Hi everyone, I am *Akanksha*. I am not sure if all the answers are correct or not but this i
come up with. Please read carefully before writing, I am not responsible for anything th
all.

COURSE CODE :- MCSL-054   NAME - AKANKSHA SAXENA

COURSE TITLE :- LABORATORY COURSE

ASSIGNMENT NUMBER :- MCA(V)|L-54|Assignment|15-16

Ques 1

solution :

```
import java.io.*;
import javax.servlet.*;
import javax.servlet.http.*;

public class LibraryBooks extends HttpServlet
{
public void doGet (HttpServletRequest req, HttpServletResponse res)
    throws ServletException, IOException
{
res.setContentType ("text/html");
PrintWriter out = res.getWriter();
String lib_name = req.getParameter ("library");
out.println ("<HTML>");
out.println ("<HEAD><TITLE>List of books </TITLE></HEAD>");
out.println ("<BODY>"); out.println ("<h2>LIST OF AVAILABLE BOOKS </h2
out.println ("<ul>");
out.println ("<li> Data Structures -<i> Schaum series </i></li>");
out.println ("<li> Let us C -<i> Yashwant Karnetkar </i></li>");
out.println ("<li> Head First Java - <i> O'rielly </i></li>");
out.println ("<li> Bigner SQL &- <i> Marry Jhones </i></li>");
```

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```
out.println("</ul>");
out.println("<marquee> Presently available in the library of"
            + lib-name + ".*</marquee>");

out.println("</BODY></HTML>"); }
    }
```

HTML Code : `<HTML>`

```
<HEAD> <TITLE> LIBRARY BOOKS </TITLE><HEAD>
<BODY>
<FORM   METHOD=GET ACTION="http://localhost-//LibraryBooks">

Enter the Name of library section to search books for:
<INPUT   TYPE = TEXT NAME ="library> <
<INPUT TYPE  =SUBMIT>
</FORM>
</BODY>
</HTML>
```

Ques2

Solution: Home.html

```
<HTML>
<BODY>
<HEAD> <TITLE> Select 1 JSP link </TITLE> </HEAD>
<a href = "personaldetails.jsp"> PERSONAL DETAILS </a>
</br>
<a href = "futureplan.jsp"> FUTURE PLANS </a>
</BODY>
</HTML>
```

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```
Personaldetails_jsp
<HTML>
<HEAD>
<TITLE> PERSONAL DETAILS </TITLE>
</HEAD>
<BODY>
<TABLE> <TR>
<TH> <B> <% out.println ("DOB"); %> </B> </TH> </TR>
<TR><TD> <% out.println("16/9/1990"); %> </TD> </TR>
<TR><TD> <% out.println ("19/8/1976"); %> </TD> </TR>
<TR><TD> <% out.println ("20/2/1991"); %> </TD>
</TR>
<TR> <TH> <B> <% out.println ("NAME"); %> </TH> </TR>
<TR> <TD> <% out.println ("Vikas khanna"); %> </TD> </TR>
<TR> <TD> <% out.println ("Ishwamak Davar"); %> </TD> </TR>
<TR> <TD> <% out.println ("Daniel Radcliffe"); %> </TD>
</TR>
<TR> <TH> <B> <% out.println("DESIGNATION"); %> </B> </TH> </TR>
<TR> <TD> <% out.println ("Team leader"); %> </TD> </TR>
<TR> <TD> <% out.println ("Manager"); %> </TD> </TR>
<TR> <TD> <% out.println ("Team member"); %> </TD> </TR>
<TR> <TH> <B> <% out.println ("IMAGE"); %> </B> </TH> </TR>
<TR> <TD> <img alt="inag1" src="<html:rewrite page='/resource/h.jpg'>
            width="100%" hieght="20%" /> </TD> </TR>
<TR>
<TD> <img alt="img2" src="<html: rewrite page='/resource/j.jpg'>
            width="100%" hieght="20%" /> </TD> </TR>
<TR><TD><img alt="img3" src="<html: rewrite page='/resource/P.jpg'>
            width="100%" height="20%" /> </TD> </TR>
</TABLE> </BODY> </HTML>
                              (3)
```
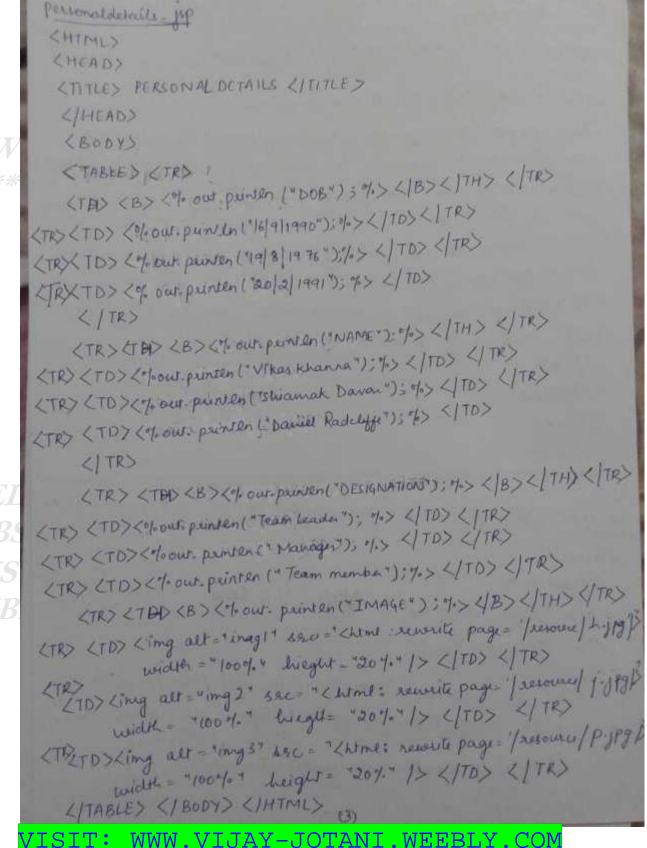
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```
future plan.jsp
<HTML>
<HEAD> <TITLE> FUTURE PLANS </TITLE> </HEAD>
<BODY>
<TABLE> <TR> <TH> FUTURE PLANS </TH>
<TD> <%= out.println ("company plans to invest in
new startups to increase the area of growth "); %></TD>
<TD> <%= out.println (" The growth rate of company is increasing
so "); %></TD>
<TD> <% out.println ("company is going to increase the
living process ); %> </TD>
<TD> <% out.println ("In order to make company huge and
help nation to grow "); %></TD>
</TR>
</TABLE>
</BODY>
</HTML>.
```

Ques 3
solution: `<%@page import = "java.sql.*"; java.io.* java.util.*%>`

