(X)HTML5 validation results

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```
--- Validator Input --
    Text Field
                   <!DOCTYPE html>
                   <html lang="en">
                   <head>
                       <meta charset="UTF-8">
                       <meta name="viewport" content="width=device-width, initial-scale=1.0">
                       <meta http-equiv="X-UA-Compatible" content="ie=edge">
                      <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css" type="text/css" />
                      <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" type="text/css"</pre>
                      <link href='https://fonts.googleapis.com/css?family=Dosis' rel='stylesheet' type='text/css'>
                      <link rel="stylesheet" href="assets/css/main.css" type="text/css" />
                       <title>The memorygame</title>
                   </head>

☐ Show Image Report

                  Show Source
                   Validate
```

The document is valid HTML5 + ARIA + SVG 1.1 + MathML 2.0 (subject to the utter previewness of this service).

Source

```
9.
        <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css"</pre>
   tvpe="text/css" />←
10.
        <link href='https://fonts.googleapis.com/css?family=Dosis' rel='stylesheet' type='text/css'>↔
11.
        <link rel="stylesheet" href="assets/css/main.css" type="text/css" />↔
12.
        <title>The memorygame</title>←
13. </head>←
14. ↔
15. <body class="vhalign">←
16.
        <div class="outershell testframe1">←
            <div class="banner vhalign">←
17.
18.
                <div class="headline testframe2">The memorygame</div>←
19.
            </div>↔
20.
            <div class="controlPanelRowHeight vhalign">←)
21.
                <div class="controlPanelWrapper">←
22.
                    <div class="buttonfield DosisFont testframe2">←
23.
                        <div class="btn btn-primary btn-lq howToBtn DosisFontHowTo">How to play</div>←
24.
                        <div class="btn btn-primary btn-lq enterPlayersBtn DosisFont">SignUp</div>←
25.
                        <div class="field8Btn DosisFont">4 x 2</div>←
26.
                        <div class="field16Btn DosisFont">4 x 4</div>←
27.
                        <div class="field36Btn DosisFont">6 x 6</div>←
28.
                        <div class="btn btn-primary btn-lg startBtn DosisFont">start</div>←)
29.
                        <div class="btn btn-primary btn-lq stopBtn btnlocked DosisFont">stop</div>←
30.
                    </div>↔
31.
                    <div class="playStatsWrapper vhalign testframe2">←)
32.
                        <div class="playerStats1 playerStatsFont vhalign">←)
33.
                            <div class="namePlayer1Field vhalign">Player1:</div>←
34.
                            <div class="scorePlayer1Field vhalign">0</div>←
35.
                            <div class="checkmarkDiv vhalign">←
36.
                                <i class="checkmarkPlayer1 fa fa-check-circle"></i>←)
37.
                            </div>↔
38.
                        </div>↔
39.
                        <div class="playerStats2 playerStatsFont vhalign">←)
40.
                            <div class="namePlayer2Field vhalign">Player2:</div>←
41.
                            <div class="scorePlayer2Field vhalign">0</div>←
42.
                            <div class="checkmarkDiv vhalign">←
43.
                                <i class="checkmarkPlayer2 fa fa-check-circle"></i>←)
44.
                            </div>↔
                        </div>↔
45.
46.
                    </div>↔
47.
                </div>↔
48.
            </div>↔
49.
            <div class="playfieldRowHeight vhalign">←)
50.
                <div class="fieldWrapper vhalign testframe3">←
51.
                    <div class="playfield vhalign"></div>←)
52.
                </div>↔
```

```
</div>↔
53.
       </div>↔
54.
55. ↔
56.
       <!-- popups -->←
57.
       <div class="popup popupMatch popup-font vhalign">Found match!</div>
58.
       <div class="popup popupNoMatch popup-font vhaliqn">No match :(</div>
       <div class="popup popupNext popup-font vhalign"></div>←
59.
60.
       <div class="popup popupGameCompleted popup-font vhalign"></div>←
61.
       <div class="popup popupCheckNames popup-font vhalign"></div>←
62.
       <!-- Modal for howto instructions -->←
63.
       <div id="howToModal">←
64.
           <div class="bannerPopup vhalign">←
65.
               <div class="headHowTo vhalign">How to play this game</div>↔
66.
           </div>↔
67.
           <div class="ruleset vhalign">←
68.
               This game is intended to train your memory skills. It is being played by two players.↔
69.
               Select then the size of playfield and hit the start button.

70.
               Each player clicks two cards per round. If you succeeded and have found a match, the same
   player can continue and try next. If no pair was found, the other player is next. The player who has found the most
   pairs, wins the game.
↔
71.
               To start over a game, stop the current game and re-select playfield size.↔
72.
               Have fun and a good memory! :)

73.
           </div>↔
74.
           <div class="gotItBtnWrapper vhalign">←
75.
               <div class="btn btn-default btn-success HowToReqFont" id="gotItBtn">Got it!</div>←
76.
           </div>↔
       </div>↔
77.
78.
       <!-- Modal for entering player details -->←
79.
       <div id="enterPlayersModal">←
80.
           <div class="bannerPopup vhalign">←
81.
               <div class="headRegister vhalign">SignUp players</div>←
82.
           </div>↔
83.
           <div class="registrationText HowToReqFont vhalign">Welcome to the memory game!<br/><br/>Splease enter player's
   name.</div>←
84.
           <div class="formWrapper">←
85.
               <div class="formItems HowToReqFont">Player 1's name: </div>←
86.
               <div class="formItems"><input type="text" class="form-control HowToRegFont" id="nameFieldPlayer1Form"</pre>
   placeholder="Pls enter name" value="">←
87.
               </div>↔
88.
               <div class="formItems HowToReqFont">Player 2's name: </div>←
89.
               <div class="formItems"><input type="text" class="form-control HowToRegFont" id="nameFieldPlayer2Form"</pre>
   placeholder="Pls enter name" value="">←)
90.
               </div>↔
91.
           </div>↔
92.
           <div class="saveBtnWrapper vhalign">←
```

```
<div class="btn btn-default btn-success HowToRegFont" id="saveBtn">Save</div>↔
 93.
 94.
             </div>↔
        </div>↔
 95.
     →
 96.
 97.
        <!-- jquery, BS-JS and memorygame script -->↔
 98.
        <script src="https://code.jquery.com/jquery-3.4.0.min.js" integrity="sha256-</pre>
    BJeo0qm959uMBGb65z40ejJYGSqR7REI4+CWlfNKwOq=" crossorigin="anonymous"></script>↔
 99.
        <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/js/bootstrap.min.js" integrity="sha384-</pre>
    Tc5IQib027qvyjSMfHjOMaLkfuWVxZxUPnCJA712mCWNIpG9mGCD8wGNIcPD7Txa" crossorigin="anonymous"></script>↔
        <script type="text/javascript" src="assets/js/memorygame.js"></script>↔
100.
101. ↔
102. </body>←
103. ↔
104. </html>
```

Used the HTML parser.

Total execution time 10 milliseconds.

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