CCA-104: Web Technologies Assignment

Q3. Write a Program to display count, from 5 to 15 using PHP loop as given below.

Ans. Write a program to count 5 to 15 using PHP loop

Description:
Write a Program to display count, from 5 to 15 using PHP loop as given below.

Rules & Hint

- You can use “for” or “while” loop
- You can use variable to initialize count
- You can use html tag for line break

View Solution/Program

```php
<?php

$count = 5;

while($count <= 15)

{

  echo $count;

  echo "<br>" ;


  $count++;

}

?>
```

PHP

Copy

```
  Tutorials Class - Output Window
5
6
7
8
9
10
11
12
13
14
15
```

Share this post:

-
- Next Exercise

Learn more about the similar topics:

Tutorials
PHP Loops
Exercises & Assignments
Write a program to count 5 to 15 using PHP loop
Write a factorial program using for loop in php
Factorial program in PHP using recursive function
Write a program to create Chess board in PHP using for loop
Interview Questions & Answers
No Content Found.

- PHP Exercises Categories
- PHP Functions Categories
- PHP Loops Categories
- PHP MySQL Categories
- PHP String Categories
- PHP Syntax Categories
- PHP Variables Categories
- PHP All Exercises & Assignments Categories
- PHP Array Categories
- PHP Decision Making Categories
- PHP Top Exercises Categories

- All Tutorials
- PHP Tutorial
- HTML Tutorial
- SEO Tutorial
- C Tutorial

- CSS Tutorial
- WordPress Tutorial
- Python Tutorial
- PHP REST API
- jQuery Tutorial
- JavaScript Tutorial
- Bootstrap Tutorial

- Tutorials

- Exercises
- Interview Questions
- Code Scripts

Training Partner

Merient Infotech - Training Courses in Rohtak

About Tutorials Class

Tutorials Class (TutorialsClass.com) is one stop portal to learn online about different web technologies, preparing for an interview and enhancing your technical skills.

We provide free online tutorials on the latest web technologies. These tutorials are well structured and easy to use for beginners. With each tutorial, you may find a list of related exercises, assignments, codes, articles & interview questions.

This website provides tutorials on PHP, HTML, CSS, SEO, C, C++, JavaScript, WordPress, and Digital Marketing for Beginners. Start Learning Now.

Popular Tutorials

- PHP Tutorial
- HTML Tutorial
- SEO Tutorial
- C Tutorial
- CSS Tutorial

Q4. Write a program in javascript for Unit Conversion from Kilometer (km) to Centimeter (cm). use of

message box is necessary .

ans. To convert a kilometer measurement to a centimeter measurement, multiply the length by the conversion ratio. One kilometer is equal to 100,000 centimeters, so use this simple formula to convert:

$$\text{centimeters} = \text{kilometers} \times 100{,}000$$

The length in centimeters is equal to the kilometers multiplied by 100,000.

For example, here's how to convert 5 kilometers to centimeters using the formula above.

$$5 \text{ km} = (5 \times 100{,}000) = 500{,}000 \text{ cm}$$

Our inch fraction calculator can add kilometers and centimeters together, and it also automatically converts the results to US customary, imperial, and SI metric values.

Kilometers and centimeters are both units used to measure length. Keep reading to learn more about each unit of measure.

Kilometers

One kilometer is equal to 1,000 meters, which are defined as the distance light travels in a vacuum in a $^{1}/_{299{,}792{,}458}$ second time interval.[1]

The kilometer, or kilometre, is a multiple of the meter, which is the SI base unit for length. In the metric system, "kilo" is the prefix for 10^{3}. Kilometers can be abbreviated as *km*; for example, 1 kilometer can be written as 1 km.

Centimeters

One centimeter is equal to one-hundredth (1/100) of a meter, which is defined as the distance light travels in a vacuum in a $^{1}/_{299{,}792{,}458}$ second time interval.

The centimeter, or centimetre, is a multiple of the meter, which is the SI base unit for length. In the metric system, "centi" is the prefix for 10^{-2}. Centimeters can be abbreviated as *cm*; for example, 1 centimeter can be written as 1 cm.

Metric rulers typically have 30 cm, which are represented by 30 large tick marks. To get a rough idea of the actual length of a centimeter, a standard pencil is just about 1 cm thick.

We recommend using a ruler or tape measure for measuring length, which can be found at a local retailer or home center. Rulers are available in imperial, metric, or combination with both values, so make sure you get the correct type for your needs.

