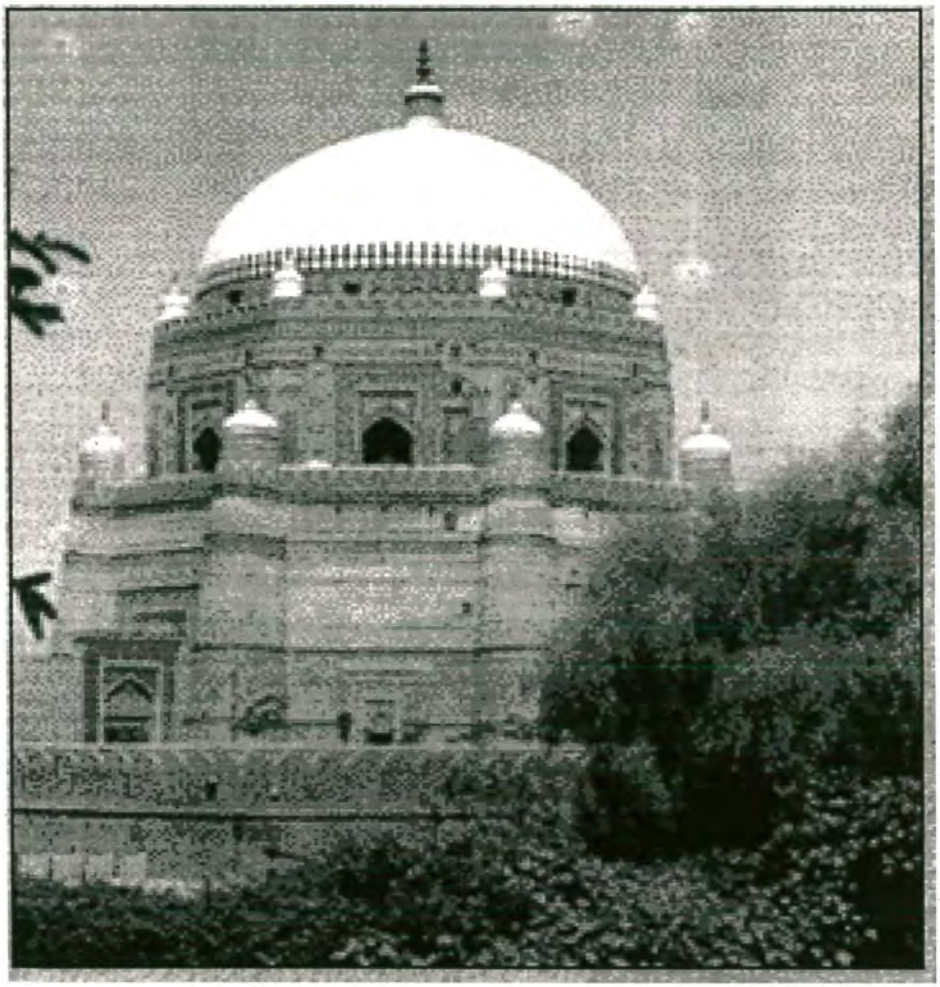
WEB SITE OF MULTAN



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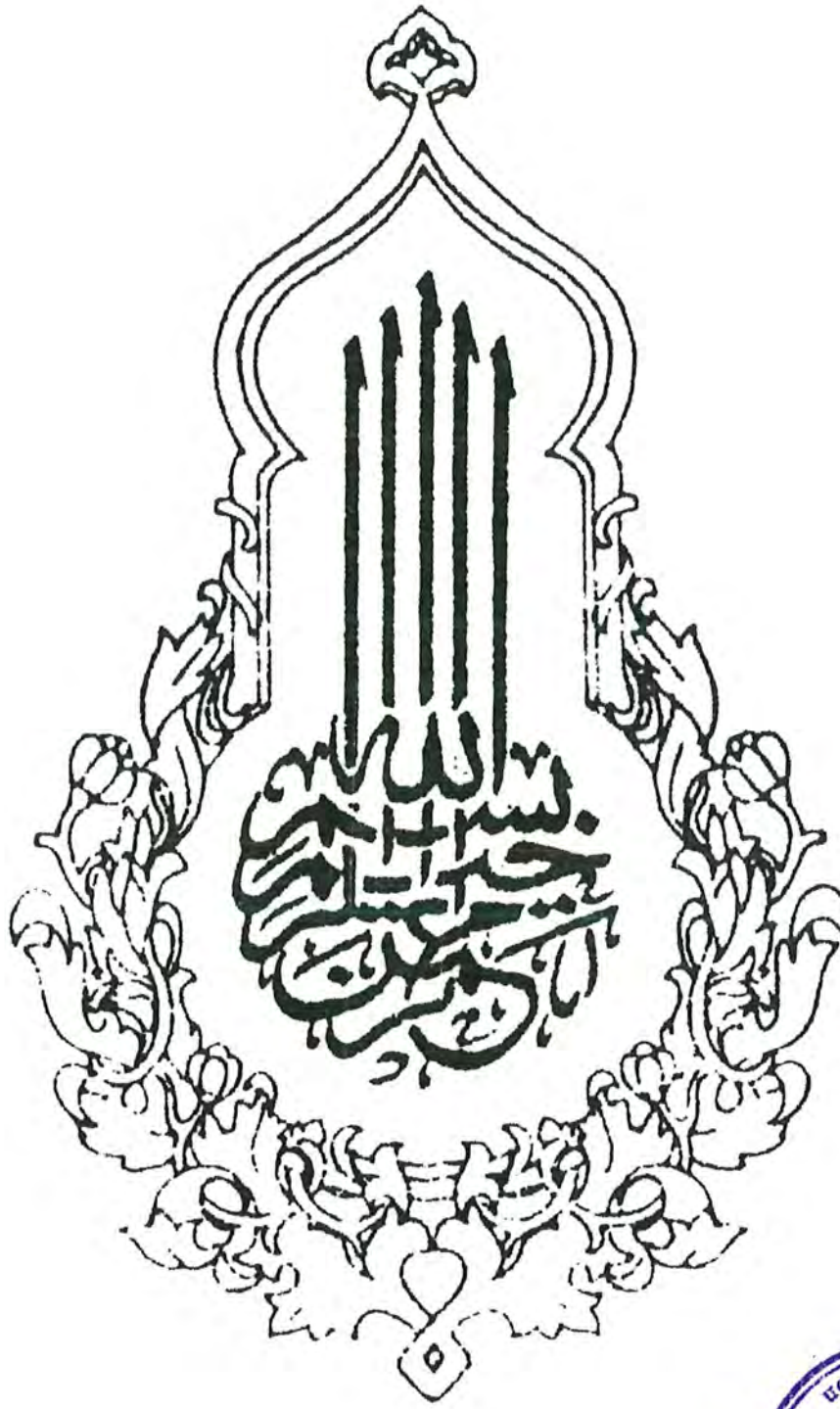

WEB SITE OF MULTAN

BY

ALI AHMAD KHAN

A Project Report Submitted to
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Computer Center Quaid-i-Azam University Islamabad.

Final Approval

This to certify that we have read the project thesis submitted by Ali Ahmad Khan and found it of sufficient standard to warrant its acceptance by the Quaid-i-Azam University, Islamabad for the Post Graduate diploma in computer sciences.

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All praise to ALLAH, which is unique, The Beneficent and The Merciful. I am thankful to almighty ALLAH, Who gives us Knowledge and wisdom.

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TABLE OF CONTENTS

Chapter

1

Introduction

The Internet has progressed at amazing speed in recent years. Once the realm of academics and defense agencies, Internet is rapidly becoming a mainstream media conduit for communication between individuals, companies, and global dwellers.

AS part of the Internet, World Wide Web is now the predominant force in growth. Its language is simple, its interface is attractive and friendly, and it is adaptable to a wide variety of uses.

There are now Web sites for selling products, selling ideas, maintaining appearances, informing public, continuing education and knowledge, and just plain wasting time. And in a growing trend, the Internet concept is being adapted to international communication by establishing Intranets inside companies.

Normally, man has to roam about here and there to get information to make investigation and to collect data but now a days, it is preferable to sit in your home, just browse the web and get information.

The Web Site designed by me copes with all the challenges and it is designed in such a way that it fulfills the modern requirements of the age.

The data available about Multan was scarce. No attractive brochures Or anything of the sort is available from any agency or source of information. Rather a person who is keen to know about Multan and its interesting places has to go through a survey of various departments. In this way sooner or later either one gets frustrated or encounter shortage of time to see all around this city.

Keeping in view all the reasons the need arises for a complete and comprehensive source of information about Multan. A source which is self sufficient to cater for the information services, easily accessible to all those who are enthusiastic to visit Multan. This was possible more efficient way to have a web site of Multan.

This Web Site of Multan provides a reliable and satisfactory approach to get information about Multan. The browsers , all over the world , can utilize this source of information with effortless ease.

This site of Multan will provide facilities to tourists to plan their visit before coming to the place. This site will also help the people of Pakistan to know more about Multan. Different topics, which are included in this web site, will certainly fulfill the knowledge requirements of all the people.

Chapter 2

Project Overview

MULTAN (Introduction)

"With four rare things Multan abounds
Heat, beggars, dust and burial grounds"

The above couplet by a Persian poet describes the primordial environment of the historic city of Multan. But that has changed now and not only the city of Multan but the district itself has been transformed into a green, fertile area. It is fast becoming an industrial town. The city has its own charm, culture and crafts. The origin of the name 'Multan' is obscure and so is the period of its founding. It has been called as Mulosan pulu by Hiuen Tsang and Alberuni called it Multana which ultimately came to be called Multan.

BRIEF HISTORY

The history of Multan prior to the arrival of the Arabs in the 8th century A.D. is obscure. Alexander is said to have passed through the district in about 325-326 B.C., but his route cannot be traced. It is probable that Multan was the city of Malli which Alexander stormed and where he was wounded.

About 327 B.C. the Macedonians were ousted by

Chandragupta and the Maurya dynasty remained in power till the beginning of the second century A.D. From 30 B.C. to 470 A.D., the Kushan dynasty ruled over the area, and from 470 to 550 A.D., the White Huns are believed

to have held sway. Multan figures as the capital of an important province of the Kingdom of Sindh in the writings of the early Arab geographers. At the time the Arabs first came to Sind, the country was ruled by Raja Chach, a Brahmin. Multan was conquered by Arabs under Mohammad Bin Qasim in 712 A.D. after defeating Raja Dahir, a descendant of Chach. Thereafter, the town remained for three centuries the outpost of Islam in India, under the caliph of Baghdad. It remained nominally subject to the Lodhies, Ghaznavids and Mohammad Ghauri up to the end of 12 century. From the beginning of the 13 century for the next three centuries, the history of Multan is practically the history of the incursions from Western and Central Asia.

In 1397 came the invasion by Taimur, whose troops occupied Uch and Multan, sacked Tulamba, raided the Kohkhars of Ravi and passed across Biass to Pakpattan and Delhi. In 1528, came the peaceful transfer of the province of Multan to the emissaries of the Mughal Emperor Babar. Under the Mughal Emperors, Multan enjoyed a long period of peace between 1528-1748 and was known as Dar-ul-Aman (city of peace). In 1752 Multan became a province owing allegiance to Afghan kings. It was then ruled by Pathan Governors and Daud Putra Chiefs of Bahawalpur for some time. After 1771, Multan witnessed continued warfare between Sikhs and the Nawabs of Multan. Between 1818 and 1845, it remained under the Sikh rule and finally came under the British rule in 1849.

Multan City

Multan city has the distinction of being the birthplace of three distinguished men in history: Mohammad Tughlaq is said to have been born in 13 century in a hamlet at the place which is now known as 'Kotia Toleh K-han'.

Emperor Bahlol Lodhi was born in Qazian wala Makan near Hussain Agahi. Ahmed Shah Abdali, the first Durrani sovereign of Afghanistan, was also born at Multan in 1722.

The city of Multan is bound on the north by the depression lying between it and the fort and on all other sides by a brick wall. It has six gates i.e., Lohari Gate, Pak Gate, Bohar Gate, Delhi Gate, Haram gate and Daulat Gate.

The old city has narrow colourful bazaars full of local handicrafts and narrow winding lanes. There are many places of historical, cultural and recreational interest in the city.

THE FORT

Multan Fort was built on a mound separating it from the city by the old bed of river Ravi. Its date cannot be fixed with accuracy. When intact, its circumference was 6,600 ft. having 46 bastions, including two towers at each of the four gates i.e., Delhi Gate, Khizri Gate, Sikhi Gate and Rehri Gate. The fort was ravaged by the British to avenge the murder of one Mr. Agnew in 1848. At present it is survived by some parts of the old rampart and bastions besides the shrines of Hazrat Bahauddin Zakaria and Shah Rukn-e-Alam, an obelisk in memory of Agnew and a Hindu temple. The famous Qasim Bagh and a stadium are located within the walls of the fort. A panoramic view of Multan city can be had from the highest point in the fort.

SHRINES

The devastation of Khorasan and Western Iran was to the benefit of this part of Pakistan, for it led to the settling in this city of a large number of pious

and learned men and noble families like Gardezi Syeds and Qureshis from Khwarizm, amongst whom Sheikh Bahauddin Zakaria is a famous saint. About the same time Pir Shams Sabzawari from Sabzwar and Kazi Qutubuddin from Kashan came to Multan. Baba Farid Shakar Ganj was born in a village of Multan, and settled in Pakpattan. Khawaja Qutubuddin Bakhtiar Kaki passed through Multan to Delhi and Syed Jalal, the spirtual leader of many families in Multan, Muzaffargarh and Bahawalpur came to Uch. Sultan Sakhi Sarwar's father also emigrated from Bukhara to Sarwar Shah Kot in Multan district. These venerable men contributed greatly to spreading Islam in this area. The saints and shrines of Multan have been attracting a large number of devotees all the year round.

One of the foremost scholars of Islam, Shaikh Baha-ud-din Zakria's shrine is located in the fort. He was born in 1170 A.D., Studied in Turan and Iran and received instructions from Shaikh Shahab-ud-Din Suharwardi at Baghdad. His Mausoleum was built by the saint himself. It has a unique style of architecture of that period, the only other being at Sonepat in India. It also houses the graves of most of the eminent members of the Qureshi family, including that of Nawab Muzaffar Khan.

