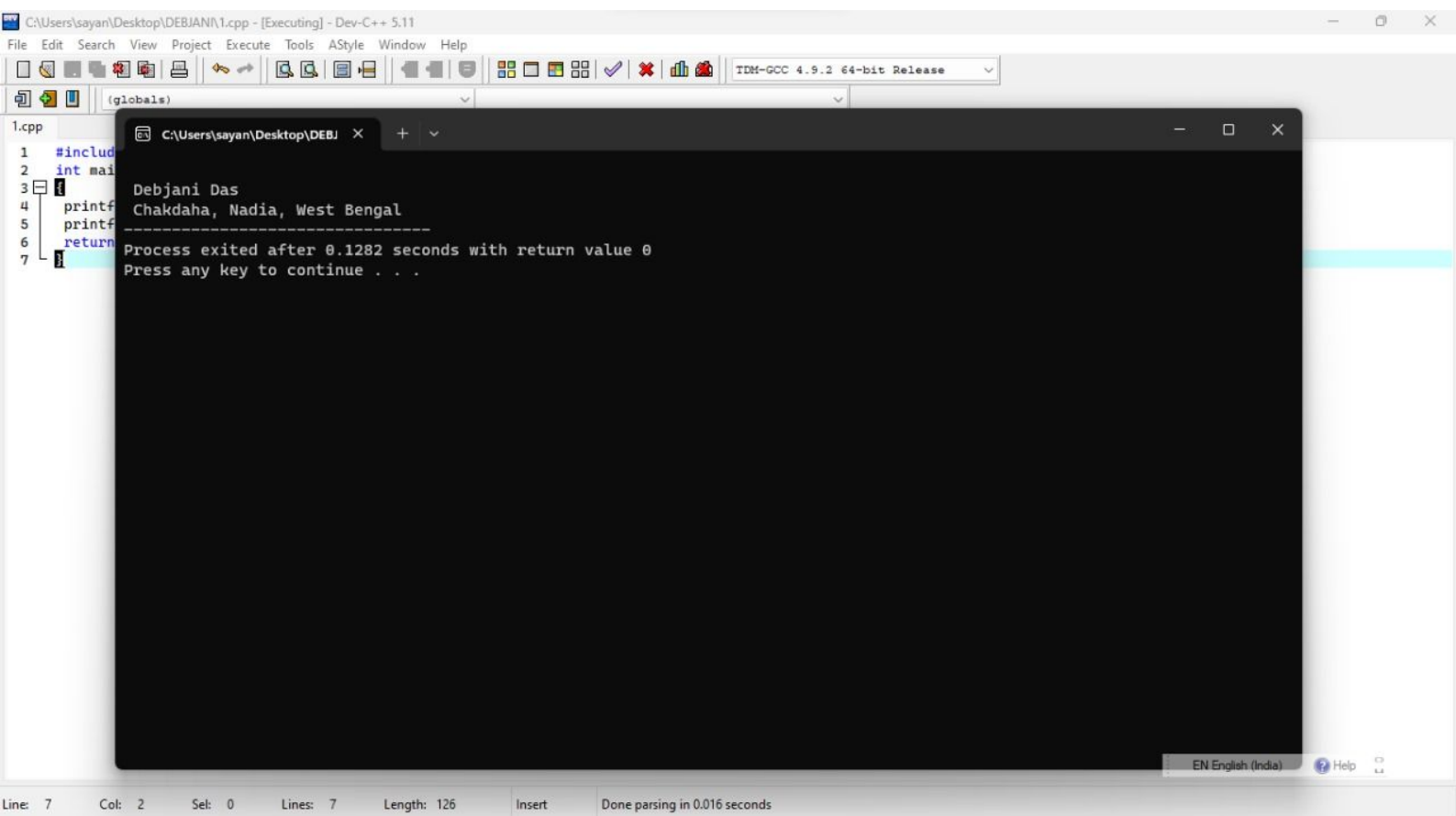
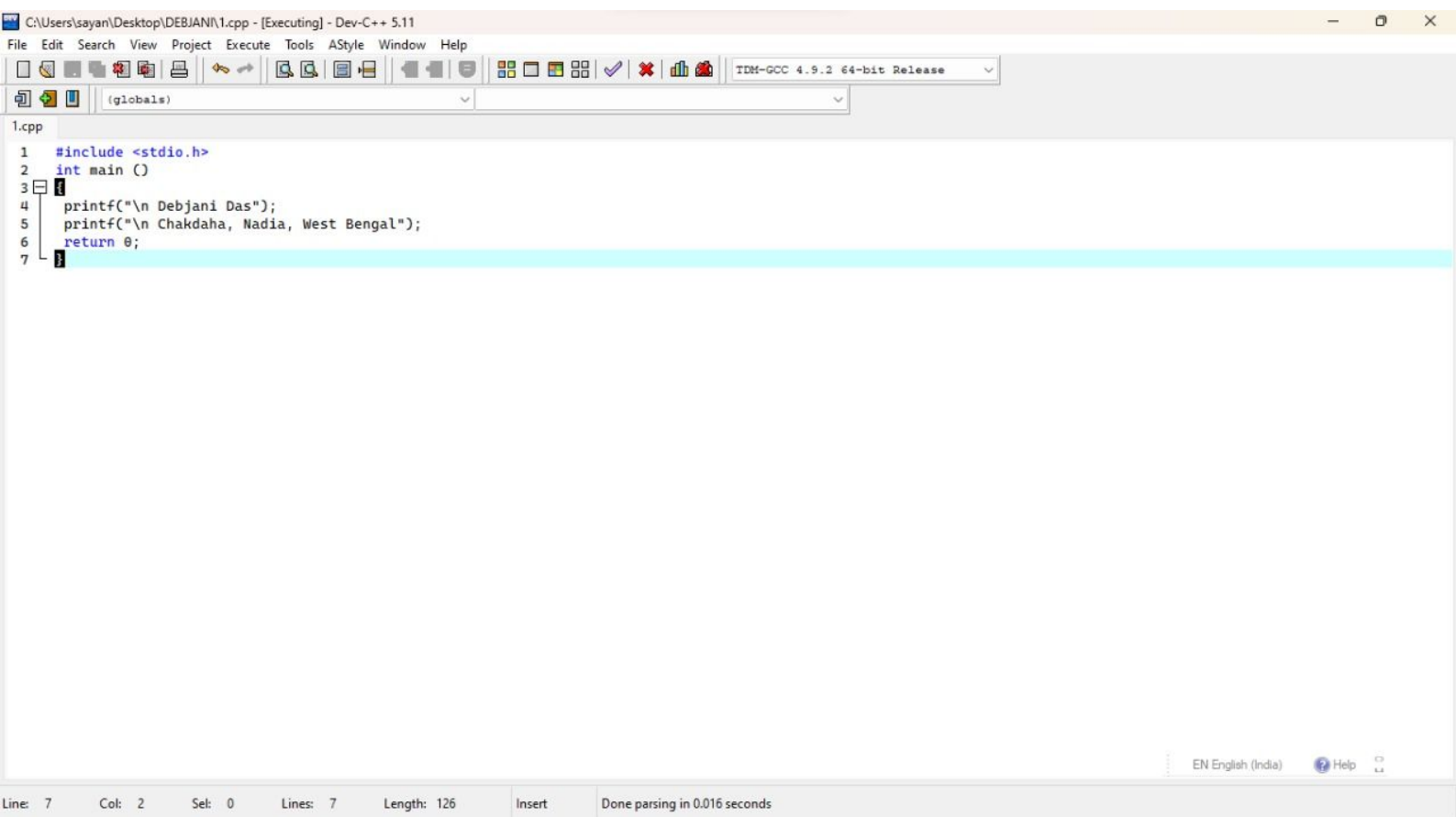






