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Introduction

You've already learnt that a browser is just a really fancy program tha HTML tags), **CSS files** and associated media, like images or videos, a in code. But there are so many to choose from! What makes them diff them.

Meet the browsers

The most popular browsers used on desktop and laptop computers ar Safari. On many tablets and phones that run on an Android system Op and iPads use Mobile Safari.

HTML & CSS change all the browsers

HTML and CSS aren't static: new things you can do with them are bei This is done by agreeing on what is a standard and what isn't. These **W3C** for short), a group of people including coders, browser makers a apply to become a member too). Once it's decided what features are then build browsers that can recognise the new things you can now do

This is why new versions of browsers come out frequently: so that the that people start using. If you are using an old browser, it won't be ab mistakes, and browser just ignored the lines it didn't know what to do browser can display as much as possible as HTML and CSS gradually e

What kinds of things are **added** to HTML? For example, only recently

website makers had to use plugins to allow sounds or videos to be pla
tablet you often can't install **plugins** it became clear that there was a
includes the `<audio>` tag in **Internet Explorer 8** for example, the so
However, the next version up, **Internet Explorer 9**, won't have a pro
the more you can take advantage of improvements to HTML and CSS.

So new features were added to H

Whenever new features are added W3C publishes a specification (**sp**
should handle the new code, and what it should do. The browser make
Sometimes new features will be implemented before there's agreeme
community can figure out what is the best way to handle them.

Infinite ways to handle displaying

Now, why are there so many browsers to choose from? It's because m
to making it will make a better product and provide a **better experie**

When you write code, there are always many ways to make what you
browser makers take different approaches to writing what's called a **la**
how to display your code visually.

Browsers are never perfect – many mistakes and errors make it into th
because they are written differently, will have different **bugs** (bug is a
will affect how your pages are displayed, so occasionally you may not
look quite right in **Internet Explorer**.

So which one's best?

It depends what you mean by best: do you mean the **fastest**, most **r**
of HTML (you can check that here. You should try a few and see how y
Chrome and it's developer tools and **Firefox** with Firebug (developer