Coding Class

Router- give you a route to the internet

Modem-allow you to connect to the internet

Clients-

Servers-

Internet-

URL-uniform resource locator (Unique with domain name and a path)

http is the protocol-the rules which allow you to access the internet

facebook.com is the host (Domain name)

Path-tells them where you would like to go

Client languages:

Javascript

CSS

Server side

Java C#, C++

CSS- Style of html e.g. <h1>……</h1> (The style goes on the dotted line)

Presentation e.g. <head>

<style>……….

</head>………

…….. </style>

e.g. <head>

<link> <h1>……</h1> </link>

</head>

Third method is preferred as you can make changes to each individual html without changing the server.

Use # to change the whole list at the same (to a diff colour e.g.)

Access class with a .

Paragraph tag gives a space between each line

“Coding\_course”

“First\_website” (index.html)

(“Stylesheets”)-(Mypage.css)(image.jpeg)

(Profile.jpeg)

“……./coding\_course/first\_website/stylesheets/mypage.css”

The title “coding\_course” is a local repository as it is on my computer

“Coding\_course” on github is a remote repository as it is available on the web

Save as, is a method off version control so you get a new file without destroying the old one.

In github-make a single backup copy with a version date

Or make a shared folder

Complete session 2 homework

(check solutions on solutions tab in github)

Session 3

**API-Application Programming Interface**  -------Google has several of these, Facebook has one

(e.g. Facebook API to get into soton group is the soton email address (soton.ac.uk)

It is a developer

Interface (key)

**Framework**

e.g. twitter bootstrap

-pre-built CSS, java script files

-Libraries with specific terms and many diff files e.g. CSS and Javascript

CSS-Cascading style sheet