	D HOME is a Markey language for describing
	1) HML is a Markup language for describing web documents.
	(A) Aform>
	2 Tout area rabs= 10 cols=5 name="Area"> < Itext Area>
	(1) (d) (d)
	(a) <h1></h1>
	(5) CSS-It us also a Lauguage which display Content on Webpage and add beauty to it.
	(6) < img src = "image.png">
	(#) HTML
	(8) < a href="www.google.com" target="blank"> .
	(9) frameset: A collection of frames in a Browser Divides window
	Into no of frames.
	(10) < 1.0> (01)
	(11.) < delect >
	(12) < a href="Link" > < a> 1240
	(3) bordercolor: "green";
	(14) Body {
	background-color: red;
	(15) <html></html>
	<script></th></tr><tr><th></th><th>Var a=s;</th></tr><tr><th></th><th>var b=6;</th></tr><tr><th></th><th>1f (a>b) g</th></tr><tr><th>Ì</th><th>document.write ("a cistig");</th></tr><tr><th></th><th>3</th></tr><tr><th></th><th>else</th></tr><tr><th></th><th>document.weite("b is big");</th></tr><tr><th></th><th>< script> < html></th></tr></tbody></table></script>

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```
16. Definition lists: For defining the terms, we use definition lists.
17. Hypeolink: It acts as a deference to data that the
  reader can directly follow either by clicking Tapping.
18. <br > - break (allows next content to be in new Line).
    <bro>horizantal line.
 19.  - border bordercolor
19.  - border bordercolor, cellspacing, width,
       height, align.
20. < Style & background + image: url ("address");
21. Java script
22. Khtmls
                        Bay J. M. Thomas of the sales
    <script>
     document.weite("hi");
     < script>
      </html>
  23. Uses: used as a client side Scripting Language.
            used to add dynamic Behavious.
  ey. Var a = 10;
  25.
  26. DAMML = HIMLY JS+CSS
  27. Khtml>
     <script>
      doament. write ("Hello");
      <script>
       < html>
   28 function function-name (parameters, parameters).
   29. Li> </i>
   30. Esup> </sup>
```