C:\Users\sayan\Desktop\DEBJAN\2.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

C:\Users\sayan\Desktop\DEBJ

```
2.cpp
1  #include <stdio.h>
2  int main()
3  {
4      int n1, n2;
5      printf("Enter two integer numbers: ");
6      scanf("%d %d", &n1, &n2);
7      sum = n1 + n2;
8      printf("Sum = %d", sum);
9      printf("\n");
10     return 0;
11 }
12
```

Enter two integer numbers: 5 2
Sum = 7

Process exited after 9.075 seconds with return value 0
Press any key to continue . . .

EN English (India) Help

Line: 12 Col: 3 Sel: 0 Lines: 12 Length: 191 Insert Done parsing in 0.015 seconds

C:\Users\sayan\Desktop\DEBJANI\2.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

(globals)

2.cpp

```
1  #include <stdio.h>
2  int main()
3  {
4      int n1, n2, sum;
5
6      printf("Enter two integer numbers: ");
7      scanf("%d %d", &n1, &n2);
8      sum = n1 + n2;
9
10     printf("sum = %d", sum);
11     return 0;
12 }
```

EN English (India) Help

Line: 12 Col: 3 Sel: 0 Lines: 12 Length: 191 Insert Done parsing in 0.015 seconds

C:\Users\sayan\Desktop\DEBJAN\3.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

3.cpp

```
1 #include <stdio.h>
2 int main()
3 {
4     int x;
5
6     x = 20/(8-4);
7     printf("x = %d", x);
8     return 0;
9 }
```

x = 38

Process exited after 0.04065 seconds with return value 0

Press any key to continue . . . |

EN English (India) Help

Line: 9 Col: 3 Sel: 0 Lines: 9 Length: 104 Insert Done parsing in 0 seconds

C:\Users\sayan\Desktop\DEBJANI\3.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

(globals)

3.cpp

```
1  #include <stdio.h>
2  int main()
3  {
4      int x;
5
6      x= 20/(8-4)*8-2;
7      printf("x = %d",x);
8      return 0;
9  }
```

EN English (India) Help

Line: 9 Col: 3 Sel: 0 Lines: 9 Length: 104 Insert Done parsing in 0 seconds

C:\Users\sayan\Desktop\DEBJANI\4.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

4.cpp

```
1 #include <stdio.h>
2 int main()
3 {
4     int dividend, divisor, quotient, remainder;
5     printf("Enter dividend: ");
6     scanf("%d", &dividend);
7     printf("Enter divisor: ");
8     scanf("%d", &divisor);
9     quotient = dividend / divisor;
10    remainder = dividend % divisor;
11    printf("Quotient = %d\n", quotient);
12    printf("Remainder = %d\n", remainder);
13    return 0;
14 }
```

Enter dividend: 20
Enter divisor: 3
Quotient = 6
Remainder = 2

Process exited after 9.16 seconds with return value 0
Press any key to continue . . .

EN English (India) Help

Line: 18 Col: 2 Sel: 0 Lines: 18 Length: 371 Insert Done parsing in 0.015 seconds

C:\Users\sayan\Desktop\DEBJANI\4.cpp - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

(globals)

4.cpp

```
1  #include <stdio.h>
2  int main()
3  {
4      int dividend, divisor, quotient, remainder;
5
6      printf("Enter dividend: ");
7      scanf("%d", &dividend);
8
9      printf("Enter divisor: ");
10     scanf("%d", &divisor);
11
12     quotient = dividend / divisor;
13     remainder = dividend % divisor;
14
15     printf("Quotient = %d\n", quotient);
16     printf("Remainder = %d", remainder);
17     return 0;
18 }
```

EN English (India) Help

Line: 18 Col: 2 Sel: 0 Lines: 18 Length: 371 Insert Done parsing in 0.015 seconds

C:\Users\sayan\Desktop\DEBJAN\5.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

C:\Users\sayan\Desktop\DEBJ

```
5.cpp
1 #include <iostream>
2 int main()
3 {
4     int n1, n2;
5
6     n1=10;
7     n2=20;
8
9     printf("Before swapping, n1 Number = %d\n", n1);
10    printf("Before swapping, n2 Number = %d\n", n2);
11
12    temp = n1;
13    n1 = n2;
14    n2=temp;
15
16    printf("After swapping, n1 Number = %d\n", n1);
17    printf("After swapping, n2 Number = %d\n", n2);
18    return 0;
19 }
20
```

Before swapping, n1 Number = 10
Before swapping, n2 Number = 20
After swapping, n1 Number = 20
After swapping, n2 Number = 10

Process exited after 0.03781 seconds with return value 0
Press any key to continue . . . |

EN English (India) Help

Line: 17 Col: 50 Sel: 0 Lines: 20 Length: 345 Insert Done parsing in 0.016 seconds

C:\Users\sayan\Desktop\DEBJANI\5.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

