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Assignment 2

1. What is Wireframe and what is Markup?

Wireframe: Wireframe provides a clear overview of the page structure, layout, information architecture, user flow, fictionality, and intended behaviors. As a wireframe usually represents the initial product concept, styling, color, graphics are kept to a minimum. Wireframes can be drawn by hand or created digitally, depending on how much detail is required.

Markup: A Markup or Markup language is the language like HTML or XHTML that websites are built with. It's the coding that separates a plain text document, that a computer would generally just read and display as text, into a Markup document. This indicates that what the computer is reading isn't just normal text to be displayed, but special code that has to be displayed in a different, specific way that the Markup language specifies.

2. 6 best website designs of the year 2023

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3. Difference between Scripting and Programming language:

Both scripting and programming are computer languages, with all the scripting languages being programming languages, but all programming languages are not scripting languages. The basic difference between a scripting language and a programming language is that scripting languages do not need an additional step of compilation and rather they are interpreted, whereas programming languages are compiled and hence need a compilation step to convert the high-level language to machine code. A scripting language is a type of programming language which does not require explicit compilation step, and it is designed for a runtime system to automate the execution of tasks. A programming language is a way by which programmers communicate with computers through the set of instructions known as code/program.

4. What is ECMA?

ECMA was originally founded in 1961, and its headquarters are in Geneva, Switzerland. It is a standards body for programming languages. Its most well-known standard is ECMAScript, which is the standard for JavaScript. ECMAScript is a scripting-language specification that was developed by ECMA International in order to create a standardized JavaScript implementation across all web browsers. It is widely used for client-side scripting in web browsers, and it is also used for server-side scripting with node.js. ECMAScript is the successor to JavaScript, and it is backward-compatible with most JavaScript code.