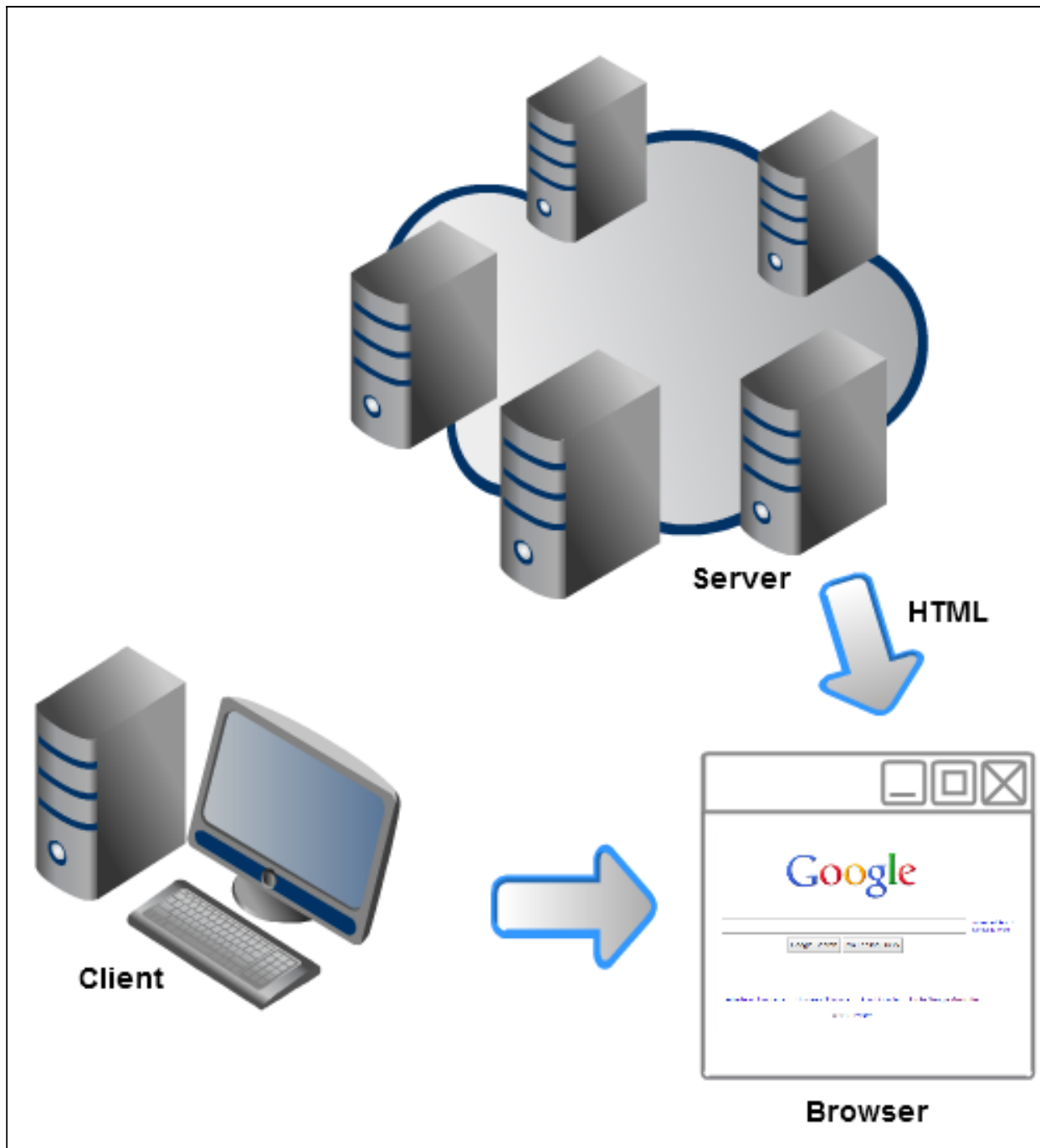

Intro to the Web

Outline

- The Web
- Browsers
- FTP

The Web



Clients

Clients are computers that access the web in any way.



Servers

Servers are just programs running on a computer that serve up content.

