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Basic HTML ad CSS :

There are multiple attributes in CSS like :

Class, id, src, alt, etc.

The difference between class and id is that, The id must be unique, while class we can use multiple time in multiple tags also.

In HTML, A structure must be followed. Like header, body, script, import some code, etc.

In header we define the additional information like title, link, meta etc.

And in body we define out actual designing part or some logical part.

If HTML is a content of web page, then CSS is the presentation.

If you want to design something for whole page, paragraph, etc. You can use only that tag name in CSS file like "body { }" And if you want to declare a different classes then you can declare like this : ".param-name { }".

And if you want to select all of the elements from our web page, We can use " * { } ".

Setup of our Project :

Let's make one game here,

Before that, just look at an overview :

How to create our fundamental game variables,

How to generate random numbers,

How to manipulate DOM,

How to read from the DOM,

How to change CSS styles.

To generate a random number in integer,

Math.floor(Math.random() * 6)

To select the query, use "document.querySelector("id").textContent = dice;"

Code :
https://drive.google.com/file/d/1_U3ec47fqxFlCsgUpGdMJgFBuo_0CJnz/view?usp=sharing

Events :

Notifications that are sent to notify the code that something happened on the webpage.

Example :

Clicking a button, resizing a window, scrolling down or pressing a key.

Event listener :

A function that performs an action based on a certain event. It waits for a specific event to happen.

How Event are processed :

We have a 2 main components in event listener :

Execution stack

Message queue

In message stack, We can identify the execution processes. While all the execution processes is over The message queue give the message to the user.

In message queue, All the execution stack's processes is over, Then it will assign a tasks like click events, scroll events, etc.

When again message queue generates some events, it will goes in execution stack and then it will be executing.