**https://developer.mozilla.org/en-US/docs/Learn/Getting\_started\_with\_the\_web/HTML\_basics**

**HTML (Hypertext Markup Language) is the code that is used to structure and display a web page and its content. For example, content could be structured within a set of paragraphs,  a list of bulleted points, or using images and data tables.  As the title suggests, this article will give you a basic understanding of HTML and what its function is.**

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**So what is HTML, really?**

HTML is not a programming language; it is a *markup language*, and is used to tell your browser how to display the webpages you visit. It can be as complicated or as simple as the web designer wishes it to be. HTML consists of a series of [**elements**](https://developer.mozilla.org/en-US/docs/Glossary/element), which you use to enclose, or wrap, different parts of the content to make it appear a certain way, or act a certain way. The enclosing [tags](https://developer.mozilla.org/en-US/docs/Glossary/tag) can make a word or an image a hyperlink to somewhere else, can italicize words, and can make font bigger or smaller, and so on.  For example, take the following line of content:

https://developer.mozilla.org/en-US/docs/Learn/Getting\_started\_with\_the\_web/CSS\_basics

**CSS (Cascading Style Sheets) is the code you use to style your webpage. CSS Basics takes you through what you need to get started. We'll answer questions like: How do I make my text black or red? How do I make my content show up in such-and-such a place on the screen? How do I decorate my webpage with background images and colors?**

## So what is CSS, really?

Like HTML, CSS is not really a programming language. It is a style sheet language,that is, it lets you apply styles selectively to elements in HTML documents. For example, to select **all** the paragraph elements on an HTML page and turn the text within them red, you'd write this CSS:

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<https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/JavaScript_basics>

**JavaScript is a programming language that adds interactivity to your website (for example: games, responses when buttons are pressed or data entered in forms, dynamic styling, animation). This article helps you get started with this exciting language and gives you an idea of what is possible.**

## What is JavaScript, really?

[JavaScript](https://developer.mozilla.org/en-US/docs/Glossary/JavaScript) ("JS" for short) is a full-fledged [dynamic programming language](https://developer.mozilla.org/en-US/docs/Glossary/Dynamic_programming_language" \o "dynamic programming language: A dynamic programming language is a programming language in which operations otherwise done at compile-time can be done at run-time. For example, in JavaScript it is possible to change the type of a variable or add new properties or methods to an object while the program is running.) that, when applied to an [HTML](https://developer.mozilla.org/en-US/docs/Glossary/HTML" \o "HTML: HTML (HyperText Markup Language) is a descriptive language that specifies webpage structure.)document, can provide dynamic interactivity on websites. It was invented by Brendan Eich, co-founder of the Mozilla project, the Mozilla Foundation, and the Mozilla Corporation.

You can do pretty much anything with JavaScript. You'll start small with simple features such as carousels, image galleries, fluctuating layouts, and responses to button clicks. Eventually as you get more experienced with the language, you'll be able to create games, animated 2D and 3D graphics, full blown database-driven apps, and more!

JavaScript itself is fairly compact but very flexible, and developers have written a lot of tools on top of the core JavaScript language, to unlock a huge amount of extra functionality with very little effort. These include:

* Application Programming Interfaces ([APIs](https://developer.mozilla.org/en-US/docs/Glossary/API)) built into web browsers, providing various functionality like dynamically creating HTML and setting CSS styles, grabbing and manipulating a video stream from the user's webcam, or generating 3D graphics and audio samples.
* Third-party APIs to allow developers to incorporate functionality in their sites from other properties, such as Twitter or Facebook.
* Third-party frameworks and libraries you can apply to your HTML to allow you to rapidly build up sites and applications.