging me to complete the tasks. Ventilation is good at the centre. Whenever the teacher has assigned the group work, we will complete it as a team work, which is helpful for enhancing my leadership qualities.

**Describe the real time technical skills you have acquired (in terms of the job-related skills and hands on experience)**

I learned the following few Technical skills, but not in depth. Sometimes referred to as hard skills, involve the practical knowledge I use in order to complete tasks.

Technical skills are the specialized knowledge and expertise required to perform specific tasks and use specific tools and programs in real world situations. Diverse technical skills are required in just about every field and industry, from IT and business administration to health care and education. In fact, many entry-level positions across industries require basic technical skills, such as cloud computing in Google Drive and navigating social media platforms. There are many examples of more advanced technical skills that a job might require include programming languages, technical writing, or data analysis. Unlike workplace skills, also called soft skills, such as communication and time management, technical skills often require specific education and training to acquire.

**Describe how you could improve your communication skills (in terms of improvement in oral communication, written communication, conversational abilities, confidence levels while communicating, anxiety management, understanding others, getting understood by others, extempore speech, ability to articulate the key points, closing the conversation, maintaining niceties and protocols, greeting, thanking and appreciating others, etc.,)**

The ability to express yourself clearly and confidently can help you on a personal and professional front. Regardless of your existing skills, you should work on your English communication to advance in your career. In this internship I also learned some basic communication skills in English language. Basic communication skills are necessary for effective communication in any environment, especially in your workplace.

During my internship I followed Reading, writing, listening and speaking for improving my language skills. I slightly improved oral and written communication, sometimes I talk to my friends in English language, which gave me confidence. I can understand the others, while they are speaking. I followed slow speaking practiced with other friends, and I read English news papers and listening English videos and audios whenever I have time regularly. Sentence formation, listen to others, ask questions are helped me a lot to improve my communication skills during my internship.

**Describe how could you could enhance your abilities in group discussions, participation in teams, contribution as a team member, leading a team/activity.**

I understand that Group Discussion is a type of discussion that involves people sharing ideas or activities. People in the group discussion are connected with one basic idea. Based on that idea, everyone in the group represents his/her perspective. Group Discussion is a discussion that tests the candidate's skills, such as leadership skills, communication skills, social skills and behavior, politeness, teamwork, listening ability, General awareness, confidence, problem-solving skills, etc. Group discussion is always performed around the table. People can sit in any arrangement, but everyone should be able to see every face. It is not only the usual discussion, but it is also a discussion with knowledge and facts. Group Discussions are an essential part of testing candidates in the organizations, recruitment process, etc. It also plays an important role in improving the skills of a student.

I was participated in few group discussions in my collage and few in internship classes. Due to this discussions, my confidence levels are increased and I am thinking while I speaking the words. My communication is somewhat better if compare with previous year. I can observe the team work is more important for complete the any task. I also observed that during the work process, we face many problems, but we can overcome to that.

Describe the technological developments you have observed and relevant to the subject area of training (focus on digital technologies relevant to your job role)

Digital technologies are electronic tools, systems, devices and resources that generate store or process data. Well known examples include social media, online games, multimedia and mobile phones. Digital learning is any type of learning that uses technology. It can happen across all curriculum learning areas.

- ⊕ Artificial Intelligence and Machine Learning
- ⊕ Edge Computing
- ⊕ Quantum Computing
- ⊕ Augmented reality
- ⊕ Robotics
- ⊕ Cyber security
- ⊕ Bioinformatics
- ⊕ Data Science
- ⊕ Full Stack Development
- ⊕ Virtual Reality and Augmented Reality
- ⊕ Final Thoughts
- ⊕ 5 G Network
- ⊕ Automation
- ⊕ Digital Twin
- ⊕ Real Time Analytics
- ⊕ Black Chain Technology
- ⊕ Cyber Security
- ⊕ Virtual reality
- ⊕ Big Data Analytics
- ⊕ Computer Network

I observed that the above are the latest technological developments in general, but now a day's digital technology played a major role in all fields. I know the latest developments, but I know little bit use these technologies to degree core subjects. Without understanding the latest technological innovations, we cannot get jobs in the IT Sector.

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**Describe the managerial skills you have acquired (in terms of planning, leadership, team work, behaviour, workmanship, productive use of time, weekly improvement in competencies, goal setting, decision making, performance analysis, etc.**

Management skills can be defined as certain attributes or abilities that an executive should possess in order to fulfill specific tasks in an organization. They include the capacity to perform executive duties in an organization while avoiding crisis situations and promptly solving problems when they occur.

Management skills can be developed through learning and practical experience as a manager. The skills help the manager to relate with their fellow co-workers and know how to deal well with their subordinates, which allows for the easy flow of activities in the organization.

**The following are six essential management skills that any manager ought to possess for them to perform their duties:**

- Planning. Planning is a vital aspect within an organization.
- Communication. Possessing great communication skills is crucial for a manager.
- Decision-making.
- Delegation.
- Problem-solving.
- Motivating.

Ammer ure = VII

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ACTIVITY LOG FOR THE FIFTH WEEK

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Discussed about types of languages	I learned 3 types of languages	
Day - 2	learned about C Programming structure	I learned structure of C programming	
Day - 3	learned about variables constant key words	I learned Definition of variables constant & key words	
Day - 4	learned about key words and data type	I learned 32 key words and definition of data type	
Day - 5	learned about output Statement	printf ( ) Definition	
Day - 6	Learned about input statements	scanf ( ) Definition	

# C. Language

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## Definition of C. Language :-

It is a basic, general purpose programming language. It is the base of all high level programming language so it is called basic programming language. It is developed at AT&T and T's Bell Laboratory (USA), It was developed in 1972. Basically it was developed to implement UNIX operating system.

## THE LANGUAGE CAN BE DIVIDED INTO 3 TYPES

- 1 - Low language (Binary/machine language)
- 2 - Assembly language
- 3 - High level language.

# MACHINE LANGUAGE:

⇒ machine language is easy for the computer to understand but harder for the user (or) programmer to understand.

⇒ machine language is a type of low level language made up of binary numbers (or) language bits that a computer can understand.

EX: 0 or 1

## ASSEMBLY LANGUAGE:

⇒ Assembly language is easy to understand. The bits of machine language are replaced by number and english commands.

⇒ It is a type of low level language.

⇒ It communicates directly with computer hardware.

EX:- ADD,  
SUB  
MOV etc.....

## HIGH LEVEL LANGUAGE :-

⇒ THE high level language is a programming language that allows programmer to write the programs.

⇒ It is a human readable language.

Ex :- English words.

## STRUCTURE of 'C' PROGRAM :

⇒ Each sentence must end with semicolons

⇒ comment section.

⇒ Global declaration section

⇒ linking section

⇒ main function section ( )

⇒ opening {

⇒ declaration section

⇒ Execution section

⇒ closing }

⇒ sub program function section

open {

-----

-----

----- } closing.

# VARIABLE in "C" language

**Definition :-** It is a name of storage space which is used to store data. It's value is changeable. It always contains last value stored to it. It is always declared with data type.

## Variable declaration :-

`int rollno; float marks; char grade;`  
Here `rollno` is a variable of type `int`, `marks` is a variable of type `float` and `grade` is a variable of type `char`.

## variable initialization :-

`int rollno = 201; float marks = 85.6; char grade = 'A';`  
Here `rollno = 201` is the value of `rollno`; `85.6` is the value of `marks` and `A` is the value of `grade`. Character value is always written in single quotes.

other method of variable initialization:

```
int rollno; float marks; char grade;
```

```
10 rollno = 201;
```

```
10 marks = 85.6;
```

```
10 grade = "A";
```

RULES to declare a variable :

1. The first letter of a variable should be a letter or underscore ( \_ ).
2. The first letter of variable should not be digit.
3. After first character it may be combination of letters and digits.
4. Blank spaces are not allowed in variable name.
5. Variable name should not be a keyword.

# Constantin "C" Language

## Defination :-

⇒ An element of program whose value can not be changed at the time of execution of program is called constant.

⇒ It is also called constant literals.

⇒ It may be int, float and character data type.

## Rules for constructing integer constant:

It must have atleast one digit. It must not have a decimal point. It may be positive or negative. The range of integer constant is between  $-32768$  to  $+32767$ . No comma or blank space are allowed in integer constant.

## Rules for constructing floating point constant.

\* It must have atleast one digit & it must have a decimal point & it may be positive or negative. No comma or blank space are allowed in floating point constant.

## Rules for constructing character constants:-

- ⇒ It is a single alphabet, digit or special symbol.
- ⇒ The length of character constant, is 1 character.
- ⇒ character constant is enclosed within single quotes. [Example: `char c = 'n';`].

## Use of constants in program:

- ⇒ There are two ways of using constants.
- ⇒ in the C program,
- ⇒ using `const`.
- ⇒ using `#define`.

### Example:-

```
int rollno = 201; float mark = 85.6;
```

```
char grade = "A";
```

Here 201 is integer constant, 85.6 is float constant and A is character constant.

# KEY WORD IN "C" Language.

## Defination :-

- ⇒ The word has a predetimed meaning is called Key words.
- ⇒ It's functionality is also predetimed.
- ⇒ It can be used as an identifier.
- ⇒ There are 32 key words are used in "C"

32 Key words are given below

- |               |               |              |               |
|---------------|---------------|--------------|---------------|
| 1 - Auto      | 2 - Break     | 3 - Case     | 31 - volatile |
| 4 - Char      | 5 - Const     | 6 - Continue | 32 - while    |
| 7 - Default   | 8 - Do        | 9 - Double   |               |
| 10 - Else     | 11 - Enum     | 12 - Extern  |               |
| 13 - float    | 14 - for      | 15 - goto    |               |
| 16 - IF       | 17 - Int      | 18 - long    |               |
| 19 - Register | 20 - return   | 21 - short   |               |
| 22 - signed   | 23 - size of  | 24 - static  |               |
| 25 - Struct   | 26 - switch   | 27 - typedef |               |
| 28 - Union    | 29 - unsigned | 30 - void    |               |

# DATA TYPE

Definition 22. It is a type of data, which is used in the program.

- \* There are many predefined data types in C library like, int, char, float etc.

Basic Type	Integer type (int)
	floating type (float)
	Character type (char)
Derived Type	Pointer
	Array
	Structure.
	Union.

# PRINTF ( ) output

Defination :=

There are many predefined function in the library of c. printf and scanf are the predefined function, they are commonly used for input and output operation. printf and scanf both are predefined in stdio.h header file.

printf function := It is a predefined function. It is used to print information or data onto the output screen, it is predefined in the stdio.h header file. printf is case sensitive means printf is wrong. so it must be in lowercase.







# SCANF ( )

It is a predefined function. It is used to take user input at the time of execution of program. It is also predefined in the stdio.h header file. scanf is case sensitive means scanf is wrong. so it must be in lowercase.

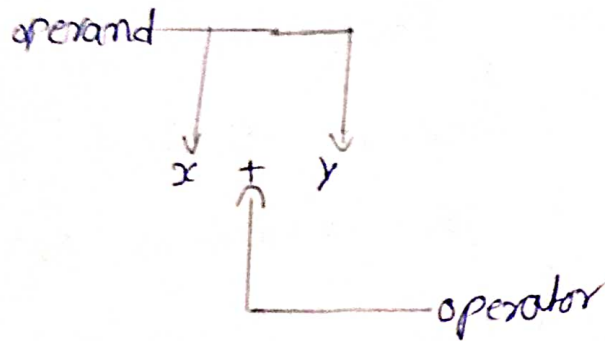
scanf syntax := scanf (format - specifier, address of variable);

# Annexure - VI

## ACTIVITY LOG FOR THE FIFTH WEEK *2 week*

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Discussed about four types of operators 1 to 4.	I learned about four types of operators 1 to 4	
Day - 2	Discussed about another four types of operators 4 to 8.	I learned about another four types of operators 4 to 8	
Day - 3	Discussed about control structure inc.	I learned about control structure "if else"	
Day - 4	Discussed about if, else, if ladder & nested if.	I learned about if else, if ladder & nested if.	
Day - 5	Discussed about switch case statements.	I learned about switch case statements.	
Day - 6	Discussed about looping statements.	I learned about looping statements.	

# OPERATORS



**operator** := It is a special symbol which is used to perform logical or mathematical operation on data or variable.

**operand** := It is a data or variable on which the operation is to be performed.

**Type of operators** :=

- ⇒ Arithmetic operator
- ⇒ Relational operator
- ⇒ Logical operator
- ⇒ Assignment operator
- ⇒ Bitwise operator
- ⇒ Increment / Decrement operator
- ⇒ Conditional operator
- ⇒ Special operator.

# Control structure

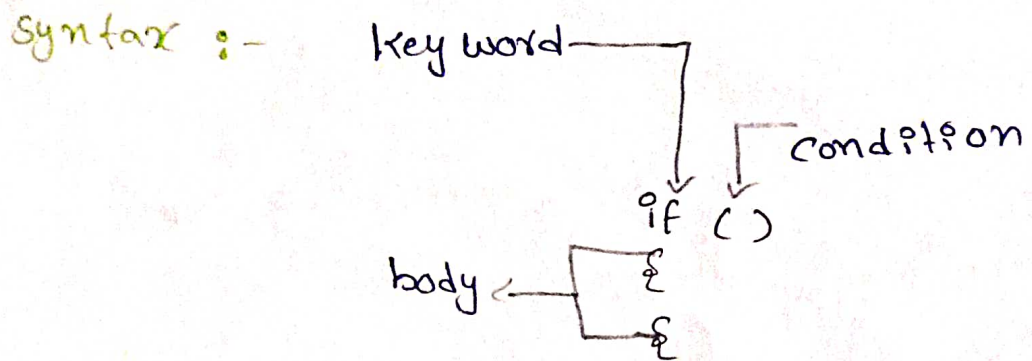
control structure can be considered as the building blocks of computer programs. They are commands that enable a program to take decision, following one path or another. A program is usually not limited to a linear or sequence of instructions since during its process it may bifurcate, repeat code or bypass sections.

A statement that is used to control the flow of execution in a program is called control structure. It combines instructions into logical unit. Logical unit has one enter point and one exit point.

## Types of control structure :

1. Sequence
2. Selection
3. Repetition
4. Function call

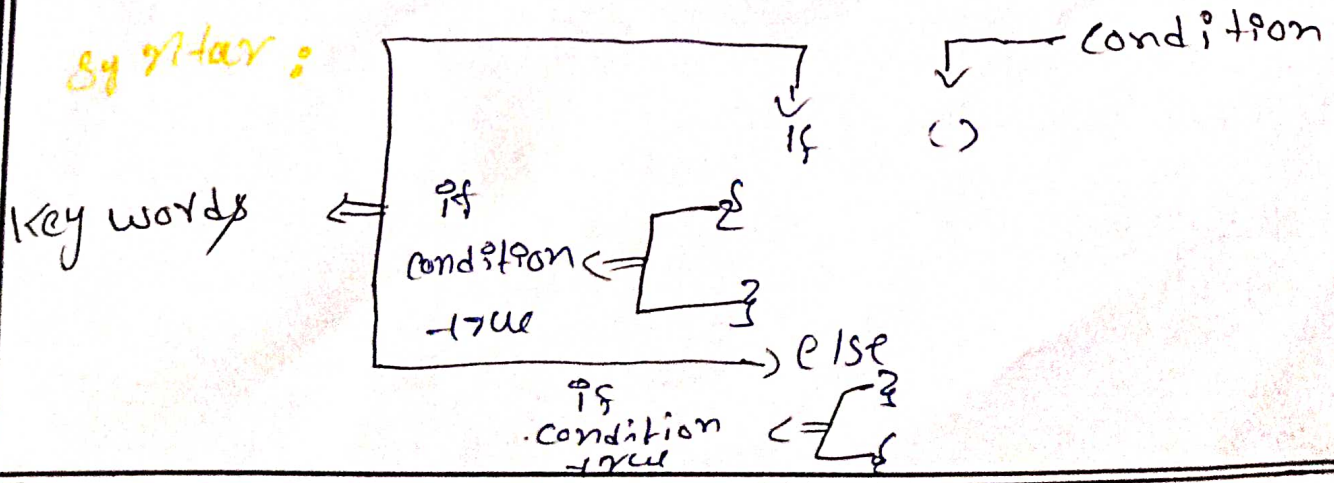
# If statement in C



1= If the condition is true its body execute otherwise does not execute.