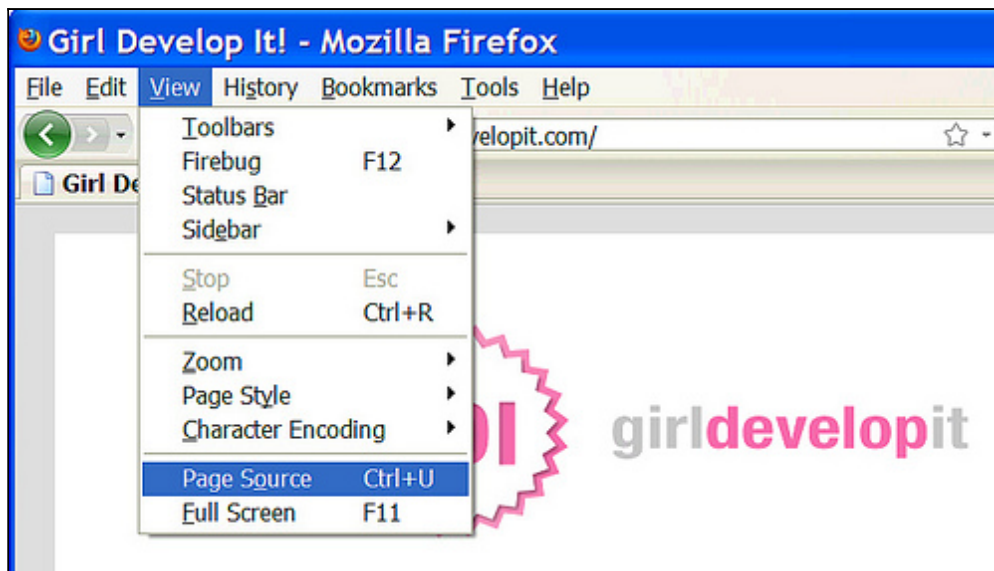
Sometimes they serve up static files, and are exposed like a file system.

Sometimes they can be scripted using "server-side" programming languages (PHP, Python, Perl, Java, etc.) to serve more dynamic pages.

Browsers

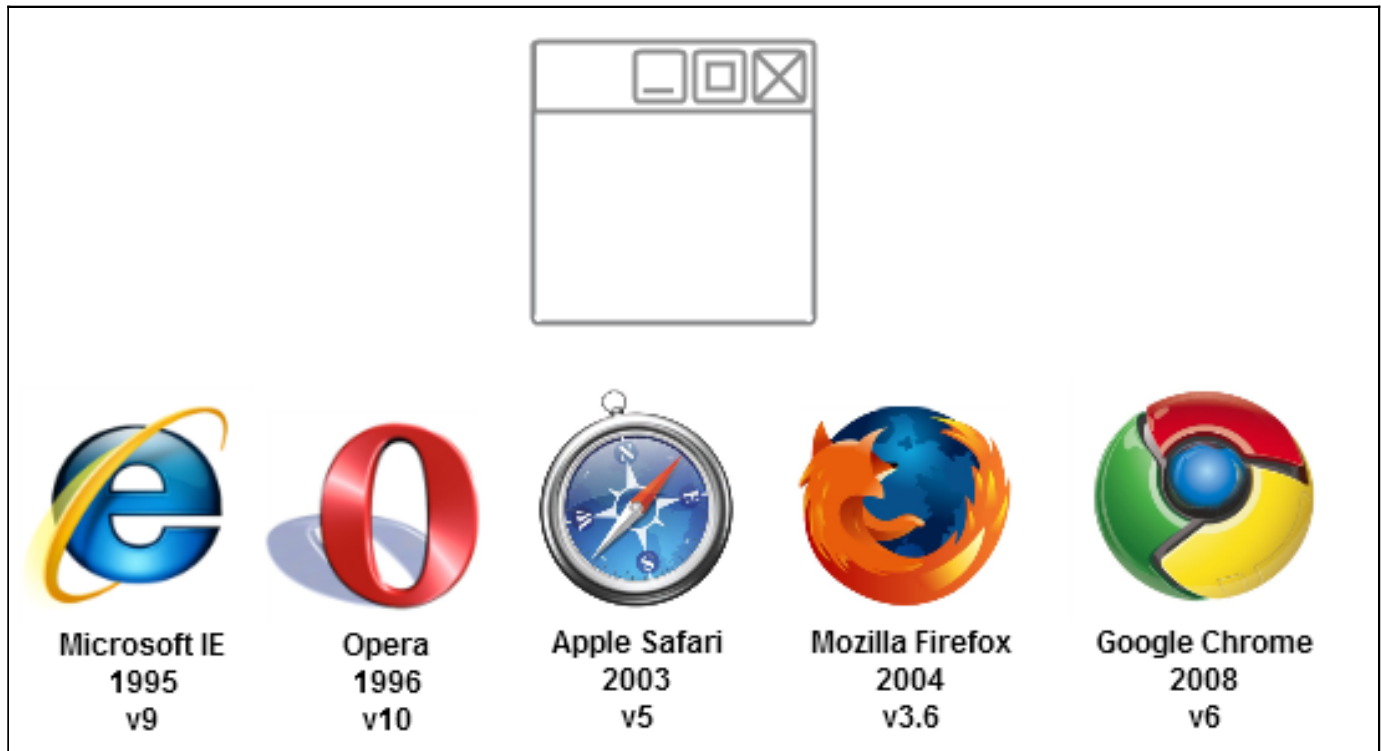
Browsers are programs that render content on the web, most often HTML pages and related resources.

