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SHEIKH MOHAMMAD FARHAN

Q1: What Is Wireframe And What Is Markup?

- **Wireframe: Wireframes Provide A Clear Overview Of The Page Structure, Layout, Information Architecture, User Flow, Functionality, And Intended Behaviors. As A Wireframe Usually Represents The Initial Product Concept, Styling, Color, And Graphics Are Kept To A Minimum. Wireframes Can Be Drawn By Hand Or Created Digitally, Depending On How Much Detail Is Required.**

- **Markup: A Markup Or Markup Language Is The Language Like HTML Or XHTML That Websites Are Built With. It's The Coding That Separates A Plain Text Document, That A Computer Would Generally Just Read And Display As Text, Into A Markup Document. This Indicates That What The Computer Is Reading Isn't Just Normal Text To Be Displayed, But Special Code That Has To Be Displayed In A Different, Specific Way That The Markup Language Specifies.**

Q2: Six best website designs of the year 2023:

- **Lacoste Heritage**
- **FPP**
- **EV Universe**
- **Databest**
- **Interos**
- **Prada**

Q3: Difference between Scripting and Programming language:

- ❖ **Both scripting and programming are computer languages, with all the scripting languages being programming languages, but all programming languages are not scripting languages. The basic difference between a scripting language and a programming language is that scripting languages do not need an additional step of compilation and rather they are interpreted, whereas programming languages are compiled and hence need a compilation step to convert the high-level language to machine code. A scripting language is a type of programming language which does not require explicit compilation step, and it is designed for a runtime system to automate the execution of tasks. A programming language is a way by which programmers communicate with computers through the set of instructions known as code/program.**

Q4: What is ECMA?

- ❖ **ECMA was originally founded in 1961, and its headquarters are in Geneva, Switzerland. It is a standards body for programming languages. Its most well-known standard is ECMAScript, which is the standard for JavaScript ECMAScript is a scripting-language specification that was developed by ECMA International in order to create a standardized JavaScript implementation across all web browsers. It Is widely used for client-side scripting in web browsers, and it is also used for server-side scripting with node.js. ECMAScript is the successor to JavaScript, and it is backward-compatible with most JavaScript code**