# **The Browser Actually Render A Webside**

1.JS configuration:

* High level view
* In-deth view
* Performance insights

2.High level view:

Parse HTML

🡪 Render TREE 🡪 layout🡪Paint

Parse CSS

3.Parsing HTML:

* HTML is forgiving by nature
* Can be halted
* Will do speculative parsing
* Phasing isn’t straight forward

CSS parsing

For example CSSOM

4.Render/Frame tree:

* Domt CSSOM

1.Combines the two object models,style resolution.

2.This the actual representation of what will show on screen.

3.Not a 1to1 maping of your HTML.

5.Layout:

* Recursive process

1.Traverse render tree

2.Nodes position and size

3.Layout its children

6.Paint

* Paint setup

1.Will take the layed out render trees

2.creates layers

3.Incremental process

4.Builds up over 12 phases