Need a ruler? Try our free downloadable and printable rulers, which include both imperial and metric measurements.

Kilometers	Centimeters
0.00001 km	1 cm
0.00002 km	2 cm
0.00003 km	3 cm
0.00004 km	4 cm
0.00005 km	5 cm
0.00006 km	6 cm
0.00007 km	7 cm
0.00008 km	8 cm
0.00009 km	9 cm
0.000001 km	0.1 cm
0.00001 km	1 cm
0.0001 km	10 cm
0.001 km	100 cm
0.01 km	1,000 cm

Need a ruler? Try our free downloadable and printable rulers, which include both imperial and metric measurements.

Kilometers	Centimeters
0.1 km	10,000 cm
1 km	100,000 cm

References

1. Ambler Thompson and Barry N. Taylor, Guide for the Use of the International System of Units (SI), *National Institute of Standards and Technology*, https://physics.nist.gov/cuu/pdf/sp811.pdf

OTHER CALCULATORS | CONVERSION CALCULATORS

More Kilometer & Centimeter Conversions

- kilometers to miles
- kilometers to yards
- kilometers to feet
- kilometers to inches
- kilometers to meters
- kilometers to millimeters
- kilometers to micrometers
- kilometers to nanometers
- miles to centimeters
- yards to centimeters
- feet to centimeters
- inches to centimeters
- meters to centimeters
- millimeters to centimeters
- micrometers to centimeters

- nanometers to centimeters

Q1. Write html and css for the following using div

ANS.If you are the content provider, read HTML. If you are the graphic designer, read CSS. If you are a programmer and want to add dynamic effects to your web page, read JavaScript. But if you operate in OMO (one-man-operated) and are expected to create a reasonably good-looking website, you need to understand HTML, CSS and JavaScript. This is the reason that I combine both the HTML and CSS in this article as they are *inseparable*.

To create an OMO website, I suggest that:

1. Understand HTML, CSS and JavaScript thoroughly.
2. Pick an authoring tool. Use Dreamweaver if you can afford. Otherwise, find a free HTML text editor (such as NotePad++, Sublime). For programmers, NetBeans/Eclipse are good choice for HTML/CSS/JavaScript as they perform syntax checking and provide auto-complete.
3. Design and organize your page. Decide on the *look and feel* of your website. How many columns? What are the major sections (e.g., header, navigation menu, main content, sidebar, table of content, footer)? Do you need a navigation menu or panel? What is your theme (colors, fonts)? And so on.
4. Take a close look at your favorite websites!!! CSS is humongous and complex! You can't invent this wheel! Use Firefox plugin "Firebug" (@ getfirebug.com) or the built-in "Web Developer Tools" to inspect HTML/CSS of your favorite websites. Alternatively, you can use a CSS framework (I recommend BootStrap) to *jump-start* your design.
5. Start with an initial CSS design. Website design begins with CSS, NOT HTML?!. Work on your CSS:
    a. Partition your web page into logical section via `<div>` (or HTML5' `<header>`, `<footer>`, `<section>`, `<nav>`), such as header, content, footer. Assign an `id` to `<div>` that is unique (e.g., "`header`", "`footer`". Assign a common classname to sections (non-unique) that share the same style (e.g., "`entry`", "`side-note`"). Write the CSS *id-selectors* and *class-selectors* (e.g., `#header` *`tag-name`*`,...` `#footer` *`tag-name`*`,...` `#menu` *`tag-name`*`,...`) for common tags (such as `h1`, `h2`, `h3`, `p`, `a:link`, `a:visited`, `a:hover`, `a:active`), in each of the `<div>`'s. Basically, what I am saying is to design each of the sections by itself - a "divide and conquer" strategy.
    b. Create sub-classes for common styles, such as layout out tables and images and special effects (e.g., "`.highlight`", "`.underline`", "`.center`"). They could be used in `<div>` and `<span>`.
    c. There are many good and free CSS templates (or web templates) available online (just google "CSS Templates" or "Web templates"). Pick one that meets your taste to model after. You can also look at the CSS of any website that you find interesting. Be aware of the Intellectual Property Right, do not use any images or graphics unless they are in the public domain. It is extremely easy to create one yourself with an imaging tool, such as PhotoShop, Element, Illustrator or even Paint.

Alternatively, use CSS framework such as BootStrap and pick your favorite design from the samples.