2= In the case of it in the place of condition always zero and non zero value is checked in which, zero means condition "false" and non-zero means condition "true".

# IF ELSE statement in C



1 - If the condition is true if part is executed and if the condition is false else part executes.

2) In the case of if in the place of condition always 0 zero and non-zero value is checked in which zero means condition "false" and non-zero means condition "true".

## IF ELSE LADDER

Syntax :=

```
if ( )  
{  
    statement 1;  
}  
else if ( )  
{  
    statement 2;  
}  
else  
{  
    statement 3;  
}  
else  
{  
    statement 4;  
}
```

- 1- It is a part of condition statement that executes only one condition at a time.
- 2- If all conditions are false then Else part executes.
- 3- It executes that condition that becomes first - True from the top.
- 4- In the case of it in the place of condition always zero and non-zero value is checked in which zero means condition is 'false' and non-zero means condition is 'True'.

## Nested If in C

Syntax :- if

```

{
  if ( )
  {
    statements :
  }
}

```

↳ nested means one inside another so one if inside another if is called nested if.  
 In the case of if place the condition always zero and non-zero value is checked in which zero means condition is "false" and non-zero means condition is "true".

## Switch statement

Switch statement allows us to execute one statement from many statements and these statements are called "case". Actually in switch parameter is executed.

**Syntax :-**

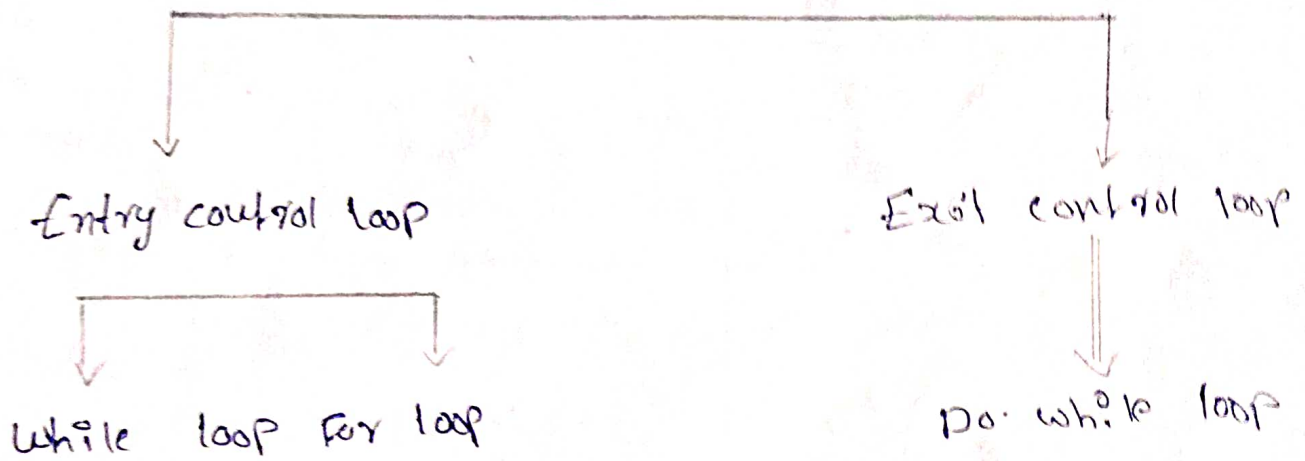
	Key word	Parameter
	switch	( )
	{	case n;
	case 1;	statement n;
	statement 1;	break;
	break;	default;
	case 2;	default.
	statement 2;	statement;
	break.;	}

body

1- In the switch statement a value / number is passed in the place of parameter and that case will execute which is equal to that value / number.

2- If no case matched with parameter then default case will execute.







### Looping statement



Loop is used to execute the block of code several times according to the condition given in the loop. It means it executes the same code multiple times so it saves code and also helps to traverse the elements of an array.

Annexure - VII

ACTIVITY LOG FOR THE FIFTH WEEK 3 week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Discussed about for loop and its programs	I learned about for loop and its program	
Day - 2	Discussed about while loop and its programs	I learned about while loop and its programs	
Day - 3	Discussed about do-while loop and its programs	I learned about do-while loop and its program	
Day - 4	Discussed about functions and its types.	I learned about functions and its types	
Day - 5	Discussed about string functions	I learned about string functions	
Day - 6	Discussed about math functions.	I learned about math functions	

# FOR LOOP INC'

- to run the body continuously until a required condition is fulfilled is called looping. It is used

- to perform looping operation. When the condition will become false the execution of loop will be stopped.

Syntax:-

Key word  $\rightarrow$  for

Condition  
Increment/  
Decrement

Initialization

Body  $\left\{ \begin{array}{l} \{ \\ \} \end{array} \right.$

\* In for loop there are three parts initialization, condition and increment/decrement.

## While loop inc :-

Definition:-

To run the body continuously until a required condition is fulfilled is called looping. It is used to perform looping operation. When the condition will become false the execution of loop will be stopped.

## SYNTAX:-

keyword

Condition

while

()

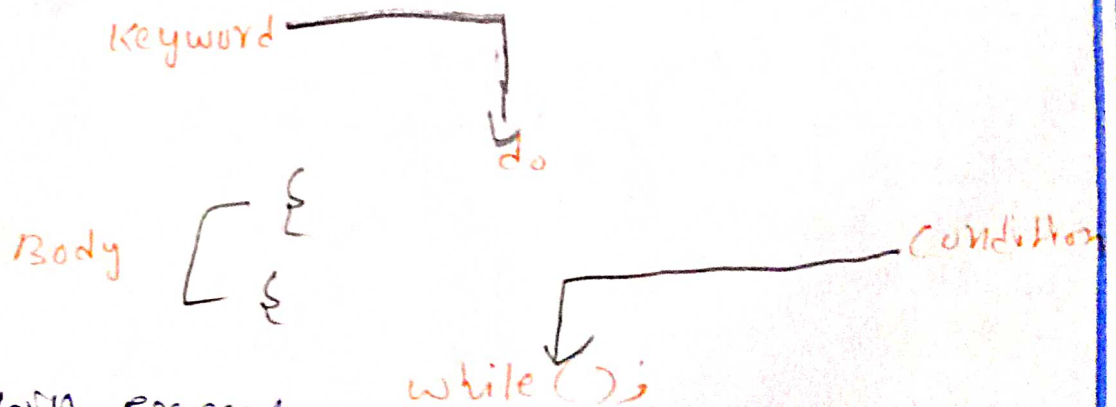
Body

\* It's body will execute until the given condition is true,

Do while loop in C

**Definition :=** To run the body continuously until the required condition is satisfied is called looping. It is used to perform looping operation. When the condition will become false the execution of loop will be stopped.

**Syntax :-**



It's body will execute until the given condition is true.

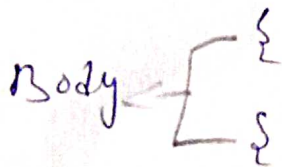
# function

Definition :-

- \* It is a collection of statements that performs an specific task.
- \* It executes when it is called by its name.
- \* A large program is divided into number of small building block for simplicity and this building block is called function.
- \* We can call a function again and again.
- \* The C library provides many pre-defined function.

SYNTAX :=

return-type - function - name  
(parameter list)



Calling of function :-

- $\Rightarrow$  Call by value
- $\Rightarrow$  Call by reference

# STRING FUNCTION

## Definition:

- \* String is a collection of character.
- \* C does not support string data type therefore char data types is used to make string.
- \* Storing in C is started in single dimension character array.
- \* There are many predefined string function in C library.
- \* All the string function are predefined in string.h header file.

## String function names

- \* strlen(s);
- \* strcpy(s1, s2);
- \* strcat(s1, s2);
- \* strcmp(s1, s2);
- \* strcmpi(s1, s2);
- \* strcpy\_s(s1, s2);
- \* strcat\_s(s1, s2);
- \* strcmp\_s(s1, s2);
- \* strcmpi\_s(s1, s2);

# MATH function

Definition :-

\* It is used to perform the mathematical related operation.

\* There are many pre-defined math functions in library.







\* All the math functions are pre-defined in math.h header file.

MATH FUNCTIONS NAMES :-

- |           |            |
|-----------|------------|
| => sin()  | => ceil()  |
| => sinh() | => round() |
| => cosh() | => abs()   |
| => cos()  | => fmod()  |
| => tan()  | => floor() |
| => sinh() |            |
| => sqrt() |            |
| => pow()  |            |
| => exp()  |            |
| => log    |            |

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ACTIVITY LOG FOR THE FIFTH WEEK 4 WEEK

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Discussed about pointers	I learned about pointers	
Day - 2	Discussed about pointer programs.	learned about pointer programs	
Day - 3	Discussed about single dimension Arrays program	I learned about arrays and its types.	
Day - 4	Discussed about sum and its types	I learned about single dimension array programs	
Day - 5	Discussed about double dimension Arrays program	I learned about double dimension Arrays program.	
Day - 6	Discussed about multi dimension Array program	I learned about multi dimension Array program.	

# POINTER

⇒ It is a special type of variable which is used to store the address of another variable.

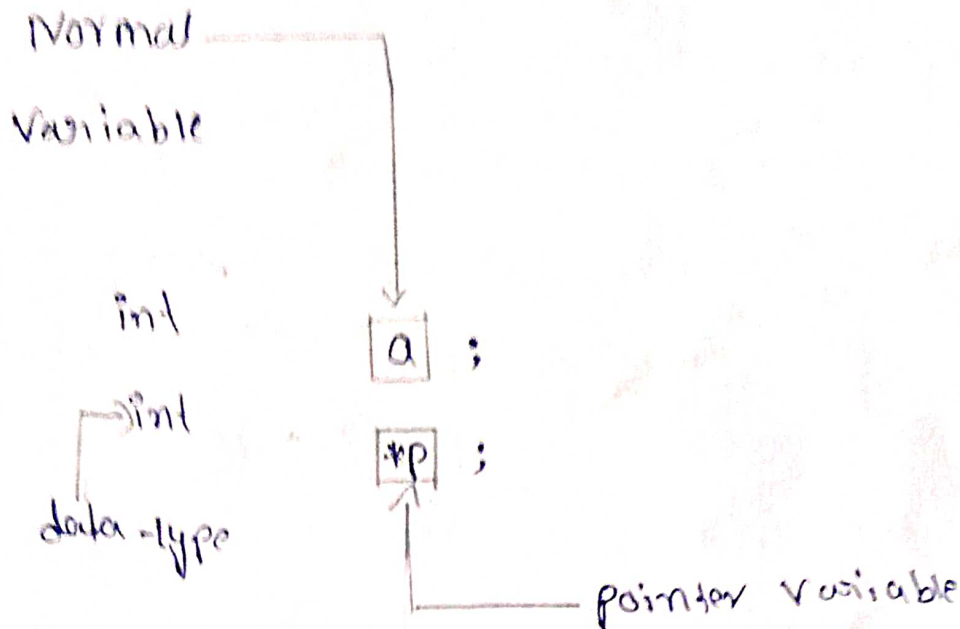
⇒ It can store the address of some data type means an integer pointer can store the address of integer variable, character pointer can store the address of character variable and so on.

⇒ If we add asterisk (\*) symbol with any variable at the time of declaring variable then this variable is called pointer variable.

⇒ We use ampersand symbol to get the address of variable.

⇒ \* symbol is used to get the value at address which is hold by pointer.

# POINTER SYNTAX



⇒ Here "a" is a normal variable

⇒ 'p' is a pointer variable because it is associated with \* symbol.

## ARRAY

**Definition :-** An array is a container object that holds a fixed number of values of a single type. The length of an array is established when the array is created.

### TYPES OF ARRAYS :-

Single dimensional array  
double ~~single~~ dimensional array  
multi dimensional array.

# SINGLE DIMENSIONAL ARRAY

It is a collection of data of same data-type. It is used to store group of data simultaneously. It can store data of same data-type means an integer array can store only integer value, character array can store only character value and so on. We can not fetch data from array directly therefore we use index point. The indexing of array always start with 0. Index value is always an integer number. Array is may be of any data type. Like int, char, float, etc.

## DOUBLE DIMENSIONAL ARRAYS

It is a condition of data same data-type. It is used to store group of data is simultaneous way. can store group of data It can store data of same data type means integer value. character value and so on. we can use index point. the indexing for with "0".

Index value is always an integer number  
Array may be of any data type like int, char,  
float, etc....

## MULTI DIMENSIONAL ARRAY

A multidimensional array is an array that has more than one dimension. It is an array of arrays; an array that has multiple levels. The simplest multi-dimensional array is the 2D array, or two-dimensional array. It is technically an array of arrays, as you will see in the code. A 2D array looks like:

Declaring a multi-dimensional array is similar to the one-dimensional array. For a 2D array, we need to tell C that we have 2 dimensions.

# while loop

table of one

```







#include <stdio.h>
#include <conio.h>
void main()
{
  int i = 1;
  while (i < 210)
  {
    printf ("%d\n", i);
    i++;
  }
  getch ();
  return
}

```

output

LM

ACTIVITY LOG FOR THE FIFTH WEEK 5 week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Arithmetic operator programs	I learned about Arithmetic operator programs	
Day - 2	Relational operator programs	I learned about Relational operator programs	
Day - 3	Logical operator programs	I learned about Logical operator programs	
Day - 4	Assignment operator programs	I learned about Assignment operator programs	
Day - 5	Bitwise operator programs	I learned about Bitwise operator programs	
Day - 6	Increment and decrement operator programs	I learned about Increment and decrement operator programs	

# ARITHMETIC OPERATOR

symbol	operation	Example
+	Addition	$x + y$
-	Subtraction	$x - y$
*	multiplication	$x * y$
/	Division	$x / y$
%	Modulus	$x \% y$

# Relational operator

Symbol	operation	Example
$=$	Equal to	$2 < 3$ returns 0
$\neq$	not equal to	$2 < 2$ returns 1
$>$	greater than	$2 > 3$ returns 0
$<$	Less than	$2 < 3$ returns 1
$>=$	greater than or equal to	$2 >= 3$ returns 0
$<=$	less than or equal to	$2 <= 3$ returns 1

# LOGICAL OPERATOR

Symbol	operation	Example
&&	Logical And	is (x > y && x < z)
	logical OR	is (x < y    x < z)
!	logical Not	is (! (x > y))

# Assignment operators

Symbol	Example	STMTS
=	x = y	x = y
+=	x += y	x = x + y
-=	x -= y	x = x - y
*=	x *= y	x = x * y
/=	x /= y	x = x / y
%=	x %= y	x = x % y

# Bitwise operator







symbol	operator	example
&	Bitwise AND	$x \& y$
	Bitwise OR	$x   y$
<<	Shift Left	$x \ll 2$
>>	Shift Right	$x \gg 2$

# Increment / Decrement

## operator

Symbol	name	function	Example
++	Increment	It increments the value by 1	$++x$
--	Decrement	It decrements the value by 1	$--x$

ACTIVITY LOG FOR THE FIFTH WEEK 6 Weeks

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Conditional operators Programs.	I learned about operators program.	
Day - 2	Special operators programs.	I learned about special operators programs.	
Day - 3	Discussed about If programs	I learned about If programs.	
Day - 4	Discussed about if else programs	I learned about if else programs.	
Day - 5	Discussed about if else ladder programs	I learned about if else ladder programs.	
Day - 6	Discussed about Nested if programs.	I learned about Nested if programs.	

