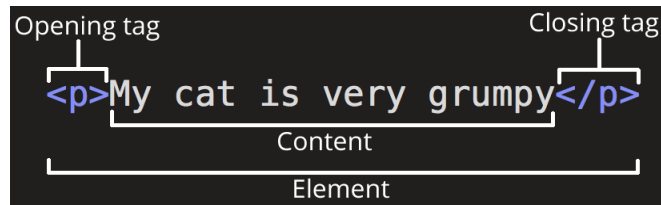


HTML stands for “Hypertext markup language”. Hypertext refers to the fact that the page contains links that have the reader jump from place to place within it. A markup language is a way of computers transferring information to each other in a way that allows them to process and portray text. Content to be processed or displayed to the user is contained within “tags”, and the entirety of this piece of information is called an “element”. [This example](#) of a very simple element contains information that



would be displayed to the user, however elements can also contain extra information or notes that wouldn't appear in the content, called attributes. Classes or other clarifying

information within a tag, such as the `` tag is an attribute. A full html page must declare a doctype, and have an `<html>` tag, a `<head>` tag, and a `<body>`.

While HTML contains content to portray, CSS on the other hand is able to alter and format it. CSS stands for “Cascading style sheet” CSS can change things such as the font, size, color, and various other stylistic elements., primarily with documents. Just like the internet was originally meant to exchange papers and information, CSS was originally created to help format such. Just like the internet expanded and was used for other purposes though, CSS did too. CSS is a language that builds off of what you know about HTML, so you need to know HTML first. CSS is a very unique programming language, because as it is a styling language, it is not very useful on its own. You need to have a basic grasp of HTML first, and once you do, learn the basics of CSS, and then learn more.

Javascript is what's called a “Just in time” compilation. This is code that involves compiling it during execution, as opposed to before it. It operates client side, meaning that is can be used to design how web pages respond to an event or input. It is designed intentionally to have similar syntax to Java and C++ in order to be easy to learn. It can be both procedural and object oriented. Procedural code is code

that operates a logical flow of imputed commands, while object oriented programming is one that organizes design around data and objects. Because of this, it is a very dynamic class.

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