**Assignment-1:** Create a onboarding document for chaicode chort company. Important points how to use git in our company, why use github, rules for commit message (ticket id, bug fixed message etc..) and wrap in 2-3 pages.

**Challenge:**

1. The Internet: How it works and why it matters
2. From browsers to servers: The journey of your data
3. Breaking down the world wide web (WWW)
4. Understanding the backbone of the internet: IP address, Domain names (DNS) and Routing
5. What is DNS and why it’s important?
6. Types of DNS records
7. DNS Hierarchy explained: Root of Authoritative services
8. Client-side vs Server-side: A comprehensive guide for beginners
9. HTTP request-responsive cycle: What happens behind the senes?
10. Web servers and hosting: How your website accessible to the world
11. What are network protocols and why do they matter?
12. OSI model and protocol
13. TCP/IP basic: The foundation of internet communication
14. The TCP 3-way handshake: What it is and why it’s important
15. How the internet says “Hello”: A visual guide to TCP handshake
16. Reliable connections in TCP: How sequence numbers and ACKs work
17. HTTP vs HTTPS: understanding secure communication
18. The role of SSL/TLS in protecting data online
19. Common HTTP status codes: what do they means
20. HTTP methods and their use cases.

**Assignment HTML :**

1. HTML for beginners: Building the skeleton of a web page.
2. Understanding HTML tags and elements
3. How to create forms in HTML: A beginners Guide
4. HTML inputs types explained: Form test to password
5. GET vs POST: Which method should you use?
6. Making forms accessible with HTML attributes.

**Assignment CSS** :

1. Basic of CSS article
2. Understanding the CSS box model: margin, padding and border
3. CSS Specificity Algorithm / presidence
4. Blog inline vs block vs inline-block
5. CSS flexbox layout guide
6. CSS grid Cheatsheet

**Assignment JavaScript** :

1. **Arrays and Objects – working with data**
2. **JavaScript Basic – Variable, data types, operators, control flow, if-else, switch**
3. **Array and Objects**