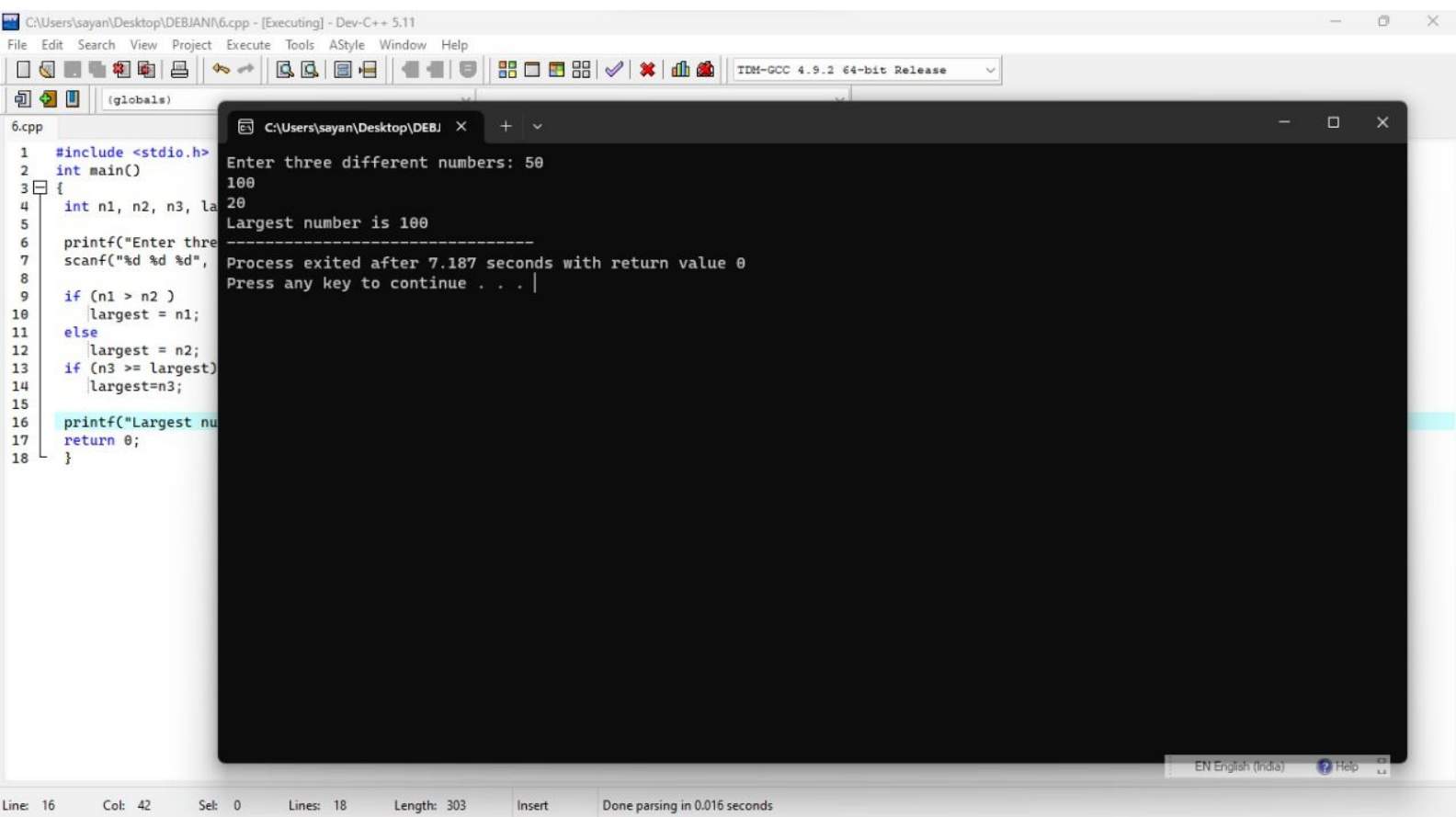
(globals)

5.cpp

```
1  #include<stdio.h>
2  int main()
3  {
4      int n1, n2, temp;
5
6      n1=10;
7      n2=20;
8
9      printf("\n Before swapping, n1 Number = %d", n1);
10     printf("\n Before swapping, n2 Number = %d", n2);
11
12     temp = n1;
13     n1 = n2;
14     n2=temp;
15
16     printf("\n After swapping, n1 Number = %d", n1);
17     printf("\n After swapping, n2 Number = %d", n2);
18     return 0;
19 }
20
```

EN English (India) Help

Line: 17 Col: 50 Sel: 0 Lines: 20 Length: 345 Insert Done parsing in 0.016 seconds



C:\Users\sayan\Desktop\DEBJANI\6.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

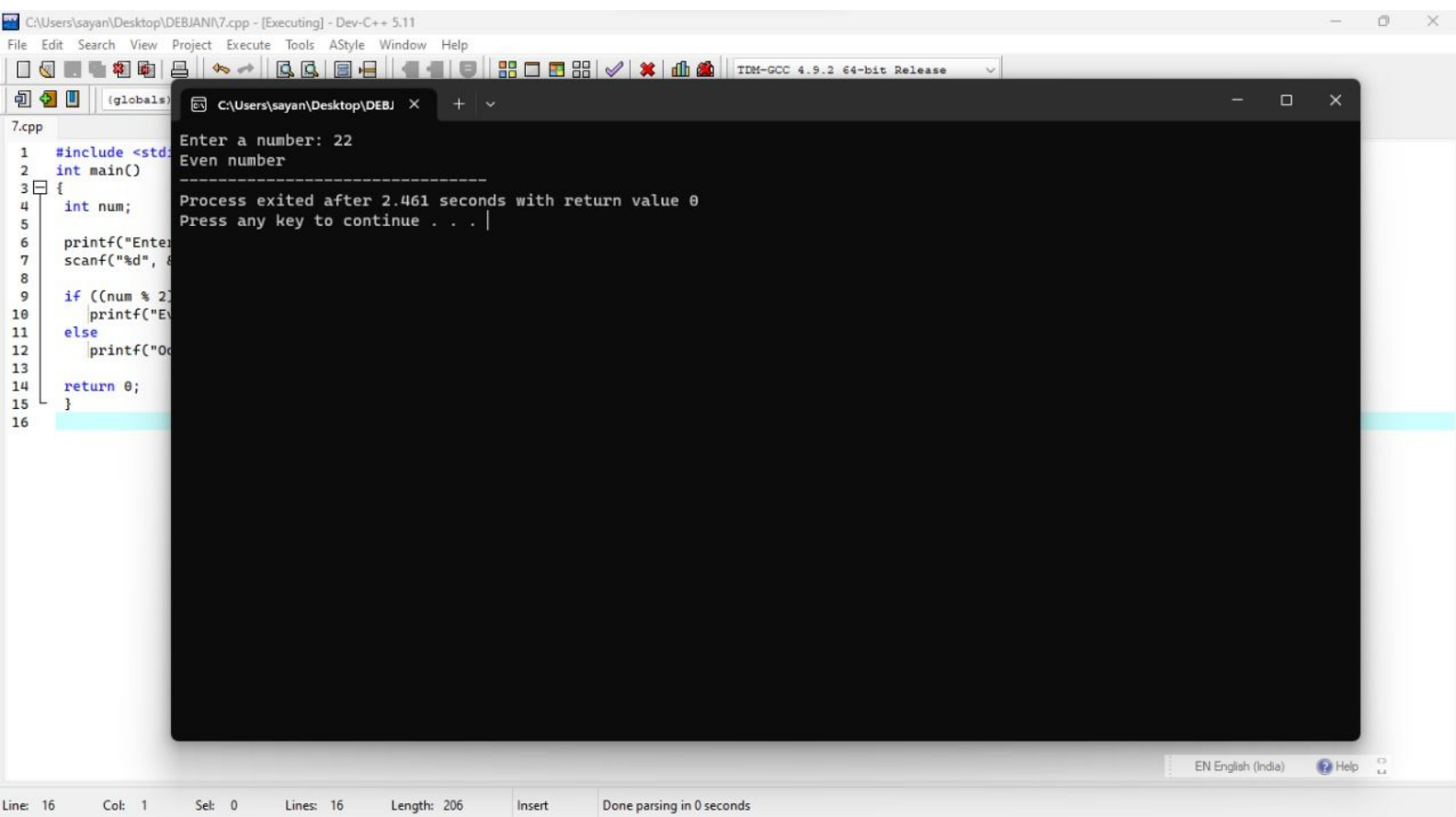
(globals)

