Module 1 Glossary: Introduction to Web and Front-End Development

Term	Definition
Accessibility	Design digital products usable by people with disabilities, ensuring equal access and inclusion.
Artificial Intelligence (AI)	Integration of intelligent behaviors into web development to personalize user experiences.
Augmented Reality (AR)	Technology that overlays digital information onto the real world, often through mobile devices.
Caching	Store static assets locally to speed up website loading by retrieving files from local storage instead of the server.
Cross-Browser Compatibility	Ensuring a website works consistently across different web browsers.
DOM (Document Object Model)	A programming interface for web documents that represents a webpage's structure as a hierarchical tree.
Event Handlers	Code that responds to user interactions, like clicking a button or submitting a form.
Full-Stack Developer	A developer with skills in both front-end and back-end development.
Lighthouse	A performance testing tool that generates reports to evaluate website performance and suggest improvements.
Minification	The process of removing unnecessary characters from code to reduce file size and improve loading times.
Mobile-First Approach	Designing websites starting from a mobile perspective and scaling up for larger screens.
Mobile-First Design	Designing for mobile devices first and then scaling up for larger screens.
Progressive Web Apps (PWAs)	Websites that offer an app-like experience with offline access and enhanced performance.
Prototyping	Develop interactive models of the final product to test usability and functionality.
Responsive Design	Design websites to adapt to different screen sizes and devices.
Server-Side Logic	The code that runs on the server manages data and performs operations.
UI (User Interface)	The visual elements and layout of a digital product that users interact with.
Usability Testing	Observing users as they interact with a product to identify issues and gather feedback.
User Personas	Fictional representations of target audience characteristics, motivations, and goals.
UX (User Experience)	A user's overall experience while interacting with a digital product focuses on ease of use, satisfaction, and efficiency.
Version Control System (VCS)	Software that tracks code changes and enables collaboration among developers.
Virtual Reality (VR)	Immersive technology creates a computer-generated environment, typically experienced through headsets.
Wireframing	Create simple visual representations of a website's layout and structure.