

**Stanchester Academy**  
**Year 8 – BDS – Website Development**

**Key words – SET 1 – Website Essentials**

1	Website	a collection of publicly accessible, interlinked Web pages that share a single domain name
2	Website traffic	the volume of users visiting a website
3	Website developer	a skilled programmer who uses coding language to produce a website
4	Domain	a unique name that identifies a website
5	URL	the address of a web page
6	Server	a <b>server</b> is a piece of hardware or software that provides functionality for other programs or devices, called "clients"
7	HTML	Hyper Text Markup Language is the standard language for creating Web pages
8	CSS	Cascading Style Sheets describe how HTML elements are to be displayed on screen
9	JavaScript	a dynamic programming language that's used for web development, apps and game development
10	Hyperlink	a word, phrase, or image that you can click on to jump to a new webpage document

**Key words – SET 2 – Elements of HTML**

11	Tags	angular brackets < > which contain a piece of code or content
12	Responsive design	is a design approach used to create content that adjusts smoothly to various screen sizes.
13	Attributes	indicate the style of a feature on the screen, for example size or colour
14	Selectors	identify which parts of a webpage are going to be affected by styling
15	Script	a code file that is executed by a program not the computer's processor
16	Plug-ins	a file of code that can be downloaded, added or linked to a webpage [animations, interactive maps etc.]
17	Embedded media	multimedia items [videos, images, Gifs] that are placed inside a web page from third-party location

**Key words – SET 3 – Developing and Designing**

18	Software Development Life Cycle [SDLC]	a series of steps for creating successful software from start to finish
19	Planning	the process of the developer learning about the customer's needs and wants
20	Analysis	the process of turning general points into specific points [the website will have 10 webpages containing these images]
21	Design	the process of the developer choosing the programming language and architecture [how it will look]
22	Implementation	the process of writing the code one line at a time to produce the customer's website
23	Testing	the process of checking all the features work properly before showing to the customer
24	Maintenance	the process of monitoring the website and fixing any bugs that are reported

**Key words – SET 4 – Maintenance and Support**

25	Updates	the installation of new features and bug fixes to the software
26	Bugs	issues which are reported everyday by developers, testers and users
27	Bug fixes	coding which improves the reliability and security of a website
28	Upgrades	the installation of new hardware to improve speed and reliability