6. Write your HTML pages. You may need to modify the CSS as you go along. The most challenging thing for an OMO web author is that he has to be concerned about both the contents and appearances at the same time, and can lose focus at times!
7. Repeat the previous steps until you are happy with your page's look and feel, layout, and most importantly, the contents - try not to create *yet another insignificant* website.

heder

noun

Save Word

To save this word, you'll need to log in.

Log In

he·der | \ ˈḵā-dər , ˈḵe- \

variants: *or less commonly* **cheder**

Definition of *heder*

: an elementary Jewish school in which children are taught to read the Torah and other books in Hebrew

First Known Use of *heder*

1882, in the meaning defined above

History and Etymology for *heder*

Yiddish *kheyder*, from Hebrew *ḥedher* room

Learn More about *heder*

Share *heder*

Post the Definition of heder to FacebookShare the Definition of heder on Twitter

Time Traveler for *heder*

The first known use of *heder* was in 1882

See more words from the same year

Dictionary Entries near *heder*

hedebo

hedenbergite
hedeoma
heder
Hedera
hederagenin
hederin
See More Nearby Entries

Statistics for *heder*

Look-up Popularity

Top 31% of words

Cite this Entry

“Heder.” *Merriam-Webster.com Dictionary*, Merriam-Webster, https://www.merriam-webster.com/dictionary/heder. Accessed 29 Jan. 2021.

Style: MLA

Comments on *heder*

Navigation

From Wikipedia, the free encyclopedia

Jump to navigationJump to search

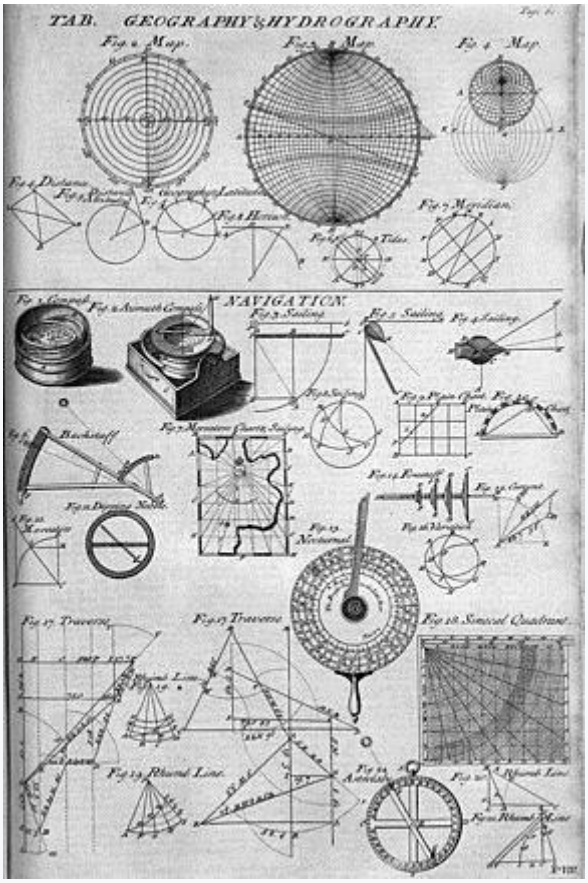

Table of geography, hydrography, and navigation, from the 1728 *Cyclopaedia*

Navigation is a field of study that focuses on the process of monitoring and controlling the movement of a craft or vehicle from one place to another.[1] The field of navigation includes four general categories: land navigation, marine navigation, aeronautic navigation, and space navigation.[2]

It is also the term of art used for the specialized knowledge used by navigators to perform navigation tasks. All navigational techniques involve locating the navigator's position compared to known locations or patterns.

Navigation, in a broader sense, can refer to any skill or study that involves the determination of position and direction.[2] In this sense, navigation includes orienteering and pedestrian navigation.[2]

Contents

- 1 History
- 2 Etymology
- 3 Basic concepts
  - 3.1 Latitude
  - 3.2 Longitude
  - 3.3 Loxodrome
- 4 Methods of navigation
  - 4.1 Mental navigation checks

- 4.2 Piloting
- 4.3 Celestial navigation
  - 4.3.1 Marine chronometer
  - 4.3.2 The marine sextant
- 4.4 Inertial navigation
- 4.5 Electronic navigation
  - 4.5.1 Radio navigation
  - 4.5.2 Radar navigation
  - 4.5.3 Satellite navigation
- 4.6 Acoustic navigation

