

Challenges#4

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE-edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Personal Porfolio</title>
    <link rel="stylesheet" href="stylesheet.css">
    <link href='https://unpkg.com/boxicons@2.1.4/css/boxicons.min.css'
rel='stylesheet'>
    <script src="https://unpkg.com/typed.js@2.1.0/dist/typed.umd.js"></script>
    <title>Github Pages</title>
```

Certainly! Adding a favicon to your project involves linking a small icon file in the head of your HTML document. Here's a simple example code snippet:

htmlCopy code

```
html lang="en" charset="UTF-8" name="viewport"
content="width=device-width, initial-scale=1.0"
rel="icon" href="favicon.ico" type="image/x-icon"
rel="shortcut icon" href="favicon.ico"
type="image/x-icon"
```

In this example:

- The `link` tags with `rel="icon"` and `rel="shortcut icon"` specify the location of the favicon file. The `href` attribute points to the location of the favicon file (in this case, "favicon.ico").
- The `type="image/x-icon"` attribute indicates that the linked file is an icon.