Internet: An international network of connected computers that share information.

WWW: (World Wide Web) A way for information to be shared over the internet. It is unique in that it allows documents to be linked to one another via **hypertext links** (text displayed on a computer display with links to other text)—thus forming a huge "web" of connected information.

Browser: a software that requests websites. The most popular browsers for designers and developers are Firefox and Chrome. Some other browers include: Opera, Safari (MAC only), Internet Explorer (PC only), and Microsoft Edge (PC only). Each browser interprets and renders the website or HTML code a little differently. You'll want to test your pages on as many browsers as possible.

Server: software (not a computer) that "serves up" a website upon request. When you ask your browser for a web page, the request is sent across the Internet to a special computer known as a web server. Web servers are constantly connected to the Internet.

IP Address: (Internet Protocol Address) every computer or device that connects to the internet is assigned a unique identifying number or IP Address, for example "208.201.239.37."

Domain Name System: Human-readable name associated with a numeric IP address, for example "oreilly.com." The IP address is useful for computer software, while the domain name is accessible to humans.

URL: (Uniform Resource Locator) is also a unique address that every web page on the internet is assigned. URL's state the exact location of a file. URL's are generally made up of three components: Hypertext Transfer Protocol, Name of Site, and Absolute Path.

For example: http://www.oreilly.com/images/samples.html

Hypertext Transfer Protocol: Requests files.

      http:// (method browser uses to get into web mode)

Name of Site: Locates the server.

      Domain Name: oreilly.com (suffixes: .com, .net, .edu, and .co.uk)

Absolute Path: Locates the files.

      Directory Path: /images/ (slashes separate each folder)

      Document Name and Extension: samples.html

Filename: Many addresses do not include a filename, but simply point to a directory: http://www.oreilly.com

When a server receives a request for a directory name rather than a specific file, it looks in that directory for a default document, typically named index.html.

So when someone types http://www.oreilly.com into her browser, what she'll actually see is this: http://www.oreilly.com/index.html

Purchasing Hosting and Domain Names: For a monthly fee, a web-hosting service offers you storage space for uploading your HTML pages. The hosting service owns and maintains the physical servers that stores your website files.

The same hosting service can sell you your domain name. Pick a domain name that is unique, relevant, and easy to remember and spell. You cannot buy a domain name that is already taken, and you should not buy a domain name that misrepresents your identity or is too close to the name of an existing company.

Suggested Web Hosts: Go Daddy, Bluehost, Hostmaster, Dreamhost, HostGator.

FTP: (File Transfer Protocol) a tool used for transferring files to a server. You can use either FileZilla or Cyberduck.

HTML: (HyperText Markup Language) a markup language used to create web pages. HTML files have .html file suffixes, or file extensions. HTML pages are uploaded to a computer called a web server so other viewers can access the website files.

CSS: Cascading Style Sheets (CSS) is a styling language that describes how the content should look or appear on the page in the browser. CSS files have .css file suffixes, or file extensions.

JavaScript: A scripting language that accesses the HTML on a page and adds interactivity (transitions, animations, interactions).

JQuery: A library of simplified JavaScript.

Server-Side Programming: Advanced functionality such as forms, shopping carts, content management systems, databases, and so on. Serverside means it runs off the server to be more secure than running off a person's machine. PHP is a server-side scripting language used for account management.

Development: Developers handle the creation of the files, code.

Frontend Development: Refers to any aspect of the design process that relates directly to the browser. That includes HTML, CSS, and JavaScript.

Backend Development: Focuses on the server, including the applications and databases that run on it. Some programing languages that collect form data include: PHP, Ruby, and Python.

User Experience Designer: Focuses on how people interact with products, brands, and layouts within digital interfaces. They leverage usability testing and user feedback to create wireframes that will be used to design a website or app.

User Interface Designer: Takes those wireframes and designs the interactive elements that are needed to navigate through the website. This includes everything from buttons, dropdown menus, and site navigation.

Authoring: The process of coding with HTML. Marking up the content with HTML tags that describe the content on the web. HTML (HyperText Markup Language) is the authoring language used to create web page documents.

Styling: Styling Developers add CSS to the page.

Scripting: Web programmers work with dynamic content and web scripts. They use a JavaScript language that makes elements on web pages do things like add behaviors.

SEO Specialists: A website isn't much good if nobody knows it exists, so it is crucial that a site be easily found by search engines. Search Engine Optimization (SEO) is a discipline focused on tweaking the site structure and code in a way that increases the chances it will be highly ranked in search results.

Rich Text: (RTF) Microsoft Word. With formatting (bold, italic).

Plain Text: No formatting.

Mac Plain Text Editors: BBEdit, Sublime Text

PC Plain Text Editors: Notepad++, Microsoft Visual Studio

Raster Editor: Adobe Photoshop is a raster-based program, meaning it uses pixels to create detailed images. One of the primary uses of Photoshop is editing digital photos, which are usually raster files.

Vector Editor: Figma, Adobe XD, and Sketch are vector-based programs, a graphical element using lines, curves, and forms to create custom shapes by combining multiple paths. The primary use is for interactive prototyping.