6.cpp

```
1  #include <stdio.h>
2  int main()
3  {
4      int n1, n2, n3, largest;
5
6      printf("Enter three different numbers: ");
7      scanf("%d %d %d", &n1, &n2, &n3);
8
9      if (n1 > n2 )
10         largest = n1;
11     else
12         largest = n2;
13     if (n3 >= largest)
14         largest=n3;
15
16     printf("Largest number is %d", largest);
17     return 0;
18 }
```

EN English (India) Help

Line: 16 Col: 42 Sel: 0 Lines: 18 Length: 303 Insert Done parsing in 0.016 seconds



C:\Users\sayan\Desktop\DEBJANI\7.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

7.cpp

```
1 #include <stdio.h>
2 int main()
3 {
4     int num;
5
6     printf("Enter a number: ");
7     scanf("%d", &num);
8
9     if ((num % 2) == 0)
10        printf("Even number\n");
11    else
12        printf("Odd number\n");
13
14    return 0;
15 }
16
```

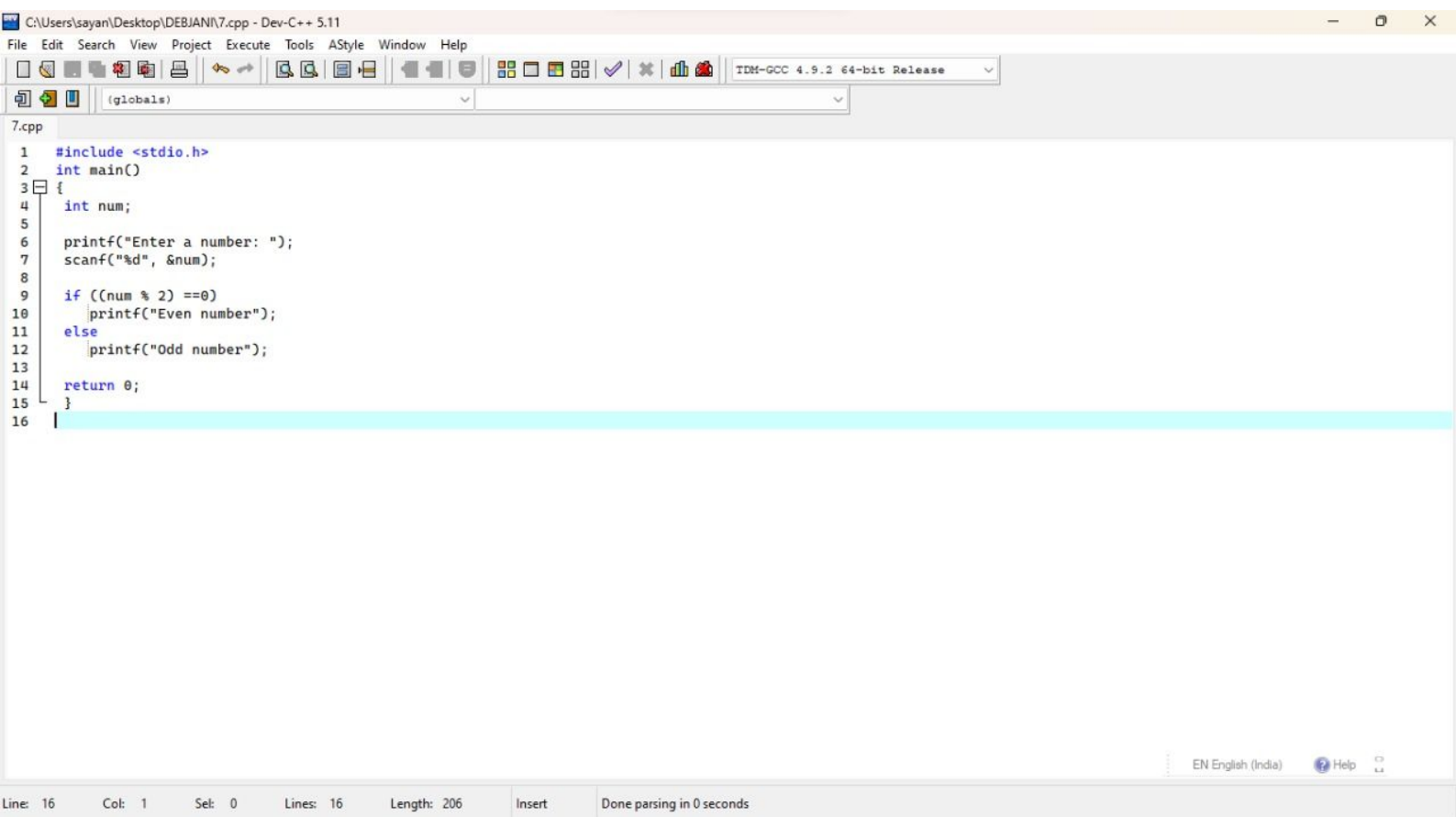
C:\Users\sayan\Desktop\DEBJANI\7.cpp

Enter a number: 25
Odd number

Process exited after 5.897 seconds with return value 0
Press any key to continue . . .

EN English (India) Help

Line: 16 Col: 1 Sel: 0 Lines: 16 Length: 206 Insert Done parsing in 0 seconds



C:\Users\sayan\Desktop\DEBJAN\8.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

(globals)

8.cpp

```
1 #include <stdio.h>
2 int main()
3 {
4     int n, i;
5     printf("Enter an integer: ");
6     scanf("%d", &n);
7     for(i = 1; i <= n; i++)
8     {
9         printf("%d * %d = %d\n", i, n, i * n);
10    }
11    return 0;
12 }
13
```

Enter an integer: 5

```
5 * 1 = 5
5 * 2 = 10
5 * 3 = 15
5 * 4 = 20
5 * 5 = 25
5 * 6 = 30
5 * 7 = 35
5 * 8 = 40
5 * 9 = 45
5 * 10 = 50
```

Process exited after 2.876 seconds with return value 0
Press any key to continue . . .