5 Navigation processes
- 5.1 Ships and similar vessels
  - 5.1.1 One day's work in navigation
  - 5.1.2 Passage planning
  - 5.1.3 Integrated bridge systems
- 5.2 Land navigation
- 5.3 Underwater navigation

6 Standards, Training and Organisations
- 6.1 Publications

7 See also

8 Notes

9 References

10 External links

History[edit]

Further information: History of navigation

See also: History of geodesy

In the European medieval period, navigation was considered part of the set of *seven mechanical arts*, none of which were used for long voyages across open ocean. Polynesian navigation is probably the earliest form of open-ocean navigation, it was based on memory and observation recorded on scientific instruments like the Marshall Islands Stick Charts of Ocean Swells. Early Pacific Polynesians used the motion of stars, weather, the position of certain wildlife species, or the size of waves to find the path from one island to another.

Maritime navigation using scientific instruments such as the mariner's astrolabe first occurred in the Mediterranean during the Middle Ages. Although land astrolabes were invented in the Hellenistic period and existed in classical antiquity and the Islamic Golden Age, the oldest record of a sea astrolabe is that of Majorcan astronomer Ramon Llull dating from 1295.[3] The perfecting of this navigation instrument is attributed to Portuguese navigators during early Portuguese discoveries in the Age of Discovery.[4][5] The earliest known description of how to make and use a sea astrolabe comes from Spanish cosmographer Martín Cortés de Albacar's *Arte de Navegar* (*The Art of Navigation*) published in 1551,[6] based on the principle of the archipendulum used in constructing the Egyptian pyramids.

Open-seas navigation using the astrolabe and the compass started during the Age of Discovery in the 15th century. The Portuguese began systematically exploring the Atlantic coast of Africa from 1418, under the sponsorship of Prince Henry. In

1488 Bartolomeu Dias reached the Indian Ocean by this route. In 1492 the Spanish monarchs funded Christopher Columbus's expedition to sail west to reach the Indies by crossing the Atlantic, which resulted in the Discovery of the Americas. In 1498, a Portuguese expedition commanded by Vasco da Gama reached India by sailing around Africa, opening up direct trade with Asia. Soon, the Portuguese sailed further eastward, to the Spice Islands in 1512, landing in China one year later.

The first circumnavigation of the earth was completed in 1522 with the Magellan-Elcano expedition, a Spanish voyage of discovery led by Portuguese explorer Ferdinand Magellan and completed by Spanish navigator Juan Sebastián Elcano after the former's death in the Philippines in 1521. The fleet of seven ships sailed from Sanlúcar de Barrameda in Southern Spain in 1519, crossed the Atlantic Ocean and after several stopovers rounded the southern tip of South America. Some ships were lost, but the remaining fleet continued across the Pacific making a number of discoveries including Guam and the Philippines. By then, only two galleons were left from the original seven. The *Victoria* led by Elcano sailed across the Indian Ocean and north along the coast of Africa, to finally arrive in Spain in 1522, three years after its departure. The *Trinidad* sailed east from the Philippines, trying to find a maritime path back to the Americas, but was unsuccessful. The eastward route across the Pacific, also known as the *tornaviaje* (return trip) was only discovered forty years later, when Spanish cosmographer Andrés de Urdaneta sailed from the Philippines, north to parallel 39°, and hit the eastward Kuroshio Current which took its galleon across the Pacific. He arrived in Acapulco on October 8, 1565.

Etymology[edit]

The term stems from the 1530s, from Latin *navigationem* (nom. *navigatio*), from *navigatus*, pp. of *navigare* "to sail, sail over, go by sea, steer a ship," from *navis* "ship" and the root of *agere* "to drive".[7]

Basic concepts[edit]

Map of Earth

Longitude (λ)

Lines of longitude appear vertical with varying curvature in this projection, but are actually halves of great ellipses, with identical radii

at a given latitude.

Latitude (φ)

Lines of latitude appear horizontal with varying curvature in this projection; but are actually circular with different radii. All locations with a given latitude are collectively referred to as a circle of latitude.

The **equator** divides the planet into a Northern Hemisphere and a Southern Hemisphere, and has a latitude of 0°.

