Site URL
http://epidd.azurewebsites.net/

Critical Log

I had to research and consider several standards and practices when producing my website. The first of these standards were simple, what versions of HTML and CSS to use. It was evident from the brief and from lectures that HTML5 and CSS3 were the obvious choices for this project and are generally accepted as the standard for all new web projects. In terms of writing the code, I applied best practice in terms of use of meaningful comments, indentation, standardised file structure and appropriate variable names using camelNotation. These practices allowed for much more readable, easier to understand and easier to modify code. Evidence of these practices can be found within the source code in the supporting documents' .zip file provided. I also used the new HTML5 semantic elements which also make my code easier to read and understand. Another example of good programming practice is the use of compatibility commands within the CSS styling, the use of -webkit, -moz and -ms commands means that if a browser doesn't recognise a command (usually a newer CSS3 command) it can use the compatibility commands instead.

As I previously stated, I am using HTML5 and CSS3 to develop my solution. As the latest iterations of their respective languages, they have both strengths and weaknesses regarding their design and how they are supported in modern browsers and on modern websites. A huge advantage of widespread adoption of HTML5 is that there is more consistency across sites. The new semantic commands make site layout much clearer (as everyone is using navs, headers, asides etc) and this means that it is much easier to understand others' code. Another huge advantage is the comprehensive support provided by modern browsers, the vast majority of popular browsers support HTML5 to some extent. A disadvantage of HTML5 is that the semantic elements are still in advancement and therefore could be subject to change in the future. This could mean that future changes cause issues with my current site design. Another disadvantage is that while HTML5 is growing in support both from website developers and browser developers, the standard has not been adopted by all. The adoption of new standards is a long process but over time acceptance of the HTML5 standard will grow. The biggest issue with HTML5 is that browsers provide varying levels of support, this means that some browsers will recognise some elements while others won't. *"The second problem is the DOM that browsers create when they encounter unknown elements. Again, the most problematic browser is Internet Explorer. If IE doesn't explicitly recognize the element name, it will insert the element into the DOM as an empty node with no children. All the elements that you would expect to be direct children of the unknown element will actually be inserted as siblings instead."* (Pilgrim, 2010, 42)

A major advantage of CSS3 is that it is backwards compatible, this means that older sites can continue to use their older CSS2 code while also adopting new CSS3 functionality such as integration of images and animations. One key disadvantage of CSS3 is similar to that of HTML. This issue is that not every single individual property is adopted consistently across all browsers. *"Browsers did not implement all CSS features at once, so some older browsers do not support every property."* (Duckett, 2011, 242)

This is problematic because it means that browsers are likely to recognise different commands, meaning a website may look different depending on which browser you use.

A key feature of a well-designed website is interoperability. A site should look appealing and be intuitive to use and interactive, regardless of the method used to access the site. Methods of improving interoperability include media queries. Media queries are a CSS3 module which allow CSS styling to be applied based on a condition such as screen resolution or aspect ratio. The code below is an example of a very basic media query taken from my project's code.

```
@media screen and (max-width: 600px){
```

```
ul.navbar li {float: none;}}
```

This code checks the screen width, and if it's shorter than 600px changes the CSS navigation bar's float styling (removes the horizontal styling) such that it stretches vertically rather than horizontally. Media queries became a W3C recommended standard in June 2012 and are considered hugely important in developing flexible interoperable websites. In order to demonstrate the level of interoperability delivered with this project, screenshots are included within the .zip supporting documentation file of my site as viewed on both a Mobile Phone and a Tablet. The W3C Evaluation can also be found within the supporting documentation.

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