EN English (India) Help

Line: 13 Col: 3 Sel: 0 Lines: 13 Length: 197 Insert Done parsing in 0.016 seconds

C:\Users\sayan\Desktop\DEBJAN\9.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

(globals)

9.cpp

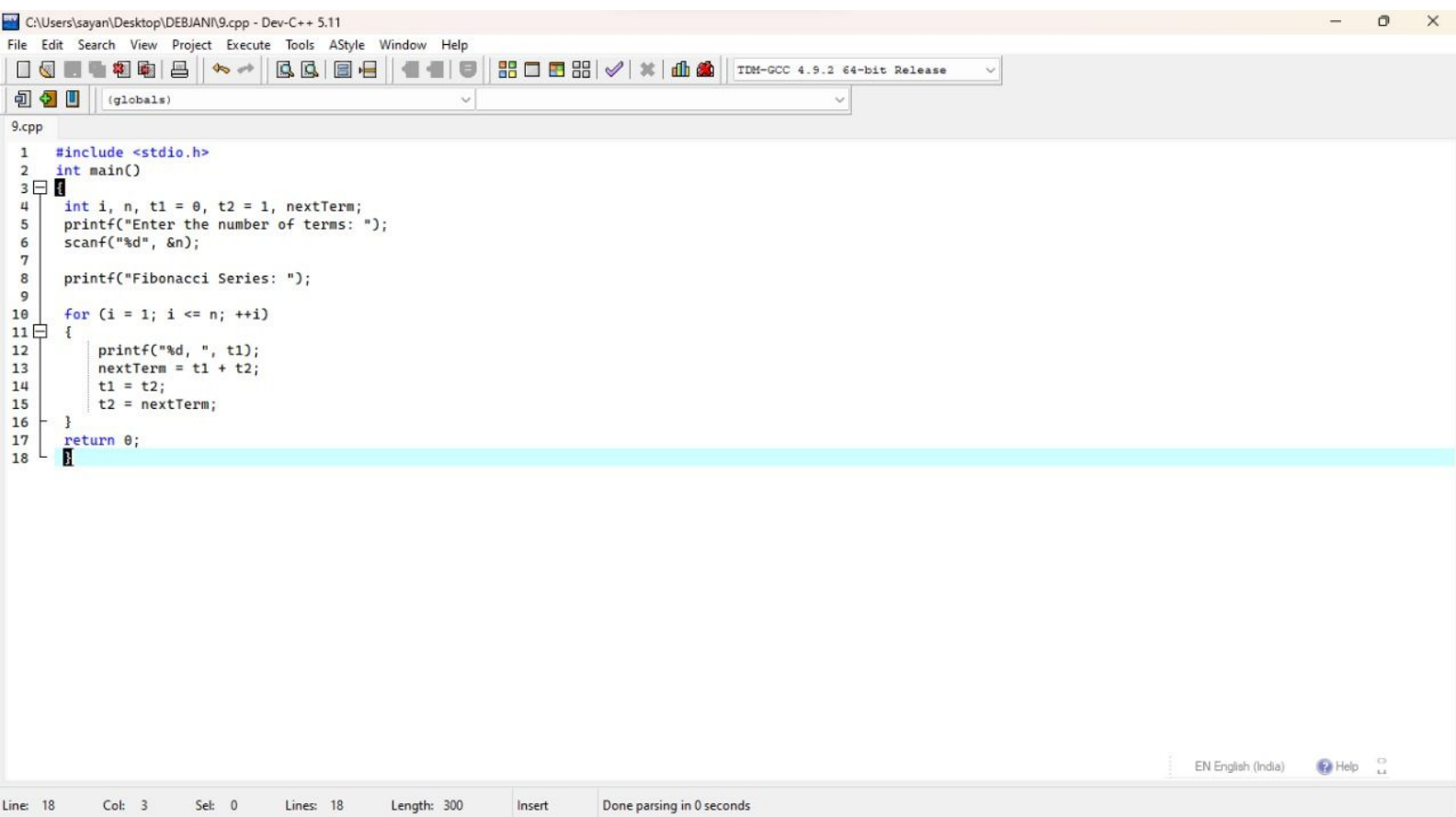
```
1 #include <stdio.h>
2 int main()
3 {
4     int i, n, t1, t2;
5     printf("Enter the number of terms: ");
6     scanf("%d", &n);
7
8     printf("Fibonacci Series: ");
9
10    for (i = 1; i <= n; i++)
11    {
12        printf("%d ", i);
13        if (i % 5 == 0) printf("\n");
14        t1 = t2;
15        t2 = nextTerm(i);
16    }
17    return 0;
18 }
```

Enter the number of terms: 10
Fibonacci Series: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34,

Process exited after 1.996 seconds with return value 0
Press any key to continue . . . |

EN English (India) Help

Line: 18 Col: 3 Sel: 0 Lines: 18 Length: 300 Insert Done parsing in 0 seconds



C:\Users\sayan\Desktop\DEBJANI\10.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

10.cpp

```
1 #include <stdio.h>
2 int main()
3 {
4     int n, sum = 0;
5     printf("Enter an integer: ");
6     scanf("%d", &n);
7
8     while (n > 0)
9     {
10         digit = n % 10;
11         sum = sum + digit;
12         n = n / 10;
13     }
14     printf("Sum of the digits = %d", sum);
15     return 0;
16 }
```

Enter an integer: 541
Sum of the digits = 10

Process exited after 6.906 seconds with return value 0
Press any key to continue . . .

EN English (India) Help

Line: 16 Col: 3 Sel: 0 Lines: 16 Length: 254 Insert Done parsing in 0.016 seconds

C:\Users\sayan\Desktop\DEBJANI\10.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

