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Course Name - FULL STACK DEVELOPMENT COURSE-ENGLISH-JULY'24

**Assignment Name - Introduction to Web Development** 

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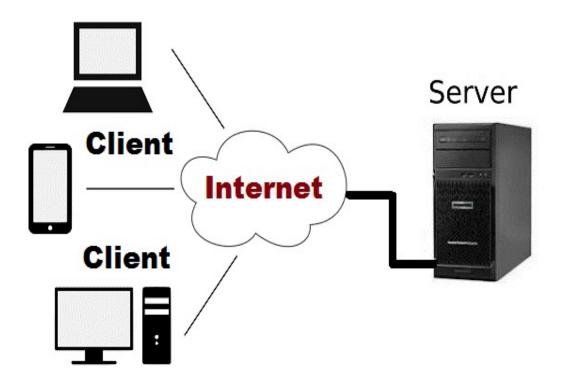
Git Link - https://github.com/shubhamvatsjha7/Assignment-by-SVJ.git

### 1. Explain the main components of client-server architecture and their functions.

**Answer:** The **client-server architecture** refers to a system that hosts, delivers, and manages most of the resources and services that the client requests. In this model, all requests and services are delivered over a network, and it is also referred to as the networking computing model or client server network.

Client-server architecture, alternatively called a client-server model, is a network application that breaks down tasks and workloads between clients and servers that reside on the same system or are linked by a computer network.

Client-server architecture typically features multiple users' workstations, PCs, or other devices, connected to a central server via an Internet connection or other network. The client sends a request for data, and the server accepts and accommodates the request, sending the data packets back to the user who needs them.



The client-server architecture is mainly based on three interconnected components:-

i) Clients: A client is a device or application that requests services from a server. The client can be a computer, laptop, workstation, or IoT device, and it can be located on the same machine as the server or on a different device across a network. The client's role is to provide an interface for the user to request services and display the results returned by the server. They interpret and display the information received from the server in a user-friendly format. Clients might have some processing power for local tasks but rely on the server for heavy lifting.

#### **Function of Clients:**

- ❖ Initiate Requests: Clients are the starting point. They send requests to the server for various purposes, such as:
  - Downloading web pages when you browse the internet
  - Sending emails
  - Accessing online accounts (banking, social media)
  - Streaming videos or music
  - Playing online games
- **❖ Data Presentation:** Clients receive data from the server and interpret it into a user-friendly format. This could involve:
  - Displaying web pages on a browser
  - Showing emails in an email application
  - Playing back a video or music file
  - Presenting game graphics and user interface elements
- ❖ Limited Processing: While some clients, like high-end computers, may have strong processing power, they typically rely on the server for complex tasks. Clients might handle:
  - Basic data manipulation
  - User interface rendering
  - Local file management
- ii) Servers: A server is a remote computer that provides resources, data, services, or programs to other computers, called clients, over a network. Servers are usually physical devices, such as rack servers, but cloud computing has also led to the development of virtual servers. Servers handle tasks like data storage, security, resource management, email, application hosting, internet connections, and printing. Clients, which are often located at workstations or on personal computers, send requests to the server, which then processes the requests and sends back the requested information or performs the necessary tasks.

#### **Function of Servers:**

- \* Resource Sharing: Servers act as a central repository for resources, including:
  - **Data:** Servers store and manage vast amounts of data, including user files, databases, applications, and websites.
  - **Applications:** Servers can host applications that clients can access remotely, eliminating the need for local installation on every device.
  - **Hardware:** In some cases, servers provide shared access to hardware resources like printers or scanners for multiple clients on a network.
- \* Request Fulfilment: Servers are constantly listening for requests from clients. Once a request arrives, the server performs the necessary actions:
  - Locating and delivering requested data (web pages, files, emails).
  - Executing calculations or processing tasks based on client instructions.
  - Granting or denying access to resources based on user permissions.
- **Security Management:** Servers play a crucial role in network security by:
  - Authenticating users and verifying their access rights.
  - Encrypting data to protect it from unauthorized access.
  - Monitoring network activity for suspicious behaviour.

- Management and Administration: Servers provide centralized management tools for network administrators to:
  - Configure and maintain server settings.
  - Monitor server performance and resource usage.
  - Backup and restore data for security and disaster recovery.
- iii) Network Devices: Network devices are a key component of client-server architecture, connecting clients and servers. These devices can be hardware or software that allow computers to communicate with internet networks and other hardware on a network. Network devices can perform various operations across the network, such as establishing and maintaining connections, and protecting and enhancing those connections. There are different networking devices, and each performs different functions across the network. Some of them are:
  - **Repeaters** help in transmitting data from one device to the other.
  - **Hubs** help in connecting a server to different workstations
  - **Bridges** play a role in segmenting isolated networks.

