Why do we start learning a programming language with "Hello, World!"

It's simple:

"Hello, World!" is usually just one line of code and easy to grasp, even if you're new to programming.

It teaches the basics.

When you write "Hello, World!", you're learning the basic rules of the language, like how to tell the computer what to do.

You get quick results.

When you run your "Hello, World!" program, you quickly see if it worked. If you see "Hello, World!" on your screen, you know you did it right!

It boosts confidence.

It feels awesome to make the computer do something, even if it's just saying "Hello." It gives you confidence to try more complex things.

• You learn how to set up your coding environment.

You're also learning how to set up your coding environment, like creating files and running code. These skills are super important.

• It's a universal starting point.

"Hello, World!" is like the first word you learn in a new language. Many programming tutorials begin with it, so it's a good place to start.

2. How is the use of comments and how do you write comments in HTML?

Comments in HTML are like notes that you add to your code to explain what it's doing or why you did it a certain way. They're invisible to users, but they can be very helpful for you and other developers to understand and maintain your code.

To write a comment in HTML, use the <! -- and --> tags. Anything between these tags will be ignored by the browser.

Single-line comments start with <! -- and end with -->. Anything between these tags will be ignored by the browser. For example:

HTML

```
<!-- This is a single-line comment. -->
```

Multi-line comments also start with <! -- and end with -->, but they can span multiple lines. For example:

HTML

```
<!-- This is a multi-line comment.
```

```
It can be as long as you need it to be.
-->
```

Which type of comment you use depends on your personal preference and the situation. If you have a short comment, you can use a single-line comment. But if you have a longer comment, or a comment that needs to be formatted in a certain way, you can use a multi-line comment.

Here are some examples of how to use comments in HTML:

```
HTML
<!-- This is a comment that explains why I am using the
`<div>` tag. -->
<div id="container">
    <!-- This is a comment that reminds me to come back and
fix this code later. -->
    This paragraph needs to be updated.
</div>
```

You can use comments for a variety of purposes, including:

- **Explanation**: You can use comments to explain how a part of your code works. This can be especially useful for complex or tricky sections of code.
- **To-do list**: You can leave comments as reminders to yourself or your team about things that need to be done in the code.
- **Documentation**: Comments can serve as documentation for your code, helping others understand how it's structured or why certain choices were made.
- **Debugging**: You can use comments to temporarily remove or "comment out" a section of code that you suspect might be causing problems. This can help you debug your webpage.
- **Testing**: Comments can also be used for testing different versions of code.

Overall, comments are a valuable tool that can be used to improve the readability, maintainability, and debuggability of your HTML code.

3. What are elements, tags, and attributes and the difference between them?

HTML elements are the building blocks of a webpage. They define different parts of your webpage, such as headings, paragraphs, images, links, and more. Each element serves a specific purpose, such as displaying text or an image, creating a link, or defining a section of your webpage.

HTML tags are like instructions that tell the web browser how to display an element. They are written using angle brackets (< and >), and they come in pairs: an opening tag (<tagname>) and a closing tag (</tagname>). The closing tag has a forward slash (/) before the tag name.

For example, is an opening tag for a paragraph, and is the closing tag that marks the end of the paragraph.

HTML attributes are extra information you can add to your HTML tags to modify or provide additional details about an element. Attributes are always added to the opening tag and are written as name="value".

For instance, you can use the src attribute to specify the source (URL) of an image or the href attribute to define the link destination in an anchor (<a>) tag. Attributes are used to control things like the image source, link URL, or element styling.

Difference between them:

- Think of an HTML element as a building block of a webpage, such as a heading, paragraph, image, or link.
- Think of an HTML tag as the instructions that tell the web browser how to

- display the element.
- Think of an HTML attribute as the extra information that you can add to an element to customize its appearance or behavior.

4. Briefly explain what HTML entities are.

HTML entities are special codes or sequences of characters used to represent characters that cannot be easily included in HTML code using standard keyboard characters. These entities start with an ampersand (&) and end with a semicolon (;).

For example:

• < represents the less-than sign (<).

- > represents the greater-than sign (>).
- & represents the ampersand (&).

HTML entities are used to display reserved characters (like < or >) or characters with special meanings in HTML (like &) without confusing the browser. They ensure that the browser interprets them as content to display rather than part of the HTML structure.

Here is an example of how HTML entities are used:

HTML

```
This is a paragraph with some special characters: < &gt; &amp;.
```

This code will display the following paragraph:

This is a paragraph with some special characters: < > &.

HTML entities are a useful tool for ensuring that your HTML code is readable and interpreted correctly by browsers.