* **WEB** :- The part of the internet tht is accessed through a special program and that is made up of many documents which are linked together.
* **WWW** :- The World Wide Web, also known as the web, is an interconnectd netdocuments accessible through the internet.
* **BROWSER**  :- A browser is an application program that provides a way to look at and interact with all the information on the world wide web.
* **ADDRESSBAR** :- The Address bar is the familiar text field at the top of a web browser's graphical user interface (GUI) that displays the name or the URL (uniform resource locator) of the current web page.
* **TITLEBAR** :- A titlebar is a graphical user interface (GUI) component of a software application or web page.
* **HTTP/HTTPS**  :- Both HTTP and HTTPS are used to retrieve data from a web server to view content in a browser.
* **URL/URI** :- URL is the most common type of Uniform resource Identifier (URI). URIs are strings of characters used to identify a resource over a network. URLs are essential to navigating the internet.
* **EXTENSION** :- Extensions tell your computer which application created or can open the file and which icon to use for the file.
* **EDITOR** :- Editors are basically computer programs that are utilised to edit files on a computer.
* **NETWORK**  :- A network is a group of two or more computers or other electronic devices that are interconnected for the purpose of exchanging data and sharing resources.
* **TCP/IP**  :- The TCP/IP protocol is the foundation of the internet and enables devices to communicate with each other using a common language.
* **HOSTING** :- A hosting is a place where files are stored. Normally a company offers its web hosting services by renting its servers to store the web, making it easier for other users to access it.
* **DOMAIN** :- The domain is a website address. The domain is the unique route to access a certain website.
* **SERVER**  :- A server is a hardware device or software that processes requests sent over a network and replies to them.
* **CLIENT** :- A client is a piece of computer hardware or software that accesses a service made available by a server as part of the client server model of computer networks.