The Mausoleum of Shah Rukn-c-Alam, the grandson of Shaikh Bahauddin Zakaria, is also located near the main gate of the Multan fort. He was also a man of great religious and political influence during the Tughlaq reign and was in Multan when it was visited by Ibn-e-Batuta. The Mausoleum was originally built by Emperor Ghayasud Din Tughlaq but was given up by his son Muhammad Tughlaq in favour of Shah Rukn-e-Alam. Beside its religious importance, the Mausoleum has a unique architectural value. Its dome is considered to be the second largest in the world. The

Mausoleum has recently been given the Agha Khan award for the best Muslim architecture. Some of the interesting Statistic so fits architecture are:

(a) Total height above the road level is 150 ft

(b) Total height of building is 100 ft

© Octagonal upper structure diameter is 26 ft

(d) Octagonal lower structure diameter is 52 ft

(e) The dome on top has a diameter of 5 8 ft

The Mausoleum has very rich geometrical patterns, calligraphy and colourful floral, mosaic and glazed tile work. The shrine is visited by devotees all the year round. The shrine of Hazrat Shams Sabzwari is located near Aam-Khas Garden. A descendant of Imam Jaffar, he was born in 1165 A.D. The saint died in 1276 A.D. and his shrine was built by his grandson in 1330 A.D.

Other Shrines:

Other Shrines in Multan include those of Mohammad Yousaf Gardezi near Bohar Gate, Musa Pak Shaheed inside the Pak Gate, Totia Mai near Haram Gate, Shah Ali Akbar, a descendant of Shah Shams Sabzwari, in Suraj Miani and Baba Safra near Eidgah.

MOSQUES OF MULTAN

The famous mosques of Multan are Wali Mohammad Mosque in Chowk Bazar built by Ali Muhammad Khakwani in 1758 A.D., Mosque Phulhatt in Chowk Bazar built by Emperor Farrukh Siyar, Baqarabadi Mosque built by Baqar Khan in 1720 A.D. and the beautiful Eidgah Mosque built by Nawab Abdul Samad Khan in 1735 A.D.

OTHER PLACES

Multan has some beautiful modem buildings such .as Nishtar Medical College, University Campus, Arts Council building with an auditorium, Multan Railway Station building:

the famous Clock Tower building of the Multan Municipal Corporation and State Bank of Pakistan, etc. There are places of recreation in Multan such as the;

Stadium, the Lake Chaman zar-e-Askari and Company Bagh in; the Cantonment, the Stadium and Qasim Bagh in the Multan Fort, Lange Khan Garden, Aam-Khas Garden and the parks at;

Bohar gate, Chowk Shaheedan, Tabbi Sher Khan and the' Nawan Shaher in and around Multan.

FESTIVALS, FAIRS AND MELAS

Religious festivals in Multan are a peculiar mixture of devotion and recreation. Multan is famous for its shrines. Annual urs is held on every shrine. Well known are the urs of Shah Rukn-e-Alam, Bahauddin Zakaria, Shah Shams Sabzwari, Shah Jamal, Sher Shah and Mela Ludden Pir, etc.

Meals

Western and Pakistani dishes are available in Western style hotels. Lassi, Sharbat and Faluda are local cold drinks, Multani Halwa (Sweet Preparation) is also famous. Amongst fruits, mangoes, water-melons, kino, oranges, pomegranates, guavas and dates are grown in the district and are available during the season besides other fruits.

Local Handicrafts:

Multan is famous for various types of souvenirs. Multani Khussa (shoes), embroidery work of all types, thread and 'Aar' work costumes for ladies, embroidered cloths cholas or kurtas "for men" painted and glazed earthen pottery. Camel skin products, carpets and lacquered wooden products etc. are available in the narrow colourful bazaars.

Shopping Centers:

Main shhoping centers are Bazaar Hussain Agahi, Chowk Bazaar, Bohar Gate, Haram Gate, Delhi Gate, Lohari Gate and Pak Gate Bazaars in the old city and the Cantonment shopping area.

Costumes:

The men in rural areas wear a 'Pag' or 'Patka' (turban) or sometimes a 'Kulla' White or blue waist cloth or 'Majhia', a 'Chola' or long shirt and a 'Chadar' worn over the shoulders. Amongst educated class in urban areas, Shalwar - Qameez and the western dress is common. Women wear Shalwar, 'Lehnga' or 'Ghagra', 'Chola' and 'Kurta' of bright colours. Short sleeved 'Choli'or 'Kurti'is also worn in the rural areas. The head is covered with 'Bochan' or dupatta or embroidered and Phulkari chadars.

GENERAL INFORMATION

Location: North Latitude 29'— 22' and 30'— 45' and East

Longitude: 71— 4' and 72—55'

Area: 45 square km

Population: 1,288,170 (1998 census)

Languages: Urdu, Punjabi and Saraiki. English is spoken an understood by educated people.

Climate: Cold in winter and very hot in summer. The normal rainfall is about 6" during the monsoon from July to September.

Wildlife: Fox, Jackal and wild boar. Amongst birds are grey

and black partridges, sand-grouse visit the district in winter, quail, plover and pigeons are common.

Chapter 3

SOFTWARES USED

It was decided to put all the collected information in the form of web pages, so that all can easy access it. To design web pages, the best choice that I can chose was to use HTML language and to give them an attractive, sober and scholarly look. The software's selected were latest available and comprises of Text Editors, Graphics Manipulators, Image Processors and HTML Development environment.

3.1 Software's Utilized

3.1.1 Languages

- HTML - Hyper Text Markup Language

3.1.2 Graphics Packages

- Adobe Photo Shop
- Fireworks

3.1.3 Word Processors Employed

- Notepad
- MS WORD 97

3.1.4 HTML Editors Used

- Flash

- FrontPage
- Microsoft Word 97

3.1.5 Browsers Used

- Internet Explorer
- Netscape Communicator

3.1.6 Operating Systems Employed

- Windows 98

3.2 Hardware Environment

To get Optimum performance from the software, the system should be IBM compatible Pentium II or higher , RAM 32 MB or more.

Chapter 4

INTERNET

4.1 What is the Internet?

The Internet is an open worldwide communications network, linking countless thousands of computer networks, through a mixture of private and public telephone lines. Government Agencies, Universities, Commercial and Voluntary Organizations individually run its component networks. No single organization can own or controls the Internet society and sets standards for its use.

4.2 *Background History of Internet*

The Internet grew out of a long-distance network developed by the US Government's Advanced Research Projects Agency (Arpanet) in the late 1960s, The fast, high-volume telephone links proved reliable and the network was extended over the next 10 years to connect 200 computers in military and research establishments throughout the US and overseas. It demonstrated clearly that Internetworking (Interlinking networks) was both practical and highly useiul.

Some US universities followed by setting up systems of their own. In the mid 1980s these Joined with the research part of Arpanet to form the Internet. The important thing to note here is that the Internet was not set up as a commercial venture. There are till Appropriate Use rules that restricts the Internet for profit.

Today, most of the world's Universities are linked directly or indirectly; many businesses have joined, some toe take advantage of the cheap and efficient international communications, some to advertise their wares, or provide services, and others to gain access to the mass of on-line data' a significant and growing number of political parties, pressure groups and charities are using it to network their members and get their messages across the World,

These organizations bring many millions of people to the Internet, but there are also millions of individuals who link in their home computers through one or other of the many service providers, In the UK alone, there are over 2,00,000 hosts computers on the Internet. As for individuals, CompuServe, the largest service provider, claims a UK membership of 100000 with 1000 new users joining each month.

At that time of writing, in 2001 there over 151.5 million users of Internet in World their detail is as following:

4.2.1 ***Net Connections***

World Total 151.5 million

Africa 0.92 million

Asia/Pacific 26 million

Europe 32-38 million

Middle East 0.78 million

Canada & USA 87 million

South America 4.5 million

Expect a fourfold increase of online population by 2005. There are about 1.5 million web sites, consisting of over 320 million pages. The net will eclipse newspapers as primary source of news by 2002. Amazon.com is the top

shopping site one in three Europeans homes online by 2003 about a **million** Russians are online 7 million online in UK - growth higher than France or German.

40% of UK net users log in at home one in five UK people used net in 2001 one in three UK children have used the net.

43% of British schools online

26% of adult Canadians online (6.3 million access it on a weekly basis)

39% of Canadians have used the net - up from 275 a year earlier

23% of Americans homes online by end of 1998

12% of Americans accessed the Stars Report

18% of Australian households online

1.2 million Chinese now online

9.4 million Chinese will be online by 2002

12.1 million online in Japan

4.3 ***Newsgroups***

These are a development of mail lists, and can be accessed by an e-mail connection, There are thousands of newsgroups, covering by amazing range of interests, activities and obsessions. Some newsgroups are very active, with hundreds of new articles every day; others have much lighter traffic.

Some groups clearly have members with too much free time and free access to the Internet; in others, the articles are typically brief but relevant and interesting. Some groups are moderated that is they have someone to edit submissions and filter out the irrelevant ones.

4.4 ***File Transfer***

Throughout the Internet, there is a standard way of accessing directories on remote computer, and transferring files to and from them. This is FTP File Transfer Protocol. It consists of a set of user commands and underlying routines to manage the safe transmission of files. We can do FTP by logging in to a remote computer and giving the commands directly, but most users now manage FTP through a Windows interface such as WS FTP, which takes care of all the commands for him. It is also possible and sometimes more convenient to do FTP by e-mail,

Sending a request detailing the file we want and where it is to an FTP server does it. This is a computer that runs a special program to deal with such requests.

Sending a request detailing the file we want and where it is to an FTP server do it. This is a computer that runs a special program to deal with such requests. That raises the question of how we find where files are in the first place, and the solution there is Archie this is a program run on certain computers Archie servers that will search the Internets archives for us. It is worth nothing that most service providers keep a bank of commonly used programs, including most of the tools that we need for Internet work, on our own computers.

This is always the first place to check for files, *as* obtaining them from mere is generally quicker and easier than searching for them elsewhere.

A few years back at University of Minnesota, They came up with Gopher-a pun on 'Go for' and a reference to the University mascot designed to make it easier to find information of the Internet.

4.5 Gopher

Gopher is not an Internet service in the sense that it is not built in the TCP/IP protocol, but developed to search data and information on the Internet by offering a text based menu interface. The name Gopher has an interesting history.

It was developed at the University of Minnesota, who's mascot is Gopher. Some say that as the said software tunnels over/under the Internet looking for information, just as a mole like animal gopher digs tunnels, therefore, it should be called a Gopher, And last but not the least as Americana say, " Go for it", when said quickly, sounds much like gopher, try it.

Using Gopher does not require a live Internet connection, and can be accessed using FDN. To avail this facility, use PAKNET, to connect to the server of ITU (International Telecommunication Union) by giving its DTE address 02284681111112 and login with user name Gopher.

Gopher is a package of complementary programs that organize data and provide access to it. If we are running a Gopher program and log in to a host Computer that acts as a gopher server, we will see a menu on our screen, Selection an item from This menu will either take to another menu of items or display a file. The file of menu that we see may be on the same host computer, or on another one somewhere else in the world.

The great mass of information on these linked computers is sometimes referred to as Gopher space. The menus at usually well structured, with clear indications of what each item lead to. However, if we do not fancy tracking through the menus, there are two-search program. Veronica and Jughead. Most of the files that can be accessed through Gophers are text, either plain or

formatted by a word processor, thought there are also a lot of graphics, plus some videos and sounds.

To be able to see and hear these, we may already have some programs that can be used for viewing; others can be obtained from the data banks of the Internet. A good gopher program, such as Hgophe will have the ability to display files in a variety of formats, and to make links to other viewers.

The points to note about the Gopher system is that:

The emphasis is on academic material we can reach all of Gopher space through our Web browser, so dedicated Gopher software is not needed; there is relatively little new development in the Gopher system, as it has been largely overtaken by the world wide Web.

4.6 ***The World Wide Web***

This is the newest and of many, the most exciting aspect of the Internet, It consists of several million pages of information stored on host computers throughout the world. The pages contain text, graphics, video clips, sounds and most importantly hyperlinks to other pages, which may be in the same computer or on another machine the other side of the world. To access the World Wide Web, we need an interactive connection with our service provider and a web browser a program that can interpret the links and display web pages- Like Gopher software, Web browsers can pass graphics, sounds and other formatted files to viewers for display.

4.6.1 What is the World Wide Web?

Bumers-Lee, in a 1995 talk, which we can find on the web at hHp://www.w3.Qrg'/pub/www/ialks/CJeneral,hlinl. described the web as a " distributed heterogeneous collaborative multimedia information system."

How does the web fit these criteria: Consider these points;

The Web is distributed because information is available on computers all over the world. The Web is heterogeneous because its information is stored on a variety of computers and networking systems.

The Web is collaborative because any web user has the capacity to add information to this system.

The Web is multimedia because it isn't limited to text; it can include graphics, sound, animation, and video.

The home page of the World Wide Web Consortium (W3C) is a good place to get more information on the Web,

4.6.2 *History Of WWW*

World Wide Web was born at CERN (European Laboratory for Particle Physics) in 1989 as a way to send graphical files world wide, but its popularity skyrocketed in 1993 with the introduction of Mosaic, developed by National

Center for Super Computing Applications at the University of Illinois. Currently there are more than 151 million Web users, more than 60000

commercial Web sites, thousands of educational and Government sites bringing the total to a staggering 100,000 WWW sites.

Digicom in Sep/Oct, 1995, and since introduced graphical WWW in Pakistan then the popularity of WWW in Pakistan has skyrocketed and number of organizations have jumped in to capture the market. The ISPs offering WWW access have three areas of concentration, that is Karachi, Lahore and Rawalpindi/ Islamabad, Web access not graphics only, but can also be done using a text-based browser (lynx) offered by PTCL.

Netscape and Internet Explorer are now largely superseding the first two Web Browsers Mosaic and Cello. The Web performs a very similar to gopher, in providing links between scattered information, but it does so in a more flexible and a more user friendly way. It has links through to gopher space, so that anything available there is available through a web browser. FTP file transfer and many newsgroups can also be accessed through the web. Finding information on the web is not difficult, There are several directories, which provide structured entries onto the mass of pages. The most popular of these at present is Yahoo we can also track down specific topics.

4.6.3 Why People Make Web Pages Or Sites?

People set up Web pages for many reasons as a public service, as an academic exercise or resource, as a public service, their products or for themselves, or simply as a mean of sharing their interests with others. As a result some Web pages are excellent sources of information in their own right, some are treasure troves of links to other valuable pages; and some are pure trivia.