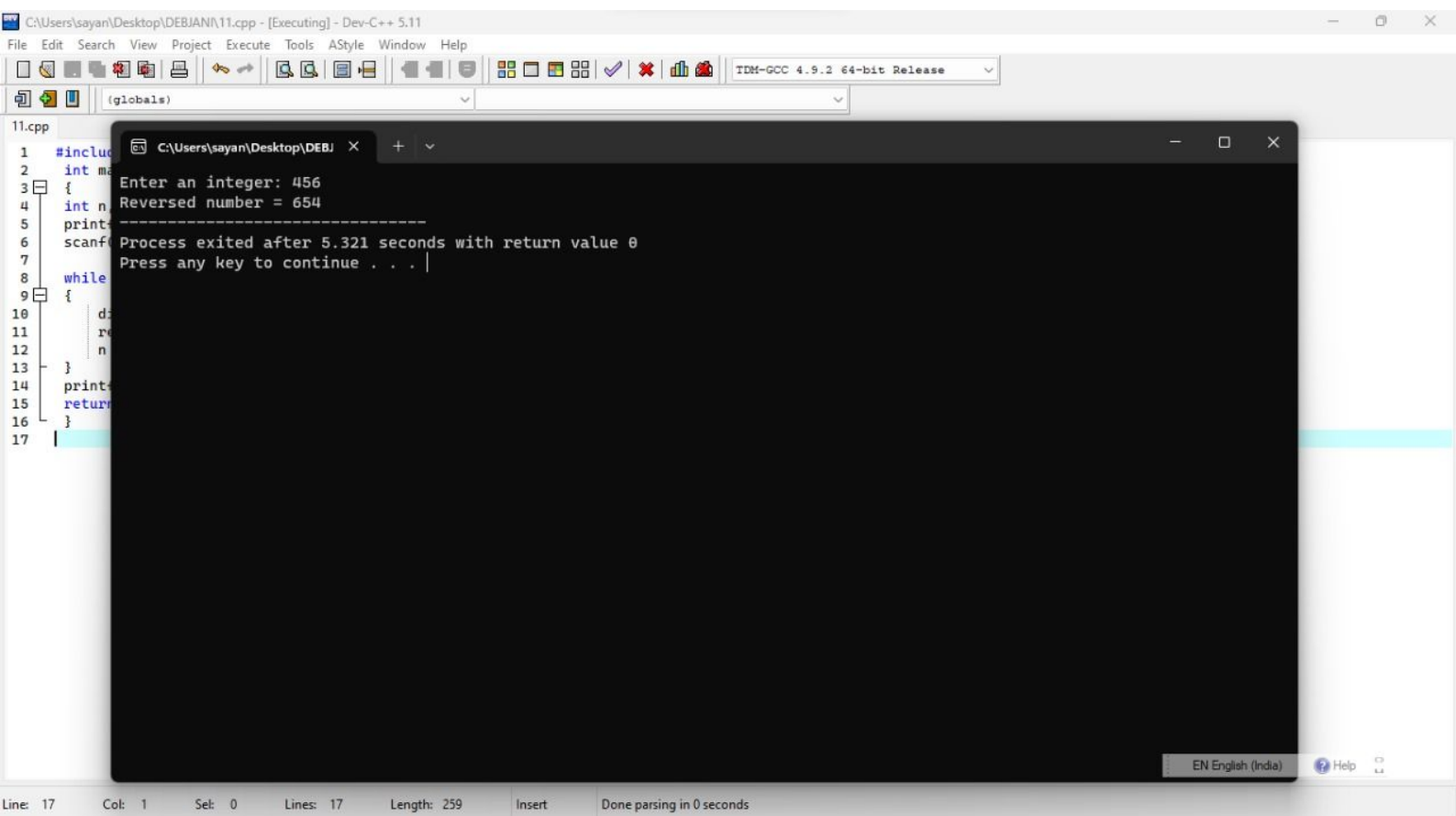
(globals)

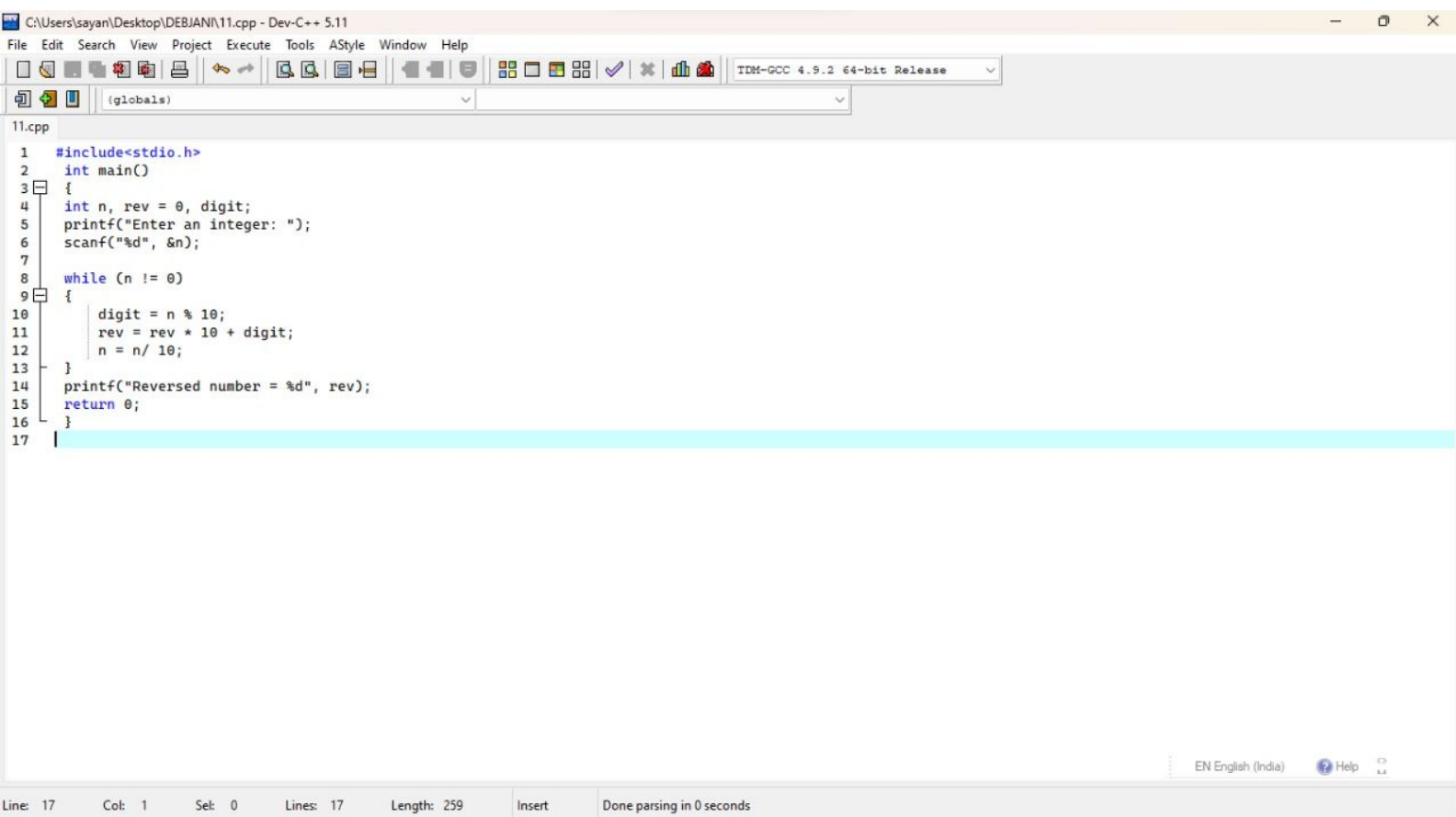
10.cpp

```
1  #include <stdio.h>
2  int main()
3  {
4      int n, sum = 0, digit;
5      printf("Enter an integer: ");
6      scanf("%d", &n);
7
8      while (n != 0)
9      {
10         digit = n % 10;
11         sum = sum + digit;
12         n = n / 10;
13     }
14     printf("Sum of the digits = %d", sum);
15     return 0;
16 }
```

EN English (India) Help

Line: 16 Col: 3 Sel: 0 Lines: 16 Length: 254 Insert Done parsing in 0.016 seconds





C:\Users\sayan\Desktop\DEBJAN\12.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

(global) C:\Users\sayan\Desktop\DEBJAN\12.cpp

```
1 #include <stdio.h>
2 int main()
3 {
4     int num, i;
5     printf("Enter a positive integer: ");
6     scanf("%d", &num);
7
8     printf("Factors of %d are: ", num);
9
10    for (i = 1; i <= num; i++)
11    {
12        if (num % i == 0)
13        {
14            printf("%d ", i);
15        }
16    }
17    return 0;
18 }
```

Enter a positive integer: 20
Factors of 20 are: 1 2 4 5 10 20

Process exited after 5.192 seconds with return value 0
Press any key to continue . . .

