***How does the web work***

*The****web****is a system for publishing pages of information on the****internet****, and for linking pages together using links. Anyone can publish a page by uploading it to a****web****server. Anyone can read that page by typing its address into a****web****browser.*

*This definition needs to be explained through the following process to understand how does the web work.*

***1-Interaction***

*Clients are the typical web user's internet-connected devices (Via Computer, Tablee, Notebook, Smartphone..) and web-accessing software available on those devices (Yahoo,Firefox or Chrome…).*

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

***2- internet connection****:*

*Allows to send and receive data on the web. It's basically like the street between your house and the shop.*

***2-TCP/IP****:*

*Transmission Control Protocol and Internet Protocol are communication protocols that define how data should travel across the internet.*

***3-DNS****:*

*Domain Name Servers are like an address book for websites. When you type a web address in your browser, the browser looks at the DNS to find the website's real address before it can retrieve the website.*

*The browser needs to find out which server the website lives on, so it can send HTTP messages to the right place.*

***3-HTTP****:*

*Hypertext Transfer Protocol is an application [protocol](https://developer.mozilla.org/en-US/docs/Glossary/Protocol) that defines a language for clients and servers to speak to each other.*

*This is like the language you use to order your goods.*

***4-Component files****:*

*A website is made up of many different files, which are like the different parts of the goods you buy from the shop. These files come in two main types:*

*4-1-Code files: Websites are built primarily from HTML, CSS, and JavaScript, though you'll meet other technologies a bit later.*

*4-2-Assets: This is a collective name for all the other stuff that makes up a website, such as images, music, video, Word documents, and PDFs.*

***What do you need to be a web developer***

*A person who looking to be web developper will need to subdue the following skills :*

***1-HTML-CSS***

*Both of these languages are absolutely essential to being a front end developer.*

*First one is considered as a markup language, the second isdefinitely the style sheet one.*

***2-Javascript/JQuery***

*Javascript is the first language bonafide programing language.*

***3-Version Control/GIT***

*Version control software—like open source stalwart [Git](https://git-scm.com/book/en/v2/Getting-Started-About-Version-Control" \t "_blank)—is a tool which is used to track changes and amendemend so i twill allow to go back to the previous version of the work and find out what went wrong without tearing the whole thing down.*

***4-Responsive Design***

*Understanding responsive design principles and how to implement them on the coding side with a propper manner is a key to front end developpement.*

***What is the role of a web developer.***

*The role of web developper consist on the following :*

* *Website and software application designing, building, or maintaining.*
* *Using scripting or authoring languages, management tools, content creation tools, applications, and digital media.*
* *Conferring with teams to resolve conflicts, prioritize needs, develop content criteria, or choose solutions.*
* *Directing or performing Website updates.*
* *Developing or validating test routines and schedules to ensure that test cases mimic external interfaces and address all browser and device types.*
* *Editing, writing, or designing Website content, and directing team members who produce content.*
* *Maintaining an understanding of the latest Web applications and programming practices through education, study, and participation in conferences, workshops, and groups.*
* *Identifying problems uncovered by customer feedback and testing, and correcting or referring problems to appropriate personnel for correction.*
* *Evaluating code to ensure it meets industry standards, is valid, is properly structured, and is compatible with browsers, devices, or operating systems.*
* *Determining user needs by analyzing technical requirements*.