

# Where to Go from Here



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# Introduction

**Things to remember**

**Resources to learn more**

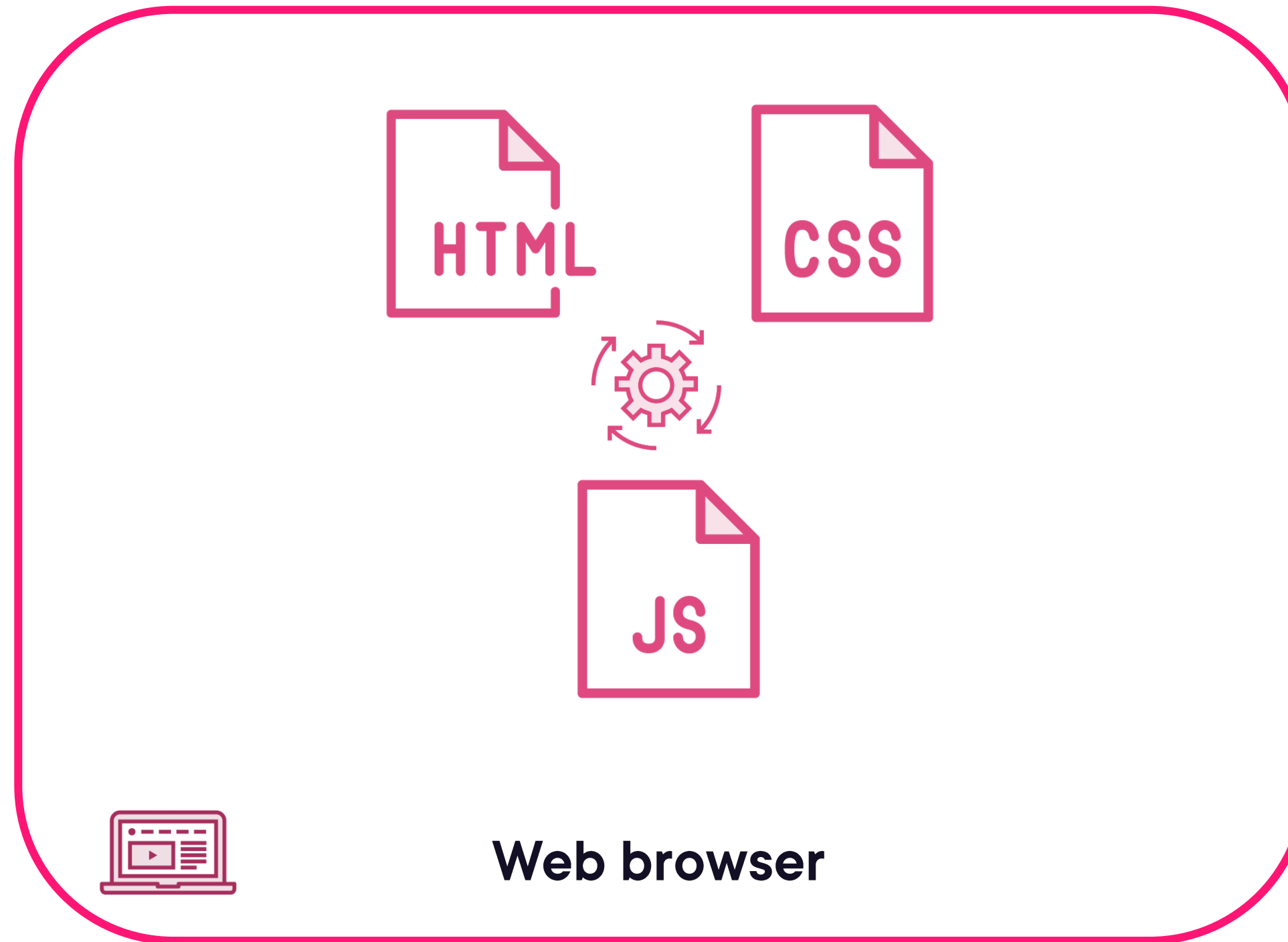