- v
- t
- e

Latitude[edit]

Further information: Latitude

Roughly, the latitude of a place on Earth is its angular distance north or south of the equator.[8] Latitude is usually expressed in degrees (marked with °) ranging from 0° at the Equator to 90° at the North and South poles.[8] The latitude of the North Pole is 90° N, and the latitude of the South Pole is 90° S.[8] Mariners calculated latitude in the Northern Hemisphere by sighting the North Star Polaris with a sextant and using sight reduction tables to correct for height of eye and atmospheric refraction. The height of Polaris in degrees above the horizon is the latitude of the observer, within a degree or so.

Longitude[edit]

Further information: Longitude

Similar to latitude, the longitude of a place on Earth is the angular distance east or west of the prime meridian or Greenwich meridian.[8] Longitude is usually expressed in degrees (marked with °) ranging from 0° at the Greenwich meridian to 180° east and west. Sydney, for example, has a longitude of about 151° east. New York City has a longitude of 74° west. For most of history, mariners struggled to determine longitude. Longitude can be calculated if the precise time of a sighting is known. Lacking that, one can use a sextant to take a lunar distance (also called *the lunar observation*, or "lunar" for short) that, with a nautical almanac, can be used to calculate the time at zero longitude (see Greenwich Mean Time).[9] Reliable marine chronometers were unavailable until the late 18th century and not affordable until the 19th century.[10][11][12] For about a hundred years, from about 1767 until about 1850,[13] mariners lacking a chronometer used the method of lunar distances to determine Greenwich time to find their longitude. A mariner with a chronometer could check its reading using a lunar determination of Greenwich time.[10][14]

Loxodrome[edit]

Further information: Rhumb line

In navigation, a rhumb line (or loxodrome) is a line crossing all meridians of longitude at the same angle, i.e. a path derived from a defined initial bearing. That is, upon taking an initial bearing, one proceeds along the same bearing, without changing the direction as measured relative to true or magnetic north.

Methods of navigation[edit]

Most modern navigation relies primarily on positions determined electronically by receivers collecting information from satellites. Most other modern techniques rely on crossing lines of position or LOP.[15]

A line of position can refer to two different things, either a line on a chart or a line between the observer and an object in real life.[16] A bearing is a measure of the direction to an object.[16] If the navigator measures the direction in real life, the angle can then be drawn on a nautical chart and the navigator will be on that line on the chart.[16]

In addition to bearings, navigators also often measure distances to objects.[15] On the chart, a distance produces a circle or arc of position.[15] Circles, arcs, and hyperbolae of positions are often referred to as lines of position.

If the navigator draws two lines of position, and they intersect he must be at that position.[15] A fix is the intersection of two or more LOPs.[15]

If only one line of position is available, this may be evaluated against the dead reckoning position to establish an estimated position.[17]

Lines (or circles) of position can be derived from a variety of sources:

- celestial observation (a short segment of the circle of equal altitude, but generally represented as a line),
- terrestrial range (natural or man made) when two charted points are observed to be in line with each other,[18]
- compass bearing to a charted object,
- radar range to a charted object,
- on certain coastlines, a depth sounding from echo sounder or hand lead line.

There are some methods seldom used today such as "dipping a light" to calculate the geographic range from observer to lighthouse.

Methods of navigation have changed through history.[19] Each new method has enhanced the mariner's ability to complete his voyage.[19] One of the most important judgments the navigator must make is the best method to use.[19] Some types of navigation are depicted in the table.

content

noun

UK

/ˈkɒn.tent/ **US**

/ˈkɑːn.tent/

content *noun* (SUBJECT)

contents [plural]

B2

the articles or parts contained in a magazine or book, with the number of the page they begin on:

*the **table of** (= list of) contents*

*the contents **page***

More examples

B2 [S or U]

the ideas that are contained in a piece of writing, a speech, or a film:

It's a very stylish and beautiful film, but it lacks content.

We've discussed the unusual form of the book - now, what about the content?

SMART Vocabulary: related words and phrases

content *noun* (AMOUNT)

contents [plural]

B1

everything that is contained within something:

*The contents **of** his bag spilled all over the floor.*

He didn't need to open the letter because he already knew the contents.

