HTML:

HTML stands for "Hypertext Markup Language." It is used to create

websites - webpages. Tags are used to define the layout of the page. It is the basic structure of the page, the basic front-end of the website, the button tags, input forms are saved in HTML element.

CSS:

CSS stands for "Cascading Style Sheet, they are used to style HTML element, they can be written directly into HTML pages or separately creating .css file. They are used to define text styles, tables, font size and other things with colors and view and feel of the page.

JavaScript:

JavaScript is widely used programming language, it is manly used is web development, it is client-side scripting language but in time javaScript is used widely and for various aspects, like in server side also. JavaScript functions are tagged in <script> they are responsible for the functionality of the web page, like what happens after the button is clicked, mouse is hovered, on submitting the form and other.

HTTP:

It stands for "Hypertext Transfer Protocol. HTTP is the protocol used to transfer data over the web. When client request or access the web page, the browser sends the request to the servers and responds if the URL is valid or not, and redirect files if its valid.

HTML 5:

HTML5 is the version of HTML like any other programing language, it is upgraded over time and now its a 5th version or the latest version. Many different tags were introduced in this version.

DHTML:

DHTML or Dynamic HTML is a term used when the collaborative programming language are used to make one animated webpage, the programming language can be HTML, CSS, JavaScript and DOM.

Assignment 2.

1.RWD :

1. Users have many type of devices hence accessing webpages with different device size, web page started to be used more in mobile phones rather than desktop hence making desktop version of web page lacking in usability and efficiency, then, developer had to switch to responsive web design, which automatically fits in various screen size,
2. CSS media queries can itself check the properties of the device, and bypass the different set of codes, if it’s true, some items are shown and others are placed elsewhere.   
   example, it can check the horizontal resolution of the device and if its small like 420px, it will disable certain floats and marginalize the design and minimize, like 4 full size image align horizontally to 2x2 image sets align vertically.
3. em are used to make responsive web pages, it’s not specific unit so, it can handle the margin accordingly, it’s like percentage (%), they are scalable.  
   example: em is eqal to current font size, so if the font size of page is 14pt, an em is 14pt so, 2em is 24pt.

2.RWD Example:



