Browsers

[Name of the Writer]

[Name of the Institution]

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**Main post**

The different web browser has different compatibilities, and they display elements according to their compatibility on the website. It is important for a web developer to know what browser a user is using to develop a website according to the browser of a user (Antoniol & Gueheneuc, 2006). Desktop browsers are also different from mobile browsers. It is also important to develop a website which is compatible with both mobile and desktop browsers. A developer needs to develop a responsive website that is also mobile-friendly. Another important thing which a developer needs to know before developing a website that doesn't use flash because these days many browsers don't support flash. Similarly both Android and iOS also not support flash.

PHP programming language is a backend scripting language which is being used for web development and can be embedded into an HTML page. It allows users to show the output of the input from an HTML page. PHP also allows a user to store or retrieve data from a database on a web page. It also plays a vital role in browser identification. PHP contains a get\_browser function that tells the developer about the capabilities of the user’s browser.

**Follow up 1**

 Different web browsers include different engines which they use today. Google chrome include Blink and V8 engine in its browser. Mozilla Firefox includes Gecko and SpiderMonkey engine in its browser. Internet Explorer include Trident and Chakra engine in its browsers. Safari browser includes Webkit and SquirrelFish engine in its browser.

**Follow up 2**

As a developer, it is also important to understand the Web Accessibility. Many developers ignore web accessibility, but it is one of the most important concepts which needs to understand before developing a website. It is really important to understand the ability to access a website using different devices before creating a website to make it user-friendly.

**References**

Antoniol, G., & Gueheneuc, Y. (2006). Feature identification: An epidemiological metaphor. IEEE Transactions on Software Engineering, 32(9), 627-641. doi: <http://dx.doi.org/10.1109/TSE.2006.88>