

- 3.1 Built —in — Functions.
- 3.2 User Defined Functions.
- 4. Classes & Objectsworking with Objects
 - 4.2 Invoking methods
 - 4.3 Events & Event Loop
 - 4.4 Errors, Error Handling & Debugging
- 5 Introduction to jQuery
 - 5.1 Installation & Use
 - 5.2 Un-Obstructive JavaScript
 - 5.3 jQuery Basics
 - 5.4 Selectors
 - 5.5 DOM attributes
 - 5.6 DOM Traversing
 - 5.7 CSS methods
 - 5.8 Effects

Reference Books:

1. Young," Internet Complete Reference", Tata Mc Graw Hill.
2. Paul Wilton," Beginning Java Script ", Willey Publications
3. Nicholas C. Zakas, "Professional JavaScript for Web Developers" second Edition , Wrox Publications
4. Ramesh Bangia , "Internet and Web designing ", Firewall Media .
5. Ivan Bayross, "HTML/DHTML/JavaScript, PERL CGI", BPB Publications.

10. Types of Interactivity
11. Active Learning
12. Action Script in Flash, Components in Flash
13. Adding Interactivity to Flash Projects, Publishing.

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1. Lourekas, "Photoshop7- Visual Quick Start Guide", BPB Publications.
2. Kelby, "Photoshop 7- Killer Tips ", BPB Publications
3. Ulrich, "Macro Media Flash 5 for Windows and Macintosh", Pearson
4. Daniel, "How to use Adobe Photoshop ", BPB Publications.
5. Bauer, "Using Adobe Photoshop 7 - Special Edition.
6. Prof Sham Tickoo, Adobe Flash Professional CC 2015: A Tutorial Approach, Cadcim Technologies, 2016

- iii. Grant data manipulation privileges to various users on tables?
- iv. Grant/Revoke privileges with grant option.

Q2. Perform the following operations

- i. Create Five Save Points from S1 to S5.
- ii. Rollback to Various Save Points and observe the changes in the table.
- iii. Perform various DDL operations the table and observe its effect on Save Point and Rollback on the table
- iv. Try to abnormally terminate the application to observe whether data is saved or not.
- v. Use Commit and Commit Work commands to save the data permanently.

