1. **Five HTTP Response Status Code are grouped in five classes:**
2. Information responses (100-199)
3. Success responses (200-299)
4. Redirects (300-399)
5. Client errors (400-499)
6. Server errors (500-599)
7. **Client Site Scripting:**

A small program or script that runs in user’s machine for experience JavaScript Scripts.

1. **Server Site Scripting:**

A technique used in web development which involves employees’ script in a web server which produce a customized response for each user’s request to the website.

1. **Server Less JavaScript:**

Serverless JavaScript is JavaScript code that comprises all or part of an application, is only run when requested, and is not hosted on proprietary servers. It enables developers to build high-performance, low-latency serverless applications that run in the network and avoid many issues associated with other serverless applications, such as cold starts etc.

1. **Proprietary Server:**

A proprietary server, would typically have a single source, and would typically have components that are not all commodities. Own server which will be owned by me or an individual where one can store all his/her data in that server. For example, our TSR. We can store all the data in our own server.

1. **Reverse Proxy:**

A proxy is the way to protect a certain server to restricting to visit the server. However, a reverse proxy is a type of proxy server that retrieves resources on behalf of a client from one or more servers. These resources are then returned to the client, appearing as if they originated from the proxy server itself.