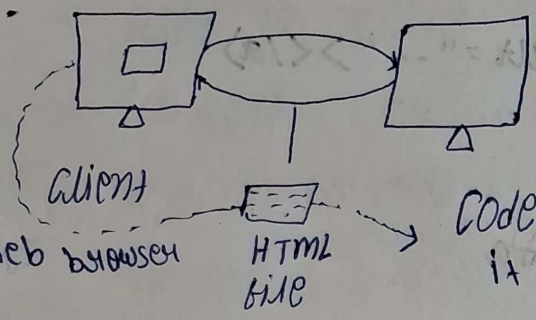
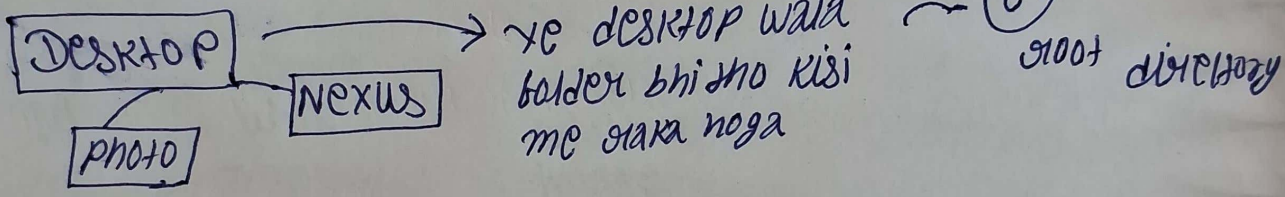
L-4 HTML Boilerplate & Pixels



⇒ If server have access to my **root directory** then it can take anything

Computer: viedo music
↳ How this are stored?



ls → list of file / dir
CD → change dir

* HTML Boilerplate

<!DOCTYPE html> → html ka version 5 hai

<html lang="en"> html code start language is english
(Done from SEO)

<head> → meta data (data about data)
Provide information about whatever you write about in body tag.

< meta charset = "UTF8" >

in this document whenever you write in English or other language it will be convert to binary this conversion is through UTF-8 it is a Encoding method memory memory allocation happens through 1 2 3 4 bytes

ASCII English - 1 byte
Latin language - 2 byte
Hindi/chines /Asian - 3 byte
Emoji - 4 byte

How to determine this data?

→ $\underbrace{\underbrace{10101010}_{1\text{ Eng}}\ \underbrace{10101010}_{1\text{ Eng hoga?}}}_{\text{Latin hoga?}}$ } Kaya hoga?

× UFF - 8 Byte Structure

1) 1 byte Character: Start with 0xxxxxxx, where x is actual data (7 bits) ASCII'S 128 character only

2) 2 byte character: Start with 110xxxxx 10xxxxxx (the first 5 bit and 6 bit in 1st and 2nd byte contain actual data

3) 3 byte Character: Start with 1110xxxx 10xxxxxx the first 4 bits, the first 6 bits & first 6 bits in 1st 2nd 3rd bytes contain actual data

4) 4 byte Character: Start with 11110xxx 10xxxxxx 10xxxxxx

<meta name = "viewpoint" Content = "width - device-width, initial-scale = 1.0">

Area where web content can be seen.

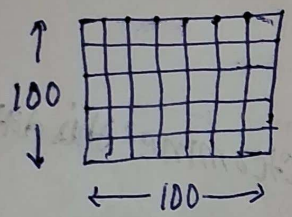
device width

zoom level = 1.0

<title> Document </title>

↳ Document of web page

Img => system kaise store karega ?



→ 10000 pixels

→ Total pixels = 10000 pixels

→ it will store what colour of pixels are

→ R G B - Base colour

R : 0 - 255	- 8 bit
G : 0 - 255	- 8 bit
B : 0 - 255	- 8 bit

} 24 bit - 3 byte

→ So total size → 10K × 3 = 30000 byte = 30 KB

→ For more clarity RGB are stored in 48 bit (6 byte)