#### **Function of Network Devices:**

- ❖ Data Transmission: Network devices facilitate the physical transmission of data packets between clients and servers. Routers ensure packets reach the right destination, while switches and hubs provide dedicated pathways for efficient data flow.
- ❖ Network Management: Switches and routers can be configured to manage network traffic. They can prioritize specific types of data or restrict access to certain devices, optimizing network performance and security.
- ❖ Network Security: Firewalls play a vital role in network security. They filter incoming and outgoing traffic based on predefined rules, blocking malicious activity and protecting your network from unauthorized access.
- \* Network Connectivity: Modems bridge the gap between your local network and the vast internet. They convert signals for seamless communication and internet access.

# 2. Discuss the various career paths available after completing a web development course.

Answer: The various career paths available after completing a web development course are :-

- i) Full-Stack Developer: Full-stack developers are in high demand because they comprehensively understand the front-end and back-end of a website. They can develop, design, and maintain a web application\'s client-side and server-side. Full-stack developers are equipped to work on a project from start to finish, making them valuable assets to any organization.
- ii) Front-End Developer: Front-end developers focus on the client side of a web application, including the design, layout, and user experience. They use programming languages like HTML, CSS, and JavaScript to create engaging and interactive websites. Front-end developers are responsible for making websites accessible and user-friendly, making them an essential part of any development team.
- iii) Back-End Developer: Back-end developers focus on the server side of a web application, including the database, server, and application logic. They use programming languages like PHP, Ruby on Rails, and Python to build the underlying architecture that makes websites

- and web applications work. Back-end developers play a crucial role in the functionality and performance of a web application.
- iv) DevOps Engineer: DevOps engineers are responsible for the continuous delivery and deployment of web applications. They automate the build, test, and deployment processes, ensuring that software releases are delivered quickly and efficiently. DevOps engineers use tools like Jenkins, Docker, and Ansible to automate these processes, making them an essential part of any development team.
- v) Cloud Developer: Cloud developers are responsible for designing, building, and deploying applications to the cloud. They use cloud computing platforms like Amazon Web Services, Microsoft Azure, and Google Cloud Platform to build scalable, secure, and reliable web applications. Cloud developers are in high demand as more and more organisations are moving their applications to the cloud.
- vi) Mobile Developer: Mobile developers build mobile applications for smartphones and tablets. They use programming languages like Swift for iOS and Java for Android to create engaging and interactive mobile experiences. Mobile developers are in high demand as more people use their smartphones for various tasks, from shopping to entertainment.
- vii) Artificial Intelligence Developer: Artificial intelligence developers build intelligent systems that can perform tasks usually requiring human intelligence, such as natural language processing, speech recognition, and computer vision. They use programming languages like Python, R, and Java to build machine-learning algorithms that power these systems. Artificial intelligence is rapidly growing, and AI developers are in high demand as more organizations seek to incorporate AI into their operations.
- viii) Cybersecurity Developer: Cybersecurity developers protect websites, web applications, and other online assets from cyber threats. They use tools like firewalls, encryption, and intrusion detection systems to secure online assets. Cybersecurity developers are in high demand as the threat of cyber attacks continues to grow.

#### 3. Describe the role of a web browser's developer tools in web development.

**Answer: Developer tools** are built directly into the browser. These are the tools that are browser dependent. Most of these tools are common among various browsers and do a range of things, from inspecting elements of a currently-loaded HTML, CSS, and JavaScript. With developer tools, we can directly interact with the source code that is fetched into the client side of our system. Across all browsers, the basic functionality of the developer tools remains the same, only naming conventions and terminologies changes.