EN English (India) Help

Line: 17 Col: 11 Sel: 0 Lines: 18 Length: 262 Insert Done parsing in 0.016 seconds

C:\Users\sayan\Desktop\DEBJANI\12.cpp - [Executing] - Dev-C++ 5.11

File Edit Search View Project Execute Tools AStyle Window Help

TDM-GCC 4.9.2 64-bit Release

(globals)

12.cpp

```
1  #include <stdio.h>
2  int main()
3  {
4      int num, i;
5      printf("Enter a positive integer: ");
6      scanf("%d", &num);
7
8      printf("Factors of %d are: ", num);
9
10     for (i = 1; i <= num; ++i)
11     {
12         if (num % i == 0)
13         {
14             printf("%d ", i);
15         }
16     }
17     return 0;
18 }
```

EN English (India) Help

Line: 17 Col: 11 Sel: 0 Lines: 18 Length: 262 Insert Done parsing in 0.016 seconds

ASSIGNMENT

Q.1) what are the different types of networks?

Ans:- There are mainly five types of computer networks -

- i) Personal Area Network (PAN)
- ii) Local Area Network (LAN)
- iii) Campus Area Network (CAN)
- iv) Metropolitan Area Network (MAN)
- v) Wide Area Network (WAN)

Other computer networks are -

- a) Wireless Local Area Network (WLAN)
- b) Storage Area Network (SAN)
- c) Passive Optical Local Area Network (POLAN)
- d) Enterprise private Network (EPN)
- e) Virtual Private Network (VPN)
- f) System Area Network (SAN)

Q.2) Explain the shielded twisted pair (STP) and Unshielded twisted pair (UTP).

Ans:- UTP is the type of twisted pair cable. It stands for unshielded twisted pair. Both data and voice are transmitted through UTP because its frequency range is suitable. In UTP grounding cable is not necessary also in UTP much more maintenance is not needed therefore it is cost-effective, easy to install, unbreakable to interference, limited distance to transmit data.

STP is also the type of twisted pair which stands for shielded twisted pair. In STP grounding cable is required but in UTP grounding cable is not required. In shielded twisted pair (STP) much more maintenance is needed therefore it is costlier than Unshielded Twisted Pair (UTP). It enhanced protection, better performance, more complex to install and more expensive.

Q. What is difference between baseband and broadband transmission?

Ans:- Baseband - A signaling technology that sends digital signals over a single frequency or discrete electrical pulses. The entire bandwidth of a baseband system carries only one data signal and is generally less than the amount of bandwidth available on a broadband transmission system.

Broadband - is used to describe a type of data transmission in which a single medium can carry several channels at once. Cable TV. The basic difference between broad band and baseband is capacity.

Whereas baseband uses digital signaling, broadband uses analog signals in the form of optical or electromagnetic waves over multiple transmission frequencies. For signals to be both sent and received, the transmission media must be split into two channels. The prior difference between baseband transmission and broadband transmission is that in the baseband transmission the whole bandwidth of the cable is utilized by a single signal, in the broadband transmission, multiple signals are sent on multiple frequencies simultaneously using a single channel.

Q.4) What is the difference between a hub, modem, router and a switch?

Ans: A hub is just a connector that connects that wires coming from different sides. There is no signal processing or regeneration. It is an electronic device that operates only on physical layers of the OSI model.

Routers are the multipoint devices and more sophisticated as compared to repeaters and bridges. It contains a routing table that enables it to make decision about the route i.e. to determine which of several possible paths between the source and destination is the best for a particular transmission.

Switch is a point to point communication device. It operates at the data link layer of OSI model. It uses switching table to find out the correct destination.

Modem is a box that connects your home network to our internet service provider or ISP. Modem technology changes slowly and we can usually use a modem for years until it breaks. It can transmit over wires by modulating and demodulating electrical impulses sent through phone lines, coaxial cables or other types of wiring.

Q.5) When you move the NIC cards from one PC to another PC, does the MAC address get transferred as well?

Ans:- Yes, if we move the NIC cards from one PC to another PC, then the MAC address also gets transferred because the MAC address is hardwired into the NIC circuit, not the personal computer. This also means that a PC can have a different MAC address when another one replaces the NIC card.

Q.6) When troubleshooting computer network problems, what common hardware-related problems can occur?

Ans:- Here are nine of the most common network issues to troubleshoot -

- Slow network. Users complain the network is too slow
- Weak Wi-Fi signal
- Physical connectivity issues
- Excessive CPU usage
- Slow DNS lookups
- Duplicate and static IP addresses
- Exhausted IP addresses
- Can't connect to printer
- VLAN and VPN problems

Q.7) In a network that contains two servers and twenty workstations, where is the best place to install an Anti-virus program?

Ans:- Antivirus should be on each computer if you implement server and node base antivirus that will be best for controlling. There are no special problems just because a network contains two servers and twenty workstations. Every general issue will come alone with critical. It will be same as any other computer setup issue.

Q.8) Define static IP and Dynamic IP? Discuss the difference between IPV4 and IPV6.

Ans:- IP addresses are classified into two types: static and dynamic. When a device is assigned a static IP address, the address does not change. Most devices use dynamic IP addresses, which are assigned by the network when they connect and change over time.

The most obvious difference is that IPV4 uses a 32 bit address while IPV6 uses a 128-bit address.

This means that IPV6 offers 2^{128} times more addresses than IPV4, which essentially solves the "running out of addresses" problem (at least for the foreseeable future).

Q.9) Discuss TCP/IP model in detail.

Ans:- TCP/IP is a data link protocol used on the internet to let computers and other devices send and receive data. TCP/IP stands for Transmission Control Protocol/Internet Protocol and makes it possible for devices connected to the internet to communicate with one another across networks.

Whenever we send something over the internet a message, a photo, a file - the TCP/IP model divides that data into packets according to a four layer procedure. The data first goes through these layers in one order, and then in reverse order as the data is reassembled on the receiving end. The TCP/IP model works because the whole process is standardized. Without standardization, communication would go haywire and slow things down - fast internet service relies on efficiency. As the global standard, the TCP/IP model is one of the most efficient ways to transfer data over the internet.

Q.10) What is a Web Browser (Browser)? Give some example of browsers.

Ans:- A software application used to access information on the world wide web is called a Web Browser. When a user requests some information, the web browser fetches the data from a web server and then displays the webpage on the user's screen.

Examples of web Browsers - Google Chrome, Firefox, Opera, Safari, Microsoft Edge, Internet Explorer, Mosaic, K-Meleon, Sea Monkey, Netscape Navigator, Lynx etc.

Q.11) What is a search engine? Give example.

Ans:- A search engine is a web based tool that enable users to locate information on the world wide web.

