HTML/CSS

* Web Browser
  + It is a way for human beings to navigate the internet
  + Has a few main components
    - HTML/CSS renderer
      * Browser can read HTML files and turn that text into a graphical representation
    - JavaScript Engine
      * Runtime environment for JavaScript code to run in
    - HTTP messenger
      * It can send and receive HTTP requests
* HTML (HyperText Markup Language)
  + HTML IS NOT A PROGRAMMING LANGUAGE
    - You cannot perform logic in HTML
  + Main purpose is to structure information and content for a web page
  + HTML is comprised of tags/elements
    - Tags are like lego bricks that you use to build a webpage
    - You can have tags within tags
    - Tags can be self-closing
    - Tags should not overlap
  + <element attribute=”value”>content</element>
    - Attributes are like adjectives that can give extra details/specifications for that element
* CSS (Cascading Style Sheets)
  + ALSO NOT A PROGRAMMING LANGUAGE
  + Main purpose is to spruce up our webpages
    - Make them look nice
    - More human friendly
  + Three ways to add CSS
    - In-line – directly add the css to an element
    - Style tag- applies the style from within the web page
    - Style-sheet reference (external css) – apply style from a style sheet in a separate file
  + Selector{property:”value”; property:”value”}
    - id
    - Tag
    - Class
  + Cascading refers to the Cascade Algorithm
    - This algorithm is what determines what CSS will ultimately be applied to an element
    - Your CSS can overlap
    - The most specific CSS is going to win
* Bootstrap
  + Bootstrap is a CSS library
  + Created by Twitter