# CONDITIONAL OPERATORS



## Special operators

Symbol	Description	Example
<code>&amp;</code>	It is used find address of a variable	<pre>int a = 10; printf("%d", &amp;a);</pre>
<code>*</code>	It is used to declare pointer type variable	<pre>int *p;</pre>
Size of	It returns the memory size of variable.	<pre>int a = 10; printf("%d", size of (a));</pre>

# If Program

Show Result According to Percent using if statement

```
#include <stdio.h>
#include <conio.h>

void main()
{
    float p;
    printf ("Enter your Percent (\n");

    scanf ("%d", &p);

    if
    {
        printf ("first division");
    }
    if (p < 40 && p >= 33)
    {
        printf ("second division");
    }
    if (p < 33)
    {
        printf ("Third division");
    }
    if (p < 33)
```

```
{
    printf ("fail");
}
getch ();
return;
```

out put

Enter your Percent

50  
Second division.

# IF ELSE PROGRAM

## VOTING PROGRAM

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int age;
```

```
printf("Enter your age \n");
```

```
scanf("%d", &age);
```

```
if (age >= 18)
```

```
{
```

```
printf("you are eligible for voting");
```

```
}
```

```
else
```

```
{
```

```
printf("you are not eligible for voting");
```

```
}
```

```
getch();
```

```
return;
```

```
}
```

out put

enter your age = 21

you are eligible for voting

enter your age = 17

you are not eligible for voting

# IF ELSE LADDER

## SPECIAL SYMBOL

```
#include <stdio.h>
void main ()
{
    char ch ;
    printf ("enter any character (n)");
    scanf ("%c", &ch);
    if (ch >= 65 && ch <= 97 || ch >= 97 && ch <= 122)
    {
        printf ("it is character");
    }
    else if (ch >= 48 && ch <= 57)
    {
        printf ("it is digit");
    }
    else
    {
        printf ("it is special symbol");
    }
    getch ();
    return ;
}
```

out put

Enter any character

@

It is special symbol

# NESTED if program

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int x = 10;
```

```
if (x > 5)
```

```
{
```

```
if (x < 15)
```

```
{ printf ("x is greater than 5 and less than 15");
```

```
getch();
```







```
return;
```

```
}
```

output

\* 'x' is greater than 5 and less than 15

ACTIVITY LOG FOR THE FIFTH WEEK 7 week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Switchcase Programs WEEK. math. calculator, AM 2. ATM. Program.	I learned about switch case programs SMP <sup>ATM</sup>	
Day - 2	for loop program number number, sum ABCD ... 2	I learned about for loop program	
Day - 3	for loop program abcd Even & odd ASCII = A to Z	I learned about for loop program	
Day - 4	for loop programs fib, prime or not for and FIBONACCI series	I learned about for loop program HCM	
Day - 5	for loop programs. factorial factor power and LCM.	I learned about for loop programs ACF	
Day - 6	while loop program Table of one Integer multiplication task	while loop program table of one	

# Switch case Simple Aim

```

#include <stdio.h>
#include <conio.h>
void main()
{
float amt, creditamt, debitamt;
char ch;
clrscr();
printf("Enter initial amount \n");
scanf("%f", &amt);
printf("Enter \n c for credit and for debit \n b for balance \n");
scanf("%c", &ch);
switch (ch)
{
case 'c':
printf("Enter credit amount \n");
scanf("%f", &creditamt);
amt =
printf("New Amount = %f = "amt);
break;

```

case 'd';

```
printf ("enter debit amount in ");
```

```
scanf ("%f", &debitamt);
```

```
if (amt > debitamt)
```

```
{
```

```
amt = amt - debitamt;
```

```
printf ("new amount = %f", amt);
```

```
}
```

```
else
```

```
{
```

```
printf ("insufficient amount");
```

```
}
```

```
break;
```

case 'b';

```
printf ("Amount in your account = %f", amt);
```

```
break;
```

```
default;
```

```
printf ("invalid input!!"); Enter
```

```
{
```

```
getch();
```

```
return;
```

```
}
```

Enter initial amount = 50

C for credit

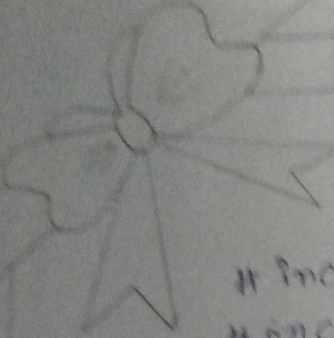
d for debit

b for balance

d

Enter debit amount = 2000

New amount = 3000.0.



for loop ABC...z method.

```

#include <stdio.h>
#include <conio.h>
void main()
{
  char ch;
  clrscr();
  for (ch = 'A'; ch <= 'z'; ch++)
  {
    printf("%c", ch);
    getch();
  }
}

```

for loop ASCII value of Alphabet from A to Z

```

#include <stdio.h>
#include <conio.h>
void main()
{
  char ch;
  clrscr();
  for (ch = 'A'; ch <= 'z'; ch++)
  {
    printf("%c = %d/n", ch, ch);
    getch();
  }
}

```

out put

A = 65      B = 66.

## For Loop ABCa...z method.

```

#include <stdio.h>
#include <conio.h>
void main()
{
    char ch;
    clrscr();
    for (ch = 'A'; ch <= 'z'; ch++)
    {
        printf("%c", ch);
        getch();
    }
}

```

## For loop ASCII value of Alphabet from A to Z

```

#include <stdio.h>
#include <conio.h>
void main()

```

out put

A = 65      B = 66.

```

{
    char ch;
    clrscr();
    for (ch = 'A'; ch <= 'Z'; ch++)
    {
        printf("%c = %d\n", ch, ch);
        getch();
    }
}

```

## for loop Lcm of Two number

```
#include <stdio.h>
#include <conio.h>

void main ()
{
    int i, no1, no2;
    clrscr ();
    printf ("Enter first number\n");
    scanf ("%d" & no1);
    printf ("Enter second number\n");
    scanf ("%d" & no2);
    for (i=1; ; i=i+1)
    {
        if (i%no1 == 0 && i%no2 == 0)
        {
            printf ("Lcm of %d and %d is %d", no1, no2, i);
            break;
        }
    }
    getch ();
    return;
}
```

### output

Enter first number = 4  
Enter second number = 6  
Lcm of 4 and 6 is 12



# HCF of Two Number







Loop output

```
#include <stdio.h>
#include <conio.h>

void main ()
{
    int i, n1, n2, m=1;
    clrscr();
    printf ("enter first number\n");
    scanf ("%d", &n1);
    printf ("%d", n2);
    scanf ("%d", n2, &i=i+1);
    for (n1% i==0 & n2% i==0)
    {
        if
    {
        m=i;
    }
    printf ("HCF of %d and %d is %d", n1, n2, m);
    getch();
}
```

Enter first number 16  
Enter second number 24  
HCF of 16 and 24 is 8

ACTIVITY LOG FOR THE FIFTH WEEK 8 Week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Do-while loop programs. Table of one. Print digit palindrome. Sum. multi	I learned about Do-while loop programs.	
Day - 2	Patterns programs. 7 to 5.	I learned patterns. Do-w 7 to 5	
Day - 3	Patterns programs 6 to 70	I learned patterns programs 6 to 70	
Day - 4	pointers programs. Input, +, -, *, /	I learned pointers programs & input → y, ← program	
Day - 5	pointers programs. Table of one array. sum on-end where	I learned pointer program.	
Day - 6	Array program All element single element remove odd. sum	I learned array programs.	

# Dowhile Loop

## Table of one display

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int i = 1, j;
    clrscr();
    printf ("enter a value");
    scanf ("%d", &j);
    do
    {
        printf ("%d x %d = %d\n", j, i, j * i); output
        i++;
    }
    while (i <= 10);
    getch();
    return;
}
```

$$18 \times 1 = 18$$

$$18 \times 2 = 36$$

$$18 \times 3 = 54$$

$$18 \times 4 = 72$$

$$18 \times 5 = 90$$

$$18 \times 6 = 108$$

$$18 \times 7 = 126$$

$$18 \times 8 = 144$$

$$18 \times 9 = 162$$

$$18 \times 10 = 180$$

# pattern program

```

#include <stdio.h>
#include <conio.h>

void main ()
{
  int i, j;

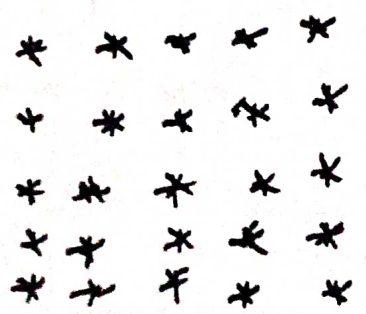
  clrscr();

  for (i = 1; i <= 5; i++)
  {
    for (j = 1; j <= 5; j++)
      printf ("* ");
    printf ("\n");
  }

  getch();
  return;
}

```

output



```

#include <stdio.h>
#include <conio.h>

void main ()
{
  int i, j;

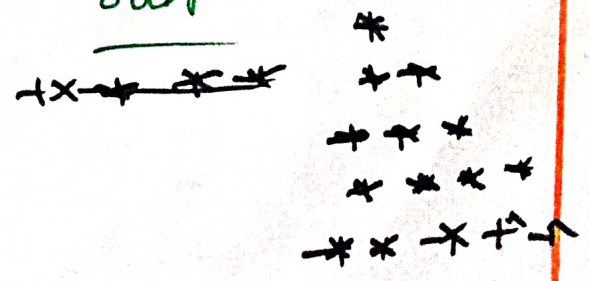
  clrscr();

  for (i = 1; i <= 5; i++)
  {
    for (j = i; j <= 5; j++)
    {
      if (i == j)
        printf ("* ");
      else
        printf (" ");
    }
    printf ("\n");
  }

  getch();
  return;
}

```

output



# PATIRN PROGRAMS

```

#include <stdio.h>
#include <conio.h>
void main()
{
  int i, j;
  for (i = 1; i <= 5; i++)
  {
    for (j = 1; j <= i; j++)
      printf(" * ");
    printf("\n");
  }
  getch();
  return;
}

```

out put

```

  *
 *
* * * *
 *
 *

```

```

#include <stdio.h>
#include <conio.h>
void main()
{
  for (i = 1; i <= 3; i++)
  {
    for (j = 1; j <= 4; j++)
    {
      if (i == 1 || i == 2 || i == 3 ||
          j == 1 || j == 4)
        printf(" * ");
      else
        printf(" ");
    }
    printf("\n");
  }
  getch();
  return;
}

```

out put

```

* * * *
 *           *
* * * *
 *           *
 *           *
 *           *

```

# pointers program

## Division of Two number

```
#include <stdio.h>
#include <conio.h>
void main ()
{
    float a, b = 210, c = 30;
    float *p, *q, *r;
    p = &a;
    q = &b;
    r = &c;
    *p = *q / *r;
    printf ("Div = %f", *p);
    getch();
    return;
}
```

out put

Div = 7

# Pointers program

## Addition of two number

```
#include <stdio.h>
#include <conio.h>

void main()
{
    int a, b = 20, c = 30;
    int *p, *q, *r;

    p = &a;
    q = &b;
    r = &c;
    clrscr();
    *p = *q + *r;
}
```

output

ADD = 50

## Subtraction of two numbers

```
#include <stdio.h>
#include <conio.h>

void main()
{
    int a, b = 50, c = 30;
    int *p, *q, *r;

    p = &a;
    q = &b;
    r = &c;
    *p = *q - *r;

    clrscr();
    printf("sub = %d", *p);
    getch();
    return;
}
```

output

sub = 20

# Array program

## Single dimension array

```
#include <stdio.h>
#include <conio.h>

void main ()
{
    int arr (5);
    clrscr ();
    for (int i = 0; i < 4; i++)
    {
        printf ("enter %d element in", i+1);
        scanf ("%d", &arr [i]);
    }
    printf ("element is given below");
    for (int i = 0; i < 4; i++)
    {
        printf ("%d", arr [i]);
        getch ();
    }
    return 0;
}
```

output

Enter 1 element - 40

Enter 2 element - 60

Enter 3 element - 70

Enter 4 element - 80







Enter 5 element - 90

Element is given below

40 60 70 80 90

6

ACTIVITY LOG FOR THE FIFTH WEEK 9 week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Arrays Programs Addition Even odd, minimum, maximum.	I learned array Programs.	
Day - 2	Abstract Programs Sorting in single dimension array. merge, insert, binary.	I learned abstract Programs.	
Day - 3	Double dimension array All elements, input sum Addition.	I learned Double dimension array Programs.	
Day - 4	Double dimension. Array subtraction multiplication transpose, Programs.	I learned Double dimension array Programs.	
Day - 5	function. Programs. Relational & logical 2 type function program	I learned function Programs.	
Day - 6	function Programs +, -, *, ÷	I learned function program.	

## Addition of single ARRAY

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int a[50], b[50], c[50];
```

```
clrscr();
```

```
printf("How many number you want to store in a  
single array\n");
```

```
scanf("%d", &n);
```

```
printf("Now enter %d element of first array one by  
one\n", n);
```

```
scanf("%d", &a[i]);
```

```
printf("Now enter %d element of second array one  
by one\n", n);
```

```
for (int j=0; j<n; j++)
```

```
scanf("%d", &b[j]);
```

```
printf("Addition of first and second  
array one by one\n");
```

6

```

for (int k=0; k<n; k++)
{
  C[k] = a[k] + b[k];
  printf ("%d", C[k]);
  getch ();
}
return;
}

```

out put

How many number you want to store in a single.