4.6.4 ***Other Approaches***

For most people, e-mail, newsgroups. FTP, gopher and the World Wide Web provide as the access to the Internet that they need, and they are the ones that we will concentrate on. There are other approaches, however, that we may want to explore, as we become more experienced in using the Internet. Telnet allows us to log in to a remote computer and use as if our machine was directly attached to it, so we can search its directories and run programs. As most of these run the Unix operation system, we would be familiar with the essentials of Unix before attempting to telnet. WAIS, the Area Information Search tool, will trawl through indexed text files searching for those relating to defined topics. As the files arc largely academic papers and technical reports this is a tool that academics may find particularly valuable when starting to research a new topic.

4.7 ***Internet Addresses***

Every computer site that is linked to the Internet has its own unique address. This is made up of two or more names, separated by dots, and they identify the country (if not based in the US), the nature of the organization, the organization itself and, may be, a particular computer or network. In the Jargon these are referred to as domains,

Some of the major domains that we can see are:

- fr France
- fi Finland
- ge Germany
- uk United Kingdom Some typical examples are:

Microsoft.corn

A commercial organization based in the US.

vnet.ibm.com

The unet network within the IBM Company-

Micros.hensa.ac.uk

The computers on which the micro files are stored, at the University of Lanxaster (hensa), and academic site in the UK.

Sunsite.unc.edu

4.8 Uniform Resource Locators

With all the millions of files, Gopher items and web pages that are accessible essential. URLs provide this. There are different styles of URLs for different approaches to the Internet, though they all follow the same pattern:

Type://host_computer_address/directory_&filename

4.9 Files For FTP

These always specify the path from the top the directory containing the file. The filename is the last item of the list.

ftp://ftp.temple.edu/pub/info funstuff/smilev.ixt

This is the address of the file smiley.txt, which will tell us all we want to know and a lot that we don't about smiley and abbreviation that are used in e-mail. It is in the fun stuff directory, inside the info directory in the US Web pages.

Many of these are instantly recognizable from their html ending, which shows that they are hypertext pages.

http;/sunsite.unc.edu/boutell/faq/www-faq.html

This one is a list of frequently asked questions (FAQ) and their answers, about the World Wide Web, stored in the sun archives that we noted above. (There are FAQ lists on many aspects of the Internet. Look for the FAQ whenever you start work in a new area it could save you a lot of head detaching).

4.10 ***Gopher Items***

Gopher URLs are the most complicated of the lot, which reflect the fact that it is more complicated to point our gopher software at a Particular item, than it is to connect to a Web page or locate a file for ftp transfer.

Gopher://gopher.ocf.berkelev.edu: 70/00/gopher/gopher- www

The numbers after the site name identify the port that we have to connect to on the remote computer, and the nature of this should become clearer.

4.11 Summary

For many users, e-mail is the most useful Internet facility, as it enables them to keep in touch with friends throughout the world, at the cost of a brief phone call.

• Newsgroups are a means by which people can share ideas and knowledge. There are thousands of newsgroups covering every conceivable interest.

• As only text files are transferred by e-mail, and in newsgroups, these facilities require only the simplest of connections to the Internet and are offered by providers.

» Ftp allows us to down load files from host computers, as long as we know their names and locations.

• Archie will find files for us.

• Gopher software gives us access to a huge body of information organized through a hierarchy of menus.

• The World Wide Web likewise gives access to masses of Information but organized in a more flexible way.

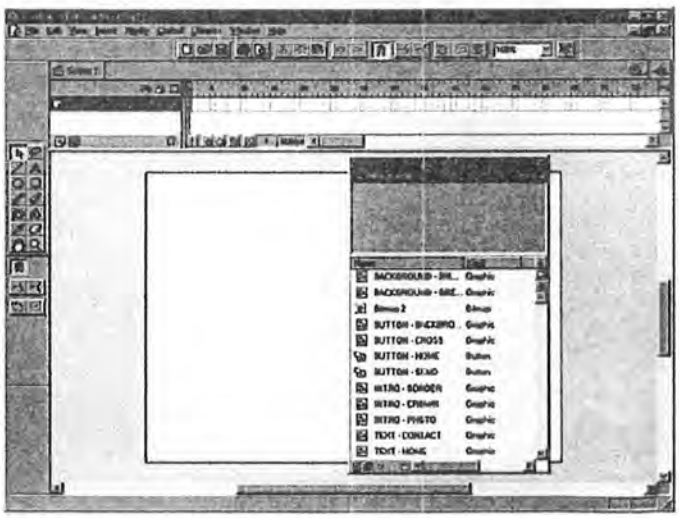
CHAPTER 5

FLASH

5.1 *INTRODUCTION*

Flash 4 offers exciting new features for creating immerse, lush interactive web sites. New playback features include MP3 streaming audio, text fields for placing user-editable text in a movie, and enhancements to Flash actions that let you create sophisticated games, forms, and surveys. New authoring features include a streamlined publishing process, a redesigned Library window, a variety of new inspectors, and an enhanced graphical interface.

5.2.1 *Open the starting file*

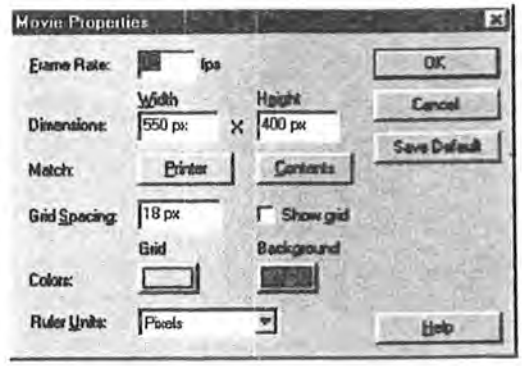


- -In Flash, Choose File > Open, and then open the Tutorial Start.fla file.
- -Choose File > Save As and save the movie with a new file name so that you do not alter the Tutorial Start.fla file.
- -If you, or another user, want to use the tutorial again, it's important to keep the original Tutorial Start.fla file.
- -Tutorial Start should open with the Library window displayed. If the Library window isn't open, choose Window > Library to open it.

● -Tutorial Start has no content in the main Timeline, but the Library window contains basic artwork you could have created with the skills you acquired doing the Flash lessons.

5.2.2 *Define the movie properties*

It's a good idea to start building a movie from the bottom up, so begin with its size and background.



● -Choose Modify > Movie.

● -In the Movie Properties dialog box, set the movie's dimensions to 550 pixels by 400 pixels.

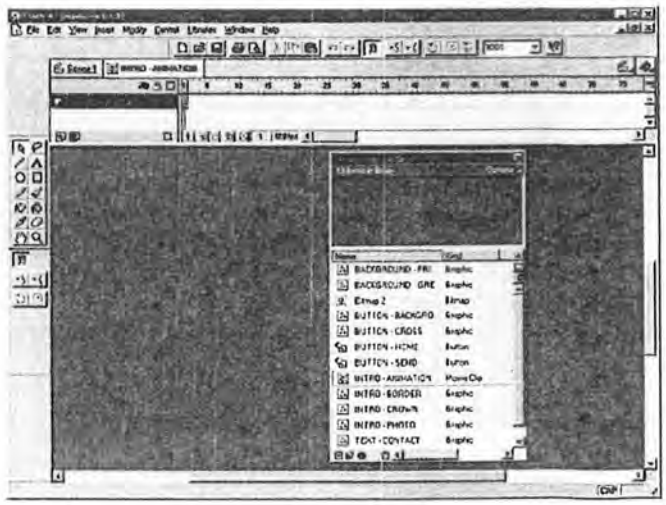
● -For Background, select an orange color.

● -Click OK to apply the properties.

● -The Stage is now orange.

5.2.3 *Create an animated symbol*

The lesson , "Symbols," taught you how to work with graphic symbols and instances. Symbols can also include instances of other symbols and animation. In this section, you create a symbol that shows the photograph moving to the refrigerator door at the beginning of the movie.



You begin by creating a movie clip symbol and then adding other symbols to it. A movie clip symbol is like a self-

contained movie that you can place in a host movie as if it were a single object. It can include animation and interactivity just like a regular movie.
Note: While working in Flash, it's often useful to undo your actions. Flash can undo several of your recent actions. Choose Edit > Undo (or press Control+Z (Windows) or Command+Z (Macintosh)) repeatedly to step backwards through your recent actions. Choose Edit > Redo (or press Control+Y (Windows) or Command+Y (Macintosh)) to step forward through actions you've undone.

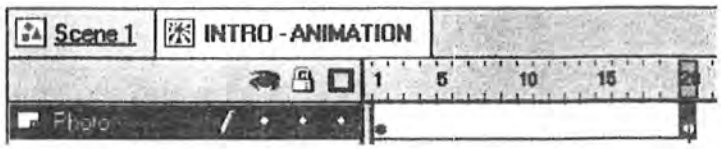
5.2.4 ***Create a movie clip symbol***

- -Choose Insert > New Symbol.
- -In the Symbol Properties dialog box, enter the name "INTRO - ANIMATION."
- -Select Movie Clip as the behavior and then click OK.
- -Flash switches to symbol-editing mode. Symbol-editing mode looks almost exactly the same as movie-editing mode. Notice that the name of the symbol you're editing appears in the top left corner above the Timeline. The name also now appears in the Library window.

- -In the Timeline, double-click the existing layer name and enter "Photo."

- -Drag an instance of the INTRO - PHOTO symbol from the Library window and place it over the registration point in the center of the Stage as shown in the picture that follows.

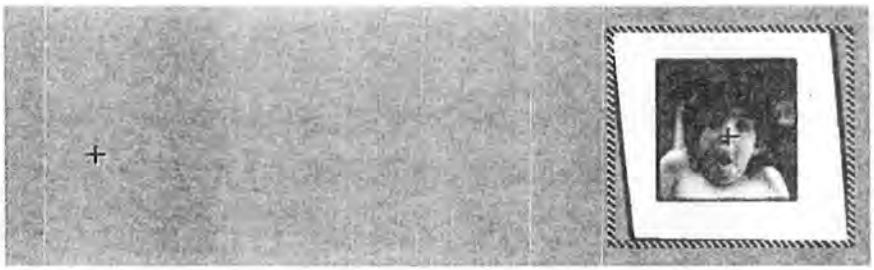
● -This adds an instance of the INTRO - PHOTO symbol to the INTRO - ANIMATION symbol.



● -Use the arrow keys to move a symbol one pixel at a time. Press Shift and use the arrow keys to move ten pixels at a time.

● -In the Timeline, select frame 20 in the Photo layer and choose Insert > Keyframe.

● -Because you want the animation to begin off the Stage, you must define a new position for INTRO - PHOTO in the first frame.



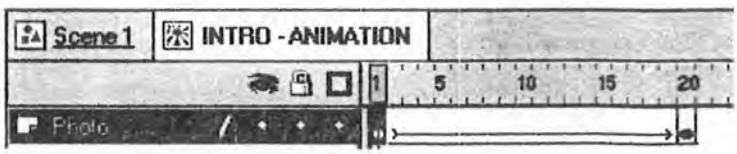
● -Select the keyframe in frame 1.

● -Move the instance of INTRO - PHOTO about two inches to the right of the registration point.

● -The exact location is not important.

● -Now that you've positioned the image for the first frame, you can create a motion tween to make it move to the position of the keyframe in frame 20.

● -Making sure the keyframe in frame 1 is still selected, choose Insert > Create Motion Tween.-The Timeline should now look like this:



● -Choose Window > Controller to open the Controller and then rewind and play the animation to see what you've done so far.

The photograph should slide in from the right and stop on the symbol's registration point.

Tween rotation and a fade

Now modify the motion tween to make the photograph fade in and rotate as it moves. You do this by specifying an alpha (transparency) setting of 0 in the keyframe where the photograph first appears, and by setting the number of rotations in the Tweening Properties dialog box.

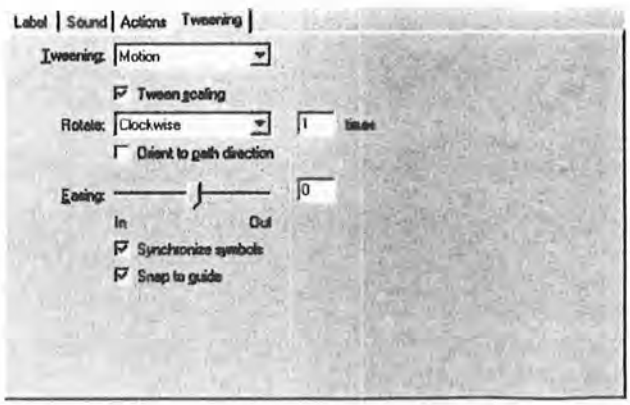
● -Select frame 1 in the Photo layer.

● -On the Stage, select the instance of INTRO - PHOTO and choose Modify > Instance.

● -Click the Color Effect tab in the Instance Properties dialog box and choose Alpha from the Color Effect pop-up menu.

● -Move the Alpha slider to 0 and click OK.

● -The photo becomes completely transparent (invisible). Only the selected border is visible.



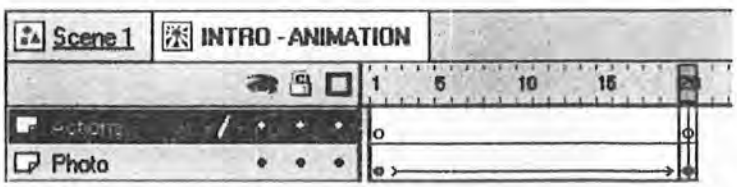
● -Make sure that the keyframe in frame 1 in the Photo layer is still selected, choose Modify > Frame, and then clicthe Tweening tab.

- -Choose Clockwise from the Rotate pop-up menu, enter 1 in the Times box, and then clickOK.
- -Use the Controller to rewind and play the animation.
- -As the motion tween moves the symbol instance, it also rotates the image and changes the alpha settings between 0 and 100 to make the photograph fade in.
- -Next, add the crown magnet to the top of the photograph.
- -Select the keyframe in frame 20 in the Photo layer, and then drag an instance of the INTRO - CROWN symbol from the Library onto the photograph.
- -Rewind and play the animation to make sure it works correctly.

5.2.5 ***Add a frame action to stop the animation***

Although the animation you've created appears to stop at the last frame while you're in symbol editing mode, it will work differently when placed in the movie Timeline. Movie clip symbols loop as long as a movie plays unless you make the movie clips stop.