Web browser developer tools, often called **DevTools** for short, are an essential arsenal in any web developer's toolkit. These built-in functionalities allow developers to inspect, debug, and optimize web pages in real-time, directly within the browser. Here's a detailed breakdown of their role in web development:

#### **Core functionalities of DevTools:**

- > Inspecting the DOM (Document Object Model): The Elements tab lets you examine the webpage's structure. It displays a tree-like view of all HTML elements, their attributes, and their place in the page layout. You can directly edit HTML code and see the changes reflected on the fly, making it ideal for fine-tuning the page structure and content.
- > Styling with CSS: The Styles panel allows you to view and modify the CSS styles applied to each element. You can see the cascading styles from different stylesheets and make real-

- time edits to see the visual impact. This is invaluable for tweaking layouts, fonts, colours, and overall page aesthetics.
- > JavaScript Debugging: The Sources panel helps you debug JavaScript code. You can set breakpoints to pause execution at specific lines, step through code line by line, and inspect variables to identify errors or unexpected behaviour. This is crucial for ensuring your JavaScript functions work as intended.
- > Network Performance Monitoring: The Network tab provides insights into how the webpage fetches resources. You can see a list of all HTTP requests made, their response times, status codes, and transferred data size. This helps identify performance bottlenecks, slow loading resources, and optimize page load times.
- > Console for Messages and Logs: The Console acts as a communication channel. You can write JavaScript code to test functionalities, log messages for debugging purposes, and view error messages thrown by the browser or your code. This provides valuable feedback for troubleshooting issues.

# **Benefits of using DevTools:**

- > Rapid Prototyping and Iteration: DevTools allow for quick experimentation with layouts, styles, and JavaScript code. You can make changes and see the results instantly, accelerating the development process and improving design iteration cycles.
- ➤ Efficient Debugging and Error Resolution: The debugging features help pinpoint issues in your code. By inspecting variables, setting breakpoints, and logging messages, you can identify and fix errors effectively.
- ➤ **Performance Optimization:** DevTools give you insights into page load times and resource usage. You can identify performance bottlenecks and optimize your code and assets to ensure a fast and smooth user experience.
- > Understanding Third-party Code: DevTools let you inspect how third-party libraries and scripts interact with your page. This is helpful for troubleshooting conflicts or unexpected behaviour caused by external code.
- Accessibility Testing: DevTools can help identify potential accessibility issues for users with disabilities. You can check colour contrast, keyboard navigation, and other factors to ensure your website is usable by everyone.

# 4. What are the advantages of using a Version Control System like Git in a development project?

**Answer:** Git, a popular Version Control System (VCS), offers numerous advantages for development projects, making collaboration, organization, and code maintenance significantly smoother.

Some of the advantages of using a Version Control System like Git in a development project are:

- ➤ Version Tracking and History: Git meticulously tracks every change made to your codebase. You can see exactly who made what changes and when, allowing you to revert to previous versions if needed. This is invaluable for troubleshooting bugs or revisiting past design decisions.
- > Branching and Merging: Git's branching system allows developers to work on independent features or bug fixes without affecting the main codebase. You can create branches for experimentation, isolate risky changes, and seamlessly merge them back into the main codebase when ready. This promotes parallel development and reduces the risk of breaking core functionalities.

- > Collaboration Made Easy: Git facilitates collaboration between developers working on the same project. Coders can share their branches remotely using platforms like GitHub, allowing them to work on different parts of the codebase simultaneously. Merging branches helps integrate everyone's contributions into a cohesive whole.
- ➤ Conflict Resolution: When multiple developers modify the same part of the code, Git can identify these conflicts. It provides tools to visualize and resolve these conflicts efficiently, minimizing merge issues and ensuring a smooth integration process.
- > Improved Code Quality: Git encourages a more disciplined development workflow. Features like code reviews, where developers can examine each other's code before merging, can help identify and fix bugs early on, leading to a higher quality codebase.
- > Security and Data Integrity: Git uses a secure hashing algorithm to ensure the integrity of your codebase. Every change is tracked and cryptographically verified, making it difficult to accidentally corrupt your code or introduce unauthorized modifications.
- > Offline Development: Git allows you to work on your codebase even without an internet connection. You can commit changes locally and push them to a remote repository later when you're back online. This provides flexibility and ensures development progress isn't hindered by connectivity issues.

# 5. Compare and contrast a text editor and an IDE, highlighting their key features and uses.

#### **Answer:**

Feature	Text Editor	IDE (Integrated Development Environment)				
Focus	Code editing and basic functionalities	Comprehensive development environment				
Weight		More heavyweight with additional features				
Customization	Limited (may depend on plugins)	Highly customizable with plugins and extensions				
Project Management	No	Integrated project management tools				
Debugging	No	Debuggers for identifying and fixing errors				
Version Control	No native integration	Integrates with version control systems (Git)				
Code Analysis	Limited	Linters and code analysis tools for code quality				
Collaboration Features	No	Integrates with collaboration tools				
Learning Curve	Easier to learn due to simplicity	Steeper learning curve due to more features				

		Small	projects,	scripting,	Large	projects,	complex	codebases,
1	Use Cases	quick edits			teamwork			