

Question 1: Write an HTML Code for the following output on browser:

Male

Female

Question 2: Write a note on:

1. Coding guidelines
2. Guidelines for developing short programs.

Answer:

Coding guidelines

1. Always use semicolons to end statements
2. Indent blocks of code (2 to 5 spaces)
3. Identifiers
4. Use the camel back scheme
5. Variables: nouns
6. Functions: verbs
7. Comment Liberally
8. Make them descriptive but concise

Guidelines for developing short programs.

1. Read and understand the problem
2. Do you have all the required data?
3. No: Get it
4. Else assume it. State it explicitly
5. Do the design

Question 3: Write a note on each of the following:

1. Vector or Object-Oriented Graphics:
2. Bit-Mapped or Raster Graphics:

Answer:

Vector or Object-Oriented Graphics

In Vector or object oriented graphic everything drawn is treated as object. objects retain their identity after they are drawn. these objects can later be moved, stretched, duplicated, deleted, etc. they are resolution independent and have relatively small file size. the examples are: swf, svg, wmf, ps
brass_ibrahim: Vector graphics is the use of geometrical primitives such as points, lines, curves, and shapes or polygon(s), which are all based on mathematical equations, to represent images in computer graphics.

brass_ibrahim: The term "vector graphics" is mainly used today in the context of two-dimensional computer graphics. Virtually all modern 3D rendering is done using extensions of 2D vector graphics techniques. Virtually all modern 3D rendering is done using extensions of 2D vector graphics techniques

Bit-Mapped or Raster Graphics:

Treats everything that is drawn as a bit-map. If an object is drawn on top of another, it is difficult to