*STUCTURE/ARCHITECTURE OF A WEB BROWSER*

**What is a Web Browser?**

A browser is a software program that is used to explore, retrieve, and display the information available on the World Wide Web. This information may be in the form of pictures, web pages, videos, and other files that all are connected via hyperlinks and categorized with the help of URLs (Uniform Resource Identifiers).

**The browser's high level structure**

The primary components of a browser are

1. **User Interface:** The user interface is an area where the user can use several options like address bar, back and forward button, menu, bookmarking, and many other options to interact with the browser.
2. **Browser Engine:** It connects the UI (User Interface) and the rendering engine as a bridge. It queries and manipulates the rendering engine based on inputs from several user interfaces.
3. **Rendering Engine:** It is responsible for displaying the requested content on the browser screen. It translates the HTML, XML files, and images, which are formatted by using the CSS. It generates the layout of the content and displays it on the browser screen. Although it can also display the other types of content by using different types of plugins or extensions. such as:
   * Internet Explorer uses **Trident**
   * Chrome & Opera 15+ use **Blink**
   * Chrome (iPhone) & Safari use **Webkit**
   * Firefox & other Mozilla browsers use **Gecko**
4. **Networking:** It retrieves the URLs by using internet protocols like HTTP or FTP. It is responsible for maintaining all aspects of Internet communication and security. Furthermore, it may be used to cache a retrieved document to reduce network traffic.
5. **JavaScript Interpreter/Engine:** As the name suggests, JavaScript Interpreter translates and executes the JavaScript code, which is included in a website. The translated results are sent to the rendering engine to display results on the device screen.
6. **UI Backend:** It is used to draw basic combo boxes and Windows (widgets). It specifies a generic interface, which is not platform-specific.
7. **Data Storage:** The data storage is a persistence layer that is used by the browser to store all sorts of information locally, like cookies. A browser also supports different storage mechanisms such as IndexedDB, WebSQL, localStorage, and FileSystem. It is a database stored on the local drive of your computer where the browser is installed. It handles user data like cache, bookmarks, cookies, and preferences.

