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1. tag in HTML Is a generic inline container for phrasing content, which does not inherently represent anything. It can be used to group elements for styling purposes.
2. **Placeholder** is to specify a short hint that describes the email value of an input field.
   Type attribute specifies the type of <input> element to display.
3. SCSS is more expensive. It uses less amount of lines in its code than CSS, which makes the code load faster.
   - The syntax of SCSS contains indentations that messing in CSS
   - With the help of SCSS, we can add more functionality to the code in the form of variable, selector, and nesting which is not present in CSS.
   - SCSS allows the developer to math using operators, so that the developer can perform simple calculations inside the code for better output.
   - Having knowledge of SCSS helps in customizing Bootstrap4.
4. **px** (pix element) is a main and based absolute size unit. The browser converts all the other units in px by default and are relative to the viewing device.
   em is a more powerful unit size than px because it is relative. It means that we can set a ration for it. It's relative to the font-size of the element (4em means 4em the size of the current font)
   rem asks the question: How many times am I bigger or less than the value of <html>. Relative to font-size of the root element.
   vh relative to 1% of the height of the viewport.
5. This class "*.attention*" is for the round image and the arrow.
   width:100%; will make the element as wide as the parent container.
   margin: .5em auto 0; , this will affect the element in such a way that it will be 5em to the top and the browser will select a suitable margin to the right since it's auto (in this case it will center the entire container) then on the left it will be zero. margin creates extra spacing around the element of *attention*.
   text-align: center; specifies the horizontal alignment of text that it should be in the center in this class called *attention*
   The *.me* calss is inside the attention an it covers the image/avatar
   margin-top: 2em, This will set the margin area by 2em on the top of the class called *.me*.
   width: 3em: will make the *me* element be wide by 3em
   border-radius: 50% this will round the corners of the *me* element's outer border edge by 50%. The radius is set for all 4 sides.
   The *.arrow* element is also inside the attention an it covers the arrow image
   width: 15em: will make the *arrow* class be wide by 15em
6. The class represent a clickable button
   width: cal(100% - 2em) will make the button be width by the results from the calculation (*cal()*). Cal() function is going to calculate so that it can determine the property values right in CSS.
   margin: 0 won't be affected on the four sides of which top, right, bottom and left: they all gonna stay at zero.
   background: This allows you to change the background of the element in this case the background will be affected by the color to change to #8800ff
   color will be the color of the text for that element and it will be hite
   border: this is used to draw lines around the element in this case no lines will be drowned.
   cursor: it allows you to specify the type of cursor it should be displayed on the user, this case will be the pointer, it's similar to a hand pointing.

7. Media Query is a technique, which allows you to specify when a certain CSS rules should be applied. This allows you to apply a special CSS for mobile or adjust a layout for print So basically it's used to create responsive websites.
8. @media only screen and (min-width: 768px) -> the *only* keyword is used to prevent older browsers that do not support media queries with media features from applying the specified styles. This will take effect when the browser experiences that the width is now 768px or above and this is what will happen on the elements:
    a. The font size of the body will be 20px.
    b. The button width will be 60% against its parent container, The *"!important"* will override all previous styling on the width property on the element.
    c. The input's width will be affected by the calculation result of cal(60% - 1em) and it will override all the previous styling on the width property.
9. The z-index property determines the order of items in each stack, with higher z-index being placed further up (The higher the z-index the closer will appear on the front).
10. Bootstrap is mobile-first, with a ground-up grid approach, optimization and just enough customization for any front-end to boost conversions. You can use a template for bootstrap.
    There are four classes of devices that bootstrap accounts for when optimizing responsive websites: They include: Extra small devices, Small devices, Medium devices, and Large devices. To determine the best optimization for extra small, small, medium and large screen, it is better to use the extra class prefix and number of columns required. For instance, for convenient layout classes, you must ensure to include containers, rows and about 12 columns. These layout classes let you start out your design for mobile devices first and subsequently migrate to desktop versions.