"Full Stack Web development Course of CodeHelp- by Babbar."

Day 01:-

Episode 01

Complete Roadmap of Web Development

:: (For HTML & CSS)

- HyperText Markup Language
- Cascading Style Sheet

• Web Development :-

↳ System in which all documents and resources are interconnected ↳ can access all using Internet

∴ Internet is basically an entity.

And web is a small entity while internet is a very big entity.

"See Now, Brief about (Web-Application):-"

• Web Development :- (creating / Building)

↳ Entity where we can create alot of websites and web applications.

- Website
  - Static Content
  - Read-only data (blog s / wikipedia)
  - User Interaction Minimal
  - Example: wikipedia articles (when I refresh the page, get same page)
- Web application
  - Dynamic Content
  - Example: LinkedIn site (when I refresh page, get changeable Posts)
  - More user-Interaction

Today or these days, which are more useable (Use-Case)

Front-End Engineer ① → Front-End/UI (Html, CSS, JS, React)

Backend Engineer ② → Backend (Node.js) (Brain of Web Application) ("Where all functioning or logic is defined")

③ → DB Layer
- NoSQL (MongoDB)
- MySQL

Full Stack Web Development (Which includes all front-end and backend)

• Stack

M E R N (Node.Js)

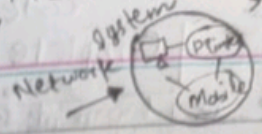
(MongoDB) → React

Express.Js

(Job / Create Your own Project / Freelancing)

Episode 02

Understanding Internet, Networks, Web and more:



- wired
- wireless

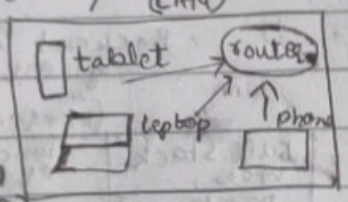
Some Important Terms:-

① Network: (alot of resources, devices are interconnected with each other, that system is called network).

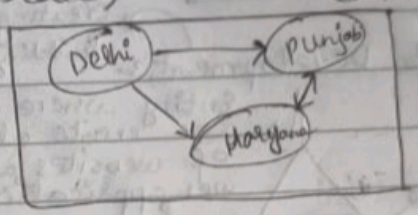
a). LAN (Local Area Network) (small level networks are connected)

Examples:

(In home everything is connected with wifi)

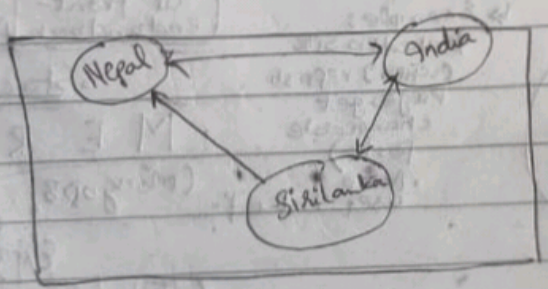


b). MAN (Where networks are connected on large-scale)



(In MAN, cities, towns are inter-connected with each other)

c). WAN



(In WAN, where all countries are inter-connected with each other).

② Internet → Global System / Network of Networks

Includes all MAN, LAN and WAN etc.....

(Network of Networks where billions of devices are interconnected with each other.)

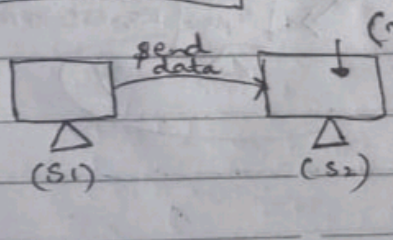
• www :- (World-wide web)

(all interconnected documents as resources exist.)

↳ access via (internet).

subset

• IP address



③ Browser :-

Now, I have discussed that everything is available on on internet (doc, resources, media, website, web applications)

So, how can I access all of them?

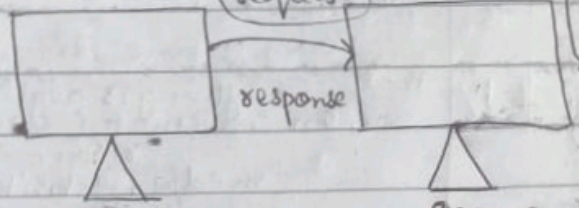
we can access by a tool called "Browser."

Browser Engines

(like firefox, google etc)

all of these are softwares.

④ Client / Server :-

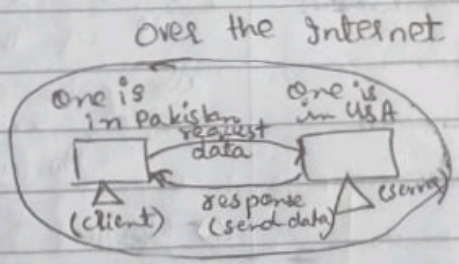


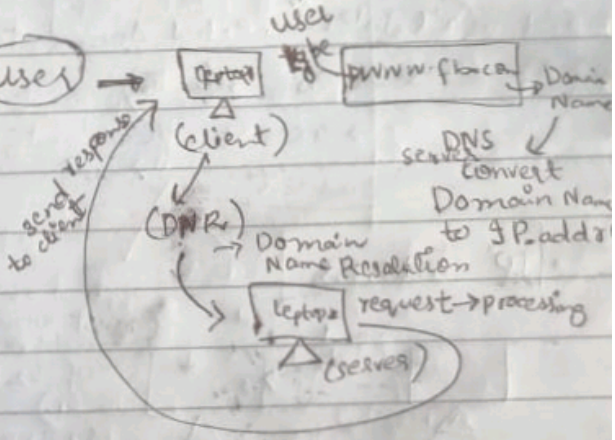
Request types :-

- get (where client request server → to get anything (fetch type request))
- post (client gives data to server)
- put (update data) ↓ (update-type request)
- delete (delete data) ↓ (delete-type request)

