

Key Terms in Web Development

Terms to know

Here are key terms you should be familiar with as you learn how to develop for the web. By having a mastery of the vocabulary used in the industry, you'll be better prepared to read documentation, interact with other developers, and understand the work a web developer does.

Event: An event is any change that happens on a web page. A user selecting a button and a server updating data are examples of events.

Form factor: Form factors refer to the size and layout of a computing device such as a desktop, laptop, or smart phone.

Integrated development environment (IDE): IDE is a software development tool with features that make it easier for developers to write code and deploy it to a website.

Markup: Markup is a way of describing what content is for by wrapping it in symbols. For example, instead of making the phrase "web development is fun" bold, markup wraps the phrase in symbols that tells another tool to display it as bold.

Metadata: Metadata is information that describes various parts of a web site. Metadata can be used to describe an entire website, a page, or one part of a web page. Typically, users don't see metadata, but search engines and automation tools use it.

Parser: A parser is a tool that examines markup and produces the desired result. A web browser is an example of a parser.

Reference: A reference describes where to find a resource like an image or script file. For example, a developer might want to show an image. To display the image, they reference the image file. When a browser parses the HTML, it finds the image based on the reference and shows it on the web page.

Render: Rendering is the process that turns a website's code into a page that users can see and interact with. Typically, a web browser will parse the code and display the web page on the screen.

Responsive: A website is responsive when it can adjust and adapt to various devices and screen sizes without sacrificing usability or responsiveness. A responsive site might show different images, hide and show objects on a website, and adjust the sizes of objects on websites based on the device and size of the screen. These adjustments provide the best user experience depending on the device or screen size on which the user is experiencing the site.

Script: Scripts are human-readable programs that are run when they're needed.

Self-describing: An element is self-describing if what the element is used for is a part of the element name. For example, a <section> element is used to create a section of an HTML document.

Standard: Standard is a description of rules that web developers should follow when creating web pages. By adhering to standards, web developers can better ensure that their websites

and tools will work with other websites and tools.

Standards body: Standards body is an organization that defines the standards.

Style: Style is the visual presentation of parts of an HTML document. Styles can be colors, height and width, padding and margins, and many other visual elements.

Stylesheet: Stylesheet is a section of an HTML document or separate file that stores collections of styles.

Syntax: Syntax is structure or grammar of a language. Syntax includes the terms you can use and how the terms relate to each other.