Glossary of Commonly Used Terms in HTML and Web Development

1. **HTML (HyperText Markup Language):** The standard markup language used to create web pages. It describes the structure of a webpage.
2. **CSS (Cascading Style Sheets):** A style sheet language used to describe the presentation of a document written in HTML or XML.
3. **JavaScript:** A programming language that enables interactive web pages; it is an essential part of web applications.
4. **Client:** The user's device or browser that requests and displays web content.
5. **Server:** A computer system that provides data or services to clients over a network.
6. **Web Developer:** A professional who builds and maintains websites and web applications, focusing on coding and technical aspects.
7. **Web Designer:** A professional who focuses on the aesthetics and usability of a website, including layout, color scheme, and typography.
8. **UI (User Interface):** The point of interaction between the user and a digital device or application.
9. **UX (User Experience):** The overall experience of a person using a website or application, especially in terms of how easy or pleasing it is to use.
10. **Web Development:** The work involved in developing a website for the internet or an intranet.
11. **Browser:** Software application used to access and view websites (e.g., Chrome, Firefox, Safari).
12. **Code Editor:** A tool that allows developers to write and edit code (e.g., Visual Studio Code, Sublime Text).
13. **Command Line:** A text-based interface used to interact with software and operating systems by typing commands.

14. **Git:** A distributed version control system for tracking changes in source code during software development.

15. **GitHub:** A web-based platform for version control and collaboration, allowing multiple people to work on projects simultaneously.

16. **Version Control:** A system that records changes to a file or set of files over time so that specific versions can be recalled later.

17. **Semantic HTML:** HTML that introduces meaning to the web page rather than just presentation (e.g., `<article>`, `<section>`).

18. **Accessibility:** The practice of making web content usable for people of all abilities and disabilities.

19. **Responsiveness:** The ability of a website to adjust its layout and content to fit different screen sizes and devices.

20. **Compatibility:** Ensuring that a website works across different browsers and devices.

21. **Request:** An HTTP request is made by a client to a server to obtain resources such as web pages.

22. **Response:** An HTTP response is the data sent by a server to a client after receiving and processing a request.

23. **Viewport:** The visible area of a webpage on a display device.

24. **Blocking Element:** An HTML element that interrupts the flow of content on a webpage, causing a pause in rendering.

25. **Non-blocking Element:** An HTML element that does not interrupt the flow of content, allowing the webpage to continue rendering.

26. **Tag:** A component of HTML used to define elements within a webpage (e.g., `<div>`, `<p>`).

27. **Opening Tag:** The beginning part of an HTML element (e.g., `<div>`).

28. **Closing Tag:** The ending part of an HTML element (e.g., `</div>`).

29. **Self-closing Tag:** A tag that closes itself and does not require a closing tag (e.g., `<img />`).

30. **Attribute:** Provides additional information about an HTML element (e.g., `src`, `alt` in `<img src="image.jpg" alt="description">`).

31. **Style:** CSS rules applied to HTML elements to control their appearance.

32. **Script:** JavaScript code embedded within HTML to add dynamic functionality to web pages.

33. **Property:** A characteristic of an HTML element or CSS style (e.g., `color`, `font-size`).

34. **Value:** The specific setting for a property (e.g., `color: red;`).

35. **Render:** The process of displaying content on the screen by a web browser.

36. **Comment:** A note in the code that is not displayed on the webpage but helps developers understand the code (e.g., `<!-- This is a comment -->`).

37. **HTTP (HyperText Transfer Protocol):** The protocol used for transferring web pages on the internet.

38. **Path:** The location of a file within a website's structure.

39. **URL (Uniform Resource Locator):** The address used to access resources on the internet.

40. **Absolute Path:** A full URL path that specifies the location of a file, including the domain name (e.g., `https://www.example.com/images/pic.jpg`).

41. **Relative Path:** A path that specifies the location of a file relative to the current document (e.g., `images/pic.jpg`).

42. **Landing Page:** The first page a user sees when they visit a website.

43. **Single Page Application (SPA):** A web application that loads a single HTML page and dynamically updates the content as the user interacts with the app.

44. **Hero Image:** A large, prominently placed image on a webpage, typically found at the top of the page.

45. **HTML Element:** A component of a webpage, defined by HTML tags (e.g., `<div>`, `<p>`).

46. **Content:** The information or material contained within a webpage, including text, images, videos, etc.

47. **SEO (Search Engine Optimization):** The practice of optimizing a website to rank higher in search engine results.

48. **Feature Image:** A main image that represents a post or page, often used in blogs and articles.

49. **Carousel:** A rotating set of images or content, often used to display multiple items within a limited space.

50. **Sidebar:** A vertical column of content, usually positioned to the side of the main content area on a webpage.

51. **Website:** A collection of related web pages under a single domain name.

52. **Web Application:** A software application that runs on a web server and is accessed via a web browser.