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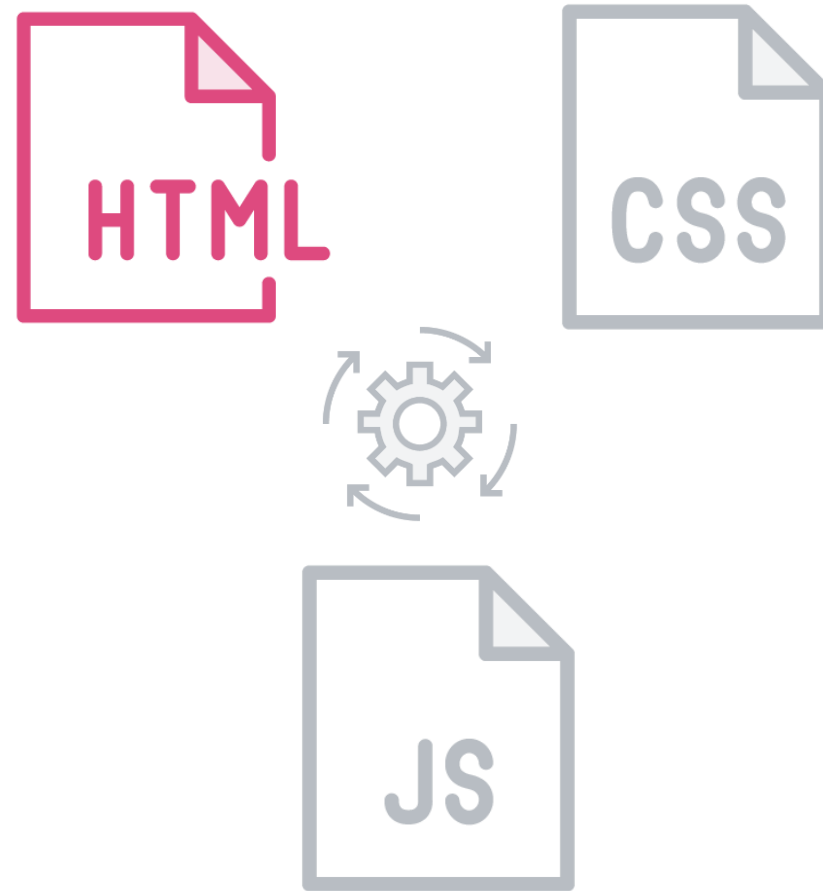


# The Most Important Technologies of the Web



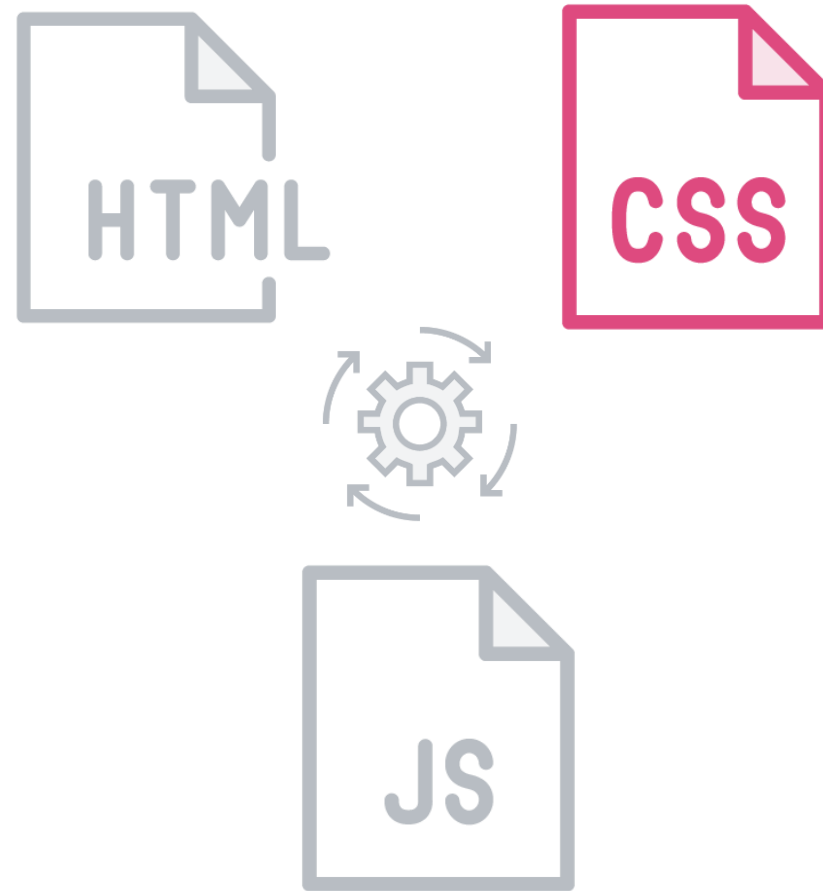
# The Most Important Technologies of the Web

