Terminology

FITC 130 Web Development

Lesson 1

1. Coding: Computer programming, also known as coding, is the process of creating software.
2. Web Developers: they develop a program that help others find a site easy to use and navigate easy while clicking and searching.
3. Computer Science: is the theoretical study and practical application of computation, including such topics as: design and maintenance of software systems, distributed systems, human-computer interaction, computational modeling, artificial intelligence, mobile computing, programming languages, image processing, and computer graphics.

Lesson 2

1.) user interface designer: User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design).

2.) front and end developer: a Front-End Developer will work on the exact opposite. When you use a screen at work for various functions, the chances are a Front-End Developer will have been involved in its creation.

Lesson 3

1. Website source code: Source code is the list of human-readable instructions that a programmer writes—often in a word processing program—when he is developing a program.
2. Meaning of HTML: is a short for HyperText markup Language.
3. Atom Editor: is a “hackable” text editor you can customize using a style sheet. You can keymap to map or re-map key combinations and commands.

Lesson 4

1. <h1> is short for <headings 1>
2. <p> is short for <paragraphs>
3. <div> elements can be nested inside other <div> elements as needed.

Lesson 5

1. - Attributes provide additional information about elements

-Attributes are always specified in the start tag

-Attributes usually come in name/value pairs like: name="value"

1. <img> is to add a picture to the site and you are able to adjust the size and width
2. Width and height you can also adjust in the atom editor as well.

Lesson 6

1. Good design is:

* Clear — content is easy to read and the graphics and colours support the idea
* Concise — content is presented in a succinct manner without anything unnecessary
* Captivating — style is easy on the eyes and captures the reader's interest

1. Web design you need to think about the layout of how it will look on the site.
2. Color of the website is making sure you aren’t adding to much color to the page and making it visual for those to look at it.
3. Font’s and sizes for the website you want to make sure the sizes are readable not to big but not to small as well.

Lesson 7

1. Helvetica: a typeface in which characters have no serifs. sans serif. font, fount, typeface, face, case - a specific size and style of type within a type family.
2. Font size: are for specified sizes such as Pixels 12px, points 12pt, percentage 100% Ect.
3. The line Hight property controls the height of each line of text

Unlike other sizing properties, it accepts a whole number instead of a pixel value

Lesson 8

1. Margins: The CSS margin properties are used to create space around elements, outside of any defined borders.
2. Padding is used to create space around an element's content, inside of any defined borders.
3. height and width properties are used to set the height and width of an element.
4. The box-sizing property defines how the width and height of an element is calculated.

If box-sizing is set to content-box, width and height will only include the content, and will not include the padding, border, or margin. This is the default.

If box-sizing is set to border-box, width and height will include the content, padding, and border, but not the margin.

Lesson 9

1. Page layout and containers: is containers such as the div element that demonstrates how to style and format while giving you a chance to test out the items.
2. Page layouts are ways of organizing a content on a website from a blog to a web application.
3. Div element: <div> tag defines a division or a section in an HTML document. The <div> tag is used as a container for HTML elements - which is then styled with CSS or manipulated with JavaScript. The <div> tag is easily styled by using the class or id attribute. Any sort of content can be put inside the <div> tag!
4. The max-width property in CSS is used to set the maximum width of a specified element. The max-width property overrides the width property, but min-width will always override max-width whether followed before or after width in your declaration.
5. The background-image property sets one or more background images for an element.

By default, a background-image is placed at the top-left corner of an element, and repeated both vertically and horizontally.

Lesson 10

1. Careers-

* Web Designer
* User Interface (UI) Designer
* User Experience (UX) Designer
* Frontend Developer

1. Careers in software cont.

* Backend Developer
* Software Engineer / Architect
* Database Administrator
* Dev/Ops Engineer