More examples

C2 [S]

the amount of a particular substance contained in something:

*Chocolate has a **high** fat content.*

SMART Vocabulary: related words and phrases

W3.CSS Vertical Navigation Bars

With side navigation, you have several options:

- Always display the navigation pane to the left of the page content
- Use a collapsible, "fully automatic" responsive side navigation
- Open navigation pane over the left part of the page content
- Open navigation pane over all of the page content
- Slide the page content to the right when opening the navigation pane
- Display the navigation pane on the right side instead of the left side

Always Display the Sidebar

Example

```
<div class="w3-sidebar w3-bar-block" style="width:25%">
  <a href="#" class="w3-bar-item w3-button">Link 1</a>
  <a href="#" class="w3-bar-item w3-button">Link 2</a>
  <a href="#" class="w3-bar-item w3-button">Link 3</a>
</div>

<div style="margin-left:25%">
... page content ...
</div>
```

Try It Yourself »

Footer

-
- 1.0.0
- search

- About
- Getting Started
-
  - CSS
  - Components
    - Badges
    - Buttons
    - Breadcrumbs
    - Cards
    - Collections
    - Floating Action Button
    - Footer
    - Icons
    - Navbar
    - Pagination
    - Preloader
  - JavaScript
  - Forms
- Mobile
- Showcase
- Themes

Footers are a great way to organize a lot of site navigation and information at the end of a page. This is where the user will look once they have finished scrolling through the current page or are looking for additional information about your website.

Introduction

Note: We use flexbox to structure our html so that the footer is always on the bottom of the page. It is important to keep the structure of your page within the 3 HTML5 tags: <header>, <main>, <footer>

Footer Content

You can use rows and columns here to organize your footer content.

Links

- Link 1
- Link 2
- Link 3
- Link 4

© 2014 Copyright TextMore Links

```
<footer class="page-footer">
  <div class="container">
    <div class="row">
```

```
          <div class="col l6 s12">
            <h5 class="white-text">Footer Content</h5>
            <p class="grey-text text-lighten-4">You can use rows and columns here to organize your footer content.</p>
          </div>
          <div class="col l4 offset-l2 s12">
            <h5 class="white-text">Links</h5>
            <ul>
              <li><a class="grey-text text-lighten-3" href="#!">Link 1</a></li>
              <li><a class="grey-text text-lighten-3" href="#!">Link 2</a></li>
              <li><a class="grey-text text-lighten-3" href="#!">Link 3</a></li>
              <li><a class="grey-text text-lighten-3" href="#!">Link 4</a></li>
            </ul>
          </div>
        </div>
      </div>
      <div class="footer-copyright">
        <div class="container">
        © 2014 Copyright Text
        <a class="grey-text text-lighten-4 right" href="#!">More Links</a>
        </div>
      </div>
    </footer>
```

Sticky Footer

A sticky footer always stays on the bottom of the page regardless of how little content is on the page. However, this footer will be pushed down if there is a lot of content, so it is different from a fixed footer. Add the following code to your CSS file.

Note: This may cause issues in Internet Explorer which has weak support for flexbox.

```
body {
  display: flex;
  min-height: 100vh;
  flex-direction: column;
}

main {
```

```
  flex: 1 0 auto;
}
```

- Footer
- Sticky Footer

Help Materialize Grow

We hope you have enjoyed using Materialize and if you feel like it has helped you out and want to support the team you can help us by donating or backing us on Patreon. Any amount would help support and continue development on this project and is greatly appreciated.

Join the Discussion

tions, or anything else you can think of. We have a Gitter chat room set up where you can talk directly with us. Come in and discuss new features, future goals, general problems or ques

Q 2. Write html for the following table

ANS. HTML Tables

☐ PreviousNext ☐

HTML tables allow web developers to arrange data into rows and columns.

Example

Company	Contact	C
Alfreds Futterkiste	Maria Anders	G
Centro comercial Moctezuma	Francisco Chang	M
Ernst Handel	Roland Mendel	A
Island Trading	Helen Bennett	U
Laughing Bacchus Winecellars	Yoshi Tannamuri	C
Magazzini Alimentari Riuniti	Giovanni Rovelli	It

Try it Yourself »

Define an HTML Table

The `<table>` tag defines an HTML table.

Each table row is defined with a `<tr>` tag. Each table header is defined with a `<th>` tag. Each table data/cell is defined with a `<td>` tag.

By default, the text in `<th>` elements are bold and centered.

By default, the text in `<td>` elements are regular and left-aligned.

Example

A simple HTML table:

```
<table style="width:100%">
  <tr>
    <th>Firstname</th>
    <th>Lastname</th>
    <th>Age</th>
  </tr>
  <tr>
    <td>Jill</td>
```

```
    <td>Smith</td>
    <td>50</td>
  </tr>
  <tr>
    <td>Eve</td>
    <td>Jackson</td>
    <td>94</td>
  </tr>
</table>
```