Add a frame action to make this animation stop when it reaches the last frame.



- -Select the Photo layer in the Timeline, and then choose Insert > Layer.
- -Double-click the layer name, and then enter "Actions."
- -Insert a keyframe in frame 20 in the Actions layer, and then choose Modify >

Frame.

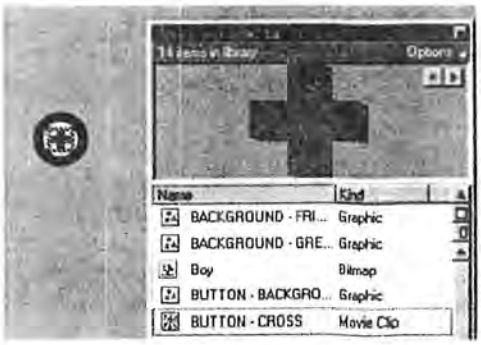
- -Click the Actions tab in the Frame Properties dialog box, click + (plus), and then choose Stop from the Action pop-up menu. Click OK.
- -you've now completed the INTRO - ANIMATION symbol.

5.3.1 *Create animated buttons*

The lesson , "Buttons," taught you how to create a very simple button. In this section, you create a more complex button that animates when the mouse rolls over it and displays label text with transparency. To create an animated button, you place an animated movie clip symbol in one of the button's frames. Begin by creating the animation.

- -Double-click the icon for the BUTTON - HOME symbol in the Library window to open the symbol for editing.
- -Be sure to click the symbol icon, not the symbol name, otherwise you just edit the symbol name.
- -BUTTON - HOME is a partially completed button included to save you a few steps.

- -Choose View > Show Frame to center the button in the window. Click the magnifier tool in the toolbox to enlarge the button if necessary.
- -In the Timeline, name the first layer "Button."
- -Insert a keyframe in the Over frame in the Button layer.



- -Making sure the keyframe in the Over frame is still selected, click anywhere on the Stage with arrow tool to deselect the button image.
- -Drag an instance of the BUTTON - CROSS symbol from the Library to the registration point in the BUTTON - HOME symbol.
- -BUTTON - CROSS is a movie clip symbol that already contains an animation of a rotating cross. The instance of BUTTON - CROSS should line up exactly with the cross

underneath. You can use the arrow keys to move the selection one pixel at a time.

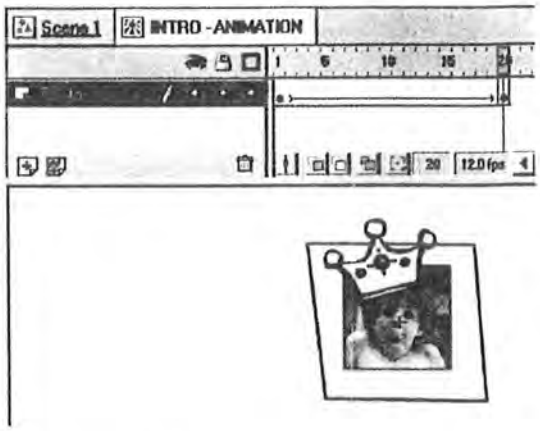
5.3.2 ***Add text transparency to the button***

First, add the transparent text layer to the button.

- -In the Timeline, insert a new layer and name it "Text Transparency."
- -Select the Text Transparency layer in the Timeline and drag it below the Button layer in the Timeline.
- -Arranging layers this way makes the content of the Text Transparency layer appear behind the content of the Button layer.
- -Create a keyframe in the Over frame in the Text Transparency layer.
- -Select the BUTTON - BACKGROUND symbol in the Library, and then drag it so that its left side is on the registration point in the button.

Now, make the button background blend nicely with any background by applying an alpha setting to it.

● -With BUTTON - BACKGROUND still selected in the work area, choose Modify > Instance.



● -Click the Color Effect tab in the Instance Properties dialog box, and choose Alpha from the Color Effect pop-up menu.

● -Enter 50 as the Alpha value, and click OK.

● -Making sure the Over keyframe in the Text Transparency layer is still selected, click the text tool.

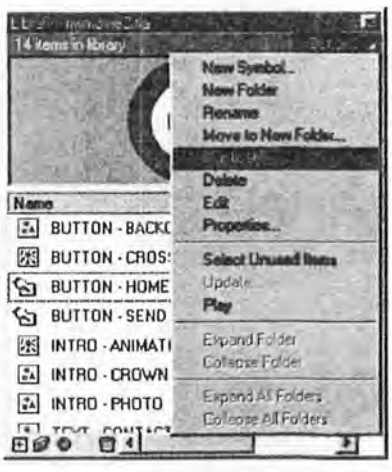
● -Use the text tool modifiers to choose Arial (Windows) or Helvetica (Macintosh), 18 points, bold, italic text.

● -Enter the word "Home" over the BUTTON–BACKGROUND symbol.

● -You don't need to change the content of any other frames in the button.

5.3.3 ***Duplicate the animated button***

The button you just created displays "Home" when you roll over it. Now, you need to create another button that displays "Contact" when you roll over it. To save time, you'll duplicate the BUTTON - HOME and then change its text.



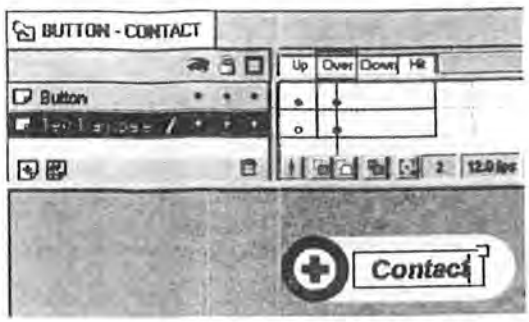
● -In the Library, click the BUTTON - HOME symbol, and then choose Duplicate from the Library Options menu.

●-Name the duplicate symbol "BUTTON - CONTACT," and click OK.

● -Double-click the new BUTTON - CONTACT symbol in the Library to edit it.

● -If necessary, Choose View > Show Frame to center the button in the window and use the magnifier tool to enlarge the button.

● -Select the Over frame in the Text Transparency layer and use the text tool and modifiers to edit the text to read "Contact."



● -You won't be able to see the buttons animating yet because movie clip animation does not work in the authoring environment.

● -If you want to see the buttons work, choose Edit > Edit Movie, drag an instance of BUTTON - HOME or BUTTON - CONTACT onto the Stage, and then choose Control > Test Movie. After the movie plays, close the movie window and delete the instance of the button from the Stage.

5.4.1 *Use editable text fields*

In Flash, you can place interactive controls and editable text fields inside symbols. In this section, you'll add basic data entry capabilities to the TEXT - CONTACT symbol.

● -Double-click the icon for the TEXT - CONTACT symbol in the Library to open the symbol for editing.

● -Create a new layer in the Timeline and name it "Data Entry."

● -Select the first frame in the Data Entry layer in the Timeline.

● -With the first frame in the Data Entry layer selected, click the text tool and the Text Field modifier.

● -Draw editable text fields for Name, Email, and Comment.

●6 -Use the arrow tool to adjust the size and position of the fields. It's not important at this point to get them perfect. Notice that the square resize handle on an editable text field is on the field's lower right corner.

●7 -Using the arrow tool, select the Name text field and choose Modify > Text Field to open the Text Field Properties dialog box.

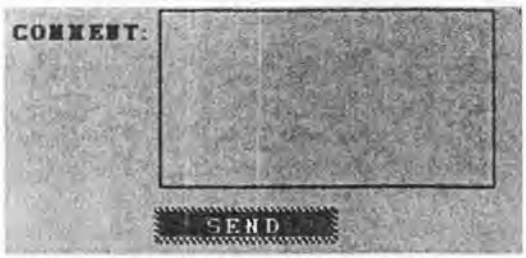
● -Enter "Name" in the Variable box and click OK.

● -Flash assigns the content entered in the editable text field to the variable whose name you enter here. You can then use the value of the variable in actions.

● -Repeat steps 6 and 7 for the Email text field; name the variable "Email."

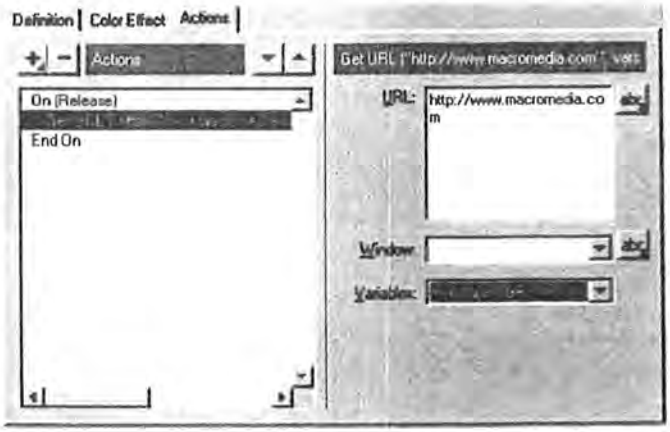
● -Repeat steps 6 and 7 again for the Comment text field; name the variable "Comment", and click the Multiline and Word Wrap options before clicking OK.

5.4.2 ***Add the Send button***



Now add the Send button to the TEXT - CONTACT symbol.

● -Make sure that the first frame of the Data Entry layer is still selected, and then drag an instance of the BUTTON - SEND symbol from the Library window and place it just below the editable fields.



● -Double-click the instance of the BUTTON - SEND symbol to open the Instance Properties dialog box.

● -On the Actions tab, click + (plus) and choose Get URL from the pop-up menu.

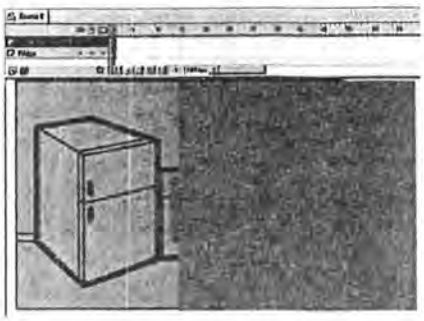
● -Type a URL in the box on the right, choose Send Using GET from the Variables pop-up menu, and then click OK.

● -This sends the contents of all variables (the text entered in the editable fields) to the URL you specify. In a real application, you would need to create a valid CGI script at the URL location to receive the information, but for learning purposes you can enter any URL and it won't matter if there is no CGI script.

● -At this point, you are done creating symbols for the movie. You're now

5.4.3 ***Assemble the movie***

Using the symbols you've created so far, assembling the movie's content is easy. As you do this, you will learn more about using layers to organize the content of a movie.



● -Choose Edit > Edit Movie.

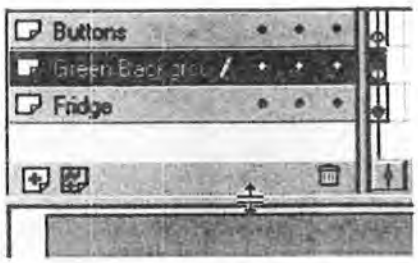
● -Name the first layer in the Timeline "Fridge."

● -Drag an instance of the BACKGROUND - FRIDGE symbol from the Library window onto the Stage.

- -In the Timeline, insert a new layer above the Fridge layer and name it "Green Background."
- -Make sure the Green Background layer is selected, and then drag an instance of the BACKGROUND - GREEN symbol onto the Stage.

5.4.4 ***Add the animated buttons***

Now, add the animated buttons you created.



- -Insert a new layer and name it "Buttons." Make sure it is the top layer in the Timeline.
- -As you add layers, you'll want to be able to see all of them in the Timeline.
- -Drag the lower border of the Timeline window so that all of the layers are visible.
- -Select the Buttons layer and drag an instance of the BUTTON - HOME symbol onto the Stage. Because buttons respond differently to the mouse than other objects do, you need to disable buttons before you can select them and make changes. After you finish working on buttons, you can enable them again.

- -Choose Control > Enable Buttons and make sure that Enable Buttons is not checked.
- -Select the instance of BUTTON - HOME and move it into position.
- -Make sure the Buttons layer is still selected in the Timeline, and then place an instance of the BUTTON - CONTACT symbol below the BUTTON - HOME instance on the Stage.

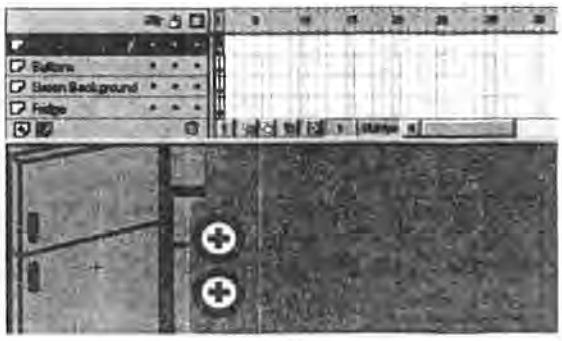
- -To align the buttons, click BUTTON - CONTACT and hold down the Shift key as you click BUTTON - HOME to select both buttons.
- -Choose Modify > Align and choose the horizontally left-aligned option.

- -Choose Control > Test Movie to see the buttons animate when you roll the mouse over them.
- -After the movie plays, close the test window to continue working in the movie.

5.4.5 *Add the animated movie clip*

Now add the INTRO - ANIMATION movie clip you created.

- -Insert a new layer in the Timeline and name it "Intro Animation." Make sure it is the top layer.
- -Lock the other layers to make sure you're working only in the Intro Animation layer.
- -Drag an instance of the INTRO - ANIMATION symbol from the Library window onto the Stage.
- -Remember that the photograph image is completely transparent in the first frame on the movie clip, so the only visible part of INTRO - ANIMATION is the registration point.
- -Move the INTRO - ANIMATION instance so that its registration point is over the refrigerator.



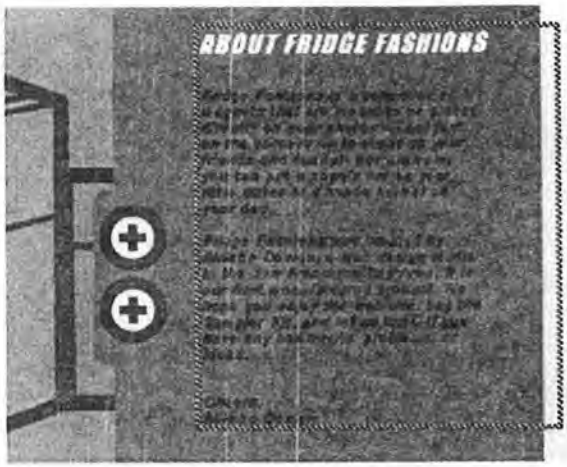
Remember that movie clip animation does not run in the authoring environment.

