HTML

The History of HTML

HTML stands for HyperText Markup Language and is used to create Web pages  
   
After Vannevar Bush first proposed the basics of hypertext in 1945, it laid the foundation for Tim Berners-Lee and others to invent the World Wide Web, HTML (hypertext markup language), HTTP (HyperText Transfer Protocol) and URLs (Universal Resource Locators) in 1990.  
Definition of HTML  
HTML stands for HyperText Markup Language, it is the authoring language used to create documents on the World Wide Web. HTML is used to define the structure and layout of a Web page, how a page looks and any special functions. HTML does this by using what are called tags that have attributes. For example

means a paragraph break. As the viewer of a web page you don't see the HTML, it is hidden from your view, however, you do the results.

Tim Berners-Lee & HTML  
[Tim Berners-Lee](http://inventors.about.com/od/bstartinventors/p/TimBernersLee.htm) was the primary author of html, assisted by his colleagues at CERN, an international scientific organization based in Geneva, Switzerland. Tim Berners-Lee is currently the Director of the World Wide Web Consortium, the group that sets technical standards for the Web.  
View a [screen shot](http://www.w3.org/MarkUp/tims_editor) of Tim Berners-Lee's Browser Editor as developed in 1991-92 This was a true browser editor for the first version of HTML and ran on a NeXt workstation. Implemented in Objective-C, it, made it easy to create, view and edit web documents. Hypertext Markup Language (First Version of HTML) was formally published on June 1993.

CSS

The History of CSS

Cascading Style Sheets, or CSS, are a way to add formatting to HTML which has extremely limited means of presentation. For example, you can only format a paragraph with either horizontal or vertical alignments in plain HTML. The addition of style sheets allow for a wide range of looks which add to the appeal of web documents. There are many options available in CSS from font choices to alignment to indentation. One of the [major appeals of CSS](http://www.mundidesign.net/css.php) is the ability to provide a central place to control what your pages look like. Unlike HTML, where you have to change the settings on each page manually, with CSS you can change all your web pages from a central file stored on the server. This ability and design options make CSS the best choice for web design.  
The first release of CSS was in 1996. This release called CSS1 was a product of the World Wide Web Consortium or the W3C. The W3C is the source for all web design schema and the standards which are used across the globe. Since the original CSS was published there have been two other schema updates provided by the Consortium. CSS2 was released in 1998 and followed by CSS3 in 1999. The schema, or plans, for CSS are divided into modules and the current version has over 40 of these units. Since the first release in 1996 CSS has become a standard for web design.  
Style sheets have become increasingly complicated since their first release. Each release added more capabilities to the system and broadened their appeal. Earlier versions provided the means to change fonts, set alignment, background colors and other simple formating. As the sheets system has developed you can now control almost all aspects of presentation within a web page. Many tags in HTML were deprecated and are no longer used. They were moved over to CSS to provide a central place for control of design and presentation.  
The path for CSS was not always easy. In the beginning most browsers did not support the standard or only supported certain parts. Even now all browsers do not support style sheets the same way and this can cause bugs when designing web pages. Many programmers have developed work-arounds and hacks to provide for different browsers. Once browsers started accepting style sheets and presenting them correctly there were other barriers to implementation. Many designers and programmers were reluctant to use the formatting abilities. The slow progress made designers hesitant to use them since it was hard to know how, or if, they would be displayed. However, they are now considered the way to go with web design.

JAVA

History of JavaScript

JavaScript, not to be confused with [Java](http://en.wikipedia.org/wiki/Java_%28programming_language%29), was created in 10 days in May 1995 by [Brendan Eich](http://en.wikipedia.org/wiki/Brendan_Eich), then working at [Netscape](http://en.wikipedia.org/wiki/Netscape) and now of [Mozilla](http://www.mozilla.com/). JavaScript was not always known as JavaScript: the original name was Mocha, a name chosen by [Marc Andreessen](http://en.wikipedia.org/wiki/Marc_Andreessen), founder of Netscape. In September of 1995 the name was changed to LiveScript, then in December of the same year, upon receiving a trademark license from Sun, the name JavaScript was adopted. This was somewhat of a marketing move at the time, with Java being very popular around then.  
In 1996 - 1997 JavaScript was taken to [ECMA](http://en.wikipedia.org/wiki/Ecma_International) to carve out a standard specification, which other browser vendors could then implement based on the work done at Netscape. The work done over this period of time eventually led to the official release of ECMA-262 Ed.1: ECMAScript is the name of the official standard, with JavaScript being the most well known of the implementations. ActionScript 3 is another well-known implementation of ECMAScript, with extensions (see below).  
The standards process continued in cycles, with releases of ECMAScript 2 in 1998 and ECMAScript 3 in 1999, which is the baseline for modern day JavaScript. The "JS2" or "original ES4" work led by Waldemar Horwat (then of Netscape, now at Google) started in 2000 and at first, Microsoft seemed to participate and even implemented some of the proposals in their JScript.net language.  
Over time it was clear though that Microsoft had no intention of cooperating or implementing proper JS in IE, even though they had no competing proposal and they had a partial (and diverged at this point) implementation on the .NET server side. So by 2003 the JS2/original-ES4 work was mothballed.  
The next major event was in 2005, with two major happenings in JavaScript’s history. First, Brendan Eich and Mozilla rejoined Ecma as a not-for-profit member and work started on E4X, ECMA-357, which came from ex-Microsoft employees at BEA (originally acquired as Crossgain). This led to working jointly with Macromedia, who were implementing E4X in ActionScript 3.

So, along with Macromedia (later acquired by Adobe), work restarted on ECMAScript 4 with the goal of standardizing what was in AS3 and implementing it in SpiderMonkey. To this end, Adobe released the "AVM2", code named Tamarin, as an open source project. But Tamarin and AS3 were too different from web JavaScript to converge, as was realized by the parties in 2007 and 2008.  
Alas, there was still turmoil between the various players; Doug Crockford — then at Yahoo! — joined forces with Microsoft in 2007 to oppose ECMAScript 4, which led to the ECMAScript 3.1 effort.  
While all of this was happening the open source and developer communities set to work to revolutionize what could be done with JavaScript. This community effort was sparked in 2005 when [Jesse James Garrett](http://en.wikipedia.org/wiki/Jesse_James_Garrett) released a white paper in which he coined the term Ajax, and described a set of technologies, of which JavaScript was the backbone, used to create web applications where data can be loaded in the background, avoiding the need for full page reloads and resulting in more dynamic applications. This resulted in a renaissance period of JavaScript usage spearheaded by open source libraries and the communities that formed around them, with libraries such as [Prototype](http://www.prototypejs.org/), [jQuery](http://jquery.com/), [Dojo](http://www.dojofoundation.org/projects/dojo) and [Mootools](http://mootools.net/) and others being released.