```
<HTML>
  <table border = "1">
  <tr> <th> Name </th>  ...  <th> Address </th></tr>
  <% Connection con=null
  try {
    Class.forName (" sun.jdbc.odbc.JdbcOdbcDriver ");
    con = DriverManager.getConnection ("jdbc:odbc:Mini",
              "","");
    Statement stmt = con.createStatement ();
```

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```
String    sql = "select name, address from student where
                  quizscore >50 ";
ResultSet rs = stmt. executeQuery (sql);
while (rs.next()) {
    %>
<tr>
<td> <% = rs. getString ("name") %> </td>
<td> <% = rs. getString ("address") %> </td>
</tr>
<% }
rs. close();
con. close();
stmt. close(); }
catch (Exception e) {
    e. getMessage(); }
%>
</table>
</HTML>
```

Ques 4

solution <?xml version ="1.0" ?>
<?xml version = "1.0" encoding = "ISO-8859-1" standalone="yes"
?>
<!-- SavingAccount.xml -->
<!-- Storing Saving Account Information -->
<!DOCTYPE ignou SYSTEM "bank. dtd">
<banking>
    <account type = "saving">
       <name>
       <fname> Akanksha </fname>
```

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come up with. Please read carefully before writing, I am not responsible for anything th
all.

```
<lname> Nikkhandi </lname>
<address> Maharashtra </address>
<userid> Passport </userid>
<birthplace> Lucknow </birthplace>
<Amount> 90,000 </Amount>
<lastupdate> 12/8/2015 <lastupdate>
</account>
<account type = "saving">
<name>
<fname> Shiamak </fname>
<lname> Davar </lname>
<address> Gujrat </address>
<userid> Passport </userid>
<birthpeace> Varanasi </birthplace>
<amount> 10,00,000 </amount>
<lastupdate> 13/9/2015 </lastupdate>
</account>
<content> SAVING ACCOUNT details </content>
</bank>
```

Bank. dtd file

```
<?XML version = "1.0" and rmd = "internal"?>
<!ELEMENT account ( name , address, userid, birthplace, amount,
                    lastupdate )>
<!ATLIST account type CDATA #IMPLIED>
  <!ELEMENT name (fname, lname)>
<!ELEMENT name (fname (# PCDATA ))>
<!ELEMENT lname (# PCDATA )>
<!Element address (# PCDATA)>
<!Element userid (# PCDATA)>
```

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```
<!Element  birthplace  (# PCDATA) >
<!Element  amount  (# PCDATA) >
<!Element  lastupdate  (# PCDATA) >
```

PART-II : MCS-053 (COMPUTER GRAPHICS & MULTIMEDIA)

Ques 1

sol
```
#include <windows.h>
# include <gl/glut.h>
# include <math.h>
const float PI = 3.14
void drawCircle() {
    glBegin (GL_LINE_LOOP);
    glColor3f (1.0, 0.0, 0.0);
    for ( int i = 0; i <= 300; i++) {
        double angle = 2*PI* i /300;
        double x = 5* cos (angle);
        double y = 5* sin (angle);
        glVertex 2d (x, y); }
    glEnd();
}
void drawTriangle() {
    glColor3f (0.0, 1.0, 0.0);
    glVertex 3f (0.2, 0.3);
    glVertex 3f (0.5, 0.8);
    glVertex 3f (0.8, 0.3);
    glVertex 3f (0.5, 0.8);
    glVertex 3f (0.2, 0.3);
    glVertex 3f (0.8, 0.3);
    glEnd(); glFlush(); }
```

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```
madinit (void){
    glClear Color (0.0,1.0.0.0,0.0);
    gl MatrixMode (GL - PROJECTION);
    gl load Identity ();
    glOrtho (-10.0, 10.0, -10.0, 10.0, -10.0, 10.0);
}

void display (void){
    glClear (GL_COLOR-BUFFER_BIT);
        drawTriangle ();
        draw Circle ();
        glutswapBuffers (); }

int main (int argc, char * * argv){
    glutInit (&argv, argv);
    glutInitDisplayMode ( GLUT_DOUBLE | GLUT_RGB);
    glutInitWindowSize (320,320);
    glutInitWindoPosition (50,50);
    glutCreateWindow ("2D shapes");
    init();
    glutDisplayFunc (display);
    glutMainLoop ();
    return 0; }
```

Ques 3

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

void main () {
int n, i,j, k, gd,gm ,dy,dn
Int ny, temp;
```

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come up with. Please read carefully before writing, I am not responsible for anything th
all.

```c
int a[20][2], xi[2a];
float slope[20];
clrscr();
printf("\n\nEnter the no of edges of polygon:");
scanf("%d", &n);
printf("\n\nEnter the coordinates of polygon :\n\n\n");
for (i=0; i<n; i++) {
Printf("\t X %d Y %d : ", i, i);
scanf("%d %d", &a[i][0], &a[i][1]);
}
a[n][0] = a[0][0];
a[n][1] = a[0][1];
detectgraph (&gd, &gm);
initgraph (&gd, &gm, "c:\\tc\\bgi");
/*- draw polygon -*/
for (i=0; i<n; i++) {
  line(a[i][0], a[i][1], a[i+1][0], a[i+1][1]);
}
getch();
for (i=0; i<n; i++) {
dy = a[i+1][1] - a[i][1];
dx = a[i+1][0] - a[i][0];
if (dy == 0) slope[i] = 1.0;
if (dx == 0) slope[i] = 0.0;
if ((dy != 0) && (dx != 0)) {
    slope[i] = (float) dx/dy; }
}
}
```

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come up with. Please read carefully before writing, I am not responsible for anything th
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thanx to
Akanksha

```
for (y=0; y<480; y++) {
    k=0;
    for (i=0;i<n;i++) {
        if ((a[i][1]<=y) ff (a[i+1][1]<y)) || (a[i][1]<y)ff(a[i+1][1]<=y))
        { xi[k]= (int)(a[i][0] + slop[i]*(y -a[i][0]));
          k++; }
    }
    for (j=0;j<k-1;j++)
        for (i= 0; i<k-1;i++) {
            if (xi[i]> xi[i+1]) {
                temp= xi[i];
                xi[i]= xi[i+1]
                xi[i+1] = temp; }
        }
    setcolor (35);
    for (i=0;i<k; i+=2) {
        line (xi[i],y,xi[i+1]+1,y);
        getch(); }
}
}
```

Ques 4 :

Solution
```
# include <stdio.h>
# include <conio.h>
# include <dos. h>
# include <graphics. h>
# include < stdlib. h>
typedef struct coord {
    int x,y;
```

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```
char code [4];
} PT;
void drawwindow();
void drawline(PT p1, PT p2, intc1);
PT setcode (PT p);
int visibility (PT p1, PT p2);
PT reset endpt (PT p1, PT p2);
void main () {
int gd = DETECT, gm , v;
PT p1, p2, ptemp;
initgraph(&gd, &gm, "");
Cleardevice();
printf ("COHEN SUTHELAND LINE CLIPPING
          ALGORITH");
printf ("Enter the two end points");
scanf ("%d %d",&p1.x, &p1.y);
printf ("Enter two end points p2(x,y)");
scanf ("%d %d",&p2.x, &p2.y);
cleardevice();
printf ("CLIPPING WINDOW");
drawwindow ();
  getch();
printf ("COHEN-SUTHERIAN");
print ("BEFORE CLIPPING");
drawline (p1, p2, 4);
getch(),
p1 = setcode (p1);
p2 = setcode (p2);

