**WEB DEVELOPMENT NOTE**

Computer is an electronic device that is capable of accepting data through input device and process it under the guidance of a set of instruction called **PROGRAM** and then present the **RESULT** as an **INFORMATION** through output device.

**TYPES OF INPUT DEVICE**

* Mouse
* Keyboard
* Touchpad
* Joystick
* Light Pen
* Track Ball
* Scanner
* Microphone

A processor is the brain of a computer.

**OUTPUT DEVICE:**

* Monitor
* Speaker
* Printer
* Graphics Plotter

Central Processing Unit (CPU) consists of the following features.

* CPU is considered as the processor

RAM is use for storing temporary data. It also refers to a primary memory.

A port is a physical docking point which an external device can be connected to the computer. It can also be programmatic docking point through which information flows from a program to the computer or over the internet.

**IMPORTANTS OF PORTS**

Serial Port

It is used for external moderns and older computer.

A program is a sequence of instructions written to solve a particular problem.

**Example of Software**

Microsoft Word

Microsoft Excel

Microsoft PowerPoint

MX Player

**TYPES OF SOFTWARE**

1. System Software
2. Application Software

**System Software:**

This is a collection of programs designed to operate, control and extend the processing capabilities of the computer itself. E.g., Operating systems, interpreters and assemblers, compilers. etc.

**Application Software:**

It consists of single program such as Microsoft notepad for writing and editing single text. It may also consist of collection of programs often called a software package which work together to accomplish a task such as the spreadsheet package. E.g.,

* Payroll Software
* Microsoft Excel
* Microsoft PowerPoint
* Microsoft Word

**TYPES OF PROGRAMMING**

1. Low-Level Language
2. High-Level Language

**LOW-LEVEL LANGUAGES**

The programming languages that are very close to the Machines Code (0s and 1s) are called Low-Level Programming Languages. The program instructions are written in Binary Form.

**TYPES OF LOW-LEVEL LANGUAGES**

1. **Machine Language**
2. **Assembly Language**

**MACHINE LANGUAGE**

It is also known as Machine Code. It refers to the binary instruction that can be directly understood by the CPU of the computer without the need of translation.

**ASSEMBLY LANGUAGE**

This is also known as a Second-Generation Programming Language. They make use of symbolic code.

Assembler is a translator that translate or convert programs written in Low-Level Languages to Machine Code

**HIGH-LEVEL LANGUAGE**

Programming languages that are the most similar to the language (English) spoken by humans are known as High-Level Languages. The following are some examples of High-Level Languages:

* Python
* C
* C++
* Java

To translate High-Level Language, we use compiler.

A compiler is a translator that convert programs in High-Level Languages to Machine Code and it will convert them all at once.

**INTERPRETER**

This is a translator that covert programs in High-Level Language into Machine Code in line-by-line basis.

**INTERNET**

This is the global system of inter connected computer networks that uses the internet protocol suit (TCP/IP) to communicate between networks and devices.

* Transmission Control Protocol (TCP)
* Internet Protocol (IP)

Protocol is a set of rules that govern the transmission of data between electronic devices, e.g., computer

**WEB**

This is an information system enabling system and other web resources to be accessed over the internet.

**WEB BROWSER**

This is an application software for accessing websites, when a user requests a web pages from a particular website, the browser retrieves the files from a web server and then displays the pages on the user’s screen.

**WEBSITE**

This is a collection of web pages and related content that is identified by a common domain name and published on at least one web server.

**WEB PAGE**

This is a document commonly written in HTML, that is viewed in an internet browser.

URL- (Uniform Resource Locator)

**TRANSFER PROTOCOL**

1. File Transfer Protocol – (FTP)
2. Simple Mail Transfer Protocol – (SMTP)
3. Hyper Text Transfer Protocol – (HTTP)

HTTP – This is used to load web pages using hypertext names

**DOMAIN NAME**

This is the address of your website that internet user type in the browser URL bar to visit your website.