Explain what is the client-server
Explain the framework
Choose one framework for developing and look up and add a few resources that can help you in the future

The client-server architecture is a fundamental computing model that separates tasks between clients and servers. Clients, such as devices or software applications, send requests to servers for services or resources, while servers, robust machines designed to handle multiple requests, respond to these requests by providing the requested services or resources. This architecture is prevalent in various computing environments, notably in web applications, where a browser (client) sends requests to a web server for web pages.

A framework, on the other hand, is a pre-built set of tools, libraries, and conventions that streamline the development of software applications. By offering a structured foundation and established best practices, frameworks empower developers to build applications more efficiently by reusing code. They often include components for tasks like database management, user authentication, and routing, and typically adhere to design patterns like Model-View-Controller (MVC).

For PHP development, Laravel is a highly recommended framework. Known for its elegant syntax and powerful features, Laravel simplifies complex tasks like authentication, routing, and database management, facilitating the rapid development of robust web applications. To learn Laravel, there are valuable resources available, such as the official Laravel documentation, Laracasts, Codecourse's Laravel series, and Laravel News, which collectively offer a comprehensive learning path and ongoing support for developing web applications with Laravel. Happy coding!