Interactive Multimedia programming

LAB1:

1.Definition:

- HTML: Language use for make the structure of our website, text and box.

- CSS: Language use for crate a style for our website, with CSS we going to put the box where we want and change the color, position, size, create animation etc…

- Javascript: Language execute on client side, use for make some manipulation on your website without make a request at your server.

- HTTP: Hyper Text Transfer Protocol, it's Network protocol use layer 7 of the OSI model and for show all website, you can see in a URL that the website starts with "HTTP://" or "HTTPS://" .

- HTML5: The latest version of HTML, it can read document with bad syntax and can use different API.

- Dynamic HTML (DHTML): It's use for change anything on the webpage without reload the page or make a request to the server.

2.Coding convention:

The coding convention is use for a better readability, there general convention for all language and different convention specially for all language. For all code the important convention is the indentation, example:

```
<html>
 <head>
  <meta charset="utf-8" />
  <title>LAB 1</title>
 </head>
 <body>
  <h1>Welcom to LAB 1</h1>
  <div id="menu">
   <ul>
    <li></li>
   </ul>
```

For me is very important for readability for all code.

There are all convention like name of constant in uppercase or name of Class start with uppercase latter, name of method start with lowercase latter and ect…

And another convention which is very important is put comment in your code.