HTML is a "markup language" that describes a webpage. When you're on a webpage, you can "view source" to see the HTML that the browser is rendering.



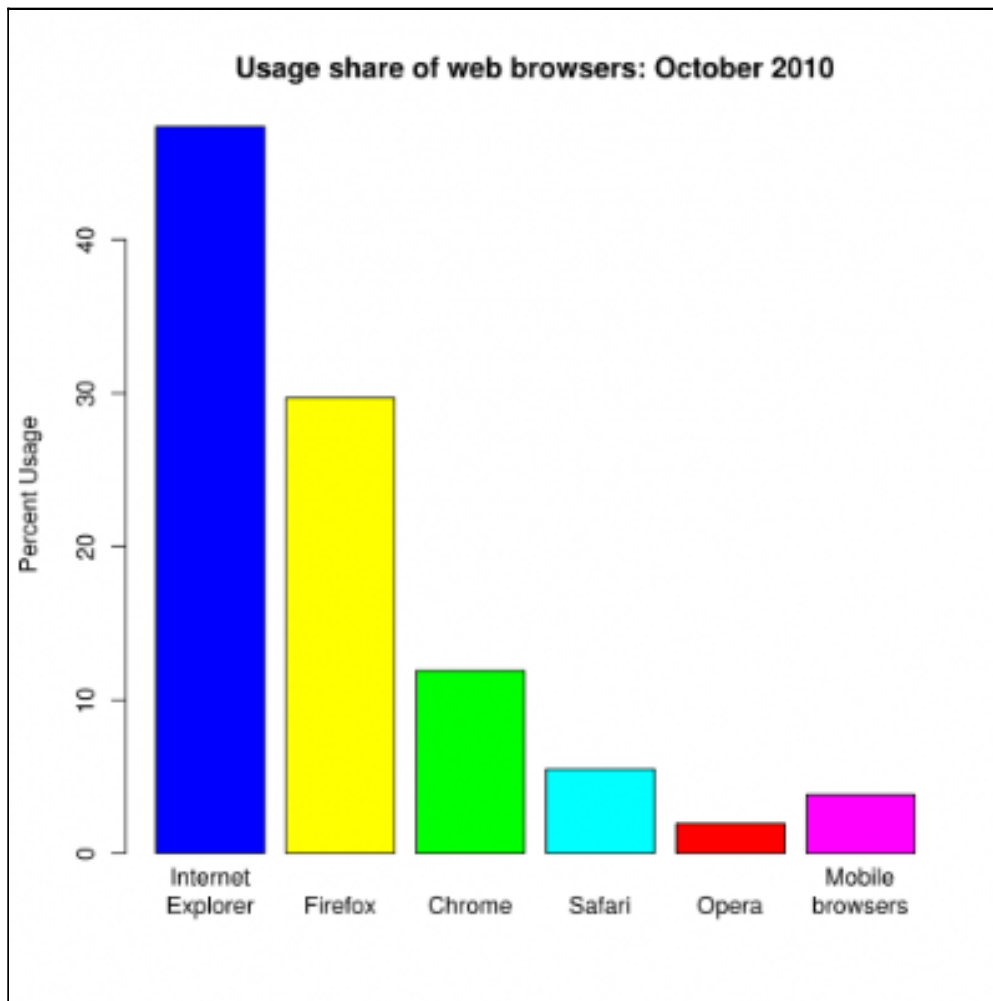
Browsers

Various companies and organizations provide browsers, and each browser varies in how it displays webpages.

