

## PART 1



# Introduction

This book deals with creating high-performance web sites. Its focus is large and high-volume sites. We met while working for a company whose web site has upwards of 50,000 pages and gets more than 80,000,000 visitors a month (many more during the holiday shopping season). The advice the book gives, however, applies equally to smaller sites, sites that don't get nearly as much traffic. Regardless of the site's complexity or traffic load, everyone wants good performance, after all.

We discuss three kinds of performance in the book:

- client-side (that is, browser) performance
- server-side and network performance
- developer performance

As this list implies, we cover how to get the best possible page load times, how to limit HTTP requests and bandwidth usage as much as possible, and how developers can reuse content. In the book's last two-thirds, we detail a system whereby developers can create reusable components and then use them to build pages. That technique is our ultimate lesson in how to boost developer performance. While we address making reusable components and building pages from them, we continue to focus on providing advice and techniques, supported by code samples, for maximizing client-side and server-side performance.

Along the way, we offer techniques for solving some of the trickier web development problems, such as fashioning tabs that can be individually addressed and leaders that always render correctly. We also show how to create visual interest with CSS, through the use of some lesser-known CSS selectors, including the `:before` and `:after` pseudo-selectors.

In other words, we've created a book about performance and then laced it with other tips and tricks. We hope you enjoy it and find some of the techniques presented in it useful.