Array 4

now enter 4 element of first array one by one

- 4
- 5
- 6
- 8

Now enter 4 Element of second array one by one

- 4
- 2
- 8
- 5

Addition of first and second array is given below

12 12 15 13



# Searching in single dimension Array

```
#include <stdio.h>
#include <conio.h>

void main()
{
    int roll [10] = { 15, 52, 63, 45, 84, 75, 96, 51, 62 };
    int r, m = 0;
    clrscr();
    printf ("Roll number is given below\n");
    for (int i = 0; i <= 9; i++) printf ("%d", roll[i]);
    printf ("\n enter roll no to search\n");
    scanf ("%d", &r);
    for (int j = 0; j <= 9; j++)
```

```
    if (r == roll [j])
    {
        printf ("Roll no is found
        at position = %d", j+1);
        m = 1;
    }
    if (m == 0)
        printf ("not found");
    getch();
    return;
```

out put

Roll number is give below

15 52 63 45 65 84 75 96 51 62

enter your roll no to search

45

Roll no is found at  
position = 4

# All the element of Double dimension

```
#include <stdio.h>
#include <conio.h>
void main ()
{
    int array [3] [3] = { { 7, 8, 9 } , { 1, 2, 3 } { 4, 5, 6 } };
    int i, j;
    printf("Elements of array is given below \n");
```

```
    for (i = 0; i < 2; i++)
    {
        for (j = 0; j < 2; j++)
        {
            printf("%d, ", array[i][j]);
        }
        printf("\n");
        getch();
    }
```


output

Element of array is given below

7 8 9

1 2 3

4 5 6



# Multiplication of Double ARRAY

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int array - first [2] [2] = { { 1, 2 }, { 3, 4 } };
```

```
int array - second [2] [2] = { { 1, 2 }, { 3, 4 } };
```

```
int array - third [2] [2];
```

```
int i, j, k, sum;
```

```
clrscr();
```

```
printf("first array is given below\n");
```

```
for (i = 0; i < 2; i++)
```

```
{
```

```
for (j = 0; j < 2; j++)
```

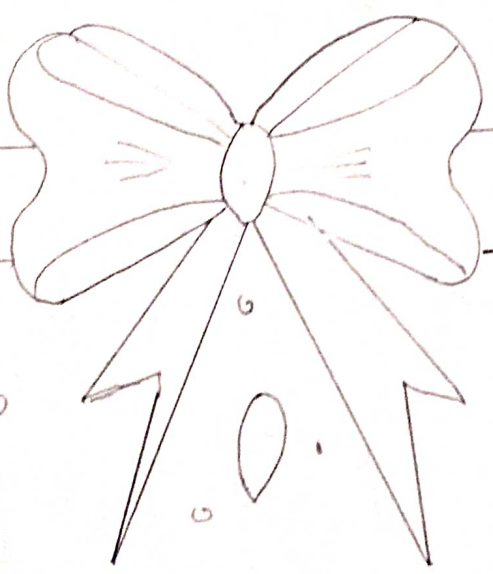
```
{
```

```
for (k = 0; k < 2; k++)
```

```

{
print ("y. d; array second [i][j]);
}
print ("m");
}
print ("multiplication of first and second
array is given below");
for (i=0; i<2; i++)
{
for (j=0; j<2; j++)
{
array-third [i][j] = sum;
print ("y. d; array third [i][j]);
print ("m");
}
return;
}

```



output

first = 12  
14

second = 12  
34

multiplication of first and second array is given

below : 7 10

15 22

Addition

function program

```

#include <stdio.h>
#include <conio.h>
void add ()
{
int x, y = 7, z = 50;
clrscr ();
x = y + 2;
printf ("Add = %d", x);
}

```

```

}
int main ()

```

```

{
add ();
getch ();
return;
}

```

output

Add = 120

# Circle Area function

```
#include <stdio.h>
#include <conio.h>

void area (float radius)
{
    float area = 3.14 * radius * radius;
}







int main ()
{
    float r;
    printf ("Enter radius of circle = ");
    scanf ("%f", &r);
    area (r);
    getch ();
    return 0;
}
```

output

Enter radius of circle = 2.2  
Area of circle = 15.197



## ACTIVITY LOG FOR THE FIFTH WEEK 10 week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	-function programs call by value call by reference	I learned about call by value call by reference	 —
Day - 2	function programs Recursion program	I learned about Recursion program	 —
Day - 3	String function program Login program	I learned about String function programs Login	 —
Day - 4	String function count only alphabet	I learned about count only alphabet	 —
Day - 5	String function count total special symbol	I learned about count only special symbol	 —
Day - 6	String function count total special	I learned about count total special	 —

# Call by value function program

```
#include <stdio.h>
#include <conio.h>

void main()
void add (int y, int z)
{
int x;
clrscr();
x = y + z;
printf ("Add = %d", x);
}
int main()
{
add (10, 20);
getch();
return;
}
```

Output

ADD = 30

```
#include <stdio.h>
#include <conio.h>

int add (int *y, int *z)
{
int x;
clrscr();
x = *y + *z;
printf ("Add = %d", x);
}
int main()
{
int y = 10, z = 50;
add (&y, &z);
getch();
}
```

Output

ADD = 70

# Recursion in function

```
#include <stdio.h>
#include <conio.h>
int table (int no)
{
    if (no == 1)
    {
        printf ("%d\n", no);
        no++;
    }
    table (no);
}
int main()
{
    table (1);
    getch();
}
```

Output

1  
2  
3  
4  
5  
6  
7  
8  
9  
10

# Login Using strcmp

```
#include <stdio.h>
#include <conio.h>
#include <string.h>

int main()
{
    char u[200] = 'easy@gmail.com'; P[200] = 'ani@989';
    clrscr();
    char u1[200], P1[200];
    printf("Enter username\n");
    gets(u1);
    printf("Enter password\n");
    if (strcmp(u, u1) == 0 && strcmp(P, P1) == 0)
        printf("Login successful");
    else
        printf("Wrong username or password");
    getch();
}
```

output

Enter username: easy@gmail.com

Enter password: ani@989

Login successful

# Count only Alphabets String

```
#include <stdio.h>
#include <conio.h>
int main()
{
    char s[200];
    int alpha = 0;
    clrscr();
    printf("Enter any string\n");
    getch();
    for (i = 0; s[i] != '\0'; i++)
    {
        if ((s[i] >= 'A' && s[i] <= 'Z') || (s[i] >= 'a' && s[i] <= 'z'))
            alpha++;
    }
    printf("Total Alphabets = %d", alpha);
    getch();
}
```

output







Enter any string

Shaik Tahaide r23@gmail.com.

Total Alphabets = 22



## ACTIVITY LOG FOR THE FIFTH WEEK 11 WEEK

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	math function Explanation	I learned about math function - Explanation.	
Day - 2	Description of math - Function names	I learned about Description of math function names	
Day - 3	examples of math programs - practice	I learned about examples to math programs practice	
Day - 4	floor() function	I learned about floor() function	
Day - 5	ceil() function	I learned about ceil() function	
Day - 6	Round() function.	I learned about Round() function	

# MATH FUNCTION

## Explanation

- It is used to perform the mathematical ~~sets~~ operation.
- There are many predefined math functions in C library.
- All the math functions are predefined in math.h header file.

## function name & its Description

sin ( )	floor ( )
sinh ( )	ceil ( )
cos ( )	round ( )
cosh ( )	abs ( )
-tan ( )	fmod ( )
-tanh ( )	
sqrt ( )	
pow ( )	
exp ( )	
log ( )	
log -10 ( )	

# Descriptions

- $\sin()$  = It's used to calculate the sine value
- $\sinh()$  = It's used to calculate the parabolic sine value
- $\cos()$  = It's used to calculate the cosine value
- $\cosh()$  = It's used to calculate the hyperbolic cosine value
- $\tan()$  = It's used to calculate the hyperbolic value.
- $\tanh()$  = used to calculate the hyperbolic Tangent value
- $\sqrt{x}$  = used to calculate the sqrt of function,
- $\text{pow}()$  = to calculate the power of a number  $\text{pow}(\text{base}, \text{power})$
- $\exp()$  = to calculate the exponential of the value passed to the function.
- $\log()$  = to calculate natural logarithm,
- $\log_{10}()$  = to calculate base - 10 logarithm,
- $\text{floor}()$  = It always returns maximum ground of value
- $\text{ceil}()$  = It returns maximum order of value of the value,
- $\text{round}()$  = It always returns positive value,
- $\text{abs}()$  = It always value,
- $\text{fmod}()$  = It is used to convert all the character into lower alphabet.

# MATH PROGRAMS

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
#include <math.h>
```

```
int main()
```

```
{
```

```
float a=2;
```

```
clrscr();
```

```
printf("sin(2) = %.f\n", sin(a));
```

```
printf("cos(2) = %.f\n", cos(a));
```

```
printf("tan(2) = %.f\n", tan(a));
```

```
printf("exp(2) = %.f\n", exp(a));
```

```
printf("log(2) = %.f\n", log(a));
```

```
printf("log10(2) = %.f\n", log10(a));
```

```
printf("sqrt(a) = %.f\n", sqrt(a));
```

```
printf("cbst(27) = %.f\n", cbst(27));
```

```
getch();
```

```
return;
```

```
}
```

output

$$\sin(2) = 0.909$$

$$\cos(2) = 0.416$$

$$\tan(2) = 0.185$$

$$\exp(2) = 0.389$$

$$\log(2) = 0.693$$

$$\log_{10}(2) = 0.301$$

$$\sqrt{4} = 0.2$$

$$\text{cbst}(27) = 0.3$$

# FLOOR FUNCTION

```
#include <stdio.h>
#include <conio.h>
#include <math.h>

int main()
{
    clrscr();
    printf ("%f \n", floor(2.3));
    printf ("%f \n", floor(2.5));
    printf ("%f \n", floor(2.8));

    getch();
    return 0;
}
```

output

2.0

2.0

2.0

# Ceil function

```
#include <stdio.h>
#include <conio.h>
#include <math.h>

int main()
{
    clrscr();
    printf("%d\n", ceil(2.3));
    printf("%d\n", ceil(2.8));
    printf("%d\n", ceil(2.8));

    getch();
    return 0;
}
```

output

3.0

3.0

3.0

## Round -function

```
#include <stdio.h>
#include <conio.h>
#include <math.h>
int main()
{
clrscr();
printf ("%f\n", round(2.3));
printf ("%f\n", round(2.5));
printf ("%f\n", round(2.8));
getch();
return 0;
}
```







output

2.0

3.0

3.0

ACTIVITY LOG FOR THE FIFTH WEEK 12 WEEK

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Array explanation and demo class	I learned about demo class	
Day - 2	multi-dimension-Array	I learned about multi dimension array	
Day - 3	Programs Explanation - to Array	I learned about explanation to Array	
Day - 4	Function with its four types	I learned about function with its four types	
Day - 5	Execution of program using	I learned about execution of program using.	
Day - 6	String function programs practice.	I learned about string function programs	

# Array Program

```
#include <stdio.h>
#include <conio.h>
main()
{
    int i, j, arr[5];
    clrscr();
    for (i = 0; i < 2; i++)
    {
        printf ("Enter %d element \n", i+1);
        scanf ("%d", &arr[i]);
    }
    printf ("Enter ix give below \n");
    scanf ("%d", &ix);
    printf ("Entered ix given below \n");
    for (j = 0; j < 4; j++)
    {
        printf ("%d", arr[j]);
    }
    getch();
}
```

## output

Enter 1 element = 10  
Enter 2 element = 20  
Enter 3 element = 30  
Enter 4 element = 40  
Enter 5 element = 70

Element is given below: 40, 6, 70, 8, 90

## Double dimension Array

```
#include <stdio.h>
#include <conio.h>
main()
{
    int array[3][3] = { { 7, 8, 9 },
    int i, j;
    clrscr();
    printf ("Elements of array is given below/n");
    for (i = 0; i < 2; i++)
    {
        for (j = 0; j < 2; j++)
        }
```

```

printf ("%d; wordy (%i] [i])");
}
printf ("/n");
getch ();
}

```

-function with no return type and no parameter & with no return type and with parameter :-



```

#include <stdio.h>
#include <conio.h>

void add ();

int x, y = 20 z = 30;

classer ();

x = y + 2;
printf ("Add = %d", x);
}

main ()
{
  add ();
  getch ();
  return;
}

```

output  
Add = 50

```

#include <stdio.h>
#include <conio.h>

void add (int y, int z)
{
  int x;
  clrscr ();
  x = y + z;
  printf ("Add = %d; x");
}

int main ()
{
  add (10, 20);
  getch ();
}

```

output  
Add = 30

function with return type and no parameter  
and with return type and with parameter:-

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int ()
```

```
{
```

```
int x, y, z; z = 30
```

```
clrscr();
```

```
x = y + 2;
```

```
return;
```

```
}
```

```
int main()
```

```
{ printf("Add z: %d", add()); getch(); }
```

```
getch();
```

```
}
```

output

Add = 30

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int add (int y, int z)
```

```
{
```

```
int x;
```

```
clrscr();
```

```
x = y + z;
```

```
return x;
```

```
}
```

```
int main()
```

```
{ printf("Add: ", add(10, 20))
```

```
}
```

Output

Add 230

# String function

```
#include <stdio.h>
#include <conio.h>
#include <string.h>

int main()
{
    char name [200];
    clrscr();
    printf ("Enter mobile number\n");
    gets (name);
    if
    printf ("number is correct");
    else
    printf ("incorrect number");
    getch
    return;
}
```

Check mobile no  
length

output

Enter mobile number







0000000000

Number is correct

0000000000

Number is incorrect

ACTIVITY LOG FOR THE FIFTH WEEK 13 WEEK

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Discussed about Introduction of web designer.	I learned about Introduction of web designer.	
Day - 2	Discussed about types of tags	I learned about types of tags	
Day - 3	discussed about difference between front end and back end tags.	I learned about front end and back end tags	
Day - 4	discussed about sample programs.	I learned about sample programs.	
Day - 5	discussed about executed HTML documents	I learned about executed HTML documents.	
Day - 6	discussed about worked & executed basic HTML tags	I learned about executed basic HTML tags.	

# Hyper Text Markup Language

- ❖ HTML stands for hyper text markup language
- ❖ HTML is the standard markup language for creating web pages.
- ❖ HTML describe the structure of a web page.
- ❖ HTML consists of a series of elements.
- ❖ HTML elements tell the browser how to display the content.
- ❖ HTML elements take pieces of content such as "this is heading", this is a paragraph, this is a link, etc.

## Why Learn HTML 5!

It is essential to learn HTML if you want to build web sites, you can't build one if you don't know. HTML because it's one of the prerequisites in learning other language used for web development.

Try it yourself :-

- for you to learn better and see how our examples would actually look like implemented. Similarly on a real browser we have a simple try it yourself editor with syntax highlighting where you can given.

Example :-

```
<!DOCTYPE html>  
<html> → open tag  
<head> → open tag  
<title>hello world : </title>  
</head> → close tag <body> → open tag  
<h1> this is a heading </h1> → heading tag  
<p> - this is a paragraph </p> → heading tag  
</body> → close tag  
</html> → close tag
```

output

This is a heading

this is a paragraph

# Example Explained :-

★ `<!DOCTYPE html>` : This declares the document type which is HTML5.

◆ `<html>` : This element encloses everything inside of an HTML document; it includes tags, elements, style sheets, scripts, text, multimedia, and a lot more.

◆ `<head>` : This Element encloses the metadata of a document which will not be displayed (meta) tags and a lot more.

◆ `<title>` : This element defines the title of a web page; it appears on the upper part of a browser.

◆ `<body>` : This element contains all the content of a web page (like `<h1>`, `<p>`, `<img>`, `<b>`, `<i>`) and a lot more.

- `<br />` : this element defines a line break
- `<p />` : this element defines a paragraph

# HTML TAGS

HTML tags are elements names, surrounded by angle brackets.

For example we start with end tags - look at the element below,

`<p> Hello, welcome to lesson HTML </p>`  
Start tag      End tag

Start tag    `&`  
 End tag

- Start tag - also called "Opening tag" ex: `<p>`
- End tag - also called "Closing tag" ex: `</p>`

This is the basic structure of any HTML page. Memorize them!

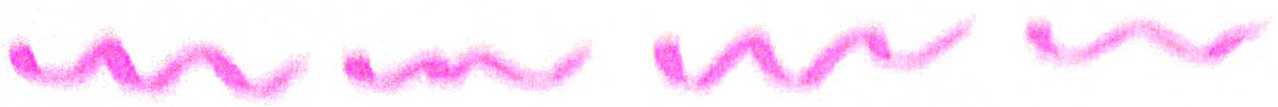
```
<!DOCTYPE html>
<html>
<head>
<title> This title </title>
</head>
<body> This is the basic program
</body>
</html>
```

## HTML DOCUMENT

\* All HTML documents must start with a document type declaration `<!DOCTYPE html>` and end with `</html>`

⇒ All HTML documents must start with a document type declaration `<!DOCTYPE html>` and end with `</html>`

# HTML Comments



HTML comments are text, phrases, or sentences inside an HTML file.

They are only shown in codes and not rendered by a browser.

## Why we use HTML comments:

HTML comments help both beginners and experienced web developers to easily organize their codes by using code blocks or notes in HTML.

## How to write HTML comments:

An HTML comment starts with

`<!--` and ends with `-->`

Example: `<p>`







sentences shown on browsers.

