**Explanation of what is used and why:**

**Languages used:**

We have decided to use multiple different languages the main one is HTML which is the best for the main page as it can run on anything that has a web browser. HTML also can combine lots of other languages seamlessly.

We have chosen to use CSS as the styling for the website. We have chosen CSS as it works well with HTML and is simple to use and a powerful for styling. We have also used bootstrap in conjunction with CSS to improve looks whilst reducing production time.

We have also decided to use JavaScript for the dynamic parts of the webpage as well as the backend through the node JS library. JavaScript works well with HTML and can be included without a compiler as it can run on the web browser.

We have decided to use node JS because it has many advantages. It can be easy to upscale, has a high performance compared to alternatives and is very well documented leading to more help when there is an error.

**Alternative languages:**

Instead of HTML we could use HAML. HAML is HTML abstraction mark-up language. Its primary principle is ‘mark-up should be beautiful.’ HAML is often used with ruby.

An alternative for CSS is SASS. SASS is a pre-processor scripting language that is interpreted or compiled into CSS.

For JavaScript we could have used Web Assembly. Web Assembly (WASM) is a binary instruction format for a stack-based virtual machine. It is a low-level language that runs near native performance.

An alternative to node JS is PHP. PHP is older and more established but handles each request sequentially which can lead to performance issues compared to node JS.

**Front end:**

**Header:**

**Backend:**