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APPLICATION PROGRAMMING

- 1> A server is a computer or system that provides resources or data to other computers over a network.
- 2> A client App is Software that request and uses services from a server.
- 3> A Server provides services while a client requests and uses services, servers work in the background, clients interact with users.
- 4> Github is an online platform for storing, sharing and collaborating on code and projects.
- 5> A repository is a storage space on Github for project's files, code and history.
- 6> Async is a way in javascript to handle asynchronous operations, making code wait for a task to finish before moving on.
- 7> Public Repository can be seen by anyone, while private can only be seen by those granted access.
- 8> Promises represent a task that will finish in the future either resolved or with an error.
- 9> Object destructuring is a way to extract values from objects into variable in javascript.

Example ->

```
const person = {name: "Hamsi", age: 17};  
const {name, age} = person;
```


10> SQL (Structured Query Language) is used to manage databases.

• CREATE :- INSERT INTO table_name VALUES (...);

• READ :- SELECT * FROM table_name

• Update :- UPDATE table_name SET
Column = value WHERE Condition

• Delete :- DELETE FROM table_name WHERE Condition;

"> Tables store data in rows and columns

eg

```
CREATE TABLE Students (  
    id INT PRIMARY KEY,  
    name VARCHAR(50),  
    age INT  
);
```

12> Primary keys hold unique ID for each row while foreign keys links to another table's primary key

13> ASP and API

ASP builds dynamic web pages

API lets apps talk to each other.