- **Content**
  - Text, images
- **Interactive**
  - Canvas, audio, video
- **Link to other documents**
- **Use it**
  - From scratch
  - Generated by a framework



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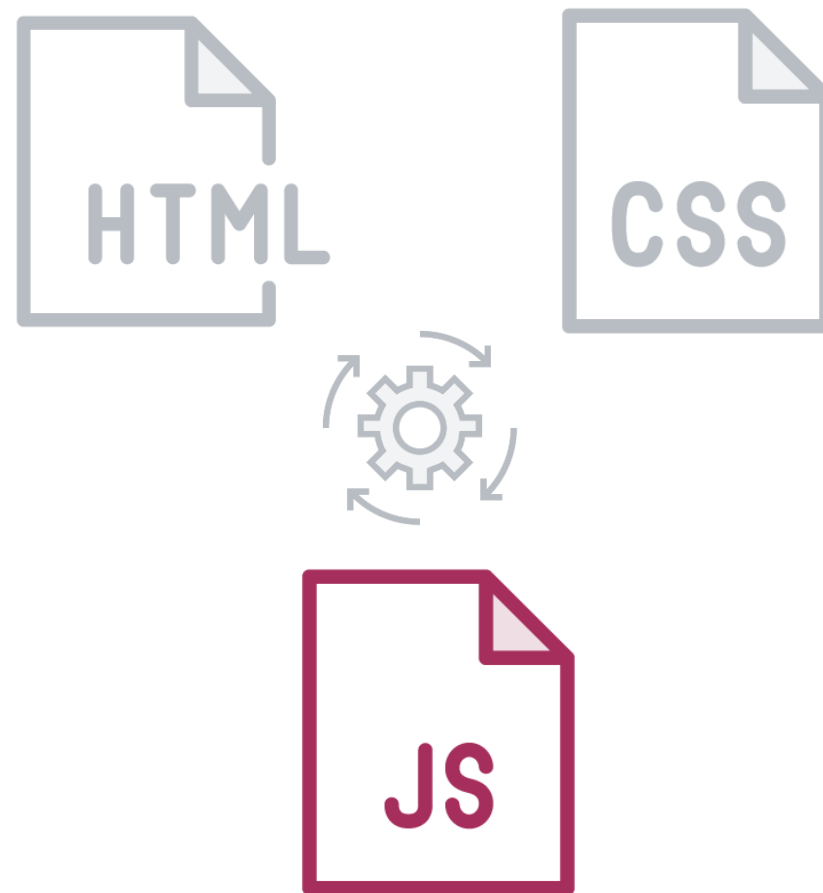


- **Styling of HTML**
  - Changes HTML
- **Separates style from content**
- **Advanced CSS**
  - Animations
  - Gradients
  - Media queries
- **Use it**
  - From scratch
  - From a library



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- “Glue” of the web
  - Interacts with HTML, the browser and services
- JavaScript is not Java
- Use it from scratch or from a library or framework
- (outside the web) use it server-side





# Resources to Learn More



# Links to Learning Resources

<https://caniuse.com/>

Find out which browsers support which features

<https://developer.mozilla.org/docs/Learn>

Learn web development

Pluralsight skill paths

