

Web Development BASICS: HTML, CSS & JavaScript

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1. HTML Basics

What is HTML?

HTML (HyperText Markup Language) is the standard language for creating web pages. It structures the content on the web.

HTML Structure

Basic structure:

```
<!DOCTYPE html>

<html>

<head>

<title>Page Title</title>

</head>

<body>

</body>

</html>
```

Elements & Tags

Elements: building blocks.

Tags: <tag>content</tag>. Example: <p>Hello World</p>

Attributes

Attributes provide extra info. Example: Link

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Common Tags

<h1>-<h6>, <p>, <div>, , <a>, , , , , <table>, <form>

Lists & Links

Lists: , , . Links: text

Images & Multimedia

Forms

<form>, <input>, <label>, <select>, <textarea>, <button>

Best Practices

- Use semantic tags.
- Keep it clean & indented.
- Validate your HTML.

Resources

MDN HTML: <https://developer.mozilla.org/en-US/docs/Web/HTML>

W3Schools HTML: <https://www.w3schools.com/html/>

2. CSS Basics

What is CSS?

CSS (Cascading Style Sheets) styles your HTML content. It controls layout, colors, fonts, spacing, and responsiveness.

How CSS Works

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Three ways: Inline, Internal (<style>), External (<link>). External is best for maintenance.

Syntax & Selectors

Syntax: selector { property: value; }

Example: p { color: red; }

Selectors: element, class(.), ID(#), descendant.

Colors, Units, Fonts

Colors: names, hex, rgb.

Units: px, %, em, rem.

Fonts: font-family, font-size, font-weight.

Box Model

Content + Padding + Border + Margin.

.box { width, padding, border, margin }

Positioning & Display

Position: static, relative, absolute, fixed, sticky.

Display: block, inline, inline-block, flex, grid, none.

Flexbox & Grid

Flexbox: for 1D layouts.

Grid: for 2D layouts.

.container { display: flex; }

.container { display: grid; }

Responsive Design

Media queries: @media (max-width: 768px) { ... }.

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Use relative units and flexible layouts.

Best Practices

- Keep styles in external files.
- Use classes.
- Use a CSS reset.
- Validate CSS.

Resources

MDN CSS: <https://developer.mozilla.org/en-US/docs/Web/CSS>

W3Schools CSS: <https://www.w3schools.com/css/>

3. JavaScript Basics

What is JavaScript?

JavaScript makes web pages interactive. It runs in the browser and manipulates HTML/CSS.

How JavaScript Works

Runs in the browser's JS engine. Uses the DOM to interact with page elements.

Linking JS to HTML

Inline: `<button onclick="alert('Hi')">Click</button>`

Internal: `<script>code</script>`

External: `<script src="file.js"></script>`

Variables & Data Types

let, const, var.

Types: String, Number, Boolean, Array, Object, Null, Undefined.

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Operators

Arithmetic (+ - * /), Assignment (= +=), Comparison (== === !=), Logical (&& || !).

Functions

```
function greet() { ... }
```

Arrow: `const add = (a,b) => a+b;`

Conditionals

```
if (condition) {...} else {...}
```

```
switch (value) { case 'x': break; default: }
```

Loops

for, while, forEach.

Example: `for (let i=0; i<5; i++) { console.log(i); }`

Events

```
document.getElementById('btn').addEventListener('click', function() { ... });
```

Best Practices

- Use let/const.
- Keep code DRY.
- Use comments.
- Test in console.

Resources

MDN JS: <https://developer.mozilla.org/en-US/docs/Web/JavaScript>

W3Schools JS: <https://www.w3schools.com/js/>