

FRONT END

1. How things look to the user.
2. Involves images, content & structure.

B) web interface:

HTML, CSS, JS.

ReactJS, Angular, VueJS
Tailwind, bootstrap
mobile apps

What I see

BACKEND

1. How things work.
2. Involves "business logic" and data.
3. Everything at server.

APIs, Authentication

Database like MySQL, Mongo

Business logics

What I process and store

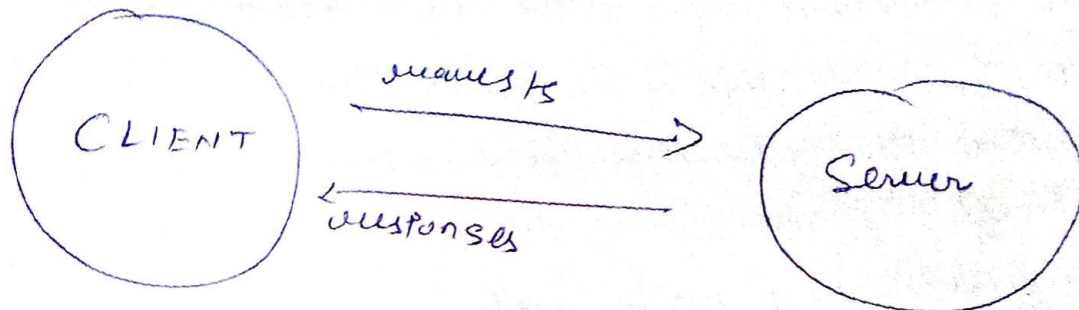
Explore Internet

Introduction of Internet

Internet is a global communication system that links together thousands of individual networks. It allows exchange of information between two or more computers on a network. Thus Internet helps in transfer of messages through mail, chat, video & audio conference, etc.

1) How does the internet work?

Ans Computers connected to the internet are called clients and servers. A simplified diagram of how they interact might look like this:



1) clients are typical web user's internet - connected devices (for example, your computer connected to your Wi-Fi, or your phone connected your mobile network) and web-accessing software available on those devices (usually a web browser like Firefox or Chrome)

2) Servers are computers that store webpages, sites or apps. When a client device wants to access a webpage, it is downloaded from the server onto the client machine to be displayed in the user's web browser.

BROWSERS

INTRODUCTION TO WEB BROWSER *

A web browser takes you anywhere on the Internet. It retrieves information from other parts of the web, and displays it on your desktop or mobile devices. The information is transferred using the Hypertext Transfer protocol, which defines how text, images and video are transmitted on the web.

Working of web browser

A web browser takes you anywhere on the Internet. It retrieves information from other parts of the web and displays it on your desktop or mobile device. The information is transferred using the Hypertext Transfer protocol, which defines how text, images and video are transmitted on the web. This information needs to be shared and displayed in a consistent format so that people using any browser, anywhere in the world can see the information.

Why developers use web browsers *

To make them more productive, web developers need a tool with analysis and debugging capabilities. In addition, websites are created for users who visit them via browsers. Consequently, using a browser is

Essential for any web developers.

BROWSER ENGINE

→ A browser is also just a software.

→ So, how does it know about the part to use for layout and part to use to process.

→ ~~1) CSS~~ → layout or rendering engine.

→ Javascript engine.

Note :- In old time HTML/CSSst website it not require more to work on browser it done. then it suddenly javascript come and take control in website. The first is blink. ~~it is a engine~~

web kit → Apple browser engine

Gecko → Mozilla Firefox engine

Chrome → Blink

MS → Google Chrome.

Those all are use to rendering the website on the browser.

1) A browser Engine (also known as a layout engine or rendering engine) is a core software component of every major web browser. The primary job of a browser engine is to transfer HTML document and other resources of a web page into an interactive visual representation on a user's device.

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DYNAMIC WEBSITES

Dynamic Site is a type of website that uses a server-side programming and database to generate it's content.

Dynamic site provide dynamic and interactive functionality to user.

It has abilities like searching data in database, Submit form data, display Custom Content etc.

Advantage

1. Flexibility.
2. User interaction.
3. Better SEO
4. Scalability.
5. Advanced functionality

Disadvantage

1. A lot of overhead for simple applications.
2. Requires more cost for deployment and implementation
3. Complex to implement.

CLIENT AND SERVER

A Client typically refers to a device or software program that connects to a web server in order to access web-based resources or services. These clients are typically web browsers, such as Google Chrome, Mozilla Firefox, or Microsoft Edge, which are used to access and display web pages and other content.

SERVER: A Server is a device or software program that provides resources or services to clients over the internet or a private network. In the context of a web development, clients are typically web browsers or mobile apps that connect to the server in order to access web-based resources or services.

Client Server Relation

