Fundamentals of web apps

- 1. First rule: Always help to keep dev console open when working on a web dev project.
- 2. In the dev console, check 'Disable Cache' option present in the network tab.

HTTP protocol

- 1. Server and web browser communicate with each other using HTTP protocol. This may be seen in the network tab on your console.
- 2. You may click the event to see more information.
- 3. First, the browser does an HTTP GET request to the server to fetch the HTML code of the page. The img tag in the HTML prompts the browser to fetch the image. The browser renders the HTML page and the image to the screen.

Scope of this course:

- 1. In the context of this course, full stack web development means that we focus on all parts of the application: the frontend, the backend, and the database. Sometimes the software on the server and its operating system are seen as parts of the stack, but we won't go into those.
- 2. We will code the backend with JavaScript, using the <u>Node.js</u> runtime environment. Using the same programming language on multiple layers of the stack gives full stack web development a whole new dimension. However, it's not a requirement of full stack web development to use the same programming language (JavaScript) for all layers of the stack.

Javascript fatigue:

- 1. JavaScript does not always work as you'd expect it to. Communicating on the web requires knowledge of the HTTP protocol. One must also handle databases and server administration and configuration.
- 2. The world of JavaScript develops fast, which brings its own set of challenges. Tools, libraries and the language itself are under constant development. Some are starting to get tired of the constant change, and have coined a term for it: JavaScript fatigue.
- 3. How to manage JS fatigue: https://auth0.com/blog/how-to-manage-javascript-fatigue/

Tutorials(MDN docs):

- 1. HTML: https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/ HTML basics
- 2. CSS: https://developer.mozilla.org/en-US/docs/Learn/Getting started with the web/CSS basics
- 3. HTML forms: https://developer.mozilla.org/en-US/docs/Learn/Forms/Your_first_form