`<!-- simple one line comment -->`

`</p>`

ACTIVITY LOG FOR THE MONTH

11/16/16

Day or Date	Brief description of the daily activity	Learning Outcome	Person in Charge Signature
Day - 1	Discussed about HTML tags	I learned about HTML tags	
Day - 2	Discussed HTML DOM program and explanation	I learned about HTML program	
Day - 3	Discussed about lists tags types Explanation	I learned about lists tags	
Day - 4	Lists program and sample web design program.	I learned about sample java key program.	
Day - 5	Formatting code programs	I learned about formatting code program	
Day - 6	Lists program.	I learned about lists program.	



<h4> </h4> = level 4

<h5> </h5> = level 5

<h6> </h6> = level 6

## List tags

(OL) ordered list

(UL) unordered list

Type 'A' ABCDE

Type '1' 1 2 3 4 5 ...

Type 'a' abcde

Type 'square' □ □ □ □ □

Type '2' I II III IV V

Type 'circle' ○ ○ ○ ○ ○

Type 'i' i i i i i i i i

Type 'disc' ● ● ● ● ●

## first HTML program

<html>

<head>

title > first html program </title> </head> <body>

first HTML coding program </body> </html>

out put :-

first HTML coding program.

# Sample web design

Program

```
<html>
<head>
<title> sample web design program </title>
</head>
<body bgcolor = "pink">
<h1> < marquee> Global IT Solutions </marquee>
<h2> Shaker street </h2>
<h3> Beside Baba Electronics </h3>
<h4> Varku sub road </h4>
<h5> Kadiri 515501 </h5>
<hr color = "pink">
</body> </html>
```

output

→ Global IT solution ←←←←

shaker street

Beside Baba electronics

varku sub road

kadiri 515501.

Handwritten line

106



# List program

<html>

<head>

<title> Lists program </title> </head>

<body bgcolor = "green">

<marquee direction = right bgcolor = "red" > </marquee>

vallabh broad, khandri gisga sai sahye sa amp.

</body> </html>

<ol type = ><li> college friends </li>

<li> Pyari </li>

<li> Salman </li>

<li> Shreem </li>

<li> stam </li>

<li> Rayhida </li>

<li> Rooki </li>

<li> Pooja </li>

<li> venice </li>

<li> london </li>

<li> New year </li>

output

Global IT solution

Valisab Road, Beside Baba Electrics, Kadiri

Global IT solution

is established in the

year 2000 but it is registered in the year 2005.

It is registered under '8 of AP Societies Act

2001. It is managed under 2000 Education and

Welfare Society. It is having 2000 of

certificate, MSME certificate and ISO

9001:2015 certificate.

Science formula =  $k m n o l h r 2 o 2$

Maths formula =  $a^2 + b^2 \cdot c a b$

<ol type = a > <u> <b> Beautiful places

</u> </b>

<li> mekkah </li>

<li> madinah </li>

<li> the blue mosque </li>

<li> the government </li>

<li> i sultanul </li> </ol>

<ol type = a > <u> <b> Islamic Festivals

<li> eid al fitr </li>

<li> eid al adha </li>

<li> ramadan </li>

<li> Maulid Al Nabi </li>

<li> Dhu al Hijj </li> </ol>

<ol type = a > <u> <b> Some prohibited names

<li> Adam </li>

<li> idris </li>

<li> wah </li>

<li> hul </li>

<li> lut </li> </ol>

[hr width = 99% - color = "green"]

<ul type = "square" > <u> <b> Great news

- <li> Atlantic Ocean </li>
- <li> Pacific Ocean </li>
- <li> Indian Ocean </li>
- <li> Arctic Ocean </li>
- <li> Southern Ocean </li>

<ul type = "circle"><ul><b> Religion in India </b>

- <li> Sudanism </li>
- <li> Buddhism </li>
- <li> Islam </li>
- <li> Christianity </li>
- <li> Hinduism </li>

<ul type = "disc"><ul><b> Colors </b>

- <li> pink </li>
- <li> purple </li>
- <li> Green </li>
- <li> grey </li>
- <li> Blue </li>

</body>

</html>



Direction Right to left

College friends :-

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

City names :

- A.
- B.
- C.
- D.
- E.

Beautiful places :

- a.
- b.
- c.
- d.
- e.

## Islamic festivals:

- i.
- ii.
- iii.
- iv.
- v.

## Islamic prophet mes:

- i.
- ii.
- iii.
- iv.
- v.

## Ocean names:

- o Atlantic Ocean
- o Pacific Ocean
- o Indian Ocean
- o Arctic Ocean
- o Southern Ocean







## Religions in India:

- o Judaism
- o Buddhism
- o Islam
- o Christians
- o Hinduism

## Colors:

- o Pink
- o Purple
- o Green
- o Brown
- o Blue

ACTIVITY LOG FOR THE FIFTH WEEK 15/03/2023

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Chess program in HTML	I learned about chess in HTML	
Day - 2	is Images table in HTML	I learned about table in HTML	
Day - 3	Demo class to experience for making and hyper link	I learned about for making and hyper link	
Day - 4	is Images table in HTML.	I learned about in HTML	
Day - 5	preserve <pre tag> program in HTML	I learned about Tags Program in HTML	
Day - 6	Hyper link programs in HTML	I learned about program in HTML	

# Chess Board

<html>

<head>

<title> The chess Board </title> </head>

<body>

<table border = 10>

<tr>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

</tr> <tr> <td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

<td bgcolor = white height = 100 width = 100 > </td>

<td bgcolor = black height = 100 width = 100 > </td>

</tr>

<11> bld bicolor = white height = 100 width = 100 < /hd >  
 <12> bld bicolor = white height = 100 width = 100 < /hd >  
 <13> bld bicolor = white height = 100 width = 100 < /hd >  
 <14> bld bicolor = white height = 100 width = 100 < /hd >  
 <15> bld bicolor = white height = 100 width = 100 < /hd >  
 <16> bld bicolor = white height = 100 width = 100 < /hd >  
 <17> bld bicolor = white height = 100 width = 100 < /hd >  
 <18> bld bicolor = white height = 100 width = 100 < /hd >  
 <19> bld bicolor = white height = 100 width = 100 < /hd >  
 <20> bld bicolor = white height = 100 width = 100 < /hd >

<21> bld bicolor = black height = 100 width = 100 < /hd >

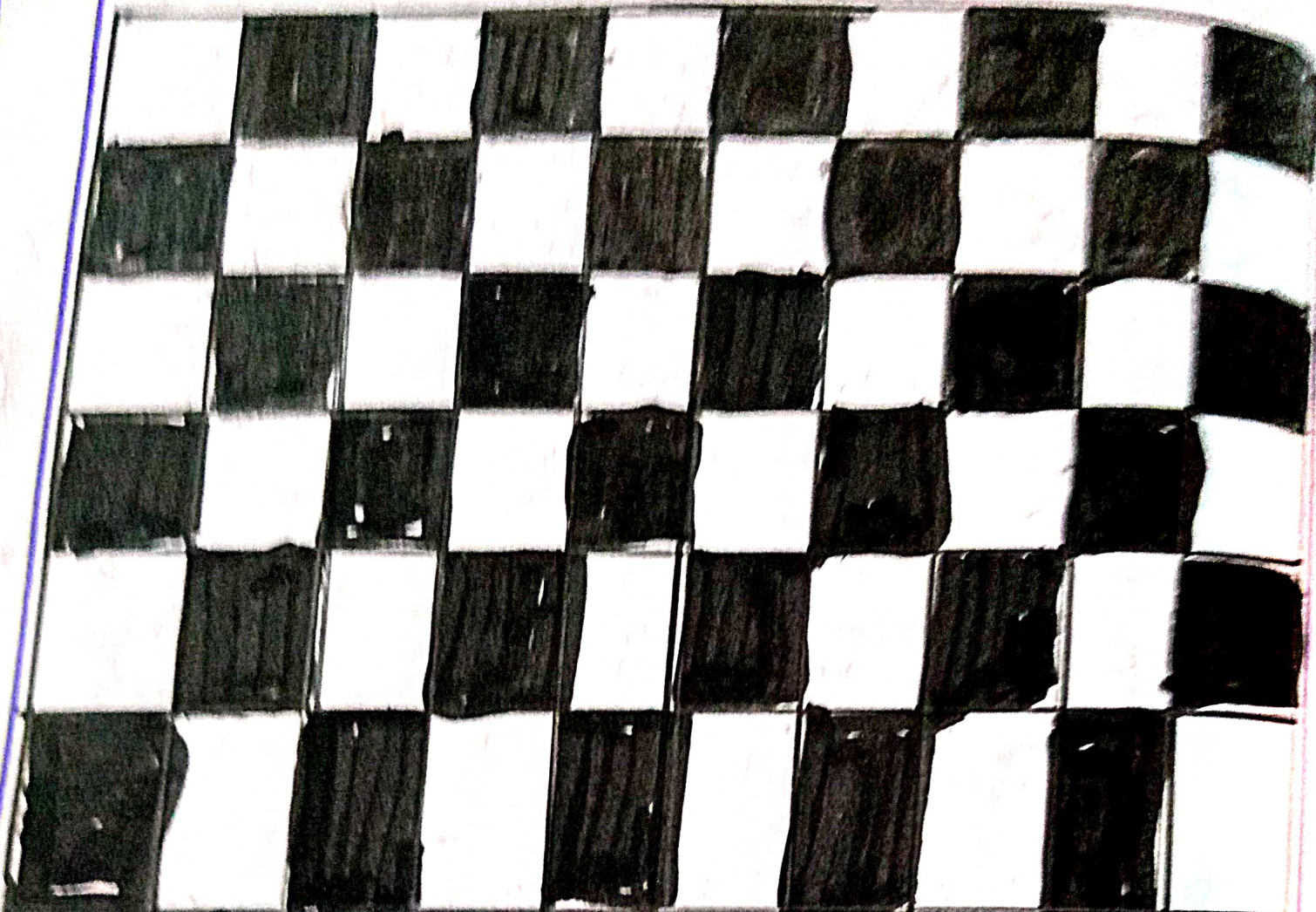
<22> bld bicolor = white height = 100 width = 100 < /hd >  
 <23> bld bicolor = black height = 100 width = 100 < /hd >  
 <24> bld bicolor = white height = 100 width = 100 < /hd >  
 <25> bld bicolor = black height = 100 width = 100 < /hd >  
 <26> bld bicolor = white height = 100 width = 100 < /hd >  
 <27> bld bicolor = black height = 100 width = 100 < /hd >  
 <28> bld bicolor = white height = 100 width = 100 < /hd >

<29> bld bicolor = white height = 100 width = 100 < /hd >

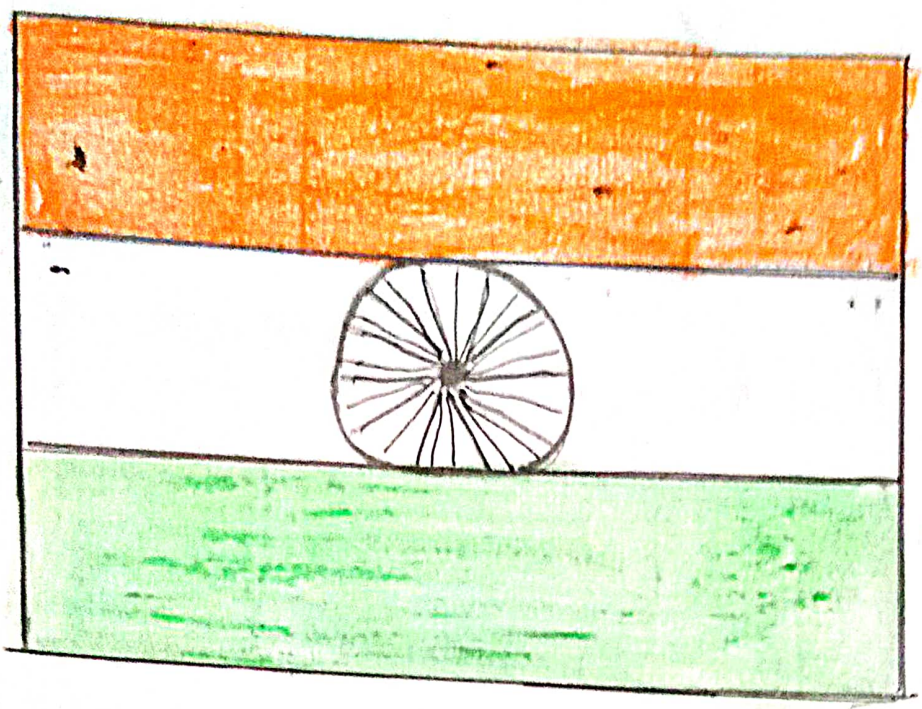
<30> bld bicolor = white height = 100 width = 100 < /hd >  
 <31> bld bicolor = black height = 100 width = 100 < /hd >  
 <32> bld bicolor = white height = 100 width = 100 < /hd >  
 <33> bld bicolor = black height = 100 width = 100 < /hd >  
 <34> bld bicolor = white height = 100 width = 100 < /hd >  
 <35> bld bicolor = black height = 100 width = 100 < /hd >  
 <36> bld bicolor = white height = 100 width = 100 < /hd >



out put



out put



12. photosynthesis

```

<html>
<head>
<title>
</head>
<body>
<table border="1">
<tr>
<td height="100" width="100">
<img alt="photosynthesis" data-bbox="125 925 380 955"/>

```

# national flag

```
<html>
<head>
</head>
<body>
<table border="3">
<tr>
<td bgcolor="orange" height="200" width="33.33333333333333">
</td>
<td bgcolor="white" height="200" width="33.33333333333333">

</td>
<td bgcolor="green" height="200" width="33.33333333333333">
</td>
</tr>
</table>
</body>
</html>
```

```
<td height=100 width=100 src="C:\users\
Gita\Desktop\Profile" height=100 width=100>
</td></td>
```

```
<td height=100 width=100 src="C:\users\
Gita\Desktop\Seller\ARIFA.png" height=100 width=100>
</td></td>
```

```
<td>
```

```
<td>
```

```
<td height=100 width=100 src="C:\users\Gita\
Desktop\Seller\ARIFA.png" height=150 width=150>
</td></td>
```

```
<td height=100 width=100 src="C:\users\
Gita\Desktop\Seller\ARIFA.png" height=150
width=150></td></td>
```

```
<td>
```

```
<td>
```

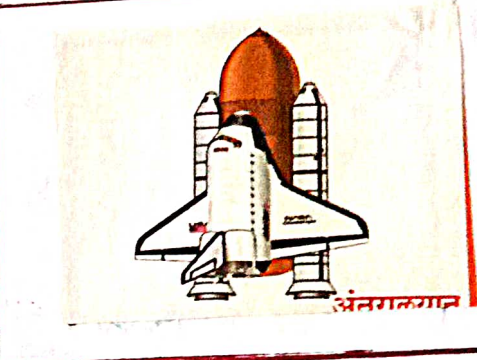
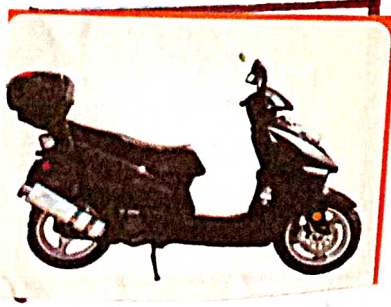
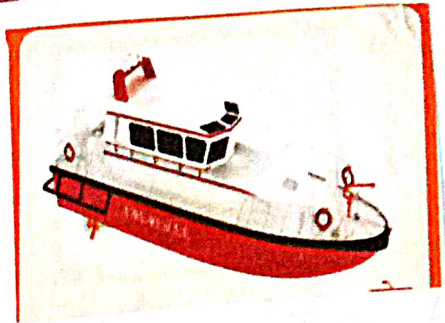
```
<td height=100 width=100 src="C:\users\
Gita\Desktop\Profile" height=200 width=200>
</td></td>
```