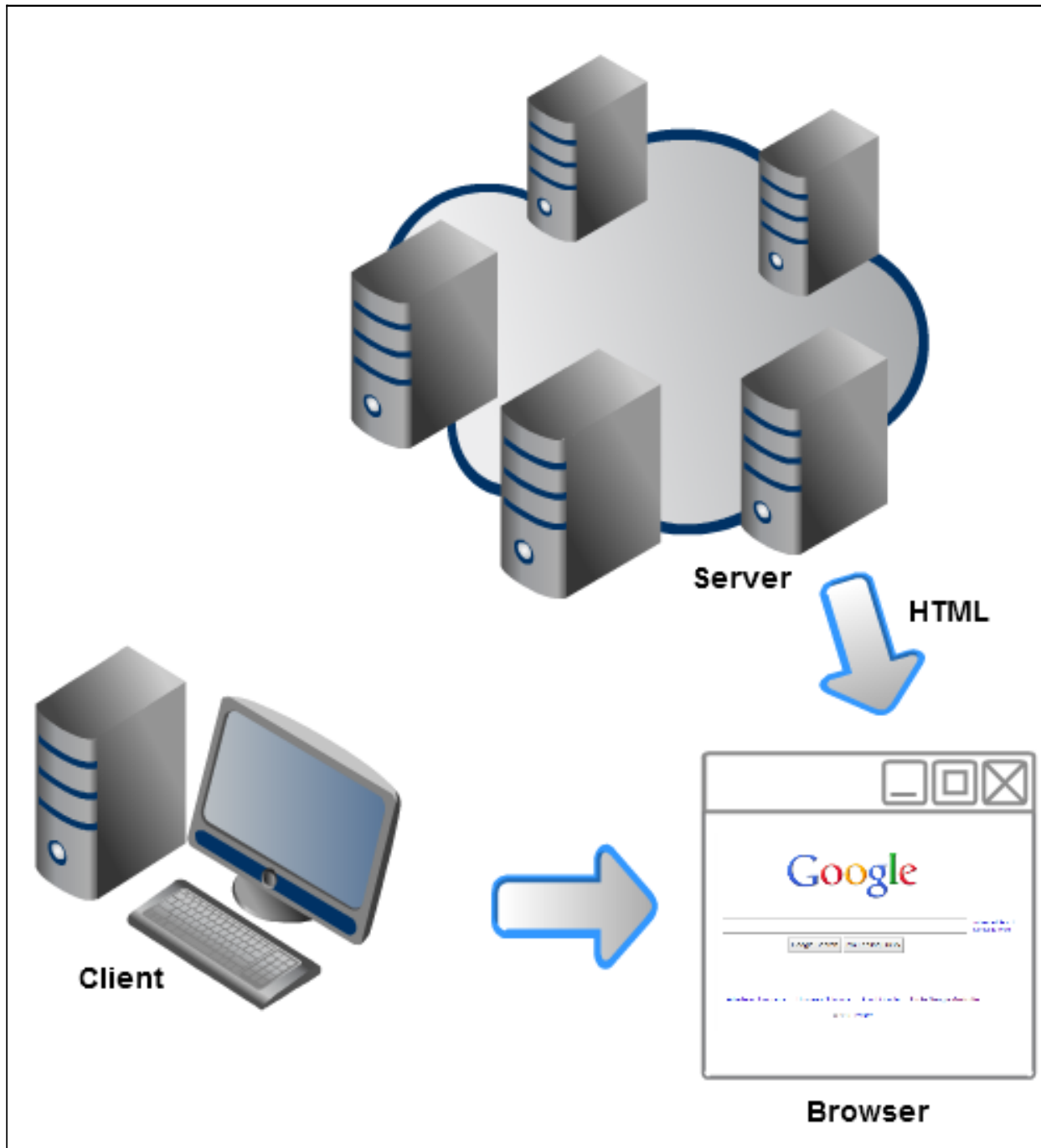


Browser Usage

Browser popularity varies year by year. Web developers must decide which browsers they want to make sure their webpage works well in.

