Integrated Development Environment (IDE) - A tool that allows you to write code such as HTML and CSS!

WYSIWYG - "wiz-ee-wig" is an acronym for "What You See Is What You Get" and is a type of IDE that allows you to code visually. Software like Adobe Dreamweaver is considered WYSIWYGs.

Web Host - A service that provides server space to store your webfiles to display on the internet. When you buy web hosting from a provider, you are buying space on a web server for your files to be stored. In this course, we are using server space from GitHub, our web host.

Server - The physical computer(s) that stores webfiles for the internet.

URL (Uniform Resource Locator) - The address for any webfiles. Think of the URL as the listing in a phone book or Contact List. It is how your browser knows which webfiles to display.

HTTP (Hypertext Transfer Protocol) - The most common web protocol for a URL. It tells the browser the webfiles to be displayed in the browser will include text, images, audio, video, and other multimedia.

Domain - A domain name is an address where you can be found on the internet (ex, Google.com). Domain names can have a number of extensions: .com, .net, .org, etc.

FTP (File Transfer Protocol) - FTP is a method used to transfer files over the internet. Web developers use FTP to upload files from their computer to your website. It’s also used to do the reverse: to download files from your website to their computer.

Cloud Host - Virtual storage for website files on the internet.

mobile-first design- Designing a website using the smallest screen size first.

desktop-first design- Designing a website for a desktop/laptop screen first.

Wireframe- A rapidly sketched version of a website to help determine the design, oftentimes one selected from many.

Prototyping- A rapidly coded version of a website without content, oftentimes focusing on testing the use of the website.

Elements- HTML consists of parts which represent seen and unseen, these parts are elements.

Tags- When you code elements in HTML, you use tags. Content that is ready by a browser goes between tags and each tag represents an HTML element. There are two types of tags, ones that contain content and others that represent elements. Open/Close tags surround content a browser can read.

Attributes- Inside of an open HTML tag (note attributes never go inside a close tag!), you can include additional details about the content that goes between the open/close tags. Such attributes may be the name, ID, applying a style (which we cover more in Week 3), or adding a destination (we cover this more in Week 5).

Values- Inside of an attribute, you have specific options you can include, these options are values. Values must always be between quotation marks. For example, "this is a value"

Body- The body is the content section of a webpage's code. It contains all the information and files that will be displayed in the browser when a person visits a webpage.

Head- The head contains instructions for the browser. The head must be included for your webpage to be valid. It is where you can link your CSS files (we cover this more in Week 3), your JavaScript or other web language files (we explain this more in Week 8), provide a title for your page that displays in your browser tabs, and even adds an icon to the browser tab. The head section is only for the browser, your webpage visitors will not see this content.

Meta- The meta tag is only found in the head section. Meta tags do not have a close, they are known as empty tags as they represent information rather than display them. Meta tags work using attributes and values that a browser will read. There is one meta tag every webpage must have, the character set.

External Style sheet - a separate file that contains the CSS for use across multiple pages

CSS- Cascading Style sheet which describes how elements are to be displayed

In-line styles- Styles that occur once and are styled within the HTML code

Embedded CSS styles- styles that change multiple or groups of elements