- -Choose Control > Test Movie to see the movie with the animation working.

- -The animation only runs the first time the movie runs the test window. To see the animation again, close the test window and choose Control > Test Movie again.
- -When you finish viewing the animation, close the test window to continue working in the movie.

5.4.6 ***Add the text content layers***

The buttons you've added are supposed to make the text content appear in the green area on the right. Now you're ready to add the text content to the movie.



- -Insert a new layer at the top of the Timeline and name it "Text Home."
- -Select the keyframe in frame 1 of the Text Home layer and drag an instance of the TEXT - HOME symbol onto the Stage. Fit the symbol in the green area as shown here:
- -To make it easier to see what you're doing, click in the Eye column of the Text Home layer to hide it before you add the next layer. A red X appears to show that the layer has been hidden.

- -Insert a new layer at the top of the Timeline and name it "Text Contact."
- **-Select the keyframe in frame 1 of the Text Contact layer and drag an instance of the TEXT - CONTACT symbol onto the Stage so that it fits in the green area.**

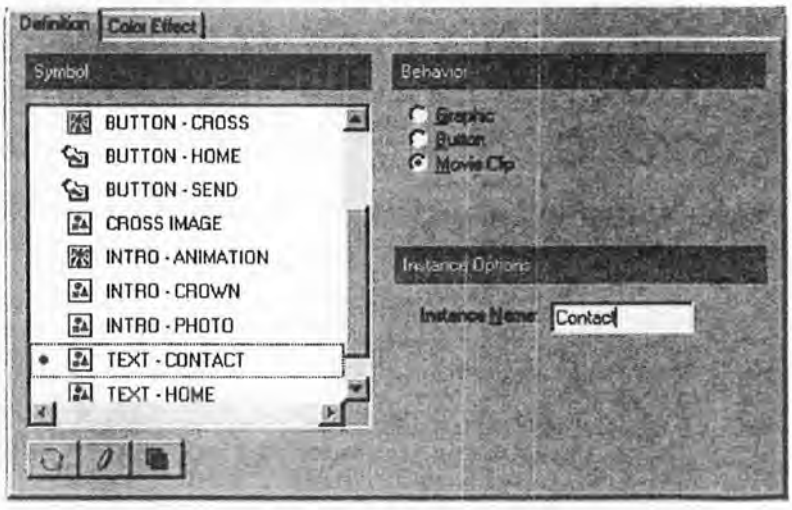
5.5.1 *Use actions to control content*

You create interactive movies by setting up actions—sets of instructions that run when a specific event occurs. These events can be when the playhead reaches a frame, or when the user clicks a button or presses keys on the keyboard.
Now you'll add actions to the buttons to make the appropriate text content appear when the buttons are clicked.

5.5.2 **Modify the instances of the text symbols**

Because actions can only target movie clip symbols, you begin by changing the instances of the text symbols that you just added into movie clips and giving them names. In the next section you use these names to identify the instances as targets of an action. Begin with the TEXT - CONTACT instance.

- -Make sure the Text Contact layer is still selected in the Timeline, and then double-click the TEXT - CONTACT symbol instance on the Stage to open the Instance Properties dialog box.
- -Click the Definition tab, and then click Movie Clip as the behavior.
- -Notice that an Instance Name field appears under Instance Options.
- -Enter "Contact" as the instance name and click OK.



5.5.3 *Now, change the instance of the TEXT - HOME symbol.*

- -In the Timeline, click the visibility controls to hide the Text Contact layer and show the Text

Home layer.

- -Remember that the visibility controls for each layer are in the column below the eye icon in the Timeline.
- -Select the Text Home layer in the Timeline, and then double-click the instance of the TEXT - HOME symbol on the Stage to open the Instance Properties dialog box.
- -Click the Definition tab, and then click Movie Clip as the behavior.
- -Enter "Home" as the instance name, and click OK.

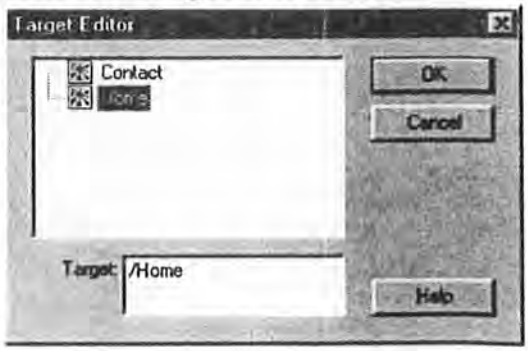
5.5.4 ***Add an action to the BUTTON - HOME button***

Now you can add an action to the BUTTON - HOME button that displays the Home text and hides the Contact text when the button is clicked.

The buttons should still be disabled so that you can select them and make changes.

- -Choose Control > Enable Buttons and make sure that Enable Buttons is not checked.
- -Make sure the Buttons layer is selected in the Timeline and unlocked, then double-click the BUTTON - HOME button on the Stage to open the Instance Properties dialog box.
- -On the Actions tab, click + (plus) and choose Set Property from the pop-up menu.

- -Choose Visibility from the Set pop-up menu.
- -Click the button to the right of the Target box and choose Target Editor from the pop-up menu.



If you make a mistake, you can click the minus button (-) to remove the selected line in the action

and then re-create the statement. You can also choose Edit > Undo.

- -Click OK to close the dialog box.

5.5.5 Add an action to the BUTTON - CONTACT button

Now give the BUTTON - CONTACT button an action that displays the Contact text and hides the Home text.

- -Double-click the BUTTON - CONTACT button on the Stage to open the Instance Properties dialog box.
- -On the Actions tab, click + (plus) and choose Set Property from the pop-up menu.
- -Choose Visibility from the Set pop-up menu.
- -Click the button to the right of the Target box and then choose Target Editor from the pop-up menu

- -In the Target Editor, double-click Contact to select it as the target, and then click OK.

- -In the Value field on the Actions tab, type 1.

Now, add a second statement that hides the Home text.

- -Click + (plus) and choose Set Property again from the pop-up menu.
- -Choose Visibility from the Set pop-up menu.
- -Click the button to the right of the Target box and choose Target Editor from the pop-up menu.

5.5.7 Add a frame action

Hiding layers in the Timeline has no effect on content when you run the movie outside of the authoring environment. To hide both the Home and Contact text when the movie starts, add a frame action to the movie.

- -Create a new layer in the Timeline and name it "Frame Actions."
- -Double-click the first frame in the Frame Actions layer to open the Frame Properties dialog box.
- -Click the Actions tab and choose + (plus), and then choose Set Property from the pop-up menu.
- -Select Visibility from the Set pop-up menu.
- -Click the button to the right of the Target box and choose Target Editor from the pop-up menu.

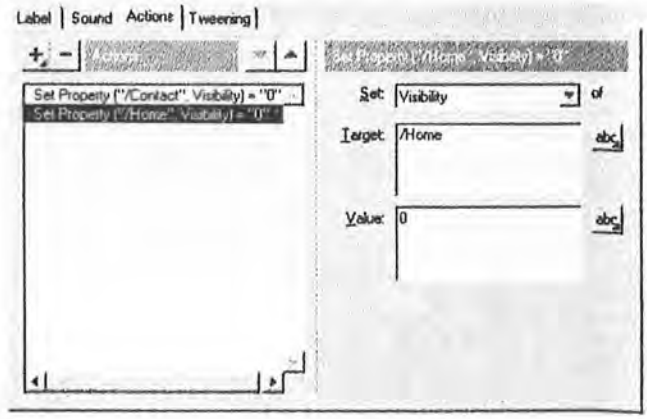
- -In the Target Editor, double-click Home to select it as the target, and then click OK.

- -In the Value field on the Actions tab, type 0 (zero).

Now, create a new statement in the action by copying the existing statement.

- -Press Control+C (Windows) or Command+C (Macintosh) to copy the first statement in the action.
- -Press Control+V (Windows) or Command+V (Macintosh) to paste a copy of the statement into the window.

-This creates a copy of the line you just created. You only need to change the target.



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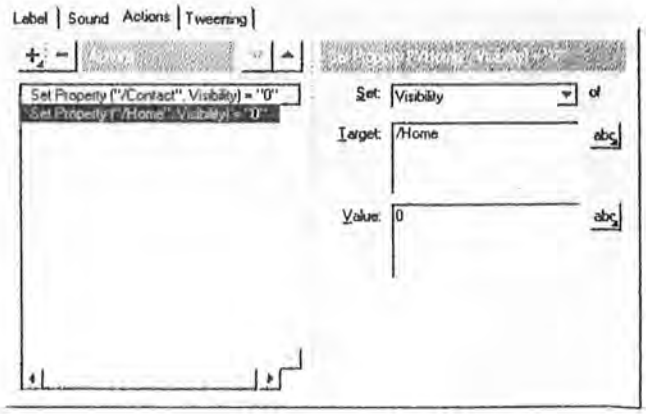
- -Create a new layer in the Timeline and name it "Frame Actions."
- -Double-click the first frame in the Frame Actions layer to open the Frame Properties dialog box.
- -Click the Actions tab and choose + (plus), and then choose Set Property from the pop-up menu.
- -Select Visibility from the Set pop-up menu.
- -Click the button to the right of the Target box and choose Target Editor from the pop-up menu.

- -In the Target Editor, double-click Home to select it as the target, and then click OK.
- -In the Value field on the Actions tab, type 0 (zero).

Now, create a new statement in the action by copying the existing statement.

- -Press Control+C (Windows) or Command+C (Macintosh) to copy the first statement in the action.
- -Press Control+V (Windows) or Command+V (Macintosh) to paste a copy of the statement into the window.

-This creates a copy of the line you just created. You only need to change the target.

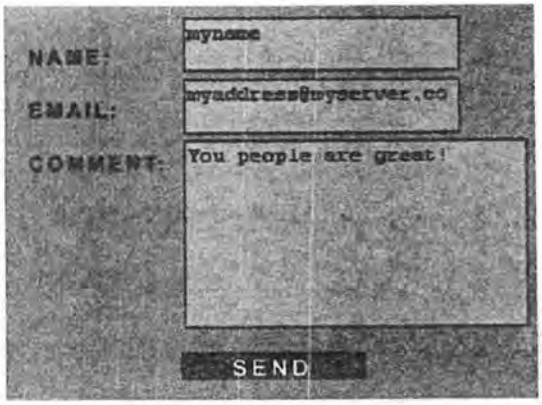


- -Use the Target Editor to change the target from Home to Contact.
- -The action should look like this:
- -Click OK to close the Frame Properties dialog box when you're done.
- -At this point, you are done with the content of the movie. Your movie should look like the Tutorial Finish.fla example.

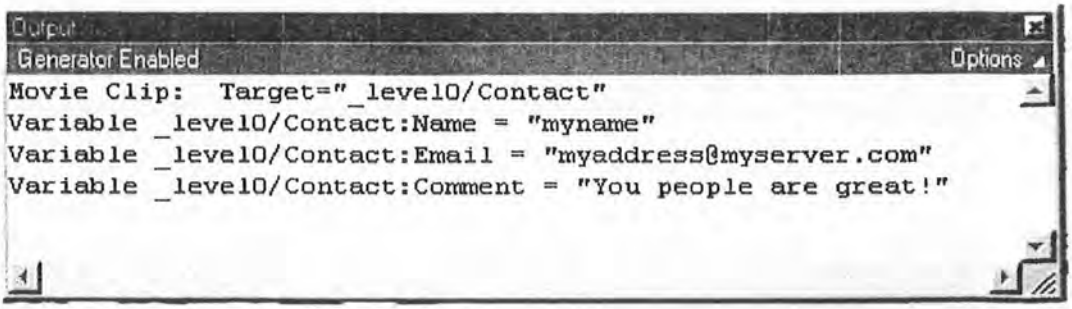
Test the Movie

Test the movie Now that the movie content is complete, you can test the movie to see all of its features.

- -Choose Control > Test Movie.
- -While testing the movie, enter some data in the Contact fields. Enter more than one line in the Comment field to see the lines word wrap.



- -Choose Control > List Variables to display the Output window. 4 Click Send to see it how the variables work. The Output window displays the data that Flash sends to the server.



A functioning application would require additional actions, such as an action that clears the fields after sending the data, but this example should give you a basic understanding of how you can use Flash to send data to a server. 5 Close the Output window, and then close the window in which the movie is playing. You're now ready to publish the movie.

5.5.8 ***Publish the movie***

The movie's content is now complete. To play the movie in a browser, you need to export it as a Flash Player file. Flash has been doing this for you every time you use the Test Movie command.

When you create a web site with Flash, you often need to include several accompanying files. In addition to a Flash movie, you must create an HTML document that opens in a browser and runs the Flash movie or displays other Flash-generated graphics. You may also want to create an animated-GIF version of your movie or a JPEG image to display if the Flash Player is not installed.

Use the Publish command to export to all the supported formats at once and create an HTML document with all the required settings.

- -Make sure you've closed the separate window in which the movie was playing, and then choose File > Publish Settings.
- -On the Formats tab, select Flash and HTML. Make sure that the Use Default option for file names is selected.
- -Although you are not using any additional formats for this tutorial, this is where you can choose additional formats such as JPEG or QuickTime.

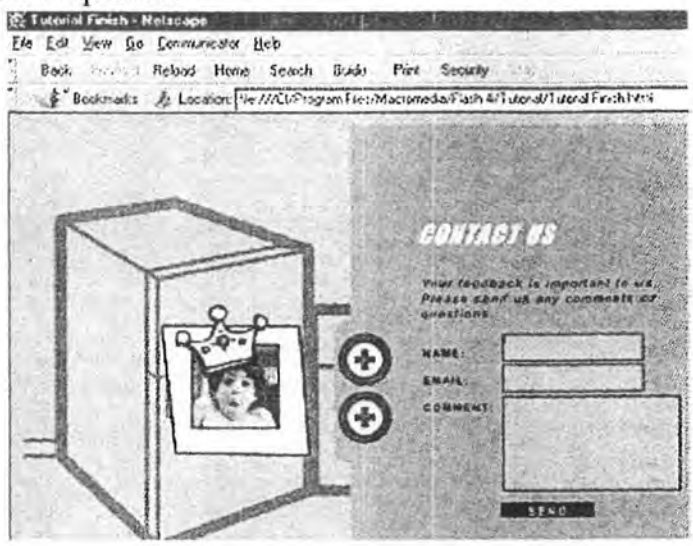
3 -Click the Flash tab.