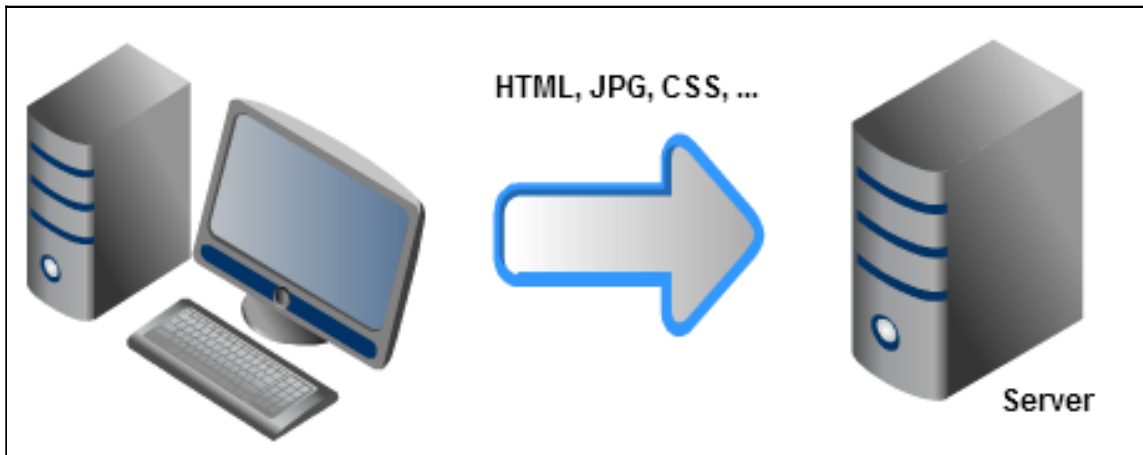


The Web



Client -> Server: FTP

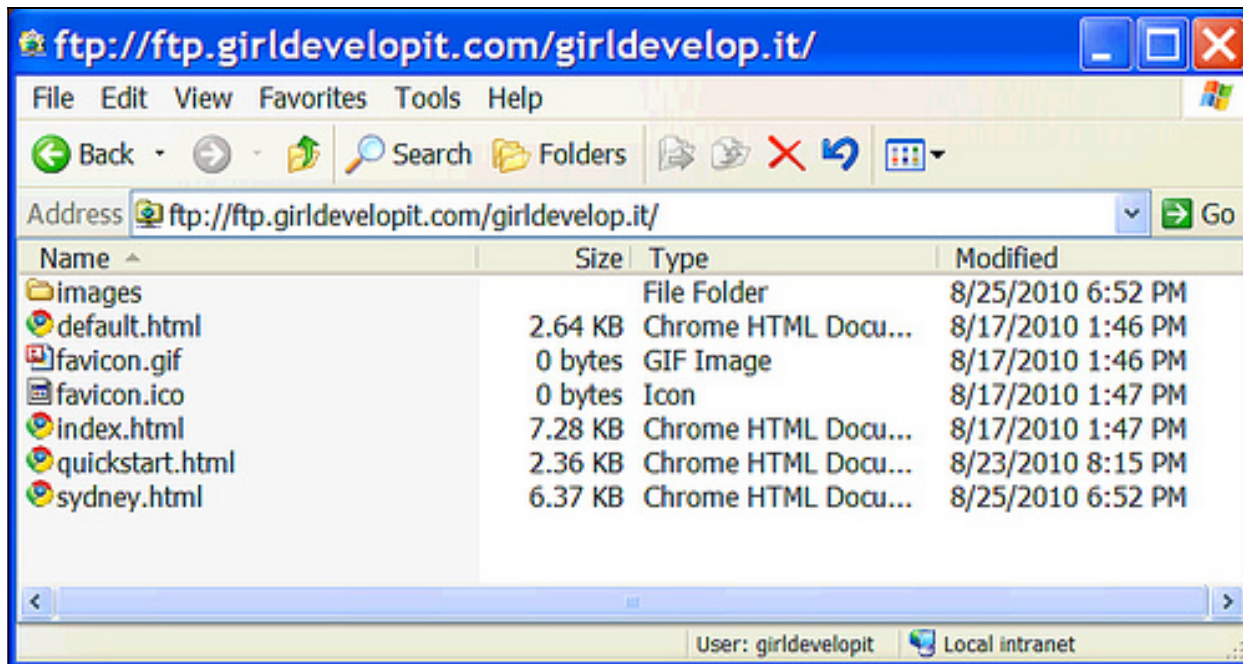
One way for a developer to make websites available on a server is to use an FTP program to upload them from their client machine.



Depending on your operating system, you can use various FTP clients.

FTP Clients: Windows

On Windows, you can use Windows explorer, just like you do for exploring your local directories.



FTP Clients: FileZilla

FileZilla is an open-source client that works on every operating system.

