Introduction to Series:

In this series we learn HTML5 and CSS3 with some practical examples. This series have following sections:

* **HTML 5**: In this section we learn **HTML 5** with coding examples and practices exercise.
* **CSS3:** In this section we learn **CSS3** with coding examples and practices exercise.
* **Projects:** In this Section We build a small project to cover up all our **HTML 5 and CSS3** knowledge towards a practical implementation.

So before we going to start this series let’s have a look some basic terminologies of web.

How People Access the Web?

Before we look at the code used to build websites it is important to consider the different ways in which people access the web and clarify some terminology.

Browsers:

People access websites using software called a web browser. Popular examples include Firefox, Internet Explorer, Safari, Chrome, and Opera. In order to view a web page, users might type a web address into their browser, follow a link from another site, or use a bookmark.

Web Servers:

When you ask your browser for a web page, the request is sent across the Internet to a special computer known as a web server which hosts the website.

Web servers are special computers that are constantly connected to the Internet, and are optimized to send web pages out to people who request them.

Some big companies run their own web servers, but it is more common to use the services of a web hosting company who charge a fee to host your site.

Devices:

People are accessing websites on an increasing range of devices including desktop computers, laptops, tablets, and mobile phones. It is important to remember that various devices have different screen sizes and some have faster connections to the web than others.

Screen Readers:

Screen readers are programs that read out the contents of a computer screen to a user. They are commonly used by people with visual impairments.



