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Assignment 2

Q. What is Wireframe?

A. A wireframe is a two-dimensional visual representation of a web page, app interface, or product layout. It's a sketch of the interface's structure, usually without any color, images, or other visual design choices made or inserted.

Wireframes are used widely as a tool in interface design, also called UI design. They are the first draft of the user interface, with grayscale shapes and minimal design elements.

Wireframes focus on:

- Space allocation

- Prioritization of content

- Functionalities available

- Intended behaviors

- High-level functionality

- Page or site layout

- User experience

- Mapping out where to place functional elements like buttons or interactive features

Wireframes are typically used during ideation or brainstorming to show the potential direction of a page or feature to your product, design, and engineering teams. They are also easier to amend than concept designs.

Q. What is Markup?

A. In HTML, markup refers to the use of tags to create structure and formatting for content on a webpage. These tags are used to define the different types of content, such as headings, paragraphs, lists, images, and links. Markup is what HTML tags do to the text inside of them. For example, markup text could come in the form of boldface or italicized type to draw specific attention to a word or phrase. HTML is called a markup language because it allows users to organize the look and presentation of all the content that needs to go on a web page. It tells the web browser how to display the words and images on the page to the user.

Q. Coding vs Scripting

A. 1. Coding: Coding, also known as programming, refers to the process of designing and building executable computer programs to accomplish a specific task or solve a problem. It involves writing instructions in a programming language like Java, Python, C++, or JavaScript. Coders write code that is then compiled or interpreted by a computer to perform the desired functions. Coding is a broader term that encompasses various aspects of software development, including algorithm design, data structures, and software architecture.

2. Scripting: Scripting, on the other hand, is a subset of coding. It involves writing scripts, which are sequences of instructions written in a scripting language like Python, Perl, or JavaScript. Scripts are typically interpreted by a runtime environment without the need for compilation. Scripting languages are often used for automation tasks, web development, and system administration. Unlike traditional coding, scripting is more focused on automating specific processes or tasks rather than building large-scale applications.

Q. 6 Best website design in 2023

A. 1. https://www.torebentsen.com/

2. https://www.spinxdigital.com/

3. https://www.criticaldanger.com/

4. https://www.flyhyer.com/

5. https://fpp.net/

6. https://unseen.co/

Q. What is ECMASCRIPT?

A. ECMAScript is the standard upon which JavaScript is based. It is a scripting language specification that is used for creating dynamic web pages and applications. ECMAScript provides the rules and guidelines that developers follow when implementing the language. The most well-known implementation of ECMAScript is JavaScript, but other languages like JScript and ActionScript also follow the ECMAScript standard.

ECMAScript specifications are updated regularly to add new features and enhance the language. As of my last update in January 2022, ECMAScript 2021 (ES12) was the latest version, but newer versions may have been released since then.

Developers use ECMAScript to create interactive and dynamic websites, web applications, and server-side applications through platforms like Node.js. It plays a crucial role in modern web development by enabling features such as asynchronous programming, classes, modules, and more.

ECMAScript 2023 (ES14) Is the latest version of ECMA