v = visibility (p1, p2);
switch (v) {
  Case 0 :  cleardevice();
            drawwindow();
            drawline (p1, p2, 15);
  break;
  Case 1 : cleardevice();
           p1 = resetendpt (p1, p2);
           p2 = resetendpt (p2, p1);
           drawwindow ();
  print ("After clipping");
  drawline (p1, p2, 15);
    break; }
     getch(); closegrap();
}
void drawwindow ()
{
   setcolor (RED);
   setlinestyle (DOTTED_LINE, 1);
   line (150, 100, 100, 100);
   line (150, 100, 150, 150);
   line (450, 100, 500, 100);
   line (450, 100, 450, 150);
   line (450, 310, 500, 350);
   line (150, 350, 150, 400);
   line (150, 350, 100, 350);
   line (150, 100, 100, 100);
   line (100, 100, 150, 50);
   setlinestyle (SOLID_LINE, 1);
   line (150, 100, 450, 100);
```

thanx to
Akanksha

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```
line (450, 100, 450, 350);
line (450, 350, 150, 350);
line (150, 350, 150, 100);
outtextxy (450, 30, "1001");
outtextxy (470, 200, "1011");
outtextxy (470, 370, "1010");
outtextxy (300, 370, "0010");
outtextxy (120, 370, "0110");
outtextxy (120, 200, "0100");
outtextxy (120, 30, "0101");
outtextxy (300, 30, "001");
outtextxy (300, 200, "0000");
}
void drawline (PT p1, PT p2, int cl)
{ setcolor (cl);
  line (p1.x, p1.y, p2.x, p2.y); }

PT setcode (PT p) {

PT ptemp;
if (p.y < 100)
ptemp.code[0] = '1';
else
ptemp.code[0] = '0';
if (p.y > 350)
  ptemp.code[1] = '1';
else
  ptemp.code[1] = '0';
if (p.x > 200) ptemp.code[2] = '1';
```

```
else
ptemp.code[2] = '0';
if (p.x < 150)
  ptemp.code[3] = '1';
else
  ptemp.code[3] = '0';
ptemp.x = p.x;
ptemp.y = p.y;
return (ptemp); }

int visibility (PT p1, PT p2)
{ int i, flag = 0;
  for (i = 0; i < 4; i++) {
  if (p1.code[i] != '0') || (p2.code
            [i] != '0'))
     flag = 1; }
  if (flag == 0)
seturn (0);
   for (i = 0; i < 4; i++) {
  if (p1.code[i] == p2.code[i])
   && (p1.code[i] == '1'))
     flag = 0; }
if (flag == 0)
   return (1);
   return (2); }

PT resetendpt (PT p1, PT p2){
   PT temp;
   int x, y; float m, k;
   if (p1.code[3] == '1') x = 150
   if (p1.code[2] == '1') x = 450;
   if (p1.code[3] == '1') || (p1.code
```

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thanx to
Akanksha

```
m = (float)(p2.y - p1.y) / (p2.x - p1.x);
k = (p1.y + (m*(x - p1.x)));
temp.y = k;
temp.x = x;
for (i=0; i<4; i++) {
temp.code [i] = p1. code [i];
if (temp.y <= 350 && temp.y >= 100)
    return (temp); }
if (p1. code [0] == '1')
    y = 100;
if (p1. code [1] = '1')
    y = 350;
if (p1. code [0] == '1') || (p1. code [1] == '1'))
{ m = (float)(p2.y - p1.y) / (p2.x - p1.x);
k = (float) p1.x + (float) (y - p1.y) / m;
temp.y = y;
temp.x = k;
for (i=0; i<4; i++)
temp. code [i] = p1. code [i];
    return (temp); }
} else
    return (p1);
return (p2);
}
```

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```
Ques 2

Solution:    # include < windows.h>
            # include < glut.h>
            # include <math.h>
            int main (int arg c, char ** arg v) {
            glvInit (& arg c, arg v);
            glvInit window Size (320, 320);
            glvInit window & Position (60, 60);
            glvInit window Create Window ("2D shapes");
            glvInit Display Func (display);
            init GL();
            glvertex 3f (-1.0f, -0.5f, -4.0f);
            glvertex 3f (1.0f, -0.5f, -4.0f);
            glvertex 3f (0.0f, -0.5f, -4.0f);
            glvertex 3f (0.0f, -0.9f, -4.0f);
            glvertex 3f (1.0f, -0.0f, 0.0f);
            glvertex 2f (-1.8f, -0.1f);
            glvertex 2f (-1.2f, -0.1f);
            glvertex 2f (-1.2f, -0.7f);
            glvertex 2f (-1.8f, -0.7f);
            glvertex 2f (-3.0f, s f, 2.9f);
            glEnd(); }
```

Thanx to all of you, i m now in malaysia..
btw i have a question "would u like to be a friendship with me?"
yaar bahut lonely ho gya hu guyz :):)