Terminology:

* Clients
* Servers
* Internet
* Modems
* Routers
* ISP

URL-> Uniform resource locator

* Protocol (http- rules defined by internet how you want to access info)
* Domain name (host - Facebook)
* Path
* DNS-> Domain Name System
* Static vs. Dynamic sites (static i.e Wikipedia website is where create your own website and content whereas dynamic is where you can request anything you want – Facebook)

**Client-side and Server-side Technologies**

**Client-side languages:**

* JavaScript
* HTML
* CSS etc.

GitHub- repository (folder)

**Server-side languages:**

* PHP
* ASP.Net in C#, C++, Visual Basic or Java