- -You don't need to change any of these options now, but you may need them later for your own work. You may, for example, want the layers to appear from the top down instead of the bottom up as they do in this movie.
- -Click the HTML tab.
- -There are several ways to control Flash movies with HTML code. The settings in the HTML panel let you define the most common and useful settings, including the size, positioning, color, and quality of the movie. Flash inserts the settings you choose in a template document. Flash includes several template documents containing HTML code for useful features like browser detection.
- -To complete this tutorial, you will choose a simple template that does nothing except display the Flash movie specified.
- -Choose Flash Only from the Template pop-up menu.
- -Deselect the Loop option.
- -This prevents the movie from playing over and over.
- -Click Paused at Start so that no check mark appears in the check box.
- -If you leave this option on, the movie does nothing until an action starts the movie. You want the animation to play as soon as the page is loaded, so this option should be off.
- -You don't need to change the default values for the remaining HTML settings.
- -Click Publish and then click OK to close the Publish Settings dialog box and generate the specified files.
- -Flash generates the new files and stores them in the same folder as the movie file.

5.5.9 ***Play the movie inside a browser***

Your work in Flash is complete at this point. Now you can see how the movie plays inside a browser.

● -Open a browser such as Netscape or Internet Explorer.



□

● -Open the HTML file you just created. ● - In Netscape Navigator, chose File > Open Page, and then browse to locate the file.

□

● -In Internet Explorer, choose File > Open, and then browse to locate the file.

● -The HTML file is in the same folder as the movie file and has the same name as the movie, with an .htm or .html file extension.

The movie should run inside the browser window just as it did when you used the Test Movie command.

Chapter

6

HTML

(Hyper Text Markup Language)

6.1 *Introduction To HTML*

Tim Berners-Lee, founder of the World Wide Web, offers this definition:" Hypertext Markup Language (HTML) is a simple data format used to create hypertext documents that are portable from one platform to another". This definition was taken from a November 1995 memorandum from Berners -Lee regarding HTML 2.0.

It is reproduced in full at ftp://ds.internic.net/rfc/rfc1866.txt.

Portability and simplicity are the two hallmarks of HTML. We can create HTML files on any computer that has Web browsing software. If we have web browsing software and a connection to the Internet, we can also view any HTML files available on the World Wide Web. We can move HTML files from one type of computer to another with no loss of meaning. HTML is and easy language to use.

HTML was developed specifically for use on the Web. We are not restricted to using HTML on the Web, however; HTML has a wide range of applications outside that venue. Companies use HTML as a document format for internal use, and individuals use HTML to facilitate the exchange of documents. More than 30 million HTML documents are available on the Web, and HTML and the web have become almost synonymous in the

minds of the general public. HTML and the Web are not same, though. HTML is the standard method we can use to put information into a universally readable format on the Web.

6.2 ***History Of Hypertext***

The obvious first question when defining HTML is "what is hypertext?" Start by looking at the word it self. Hyper has a connotation of extra or beyond when used in words such as hyperactive and hypersensitive. Text refers to a written block of language, whether it is prose, poetry, a glossary, or any other form of written information. Ted Nelson coined the term hypertext in 1965 to refer to textual information that is not limited by the bounds of the text itself. Hypertext can be connected to other texts, and it can be navigated by a system of links in non-sequential order.

Hypertext goes beyond plain text. It is not designed to be read in a linear fashion, form beginning to end, but selectively, as readers require certain information. Hypertext is easier to demonstrate than to define. We are probably familiar with a basic hypertext system the online help that most software programs today feature. We can go directly to the subject on which we want information, and most online help entries also include links to related topics.

6.3 ***The Best Online Help Programs***

If we can't find what we are looking of with one method of searching, another method usually works. When using online help, if we already know to implement a certain feature, it is not compulsory we have to page through an explanation of that feature for the fifteenth time. Another example of a hypertext system is an encyclopedia on CD-ROM print encyclopedias has always encompassed a rudimentary sort of hypertext. Readers choose

specific articles; they rarely (if ever) read and encyclopedia from beginning to end.

Many articles include suggestions of other article, to read. Choosing the text article probably means that we want to return our current volume to the shelf, pick up another volume. Search for the desired article read it, see the articles suggested next, and then perhaps repeat the process again and again. Encyclopedias on CD-ROM streamline this process significantly. We can jump in then investigate the ancient Phoenicians.

Reading in the conventional manner is still possible, but hypertext reading is encouraged by the medium itself. The antithesis of hypertext is an ancient scroll, which requires the reader to unfurl the text in its entirety from the beginning to the desired point in order to locate a specific passage. In contrast, a printed book that includes a table of contents and an index encourages a certain degree of nonlinear exploration. The reader can look for specific information and jump between topics. The use of hypertext is a natural response to the information explosion of the 20th century.

In the 16th century, some people might have read a considerable percentage of all the books in existence and had at least a general knowledge of most academic subjects. Plodding through several volumes to find a specific fact might have been acceptable pastime for person of leisure. No one today, though, could possibly be expected to have read all the books, journals, newspapers, and other information sources currently in existence in order to keep up to date, even in a specialized field.

As Vannevar Bush, often considered the father of hypertext, wrote in a 1945 article, " The investigator is .staggered by the findings and conclusions *of* thousands of other workers conclusions which he cannot find time to grasp,

much less to remember, as they appear.' (Bush's article was first published in the July 1945 issue of The Atlantic Monthly, and it was republished, with permission, at the following address:

http://www.isg.sfu.ca/~duchier/misc/vbush/)

Bush's reflection on the increasing vastness of human knowledge is even truer today. But the development of workable hypertext systems that categorize huge areas of knowledge is making the task of finding specific fasts and information much easier than it once was. Properly designed hypertext facilitates indexing and categorization. Researchers in any subject area understand how helpful a good index can be. Imagine the indexes of tens of thousands of books and articles being made available in a huge database, and all this information being accessible with a very user-friendly search mechanism.

Then imagine being able to search by any keyword in any text or group of texts. The Web, at its best, includes such an indexed system, and your documents can be part of it. Search engine such as Alta vista, at http://a;tavista.digital.com. now we perform keyword searches of all documents available on the web (or at least the majority of these documents), which have been made available to Alta Vita's indexing robots. Hypertext at its best can allow us to pinpoint the exact information required, no matter what the rest of the document or documents look like. However, having our documents in hypertext format is no substitute for basic writing skills. In fact, clear writing may be more important in respect to hypertext document than it is for regular documents. With hypertext, we can't rely on our user knowing or recognizing the underlying context we've built up elsewhere, as we can with a regular document. To maximize the

effectiveness of our hypertext documents, concept of clarity at the forefront when we create our documents, we're less likely to experience problems later.

In the context of modern computers, the term hypertext is something of a misnomer. Because graphics and other media, not just text, frequently play a major today's hypertext system. The term hypermedia, also coined by Ted Nelson, more accurately describes the type of structured documents that let your navigate seamlessly among text, graphics, sounds, and video. For example, if we perform a search for Mozart on a CD-ROM encyclopedia, we'll probably be able to hear an excerpt of one or more of the composer's works, in addition to reading his biography and linking to related articles.

Although the web was largely (but not entirely) text based at the time of its inception in 1990, other forms of information are playing an increasingly important rote. The term hypertext Markup language is probably here to stay, but keep in mind that HTML is a document format.

6.4 ***History Of HTML***

Today, the advantages of hypertext are apparent to many people. However, hypertext was a little used concept before the widespread use of personal computers at least in the sense of the powerful implementations you see to day. The hypertext system proposed in 1945 by Vanneva Bush. The memex involved a cumbersome apparatus that would have used, among other things, a microfilm machine and various photography techniques.

Before CD-ROM drives were first installed in PCs in the late 1980s, relatively few cheap and easily searchable storage mechanisms were available for vast quantities of data. The storage capacity of hard drives was minimal compared to today's standard drives, which can hold gigabytes of

data. Microfilm can hold a great deal of information, but performing searches in microfilm is time consuming and tedious.

Time Berners Lee published a paper call "information Management: A Proposal" The original proposal is available at the W3C site at the following address:

http://www.w3.org/pub/www/history/1989/proposal.html

In that proposal, Berners Lee describes the difficulties of managing information flow efficiently among the more than 2000 staff members of CERN, in a workplace ranging over several geographic locations and involving high employee turnover. The use of several different computer systems complicated file and information sharing, because the formats often were incompatible.

Berners Lee proposed a system that would allow information to be shared across a variety of platforms. The information was to be accessible regardless of the type of computer the user had. Furthermore, in order to aid users who needed specific and precise information, all information was to be presented in hypertext format and cross-referenced to other documents. The genius of Berners Lee was to propose the marriage of cross platform compatibility and information presented on in hypertext format. Even more significantly, he proposed a system that would actually make such information interchange feasible. The 1989 paper was the genesis of the web (the term World Wide Web was developed in 1990). The mechanism for putting information into hypertext format developed into HTML, various computer-networking protocols have been developed to facilitate communication between entirely different systems. We can read more about

the development and nature of these protocols at the World Wide Web Consortium Web site at http://www.w3 .org.

6.4.1 *What Is HTML?*

HTML is the format in which we can put our information for display on the World Wide Web. Every HTML file is an ASCII text file (also called a plain text file), even if it refers to other forms of media, such as sound or graphic. We can open any HTML file in a text editor or even a word processor. To get an HTML file for viewing, connect to Internet provider, and then visit the Web site.

Follow the instructions in browser to save the HTML file, which combines the actual text we can see on the site with a bunch of codes. In Netscape, select file! Save As. Once we have done this, we can see the actual coded HTML file. Open the newly obtained HTML file in a text editor or word processor, we can see it. In the text file, we can see that all the HTML instructions are inside angled brackets like this: <TAG>.

Our browser interprets these instructions to mean that the textual information should be displayed in a certain manner. If other media (such as sound, graphics, animation, and video) are referred to in the HTML file, our browser will display them (if it has that capability). If our system can't interpret capability, we won't hear any sound files.

If our browser can't display images, we won't see any images. Ideally, we will design our Web pages so that anyone with any browser can make sense of them, even if they can't access all the information. HTML is designed in away that accommodates these differing capabilities. If pages are coded properly, people who can't see images or video will see descriptive text instead.

6.4.2 ***HTML Is Not A Page Description Language***

Before we discussion further detail what HTML is and how it works, it would be useful to consider what HTML is not. HTML is very powerful, but there are some things it can't do. Many inexperienced Web author think of HTML as a formatting language that let we place images and text on the screen as precisely as we can create a document on paper.

But HTML isn't page description language. A page description language, such as those used in page market and similar programs, describes to the tenth of an inch where margins should go, the exact size style of font that should be used, the precise color of the text, and so on. HTML can't make those kinds of formatting decisions.

6.4.3 ***Html Is Not A Programming Language.***

HTML is not computer programming language. It isn't like C++, BASIC, or FORTRAN. With computer programming languages, we write programs, but with HTML, we form text and other media for viewing. Formatting our documents in HTML has many similarities with formatting our documents with a word processor. The main difference between formatting a document in HTML and formatting a document in our word processor is in how we implement that formatting.

In our word processor, we probably indicate paragraph indicate paragraph breaks directly. We decide whether each paragraph should be indented, how much it should be indented, and how much space there should be between paragraphs. With HTML, we can indicate the start and end of a paragraph, but we cannot know how the user's browser will display paragraphs.

Any well-known browser, however, will display paragraphs in such a way that the user can see paragraph breaks. Similarly we might choose boldface in our word processor to emphasize an important point. But in HTML, our browser's and computer's capabilities determine whether this type of emphasis is indicated by a larger font, a different color, italics, boldface, or, in the formation we use in our word processing documents probably carries a meaning that has an HTML equivalent, HTML sometimes has an aura of mystery, and its secrets are presented as being incredibly arcane.

HTML is actually simple when we think carefully about how to structure our information. Many Web page authors would argue convincingly that formatting a document in HTML is actually easier that preparing a document in our word processor.

6.4.4 ***Test And Tags***

Tags are instructions to browsers, telling them how to layout text, what graphics to display where, what distant pages to link to, and a variety of other things. A few basic rules are common to all:

Each tag must be enclosed in <angle brackets>.
Lower or upper case letters can be used.
Most tags come in pairs.
Browsers ignore any spaces or now lines around tags.
<HTML> .
Every HTML document starts with the tag
<HTML> and ends with </HTML> .

6.4.5 ***Headings***

There are sets of tags that can be used to define headings over a range of sizes. They all start <H.... followed by a no between 1 to 6>.

<TITLE>

Every page should have a title. This is not the text that appears at the top of the page we do that with a <H1> tag. The title is what appears on the title line of the browser window, and what would be used as a bookmark if anyone book marked our page. It is used in the standard way:

<TITLE>

Every page should have a title. This is not the text that appears at the top of the page we do that with a <H1> tag. The title is what appears on the title line of the browser window, and what would be used as a bookmark if anyone book marked our page. It is used in the standard way:

<TITLE>THIS IS MY HOME PAGE </TITLE>

<ADDRESS></ADDRESS>

These tags have s double effect, setting the text into italic and placing it on a new line. The convention is to use these tags only with our e-mail address. That would normally go at the bottom of our home page.

516.4.6 ***Paragraphs And Breaks***

When a browser reads the text in an HTML document, it ignores all spaces (apart form those between words!) tabs and carriage returns ([Enter] key presses), <H...> headings will be placed on separate lines. But if we want to break blocks of body text into paragraphs, or even just start a new line, you have to use one of these three tags.

This is a line break and marks the start of a new line. Note that <BR> stands alone there is no closing tag.

This marks the start of a new paragraph and places a blank line before it. We can equally well place it at the end of a piece of text, at the start of the next, or in between. <P> is a second stand along tag.

<HR>

<HR> stands for horizontal rule. This is third stand alone tag and separates paragraphs by drawing a line between them. The basic line will be in, with a shaded effect, and extend almost the full width of the window.

