The process of designing, developing, and putting an internet-based computer program into operation is known as web architecture. The World Wide Web's conceptual structure is a dynamic medium that enables both user-to-user communication and technical interaction between various systems and subsystems.

The client-server model is a distributed application structure that divides tasks or workloads between the providers of a resource or service, known as servers, and service requesters, known as clients. The client-server architecture is a system that hosts, delivers, and manages the majority of the resources and services that the client requests.

The process of creating HTML, CSS, and JavaScript for a website or Web Application so that a user can directly view and interact with them is referred to as front-end web development, also known as client-side development.

Working on server-side software, which focuses on everything you can't see on a website, is part of back-end development. Back-end developers focus on databases, back-end logic, and application programming interfaces (APIs) to ensure that the website works properly

The visual aspects of a website—the part that users see and interact with—are the primary focus of front-end development. The structure, system, data, and logic of a website are all part of back-end development.

The programming language used to build a website's fundamental foundation or the page's structure is called the HTML

For a variety of devices, CSS controls presentation, formatting, and layout.

Programming language for computers that is commonly used to create interactive effects for web browsers is called JS

HTML, CSS, and JavaScript are the three primary programming languages that web developers use to create websites

Its primary function is to convert user interactions into requests for a web server on another computer. Step 1: The URL is resolved; Step 2: The request is sent; Step 3: The response is parsed; Step 4: The page is displayed. This is how websites work.

An API is code for an interface that lets two software programs talk to each other.