Popular examples of search engines are Google, Yahoo and MSN Search. Search engines utilize automated software applications that travel along the web,

Every search engine uses different complex mathematical formulas to generate search results.

Q.12) What is the internet & WWW? what are the uses of internet in our daily life?

Ans:- The internet helps us with facts and figures, information and knowledge for personal, social and economic development. There are many uses of the internet, however, the use of the internet in our daily life depends on individual requirements and goals.

i) Uses of the internet in education

ii) Internet use to speed up daily tasks

iii) Use of the internet for shopping

iv) For Research & development

v) Business Promotion and Innovation

vi) Communication

vii) Digital Transactions

viii) Money Management

ix) Tour & Travel

~~✗~~

Q.13) What is an Internet Service Provider? Give some examples of ISP in India.

Ans:- An Internet Service Provider (ISP) is a company such as AT&T, Verizon, Comcast or Spectrum that provides Internet access to companies, families, and even mobile users. ISPs use fibre-optics, satellite, copper wire and other forms to provide Internet access to its customers.

ISPs connect to one another by forming backbones, which is another way of saying a main highway of communications. Backbones usually consist of satellite copper wire, or even fibre optic media.

Media is a term that means cables or lines, and it's the physical means of connecting your home to the Internet.

The examples of some internet service providers are Hathway, BSNL, Tata, Teleservices, Verizon, Reliance, Jio, APT Fibernet and many more working in India as well as worldwide.

Q.10) Discuss the difference between MAC address, IP address and Port address.

Ans: i) MAC address is a unique address for an interface. Such as Wi-Fi interface has its own MAC address. Each LAN interface has its own MAC address.

IP address tells us where we are and where our network is located.

Port address identifies a process or service you want to do.

ii) A MAC (Media Access Control) address, sometimes referred to as a hardware or physical address, is a unique, 12-character alphanumeric attribute that is used to identify individual electronic devices on a network. An example of a MAC address is: 00-80-00-63-C2-26

IP address stands for Internet Protocol address, it is an identifying number that is associated with a specific computer or computer network. IP address is: 192.168.45.2

IP address determines the destination of a data packet, while port numbers identify particular applications or services on a system. Port number is like: 192.168.45.2:57961 (The underlined number is port number).

Q.15) How do we view my Internet browser's history?

Ans:- If we are using Windows, Linux or macOS a quick keyboard shortcut lets us view our history.

Windows and Linux users: $Ctrl+H$

Apple users: $Command+shift+H$

When one of these keyboard shortcuts is pressed a history section similar to the example below should appear. In the following steps are showing to view internet browser's history.

- In android phone or tablet running google Chrome - steps are -

i) Open the google chrome Internet browser

ii) In the upper right corner of the screen, tap the  icon.

iii) In the drop-down menu, select history and shown in the image.

iv) The page that opens contains our device history.

In iPhone or iPad -

i) Open the Safari Internet browser

ii) In the lower-left corner of the browser window, tap and hold the back arrow.

iii) The page that opens contains our browser's history.

109: ASSIGNMENT

Q.1) Elaborate the process & elements of Communication in detail through suitable examples.

Ans:- The communication process consists of several components. Basically communication is the process of conveying information between two or more people.

The communication process is the steps we take in order to achieve a successful communication.

There are seven essential steps to complete the communication process, which are sender or source, encoding, message, medium or channel, decoding, receiver, feedback and noise.

Sender:- In the communication process, the sender is the first person. The sender is a source of information. The sender is the person who delivers messages, it may be a institution or organization.

Encoding:- The second step of the communication process is encoding the message. Encoding is the process of giving form and meaning to the message. It means selecting the means through which to deliver the intended message.

Message:- The output of the encoding process is the message. The message is the subject material that the sender wants to communicate to the receiver. The message is also known as the heart of communication because without a message there is nothing to exchange.

medium or channel:- It refers to the selection of channels of communication through which a sender conveys his encoded message to the receiver. It bridges the gap between the sender and the receiver in communicating message of common interest. To communicate messages different mediums can be used on the basis of their effectiveness.

Receiver:- The receiver is the second person in the communication process. He is the person, who receives messages, understands the same, and takes the necessary steps for a response. From a technical point of view communication becomes complete only when the messages is received and understood by the receiver.

Decoding:- Decoding refers to the process by which the receiver translates the messages into terms meaningful to them. It is the means of understanding messages by the receiver. In other words, decoding is termed the transmission of understanding between the sender and receiver. It is essential to get knowledge or meaning of the message as per the intention of the sender.

Feedback:- Feedback is the last step in the communication process. It decides whether the message is surely understood and whether the necessary effort is practiced by the receiver as meant by the sender. When the receiver is able to decode messages received from the sender, he provides the response.

 assignment - Notepad

File Edit Format View Help

```
<HTML>
<HEAD><TITLE>INSERTING TABLE</TITLE>
<BODY><TABLE BORDER=1 BORDER COLOR="BLACK" WIDTH="70%" HEIGHT="50%">
<TR><TD COLSPAN="3" WIDTH="50%" HEIGHT="10%" ALIGN="CENTER">Header</TD>
</TR>
<TR><TH WIDTH="10%" HEIGHT="100%" VALIGN=TOP>Navigation</TH>
<TH WIDTH="30%" HEIGHT="100%" VALIGN=TOP>Content</TH>
<TH WIDTH="20%" HEIGHT="100%" VALIGN=TOP>Sidebar</TH>
</TR>
<TR><TD COLSPAN="3" WIDTH="60%" HEIGHT="10%" ALIGN="CENTER">Footer</TD>
</TR>
```


Header		
Navigation	Content	Sidebar
Footer		

H1	H2	H3
C1	C2	
	C3	C4

assgnmnt2 - Notepad

File Edit Format View Help

<HTML>
<HEAD><TITLE>INSERTING TABLE</TITLE>
<BODY><TABLE BORDER=1 BORDER COLOR="BLACK" WIDTH="70%" HEIGHT="10%">
<TR><TH>H1</TH>
<TH>H2</TH>
<TH>H3</TH>
</TR>
<TR><TH ROWSPAN="2">C1</TH>
<TH COLSPAN="2">C2</TH>
</TR>
<TR><TH>C3</TH>
<TH>C4</TH>
</TR>
</HTML>

< >

Ln 14, Col 8100%Windows (CRLF)UTF-8

```
<?php
$count = 5;
while($count<= 15)
{
    echo $count;
    echo "<br>";

    $count++;
}
?>
```

File Edit Format View Help

```
// Javascript program to convert centimeter
// into meter and kilometer
let cm, meter, kilometer;
cm = 1000;

// Converting centimeter into meter
// and kilometer
meter = cm / 100.0;
kilometer = cm / 100000.0;

document.write("Length in meter = " +
               meter + "m" + "</br>");

document.write("Length in Kilometer = " +
               kilometer + "km" + "</br>");

// This code is contributed by jana_sayantan|
```