**HTML Class**

**Important Extensions to install**

1. GitLens
2. Live Server
3. Download Gits from Google

**Difference between Gits, Github and GitLens**

GitLens is an extension in VSCode but is dependent on installation of Gits on the C drive

Github is a repository site

Git

**Free Tools**

* Scalable Vector Graphics (SVG)
* Font Awesome (Icons)

**Shortcuts**

* Ctrl+Shift+P to format documents
* Ctrl+K+C to insert COMMENT tag
* Ctrl+C to copy content of a line

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CSS3

Important things to note

* CSS is not programing language
* CSS3 is not tuning complete
* CSS3 has no paradigm
* CSS3 works with rulesets
* CSS3 has warped logic
* To excel in CSS, you have to think like a designer than a programmer

Example of CSS processors/compilers are SASS and LESS

**Media Queries**

Media Queries are used to assign specific rulesets based on the screen size and dimensions. The points or dimensions by which the rulesets are activated are known as breaking points

**To import fonts**

Use <https://fonts.google.com>

**Rock, Paper, Scissors Game**

1. Have a function called game() that will contain all logic
2. Define variables such as playerScores and computerScores
3. Create playGame() that will use the DOM to work without buttons
4. Create a ForEach LOOP
5. Create a function winner() and gameOver()
6. Call playGame() into the main game() function
7. Call game() function at the end of the file