# output



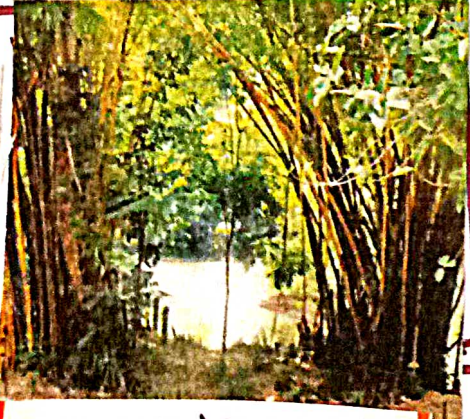
आगीचा बंब  
Fire Engine अग्निमापक वाहन



अंतराळयान



बैल गाडी



SUV



टैंक



ट्रॅक्टर



हेलीकॉप्टर

# PRESERVE-FORMAT HTML TAG

<html>

<head>

<title> preserve-formatting tags </title>

</head> <body> <sup>by color: rvm</sup>  
<pre>

```
" = = = = = = = = "
"   ANGEL           "
"           SALLU   "
"                   THE "
"   PRINCES of     "
"                   BAD. "
" = = = = = = = = "
```

</pre></body></html>

output

```
" = = = = = = = = "
"   ANGEL           "
"           SALLU   "
"                   THE "
"   PRINCES of     "
"                   BAD "
" = = = = = = = = "
```

# HYPER LINKS

<html>

<head>

<title> HYPER LINKS </title>

</head>

<a href = "C:/Users/ASU/Desktop/Sallu/1 first progms

html" > program - 1 </a> <br>

<a href = "C:/Users/Giz/Desktop/Sallu/2 sample web design program. html" > program - 2 </a> <br>

<a href = "C:/Users/Giz/Desktop/Sallu/3 formating web html" > program = 3 </a> <br>

<a href = "C:/Users/Giz/Desktop/Sallu/4 list program. html" > program = 4 </a>

</body>

</html>

# Output

Program - 1







Program - 2

Program - 3

Program - 4

Program - 5

ACTIVITY LOG FOR THE FIFTH WEEK 16/12/2020

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Time table program Explanation.	I learned about Time table creating	
Day - 2	Table row & Table Column. - Explanation	I learned about Table Row and column.	
Day - 3	Time table exciting program.	I learned about Time table program.	
Day - 4	Discussion about formatting Tags	I learned about formatting tags	
Day - 5	frames Explanation class and frames.	I learned about frames.	
Day - 6	Discussed about frames programs.	I learned about frames Programs.	

# Table Row

- <html>
- <thead>
- <tbody>
- <tr>
- <td>
- </td>
- </tr>
- </tbody>
- </thead>
- </table>

output

St. No	Group
7007	

# Table in HTML

The `<table>` tag defines on the table. An HTML table consists one.

`<table>` element and one or more `<tr>` or `<th>` or `<td>` elements.

The `<tr>` element defines a table row, the `<th>` element defines a table header, and the `<td>` element defines a table cell.

An HTML may also include `<caption>`, `<colspan>`, `<thead>`, `<tbody>`, and `<tbody>` elements.

The HTML two types are data table. `<table>` tag is used to create tables which contain information meant to be evaluated in columns and rows. Page.

# Table of Time

<html>

<head>

<title> Time TABLE align="center" /title>

</head>

<body>

<table border="2">

<tr>

<td height="75" width="75" align="center">Days</td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

C:\Users\Brijesh\Pictures\BREAK.Png"></img>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<td height="75" width="75"></td>

<tr> <td height=50 width=50> TUE </td>

<td height=50 width=250 > </td>

<td height=50 width=250 > </td>

<td height=250 width=50 > </td>

<td height=250 width=250 >

<tr> <td height=50 width=50 > ONE DAY </td>

<td colspan=250 height=50 width=50 </td>

<td height=2 height=50 width=250 </td>

<td height=50 height=250 width=250 </td>

<td height=50 height=250 width=250 </td>

<tr> colspan=2

<td height=250 width=250 > M </td>

<td height=250 width=50 > </td>

<td height=250 width=250 </td>

<td height=250 width=250 </td>

<td height=50 width=50 </td>

<tr> <td height=width=50 > FRIDAY </td>

<td height=width=50 > </td>

<td height=width=250 > </td>

<td height=50 width=250 > </td>

<td height=2 width=250 > </td>

</tr>



# STRIKE MARK

## PROGRAM

```
<html>
```

```
<head>
```

```
<title> STRIKE MARK PROGRAM / ius
```

```
</head>
```

```
</body
```

```
<font size="80" color="skyblue">
```

```
<Strike> Insaan namaste behutwaraa ki suna
```

```
me </font> mark > Insaan ki haari behutwaraa
```

```
<mark> <br><i> <del> is there is
```

```
<br> of humenbeen </em> <br>
```

```
<em> written by </b>
```

```
<b> written by </b>
```

```
<strong
```

```
</body> Angel Rayhad <strong
```

```
</html>
```

## Out put

~~Engan hamatha behitaraa tey gacharaa~~

~~Behavaa laa dotea hai~~

~~Engan hamatha behitaraa~~

This is the path to humanism.

Written by Angel Saku."

## Frames in HTML

HTML frames are used to divide your browser window into multiple sections, where each section can load a separate HTML document. A collection of frames windows are organized on one or more rows and columns.

### Creating frames:

To use frames on a page of `<body>` tag, the `<frameset>` tag defines how to frame the rows `<frameset>` tag.

Defines horizontal frames and cols is attribute by <Frame> tag and it which HTML document shall open into frame.

The <Frame> tag deprecated in HTML5 don't use this element.

<html>

<head>

<title> Frameset program in cols </title> </head>

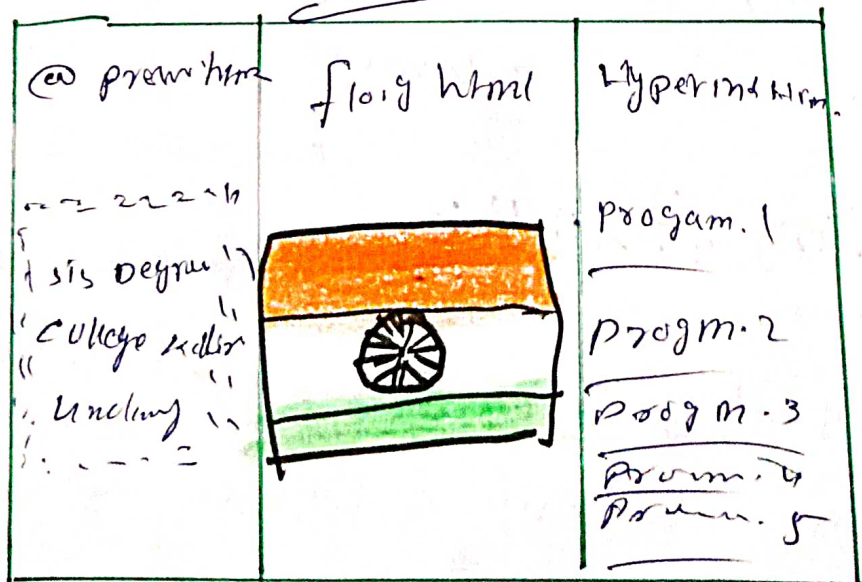
<frameset cols="33% 34% 33%">

<frame name="p1" src="@prew.html">

<frame set>







</html>

### Output



## ACTIVITY LOG FOR THE FIFTH WEEK

17 week

Day & Date	Brief description of the daily activity	Learning Outcome	Person In-Charge Signature
Day - 1	Discussed about frame tag programs	I learned about frame tag programs	
Day - 2	Discussed about Atrisk in your documents.	I learned about Atrisk 147 your documents	
Day - 3	Discussed about white lefter links domains each with tag programs	I learned about hyper link domains with tag programs	
Day - 4	Discussed about forms explanation	I learned about forms explanation	
Day - 5	Discussed about white hyper link in frames	I learned about hyper link in frames	
Day - 6	Discussed about text area programs in forms.	I learned about text-area program in forms.	

Output



# WEB DESIGN

Lply out

<html>

<body> GOOGLE · TECHNOLOGY COMPANY

</body>

</html>

<about.html>

<html>

<body>

CEO: Sunder Pichai (2 at 2015) <br>

-FOUNDER: 4 september 1998, menlo park, calif. us  
state. <br>

HEADQUARTERS: mountain view, calif. state  
124

# Frame-Tag Program

sub program :=

```

<html>
<body by color=(green)
</body> </html>
<white.html>
<html>
<body bgcolor=white>
</body> </html>
<Red.html>
<html>
<body bgcolor=red>
</body> </html>

```

main program :=

```

<html>
<title> frames for program </title>
<frameset rows=2<33%- 34%- 33%>
<frame name=f1 src="33%.green.html"
<frame name=f2 src="white.html"
<frame name=f3 src="red.html"
</frameset>
</html>

```

FOUNDERS : Larry Page, Sergey Brin,  
Sergey Brin, Sean Huxham.

</body> </html>

<contact.html>

<html>

<body>

CONTACT US : <br>

Contact number : 1234567892

Toll-free : 1800 7725 <br>

help line no : 102122 <br>

comp contact : 00123 77773 <br>

</body & #html>

<terms.html>

<html>

<body>

If we detect an egregious violation <br> your account will be suspended immediately and without prior warning. <br> An egregious violation of the google ads digital advertising ecosystem.

```
</body> </html>
```

```
<html>
<body>
```

on June 7 2022, Google has updated the inappropriate content policy to prohibit content that promote financial fraud. that, harmful or the policy won't prior. long.

```
</body>
</html>
```

main program

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

<title> Basic HTML layout example </title>

```
</head>
</body>
```

```
<header> <nav>
```

```
<h1> learn HTML </h1>
```

```
<p style = "float: left">
```

```
<a href = "http://www.html.com">
```

<a href = "about.html" > About </a>

<a href = "contact.html" > contact us </a>

<a href = "team.html" > team </a> </body>  
(main)

<h1 align = "center" > About The Google </h1>

<img src = "star.html" alt = "left width = 300 px" >

<p > Google LLC is an American multinational company </p>

<p > computer software, cloud computing, consumer artificial intelligence, and consumer electronics

<p / > <p > <b > internet - search, advertising, apps

and maps as well and the video - <b / >

started under Google - <p >

</main>

</body>

</h2 > All The Basic Google information is available here. </h2 >

</p >

</body >

</html >

Output

Learn HTML

Home / About / Contact us / Terms of Service / Privacy Policy



# ABOUT THE GOOGLE

Google LLC is an American multinational technology company focusing on online advertising, computer software, quantum computing, e-commerce, artificial intelligence, and consumer electronics. Internet search, advertising apps and maps, well as the mobile operating system Android and the video-sharing site YouTube. [Learn more](#) in [under google](#)

All the Google information is available here.

# HYPERLINK WEBSITE

## LAYOUT

Sub programs :-

< Introduction.html >

< html >

< body bgcolor="cyan" >

< h1 > Welcome to a. P. web site < /h1 >

< u > Introduction < /u >

NAME : BEEDIJANU . shree . (b) < /b >

mother : name . sardar

father : name : a . sardar

Date of BIRTH : 01/01/2003 < /b >

AGE : 19 < /b >

Gender : Female < /b >

Marital : In a marriage < /b >

Religion : Muslim < /b >

Caste : B.C.F (shik) . < /b >

< /html >

152  
Output

WELCOME TO B SHAIK WEBSITE

INTRODUCTION:

NAME: Gender shaiK Website

FATHER'S name: G. Shaik

MOTHER'S name: G. Mithya

Date of BIRTH: 10-6-2003

Age : 19

GENDER : female

NATIONALITY : Indian

RELIGION : muslim

CASTE : BC-6 (shaiK)

< Address.html >

<html>

<head></head>

<body bgcolor="#pink">

<h1> ADDRESS: </h1>

DOOR NO: 10/256/B </b>

STREET: Junction Royachoti Road </b>

LAND MARK: NR Junction </b>

TOWN: </b>

DISTRICT: SRI SATHA SATH </b>

STATE: Andhra Pradesh </b>

PHONE: 515912 /body ></html >

Output

Address: 3

DOOR NO: 10/256/B  
 STREET: Junction  
 Land mark: sun...  
 TOWN: SRI SATH  
 STATE: Andhra Pradesh  
 PHO: 515912

# HOBBIES:-

<html>

<body bgcolor="Violet">

<h1> <u> <b> This is the hobbies: </b> </u>

1. Art and Craft <br>

2. Playing games <br>

3. Playing in <br>

4. Curious about <br>

5. Housework <br>

6. Using 2 Bomm <br>

7. Making Reels in IG <br>

</body>

</html>

## Output

1. Art and Craft

2. Curious

3. Working in

4. Curious whenever

5. Working how to be great

6. Using 2 Bomm. Can

7. Making Reels in Instagram with Reels

<one.html>

<html>

body bgcolor = "gray"

<h1> Welcome to G. Rathide </h1>

<a href = "path/introduction.html" target = "f2">

Click for more interaction program </a> <br>

<a href = "path/Address.html" >

<a href = "path/Qualification.html" target = "f3">

for Shree Rathide Address </a> <br>

<a href = "path/number.html" target = "f2" > click for

shree </a> <br>

<a href = "path/aim.html" target = "f2" > click

for which aim </a>

</body>

</html>

<two.html>

<html>

body bgcolor = "pink"

<h1> this is shree website all op </h1>

welcome to shrik  
websites

click for shrik Indirection

click for shrik Address

click for shrik @qualification

click for shrik hobbies

click for shrik AIMS.

This is the shrik web  
site output

Door no/10/256

STREET : Tempul street

LANDMARK : Tempul

TOWN : Kainjar.

DIST : Sri Sathy names

STAT : Andhra pradesh

PIN NO :- 515591

# Form text area in HTML

<html>

<head>

<title> form text area easy demo </title>

<body> bgcolor="violet" <center>

<form method="post"> feed back for you <br>

<textarea cols="60" row="5" name="feedback">

I like your website because. . . .

</textarea> <br>

<button> submit </button> <center> </center>

Name: - <input type="text" /> <br>

Qualification: <input type="text" /> <br>

age: <input type="text" /> <br>

Gender: <input type="text" /> <br>

Cell No: <input type="text" /> <br>

</form>

</body> </html>

OW PW : 2

Feed back for your website

I like your website because...

submit

Name :

Qualification :

Age :

Gender :

Call no :

Submit

INTEGRATIONSHIP

"Early work"



# Global IT Solutions

(Maintained Under Zareen Educational & Welfare Society)

In association with Giga Technologies, Ameerpet, Hyderabad

An ISO 9001:2015 & MSME registered Organisation

Shakeer Street, Valisab Road, Kadiri - 515591



## Internship Certificate

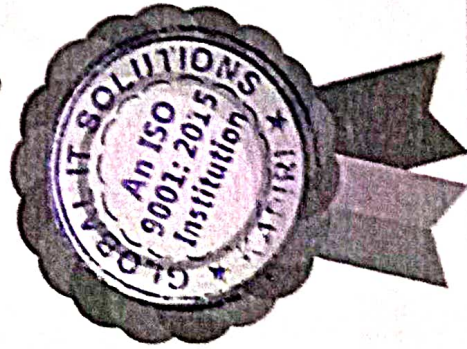
*This is to certify that*

*Has completed his/her internship with GITS*

*From 01<sup>st</sup> November to 04<sup>th</sup> March 2023*

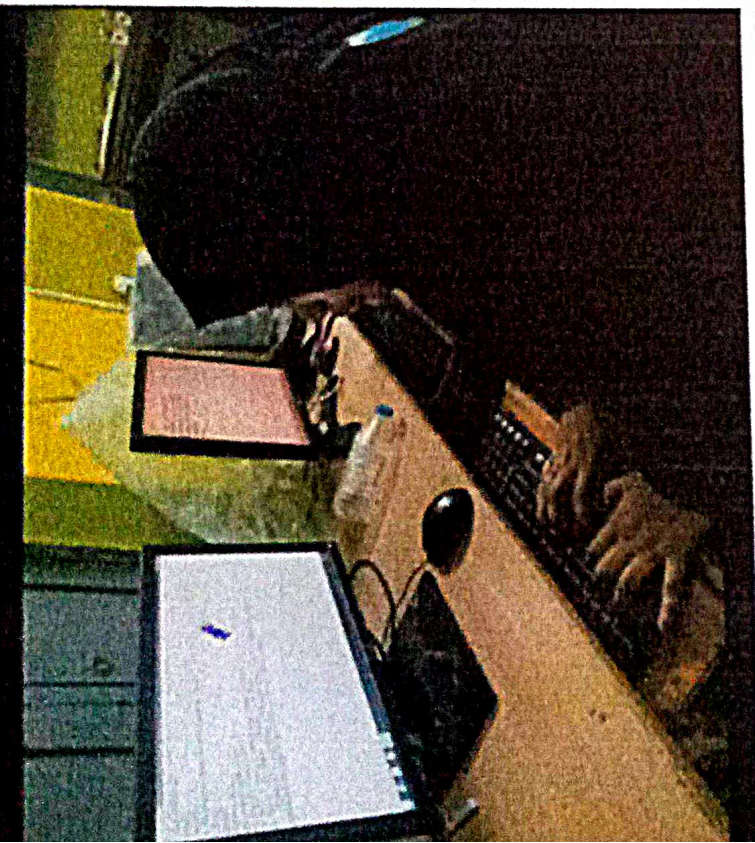
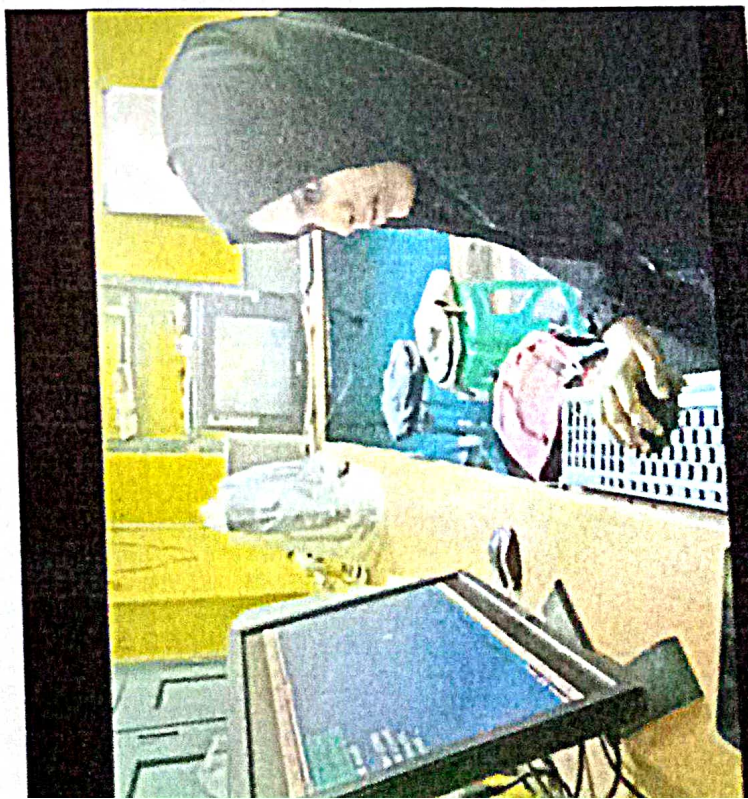
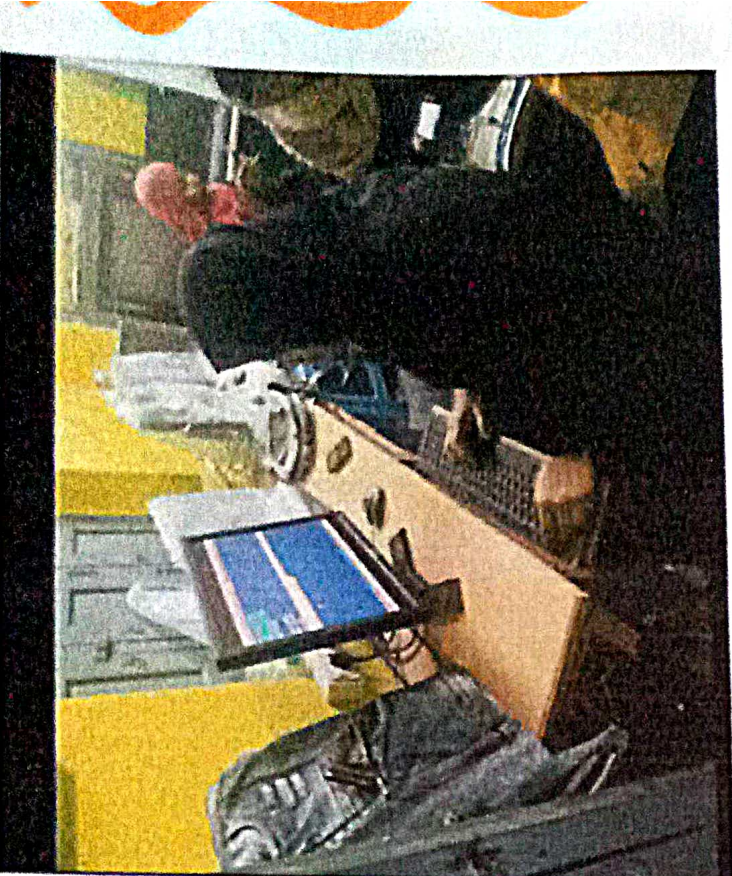
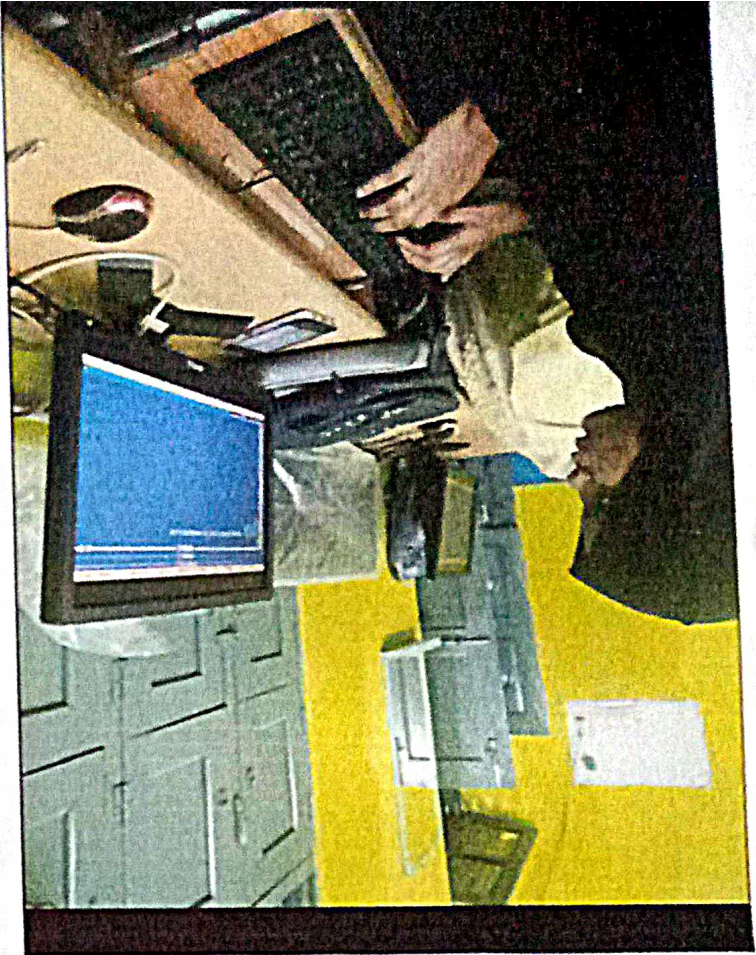
*During this period, he/she has learnt Programming in C & Web Designing.*

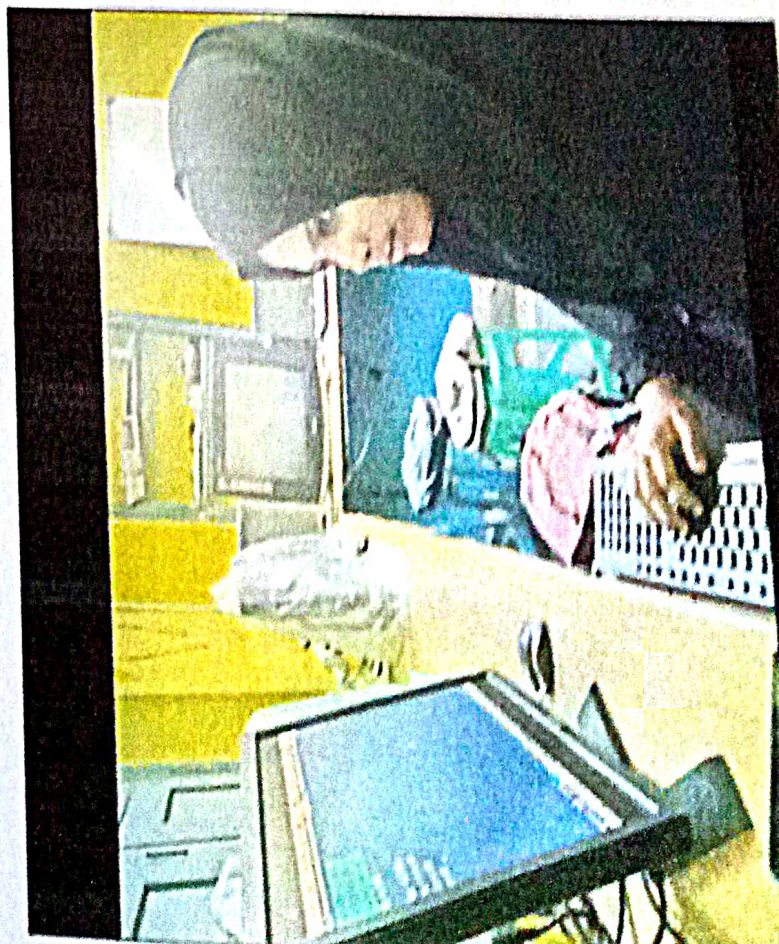
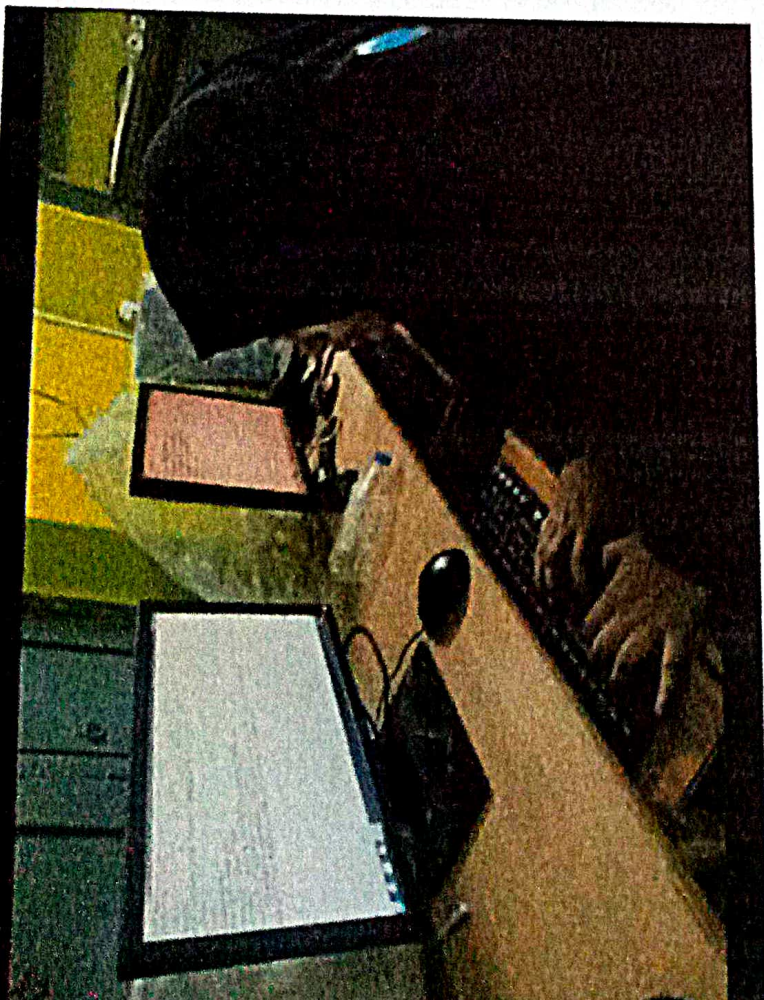
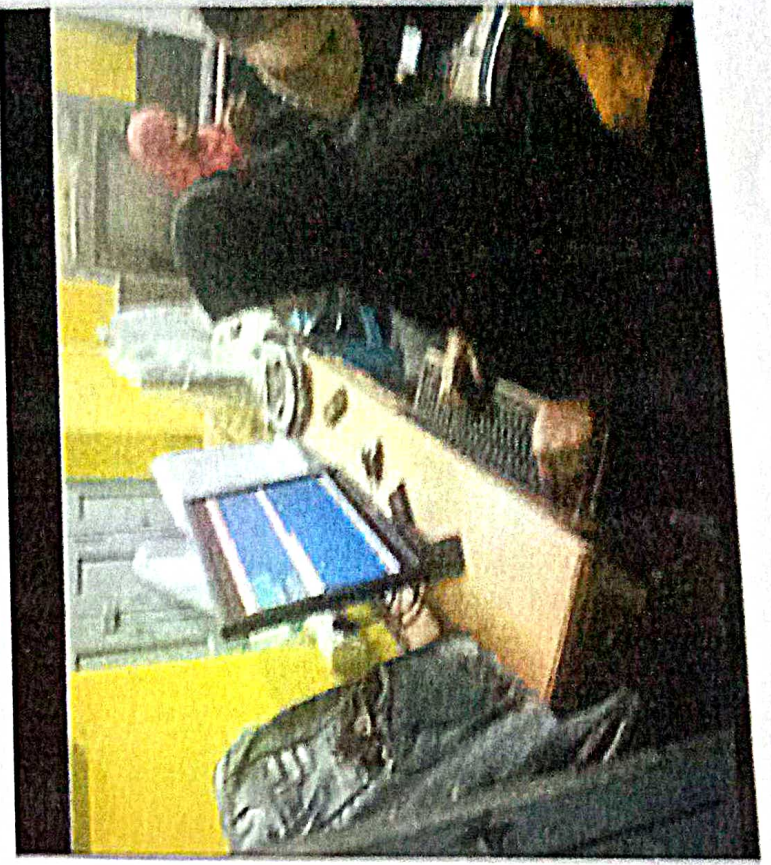
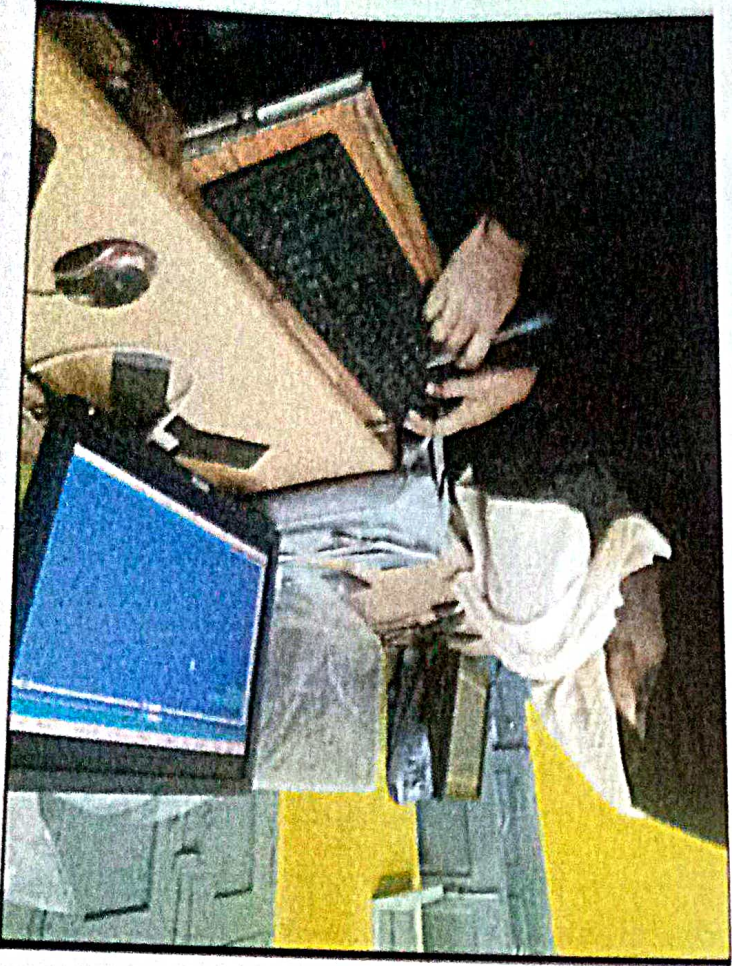
*Date: 06-03-2023*

