KEY SUMMARY POINTS

* Rendering: Parsing,layout ,painting etc
* Parsing HTML

HTML is forgiving by nature ,parsing isnt straight forward and can be halted and will do speculative parsing and its reentrant.

* TOKENIZER

START Tag

<DIV>

END TAG

</DIV>

* parse tree it is represententation of html and DOM TREE interact with the js in web page.
* HTML Parser is used to transmit the code into tree structures.
* The tree structure is given for split into text and images for better accessing.
* HOW Browsers has to understand the html coding
* HTML Follow tree based data structures and less time consuming.
* For better understanding accessing the images and text by DOM Tree
* ex file path
* DOM Tree construction
* CSS is like styling of the web pages like colours, and follows tree structures and easy of access and less time consuming.
* Javacript has compiler it has JS Engine.
* base engine is available for every for individual browsers
* DOM + CSSOM

COMBINES the two object models,style resolution and this is th actual representaion of what will show on screen.

* js engine is responsible for executing the dynamic operations.
* DOM Node to Render object has visual output,GEOMERIC INFO,CAN LAYOUT AND PAINT and Holds style and computed metrics.