Summary :-

- two machines are present





Client includes → · Laptop, PC, Mobile
· Browser
· App.
· CLI (command line interface)

~~Browser ex:~~

Server includes ⇒
- DB server
- file server
- app server
- user server
- email server etc.

Episode 03

How Internet Works:-

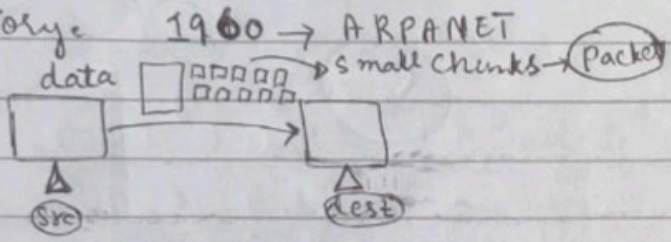
What is Internet:-

consist of two words:

"Inter" "net"

Interconnected Networks

History: 1960 → ARPANET



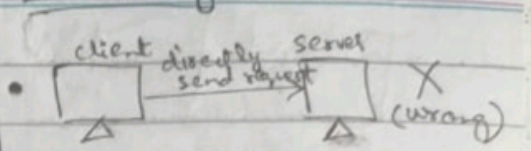
1970

1980 → DNS | www....

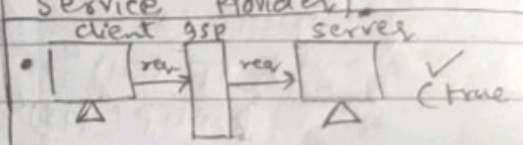
2000 → Facebook | mobile phone arise

Today → we can send audio, video, resource sharing, communicate, data share, calls etc.

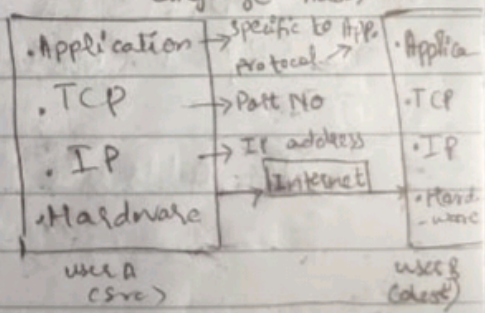
We thought:-



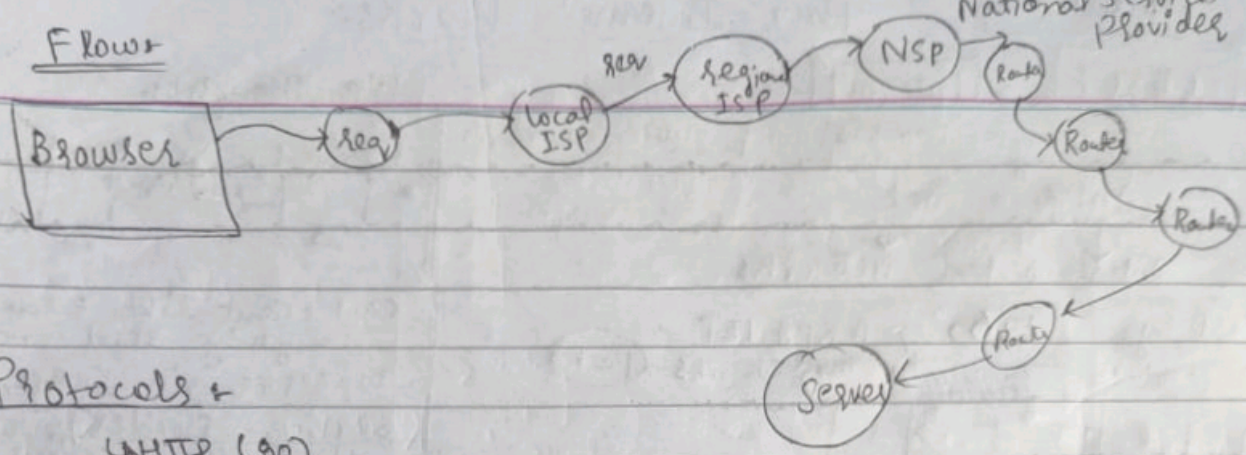
Our client like browser, PC anything send request to server via ISP (Internet service Provider).



Now; Protocol → set of rules (like every apply language had).



Flows



* Protocols :
  - HTTP (80)
  - FTP (21)
  - SMTP (443)

* OSI Models
  - PDNTSPA.
  - TCP/IP Model.

* IP — Addresses (IPV_4, IPV_6).