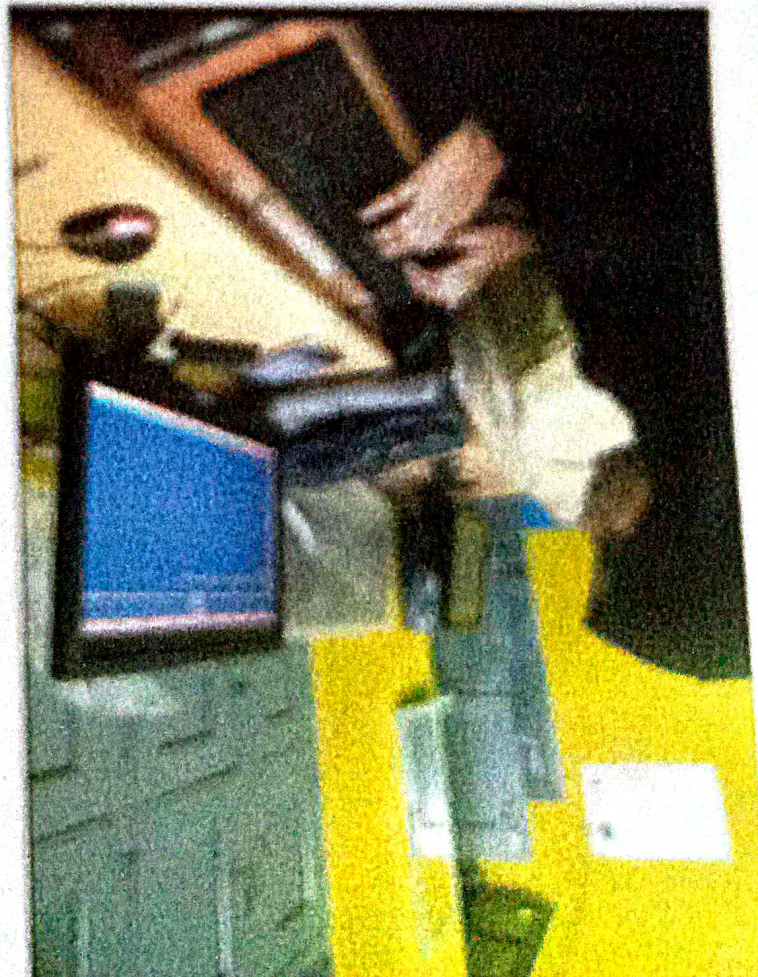
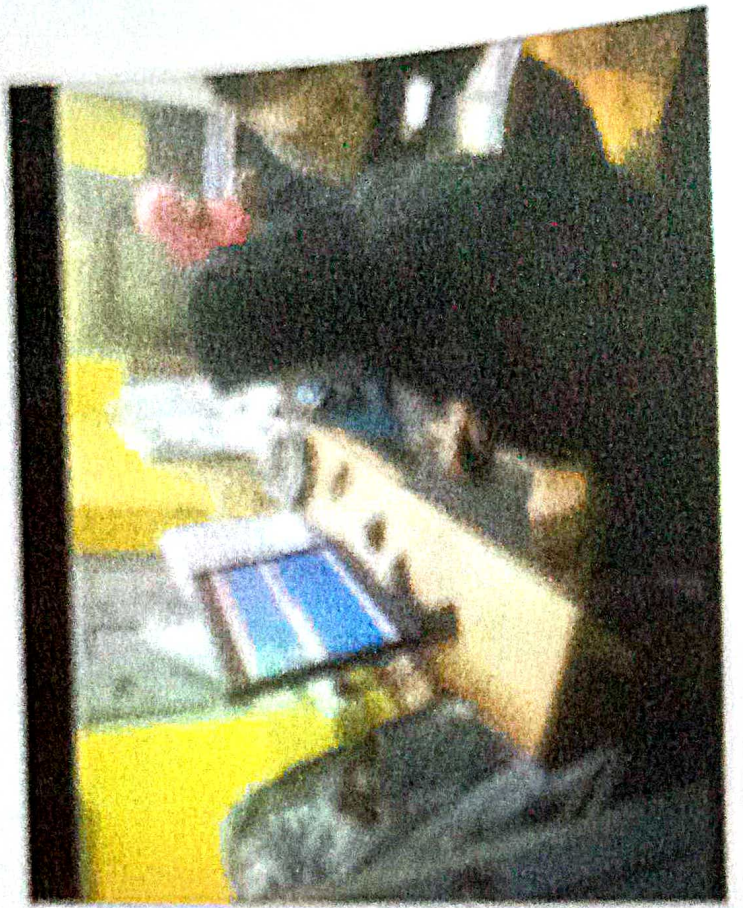


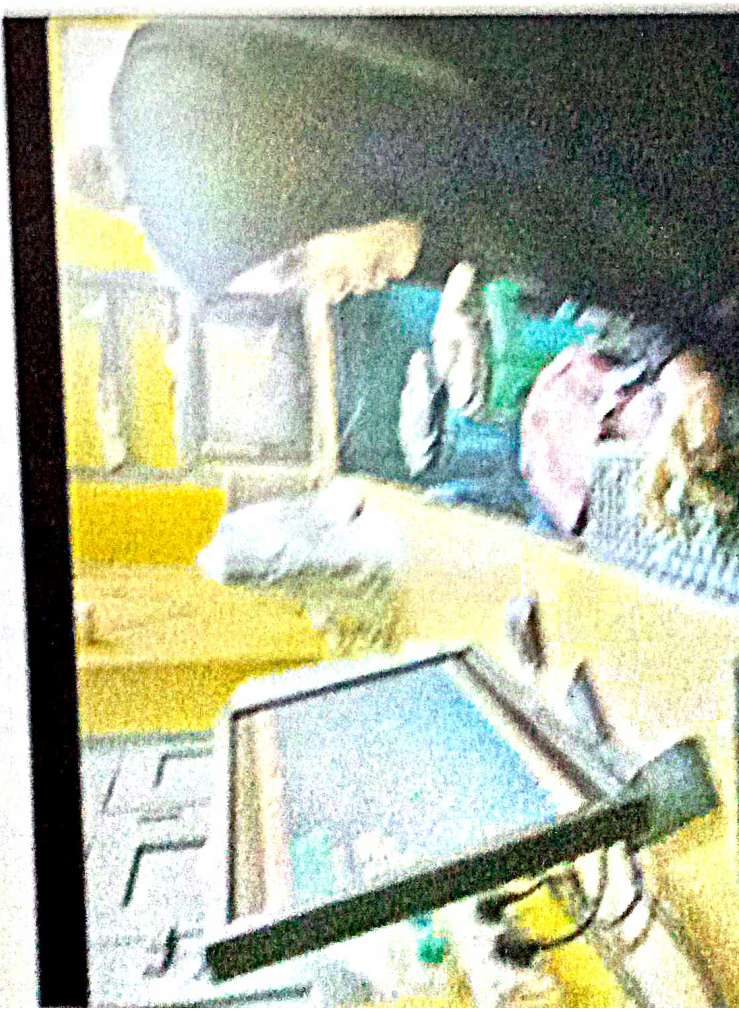
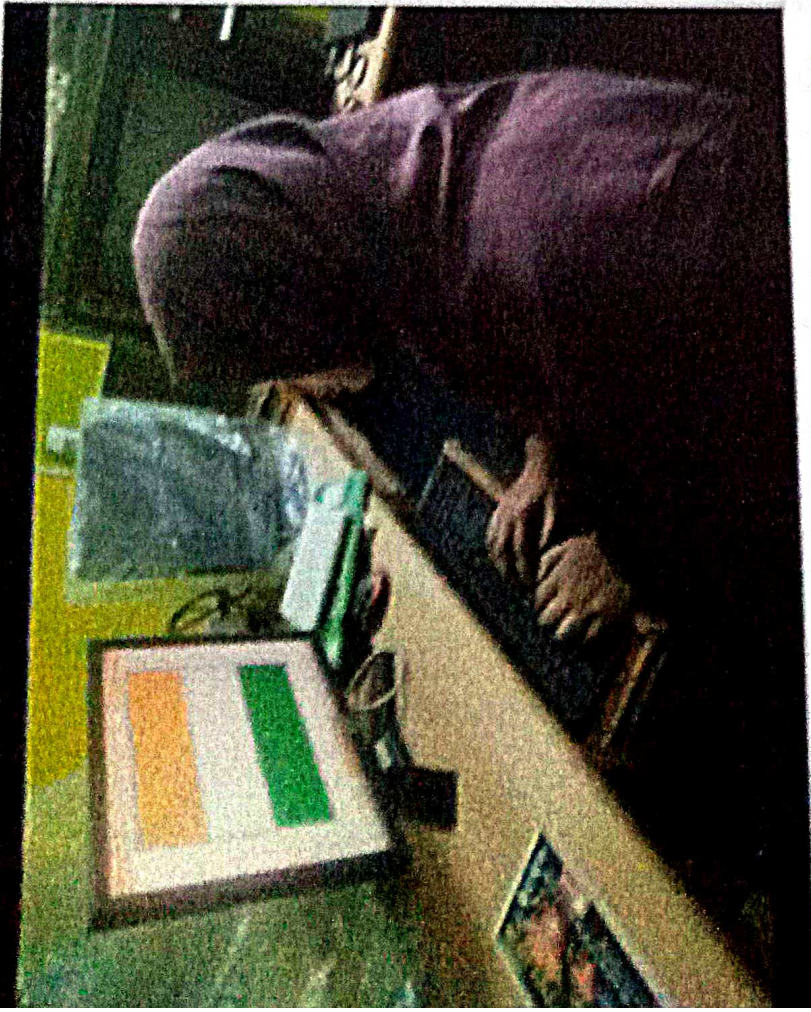
*Shakeer*  
Director

Photos  
Gallery









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# Student Self Evaluation

— Annexure — IX

Annexure-IX

STUDENT SELF-EVALUATION

*Student Self-Evaluation of the Short-term / Semester Internship*

Student Name: *Guntur Shaik-Rahida*

Registration Number: *9042005037004*

Term of Internship: From: *01-11-2022* to *04-03-2023*

Date of Evaluation:

Organization Name & Address: *Shakeer Street, Valisab Road Kadiri*

1	Oral communication	1	2	3	4	5
2	Written communication	1	2	3	4	5
3	Proactiveness	1	2	3	4	5
4	Interaction ability with community	1	2	3	4	5
5	Positive Attitude	1	2	3	4	5
6	Self-confidence	1	2	3	4	5
7	Ability to learn	1	2	3	4	5
8	Work Plan and organization	1	2	3	4	5
9	Professionalism	1	2	3	4	5
10	Creativity	1	2	3	4	5
11	Quality of work done	1	2	3	4	5
12	Time Management	1	2	3	4	5
13	Understanding the Community	1	2	3	4	5
14	Achievement of Desired Outcomes	1	2	3	4	5
15	OVERALL PERFORMANCE	1	2	3	4	5

Annexure-X

EVALUATION BY THE SUPERVISOR OF THE INTERN ORGANIZATION

Evaluation by the Supervisor of the Intern Organization

Student Name: *Gr. Rishika*

Registration Number: *WU2005032002*

Term of Internship: From: - To: *07-11-2022* *End - 02-2023*

Date of Evaluation:

Organization Name & Address: *biloged JS solutions, shaker street vadodra*

Name & Address of the Supervisor with Mobile Number:

Note: Please note that your evaluation shall be done independent of the student's self-evaluation.

Rating Scale: 1 is lowest and 5 is highest rank

1	Oral communication	1	2	3	4	5
2	Written communication	1	2	3	4	5
3	Proactiveness	1	2	3	4	5
4	Interaction ability with community	1	2	3	4	5
5	Positive Attitude	1	2	3	4	5
6	Self-confidence	1	2	3	4	5
7	Ability to learn	1	2	3	4	5
8	Work Plan and organization	1	2	3	4	5
9	Professionalism	1	2	3	4	5
10	Creativity	1	2	3	4	5
11	Quality of work done	1	2	3	4	5
12	Time Management	1	2	3	4	5
13	Understanding the Community	1	2	3	4	5
14	Achievement of Desired Outcomes	1	2	3	4	5
15	OVERALL PERFORMANCE	1	2	3	4	5

Annexure – XI

INTERNAL ASSESSMENT STATEMENT  
(To be used by the Examiners)

Name of the Student: Shaik Gauri Redhwan

Programme of Study:

Year of Study: III year

Group: B.A. (U.I.P)

Register No/H.T. No: 20420050 37002

Name of the College: STSN Government Degree College, Kadiri

University: Sri Krishnadevaraya University, Anantapuramu.

S.No.	Evaluation Criterion	Maximum Marks	Marks Awarded
1.	Activity Log	10	9
2.	Internship Evaluation	30	28
3.	Oral Presentation	10	8
GRAND TOTAL		50	45

Date:

  
Signature of the Faculty Guide

Annexure – XII

EXTERNAL ASSESSMENT STATEMENT  
(To be used by the Examiners)

Name of the Student: *Gr. Prayash*

Programme of Study:

Year of Study: *1<sup>st</sup> Year*

Group: *BA (UHP)*

Register No/H.T. No: *2020032004*

Name of the College: STSN Government Degree College, Kadiri.

University: Sri Krishnadevaraya University, Anantapuramu.

S.No	Evaluation Criterion	Maximum Marks	Marks Awarded
1.	Internship Evaluation	80	
2.	For the grading giving by the Supervisor of the Intern Organization	20	
3.	Viva-Voce	50	
TOTAL		150	
GRAND TOTAL (EXT. 50 M + INT. 100M)		200	

Signature of the Faculty Guide

Signature of the Internal Expert

Signature of the External Expert

Signature of the Principal with Seal