The above tags can be seen in this example:

<HTML>
<Title>
My Home Page
</Title>
<H1>Designing a Web Page</H1>
<HR>
<H2>SITES OF MULTAN</H2>
Multan is the ancient city of Pakistan

<p> The history of Multan prior to the arrival of the Arabs in the 8th century A.D. is obscure. Alexander is said to have passed through the district in about 325-326 B.C., but his route cannot be traced. It is probable that Multan was the city of Malli which Alexander stormed and where he was wounded
</P> <H2>SHRINES </H2>
</HTML>

6.4.7 ***Further Text Formatting***

<Font Size = value>

The <H...> tags are a simple but effective way of creating headings, but if we want more control over the size of heading text, or want to vary the size of text within a paragraph, we must use the <Font Size =...> tag.

The size value can be from 7 down to 2 with 7 being the largest size at 36 points of MSWORD. Note that the values run in the opposite direction to headings, where <H1> is the largest.

6.4.8 ***Aligning Text***

Body text and headings are normally aligned to the left edge, but both can be set in the center or to the right, if required. To set the alignment, write inside the <H..> or <P> tag the key word ALIGN = followed by Center, Right, Left. For example : ,

<H3 ALIGN= "RIGHT">

6.4.9 Adding Emphasis

If we want to emphasize a word or phrase in our text, we can use these pairs of tags.

<B>.....</B> Sets text to bold.

<I>.....</I> Makes text Italic.

<TT>.....</TT> This creates a typewriter effect by setting text in courier.

<Strong> </Strong>

<B>, <I> and <TT> are physical tags they only work if the visitor's browser can display bold, italic or courier fonts. <Strong> is an example of a logical tag one whose effect can be redefined at the receiving end. In practice, it will usually have the same emboldening effect as <B>.

<Emphasis> </Emphasis>

This is the logical equivalent to <I>, and has the advantage of being more easily spotted when we are checking through our code for mistakes. The other logical tags are <Definition>, <Citation>, <Code> and <Keyboard>. They are all used in the same way as <Strong>. <Blink></Blink>

This makes text flash one way to catch people's attention. We can try this HTML code to see the effect of the styling tags.

6.4.10 Preformatted Text

<PRE>.....</PRE>

These tags define preformatted text, and tell the browser to include the spaces tabs and new lines just as they are written. Within the <PRE> block, the text is displayed in courier. This font does not use proportional spacing i.e. every letter and space occupies the same width on screen. This means that we can use spaces to push text over to the right and get it exactly where we want it. Tags are still obeyed, within the <PRH> block, so we can include heading, font sizes and alignments as usual. Use <PRE> for price list, poems or other text where the pattern of tabs and spaces are essential.

6.4.11 ***Color***

Normally the text appears in black on a pale gray background. We can use colors:

55<Body bgcolor=value text=value>

We can set the color of the background and of the text, by including either or both phrases in the <body...> tag. These settings apply to the whole document.

<Font color=value>

This changes the color of text, just as <Font Size = > sets its size. In the same way, when we have done with a color, we can switch to a new one

with another <Font color> tag or restore the previous color with . Colors are selected by giving the values, in hexadecimal, of the Red, Green and Blue components.

6.4.11.1 Color Values

Giving what looks like a 6- digit hexadecimal number sets colors. It is actually 3 numbers, each of two digits, which set the brightness of the Red, Green and Blue 3 numbers, each of two digits, which set the brightness of the red, Green and Blue components in that order. On a 24-bit color display, each of these could be a value between '00' and 'FF'. in practical terms, it is enough to think of the light values as being '00' of '80' for dipped and 'FF' for full beam. To set colors for the document, use the keywords BGCOLOR=" and /or TEXT=" with the appropriate values, inside the <BODY> tag before any of the headings or body text. To set the color for a section of text, use the keywords COLOR inside preceding hexadecimal digits A-F.

Use code like this to test out the range of colors: <html>

<body bgcolor=fffff text = 000000> 56<htm> " <body> bgcolor - fffff text =000000 <H1> color text<hi> <font> size=5> Let's get bright and cheerful
 <font color=ffOOOO>red
 <font color=OOffOO>Green
<font color-OOOOff>Blue

<FONT> Back to green, </Font>then red,</FONT> then to black</body></HTML>

6.4.11.2 Link Colors

Links are normally displayed in blue, if they have not yet been used, or deep purple if they have. If we change the color of our background, or of your text, the links may not stand out as well as we would like.

<BODY.. .LINK=value ALINK =value VLINK=value>

Any or all of these options can be used to set the color of the text that leads to:

An unvisited link (LINK),

The active link (ALINK),

A visited link (VLINK) , 57The color values are the same as for other settings.

6.4.12 Graphics

Used thoughtfully, graphics can make a Web page a much more attractive and interesting place.

6.4.12.1 Linking An Image

<IMG SRC = "Filename">

This is the basic tag linking and image into our page. Used without qualification. It places the image against the left edge, directly after any text, and with later text starting to its right.

For example

<HTML> ;

<H2>

Graphic </H2>

<1NG SRC = "flower.jpg"> Flower

<P> </HTML>

6.4.12.2 Positioning

<p> and <H....> tags used with images sets the vertical position in relation to surrounding text. There are three options: Top, Middle and Bottom. Bottom is the default, placing surrounding text at the bottom of the image. If there is following text, and it is too long to lit in the remaining space to the right, it is wrapped round to below image.

<CENTER>

<CENTER> can be used as used as a tag in its own right to align text and graphic in the center of the display window. When used in this way, a closing </CENTER> tag is needed at the end of the centered material.

6.4.12.3 Spacing

There are two options that can control the spacing around graphics. The default settings are to leave a space of 10 pixels spacing to the left and right; VSPACE = set the pixel spaces above and below the image. Note that we cannot control left and right, or above and below spacing independently.

6.4.12.4 Adjusting The Size

HTME gives us two alternative ways of setting the size:

Fixed, where the displayed size is given in pixels, it helps if we know the size of the original;

Variable, where the size specified as a percentage of the screen size. The advantage of the variable approach is that we can be sure that our image will fit on screen, whatever the size of our visitor's windows.

HEIGHT=value WIDHT=value

The same tag options are used for fixed and variable resizing. The only difference is in how we give the values. For fixed sizing, simply give the pixels as plain numbers;

HEIGHTS 100 WIDTH-75

Sets displayed size of the image at 100 x 75 pixel. If we want to avoid distorting the shape, you must know the original pixel size, so that you can calculate the new values. For variable sizing, give the value as a percentage of the screen height or width and follow the number with a% sign.

HEIGHTS 50%

Sets the image to be scaled down so that it fills half the height of the browser window.

6.4.12.5 ***Background Images***

Another striking use for an image is as a background to our page. The trick here is not to use a large, full-page picture, which will take an age to download, but to use a small image. HTML automatically repeats any image used as a background; so we can get a full screen from the tiniest images. With any kind of background pattern, it is important that the pattern does not become too dominant - it is supposed to be a background after all. The answer is either to use a very sparse pattern, or pale colors

<HTML>

<HEAD>

<TITLE> BACKGROUNDGRAPHIC

</TITLE>

</HEAD>

<BODY>

<BODY BACKGROUND="flowers.gif' TEXT FFFOO>

<FONT SIZE=7>

<FONTSIZE=5>

<P>The simpler the background, the better will be the effect.

</Body>

</HTML>

6.4.12.6 File Formats

GIF (Graphic Information Format) was established by CompuServe as the standard for graphics used in their communication services. It was chosen because its built in compression produces very compact files. For this same reason it has been adopted as a standard for Web browsers. The second widely used standard format is JPEG (Joint Photographic Experts Group) on PCs the files have a jpg extension. This also produces compact files.

6.4.12.7 Links

Graphics are fun, formatted text reads well, but when it comes to the crunch.

6.4.12.8 HREF

The key word for links is FRER (hyper text reference). This identifies the target page, or point within a page. But it can't be used by it self. It must be anchored to a piece of text or a graphic, so that there is something to click on to pick up the link. The anchor tags are <A... .> and </A> which mark the start and end of the link text. The two are used together to create the link and it's jumping'off point. For example; <A HREF = http//www:yahoo.com>

Go to Yahoo </A>

6.4.12.9 *Links To Other Pages*

These are the simple to handle, specially where the link is to the home page of a well established site. Mere is an example <AHREF = " http://www.lycos.com"> Lycos</A>

6.4.12.10 *Links Within Documents*

If we want to jump from one part of a document to another perhaps from a menu at the top, down to a section, or back up to the top, we have to define jump points. These are marked by a variation on the anchor tag:

<A NAME =jump point> jump Point text </A>

The jump point can be a single word or phrase, and we can write it in quotes if we want to make it stand out more clearly in the source code. It will not be identified in somewhere to go from. The <A NAME =...> tag can therefore be wrapped around and existing heading, or embedded in body text at the right place.

6.4.12.11 *Links And Images*

Linking tags do not have to be attached to text. We can anchor them to graphics, replacing the text with an <IMG SRC... > tag.

<A HREF = www.nt.scape.com> <IMG SRC=logo.gif

</A> That could create a link to Netscape's home page, based on the image of their logo.

6.4.12.12 *List And Lines*

To display sets of links or other short items it is better to use bulleted or numbered lists. To divide text into clearly marked sections limes can be

drown between them. Here we cover the tags and techniques that control these.

List

There are three types of lists, with bullets, with number or letters and lists of terms definitions. For the first two types the techniques are the same, with the only difference being in the tags that define the list type. The default settings give you round bullets (0) and Arabic numerals (1,2,3), but optional keywords inside the tags can be used to set a different bullet or numbering style.

Bulleted Lists

A bulleted list is set up with the tag <UL> to mark its start and, </UL> to close it. Each item in the list is preceded by the tag<Ll> (list item). This needs no closing tag.

Variations

With a plain <UL> tag, the bullets are filled circles. The phrase "TYPE= key word", can be added where the keyword is either WQUARE, DISC or CIRCLE. SQURE gives us a filled square; DISC produces a filled circle, the default bullet.

Nested lists

Lists can be' nested' one inside the other, to give us several levels of indents. The same tags are used as for simple lists but we must put a </UL> tag at the end of each inner level. Note that you can use different bullet styles for the inner and outer lists. When writing nested lists, we will find it

helpful to indent our inner list items in our code. It shows the structure more, Clearly, and it makes it easy to do a quick check that each opening <UL> tag has a matching

<HTML><H3>ANIMALS </H3>
<UL type=square>
<L1> Hen
<L1> Goat
<Ll> HORSE
<L1> CAMEL
<L1> DOG
</UL>
<UL type =disc>
<Ll> PIGEON
<L1> PARROT
</L1> </UL>

Fancy bullets

Bored with blobs in your lists? We can create fancy bulleted 'lists' by fitting our own bullet images at the starts of lines. These won't be proper lists, as defined by <OL> or <UL> tags, but they will look good on screen. It is a bit more work, as we have to make the bullets and set the indents which is, in effect, what the list tags do for us but the results are worth while.

Line Styles

The basic <HR> line is two pixels deep, stretches more or less the full width of the window, and has a shaded effect. These aspects can all be changed by options in the <HR> tag.

Size = value

This set the thickness of the line, counting in pixels. The size must be at least 2 if we want shade effect. Over about 8 pixels, it looks less like a line than a box.

Width - value

This set width of the line. As with the WIDTH option of images, you can either count in pixels or set it to a percentage of the browser window's width. Unless we want the line to match a heading or image, or we are creating a pattern of lines, it is usually best to set the width as a percentage. We then get the same effect, whatever size window it is viewed in.

Align = value

This sets the line to the left, right or in the center of the screen. It can only be used if the width has been set.

NOSHADE

If this keyword is used, the line is shown as a plain dark line. The effect of setting the size and (pixel) width can be seen in the example below:

<HTML>

<H2> horizontal rules </H2>

<H3> changing the size </H3>

<HRSIZE=1>

<HR SIZE=4>

HRSIZE-1O

<h3> setting the width</I 13>

<HR WIDTH =50> <HR WIDTH=200>

<.HTML>

CONCLUSION

ACHIEVEMENTS

- The project was to develop a comprehensive web site giving complete information about Multan, Which I have successfully achieved.

- There were no sites before which can give us information about Multan in detail. This web site provides all the information comprehensively about Multan.

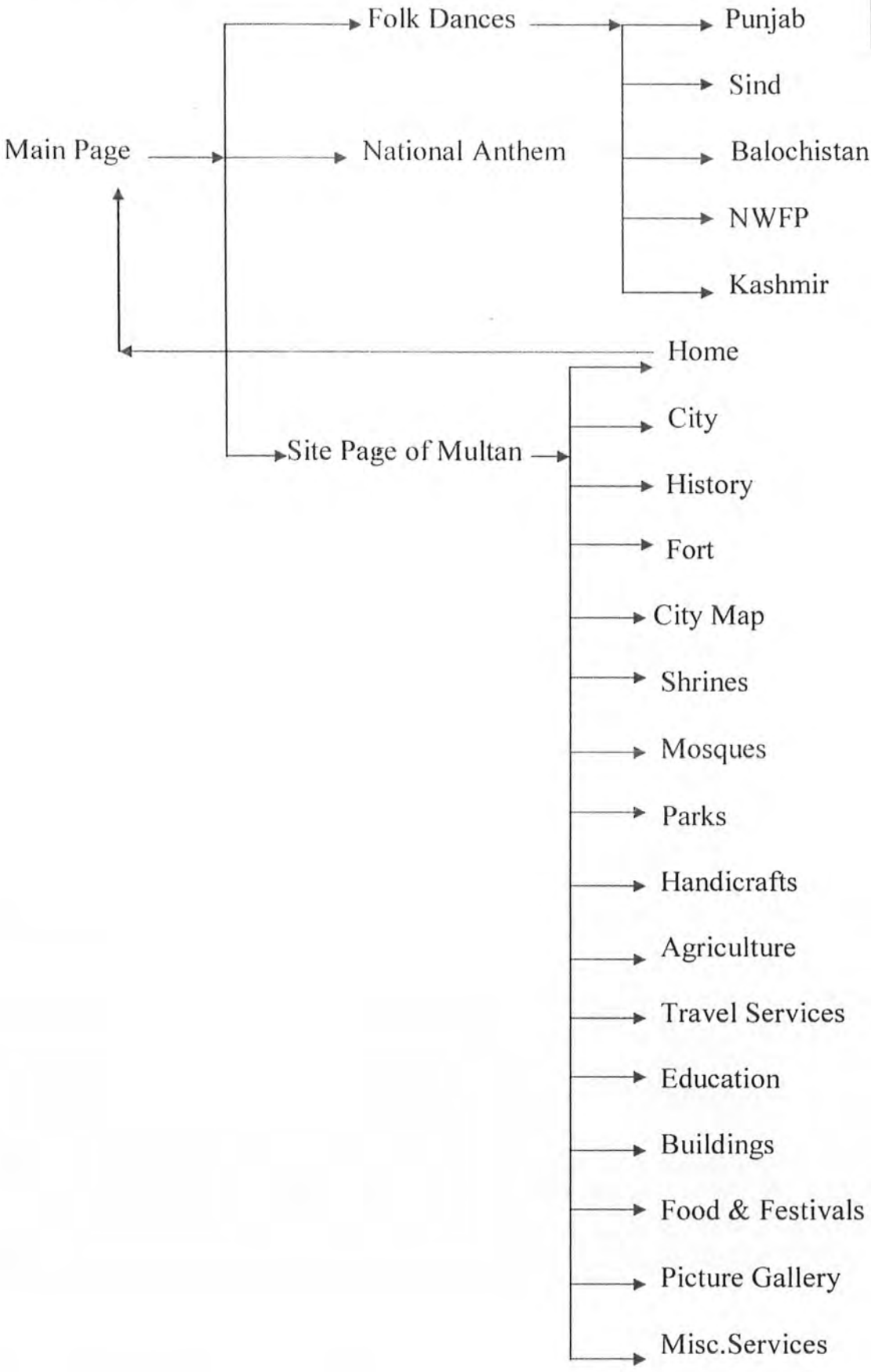
- One aspect that is very important in web sites is the human computer interaction. I have tried to ease out all the stuff related to the user and try to provide a GUI which user feels comfortable with and enjoy the site.

