

## 1. Use of Doctype HTML

The HTML document type declaration, also known as DOCTYPE , is the first line of code required in every HTML or XHTML document. The DOCTYPE declaration is **an instruction to the web browser about what version of HTML the page is written in**. This ensures that the web page is parsed the same way by different web browsers.

## 2. Purpose of meta tag

The `<meta>` tag defines metadata about an HTML document. Metadata is data (information) about data. `<meta>` tags always go inside the `<head>` element, and are typically used to specify character set, page description, keywords, author of the document, and viewport settings. Metadata will not be displayed on the page, but is machine parsable. Metadata is used by browsers (how to display content or reload page), search engines (keywords), and other web services.

## 3. Pseudo-Class

A pseudo-class represents a state of a selector like `:hover`, `:active`, `:last-child`, etc. These start with a single colon(`:`).

```
:pseudo-class{
    attribute: /*value*/
}
```

### Pseudo-Element

Similarly, a pseudo-element is used to select virtual elements like `::after`, `::before`, `::first-line`, etc. These start with a double colon(`::`).

```
::pseudo-element{
    attribute: /*value*/
}
```

## 4. Media Queries

The `@media` rule, introduced in CSS2, made it possible to define different style rules for different media types. You could have one set of style rules for computer screens, one for printers, one for handheld devices, one for television-type devices, and so on.

Media queries can be used to check many things, such as:

- width and height of the device
- orientation (is the tablet/phone in landscape or portrait mode?)
- resolution
- width and height of the viewport

Using media queries are a popular technique for delivering a tailored style sheet to desktops, laptops, tablets, and mobile phones (such as iPhone and Android phones).

## 5.Svg and Canvas

SVG	Canvas
Vector based (composed of shapes)	Raster based (composed of pixel)
SVG has better scalability. So it can be printed with high quality at any resolution.	Canvas has poor scalability. Hence it is not suitable for printing on higher resolution.
SVG gives better performance with smaller number of objects or larger surface.	Canvas gives better performance with smaller surface or larger number of objects.
SVG can be modified through script and CSS.	Canvas can be modified through script only.
Multiple graphical elements, which become the part of the page's DOM tree.	Single element similar to <img> in behavior. Canvas diagram can be saved to PNG or JPG format.

## 6. Orientation

It is CSS media feature can be used to test the orientation of the viewport.

**Portrait** - the height is greater than or equal to the width.

**Landscape** - the width is greater than or equal to the height.

## 7. **SetTimeout()** - It Execute only one Time

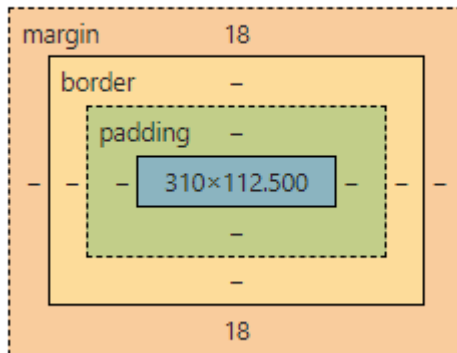
Ex: `setTimeout(function()  
{ alert('Hello');  
}, 2000);`

## **SetInterval()** - It Execute each time

Ex: `setTimeout(function()  
{ alert('Hello');  
}, 2000);`

## 8. **Box Model**

In CSS, the term "box model" is used when talking about design and layout. The CSS box model is essentially a box that wraps around every HTML element. It consists of: margins, borders, padding, and the actual content.



## 9. Attribute

HTML attributes provide additional information about HTML elements.

1. All HTML elements can have **attributes**.
2. Attributes provide **additional information** about elements.
3. Attributes are always specified in the **start tag**.
4. Attributes usually come in name /value pairs like: **name = "value"**.

## 10. Use of reset css

The goal of a reset stylesheet is to reduce browser inconsistencies in things like **default line heights, margins and font sizes of headings**. The reset styles given here are intentionally very generic. There isn't any default color or background set for the **body** element.