- The site covered all the important aspects relating to Multan. It is tried that all the important topics should be included.

FUTURE ENHANCEMENT

- The site, at present is specific to Multan, but it can be enhanced to be a general web site containing information about different cities.
- A form should be included in the web site to get suggestions from the people so that site can be enhanced as suggested by them.

Site Map

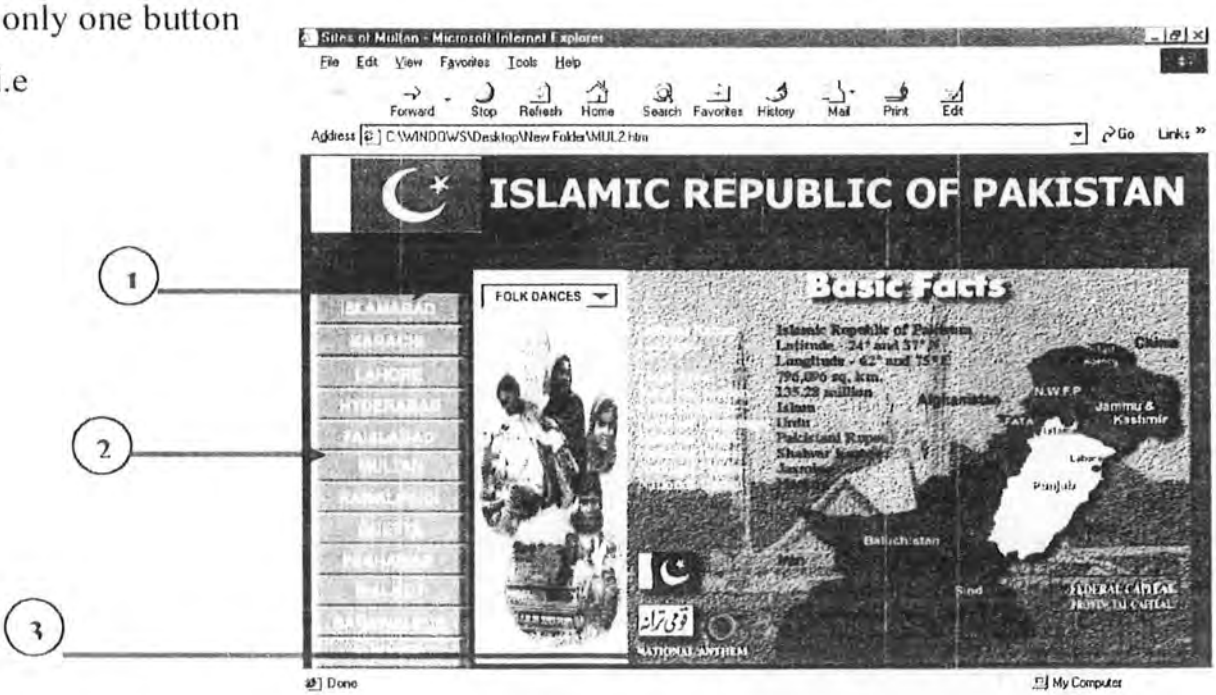

Main Page
Folk Dances
Punjab
Sind
Balochistan
NWFP
Kashmir
National Anthem
Home
Site Page of Multan
City
History
Fort
City Map
Shrines
Mosques
Parks
Handicrafts
Agriculture
Travel Services
Education
Buildings
Food & Festivals
Picture Gallery
Misc.Services

Chapter 9

USER GUIDE

The main page when open will show following window. A menu will be seen on the left side of the main window. Since the Site is relating to Multan, only one button is alive.i.e Multan.

Main Page



Main Page of the site

1- Click for folk dances of Pakistan.
2- Click Menu for the site of Multan.
3- Click for national anthem.
4- Menu for the tour of the site of Multan.
5- Heading for the displayed page.
6- Forward and Reverse Buttons.(Do not use browser's reverse and forward buttons).
7- Main window displaying various information.

CHAPTER: 10

TOUR OF THE SITE

WELCOME TO MULTAN

The City Of Saints And Shrines

Contents

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICARAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

HISTORY

was ruled by Raja Chach, a Brahmin.

Multan was conquered by Arabs under Mohammad Bin Qasim in 712 A.D. after defeating Raja Dahir, a descendant of Chach.Thereafter, the Town remained for three centuries the outpost of Islam in India, under the caliph of Baghdad. It remained nominally subject to Lohdies, Ghaznavids and Mohammad Ghauri up to the end of 12 century. From the beginning of the 13th century for the next three centuries, the history of Multan is practically the history of the incursions from Western and Central Asia.

Attack by Muhammad Bin Qasim

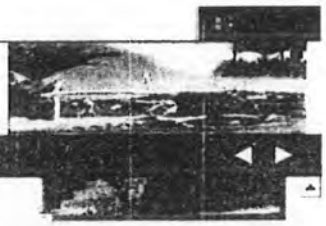
In 1397 came the invasion of Taimur, Whose troops occupied Uch and Multan, sacked Tulamba, raided the Khokhars of Ravi and passed across Biass to Pakpattan and Dehli. In 1528, came the peaceful transfer of the province of Multan the emissaries of the Mughal Emperor Babar. Under the Mughal Emperors, Multan enjoyed a long period of peace between 1528-1748 and was known as Dar-ul-Aman (city of peace).

In 1752 Multan became a province owing allegiance to Afghan kings. It was then ruled by Pathan Governors and Daud Putra Chiefs

Acceptanceeof Islam

WELCOME TO MULTAN

The City Of Saints And Shrines



Contents

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICRAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

FORT

There were six gates of the walled city. The names given to them were historical and religeous.

Dehli Gate

A straight road led to dehli from this gate for this reason it was called Dehli Gate.

Haram Gate

From this gate women belong to the family of Hazrat Mousa Pak Shaheed used to enter the city. For this reason it was called Haram Gate.

Lohari Gate

From here a straight road led to Lahore that is why it is known as Lahori Gate which ultimately changed to Lohari Gate.

Doulat Gate

This gate was given name after the name of Pir Doulat Shah

WELCOME TO MULTAN

The City Of Saints And Shrines

PARKS

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICARAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

Company Garden

This garden is located in cantt on the Sher Shah road. The garden has beautiful flower beds and grassy lawns. It is under the control of Cantonment Board. Every year in spring there held a flower exhibition and flower competion between different departments. The garden is visited by the people mostly in the morning and evening.

Chaman Zar-e-Askari Park

This park is also located in cantt on Sher Shah road near Fort Colony. There is an artificial lake in the park. Motor boots and paddle boots are provided for the entertainment of people. It has great attraction for children becuase a variety of swings are provided.

Ibne Qasim Park

This park is located infront of Hazrat Bahauddin Zakaria's shrine. The park has beautiful landscap. It has waterpool, artificial waterfalls, swings

WELCOME TO MULTAN

The City Of Saints And Shrines

MOSQUES

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICRAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

Sabaz Mosque

This mosque is located in Kotla Toleh Khan . It is decorated with green glazed Multani Tiles. The Mosque is Known as Sabaz or Savi Mosque because of these green tiles. There is a beautiful arch built on the western wall of the mosque which shows splendid work of Multani Tiles and glazed tiles.

Mosque Ali Muhammad Khan

This mosque was built by Ali Muhammad Khakwani in 1758 A.D. in chowk bazar. Its arch and pulpit are made with marble. The roof is decorated with Multani art and the walls are decorated with verses of Holy Quran. In 1880 mosque was destroyed by Hindus.It was rebuild by Seath Khuda Buksh in its original condition.

Mosque Shahi Eidgah

Nawab Abdul Samad Khan built this mosque in 1735 A.D. It is located on LMQ Road near 'Chungi No:9'. The mosque has 7 dombs. The domb in the middle is high than the remaining dombs.The mosque is decorated with Multani tiles and paintings.

Other Mosques:

Abdali Mosque , Baqar Khan Mosque, Ibne-e-Qasim Mosque.

WELCOME TO MULTAN

The City Of Saints And Shrines

Contents

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICRAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

SHRINES

Shrine of Hazrat Shams Sabzwari

The shrine of Hazrat Shams Sabzwari is located near Aam-Khas Garden. A descendant of Imam Jaffar, he was born in 1165 A.D. The saint died in 1276 A.D. and his shrine was built by his grandson in 1330 A.D.

Other Shrines:

Other Shrines in Multan include those of Mohammad Yousaf Gardezi near Bohar Gate, Musa Pak Shaheed inside the Pak Gate, Totia Mai near Haram Gate, Shah Ali Akbar, a descendant of Shah ShamsSabzwari, in Suraj Miani and Baba Safra near Eidgah.

Every year thousands of pilgrims from all over the country and abroad visit Multan for Urs at different

WELCOME TO MULTAN

The City Of Saints And Shrines

Contents

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICRAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

AGRICULTURE

Wheat is the major crop of Multan. This helps in fulfilling country's food demand. A large area is cultivated every year. The quality of wheat produced is good.

Cotton has a significant role in Pakistan's economy. Multan is famous for its cotton. Fine and long fiber cotton is exported.

Rice, Sugarcane, Potato, Kino and Melons are also produced in large quantity.

The land of Multan is suitable for fruit trees. Multan is well known for its mangoes and is called 'The Mango City'. A variety of mangoes are produced here. These mangoes are liked by the people for their good taste and are exported every year. The famous varities of mangoes are Chaunsa, Anwar Retool, Fajri, Toota Pari

WELCOME TO MULTAN

The City Of Saints And Shrines

FOOD & FESTIVALS

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICARAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

Western and Pakistani dishes are available in Western style hotels, Lassi, sharbat and Faluda are local cold drinks, Multani Halwa (sweet preparation) is also famous. Amongst fruits, mangoes, water-melons, maltas, oranges, pomegrgantes, guavas and dates are grown in the district and are available during the season besides other fruits.

Restaurants

A number of quality restaurants are available in various parts of the city eg.
Bamboo Snack Bar, Aziz Shaheed Road Sadar.
Bingo Chicken & Burger (Air Conditioned), 2 Allama Iqbal Shopping Centre Cantt.
Cafe Afia, No.4, Shopping Center Cant.
Firdouse Restaurent, Firdous Hotel, LMQ Road

Festivals

Religious festivals in Multan are a peculiear mixture of devotion and recreation.
Multan is famous for its shrines. Annual Urs is held on every shrine. Well known are the urs of Shah Rukn-e-Alam, Bahauddin Zakaria, Shah Shams Sabzwari, Shah jamal, Sher Shah and Mela Ludden Pir.etc

WELCOME TO MULTAN

The City Of Saints And Shrines

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICARAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

Many new and modren buildings have been constructed in Multan during recent years. These building are located on Abdali Road and on MDA Road.

High Court Building

This building is located in Cantt at the end of old Bahawalpur Road. It is a model of traditional construction. PIA booking office, building of Daily Nawa-e-Waqat and other banks are also a beautiful addition to Multan.

State Bank Building

In chowk Mauj Dirya , beside the divisional sports ground is situated a splendid building. This building belongs to State Bank. It has 8 floors. At the ground floor is a vast banking hall. Outside the varandas is a sloppy wall which has big archievious doors. The building decorated with glass and blue glazed til

Multan Arts Council

WELCOME TO MULTAN

The City Of Saints And Shrines

Contents

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICRAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

EDUCATION

saints which came to Multan spread knowledge to all those who use to sit in their company.

Bahauddin Zakaria University

This university came into existance on 15 Sept. 1975. In the beginning , it was named as University of Multan. In 1979 it was renamed as Bahauddin Zakaria University Multan after the name of the famous saint Hazrat Bahauddin Zakaria. It is 10KM away from the city. It has various departments of science and arts.

Nishtar Medical College

The college was constructed on 10 July, 1951. Nishtar Medical College has a special significance in Asia. It has established itself in the field of knowledge, research, publication and Health. This college has produced great doctors. The services of expertise and doctors of Nishtar Medical College are recognised throughout the world.

WELCOME TO MULTAN

The City Of Saints And Shrines

MISCELLANEOUS SERVICES

- HOME
- CITY
- HISTORY
- FORT
- CITY MAP
- SHRINES
- MOSQUES
- PARKS
- HANDICRAFTS
- AGRICULTURE
- TRAVEL SERVICES
- EDUCATION
- BUILDINGS
- FOOD & FESTIVALS
- PICTURE GALLERY
- MISC. SERVICES

Hospitals

- Nishtar Hospital
- Civil Hospital
- Fatima Jinnah Women Hospital
- CMH Multan
- Christian Hospital

Police Stations

- Saddar Police Station
- Police Station Jalilabad
- Police Station Lohari Gate
- Police Station Gulghshat
- Police Station New Multan

Post Offices

- General Post Office
  Hassan Parwana Road
- Cantt Post Office
  Mall Road

Shopping Centres

- Hussain Agahi
  Bohar Gate
- Haram Gate
  Cantt Bazar

Tourist Services