CMP1130M Web Authoring

ASSESSMENT 2B

JOSH POTTER 13479394

Contents

Introduction

Throughout my website's creation I visited several past submissions as well as online websites to figure out how best to layout my website, what functionality should be included and how to go about making the website smooth and easy to use. I visited the W3C web standards (W3.org, 2017) page to ensure I used the correct layout and the correct mark-up so that the website worked on a range of browsers on a range of different monitor sizes and devices.

Current Web Standards

Current web standards require a website to be written in a guided mark-up language in order that all web browsers can display the website similarly or the same. Each different web browser has their own syntax for different things within HTML, for example -webkit is the layout engine for rendering web browsers such as Apple's safari and Google Chrome (Trac.webkit.org, 2017). W3C standards also state that the best way to use CSS is to have an external file linked so that pages load quicker and less bandwidth is used to load and use the website. Using an external style sheet also allows things such as colour and general layout to be changed and affect every page without having to change each style tag in each page; this greatly improve the usability and simplicity for the programmer. (Romjon.com, 2017). Web Fonts are also included in current web standards, this involves the ability to use fonts based online within your website and the user's browser knows to search and use said font from an online source linked within the page, this means there are even more ways to customise your website and make it unique without making the website extremely large.
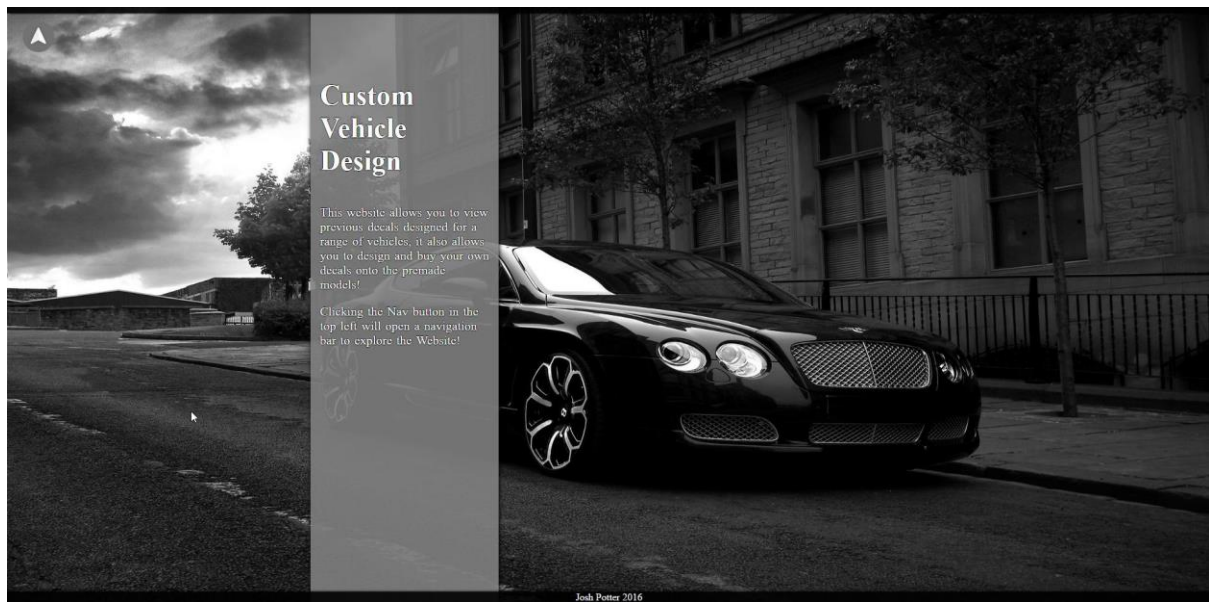
There are however downsides to the current web standards, current websites require knowledge of the correct tags and layout to use when creating a website; this can mean having to spend a lot of time learning how to do this, perhaps even spending money in order to learn the most efficient ways. With each website using their own different layout engines each different browser has to be coded for, this can mean having multiple of the same bits of code but changed to fit each browser, this can be time consuming and can make your code full of defunct code on each of the browsers where the code won't work. With each browser requiring different syntax's each browser needs testing to ensure the code works on each. (Romjon.com, 2017).

Compared to Previous Web Standards

Old web standards and practises were based more on changing things such as h1-h6 and the body in the CSS compared to the new web standards where you create an id or class and assign it to a div, span or section. The new standard means that base html tags don't need to be changed in order to style a website. Older standards also meant that CSS was more inline and internal based than externally, this means each page had to be changed if you wanted to change the colour of one part; This is very inefficient compared to using external style sheets. (Punkchip.com, 2017).
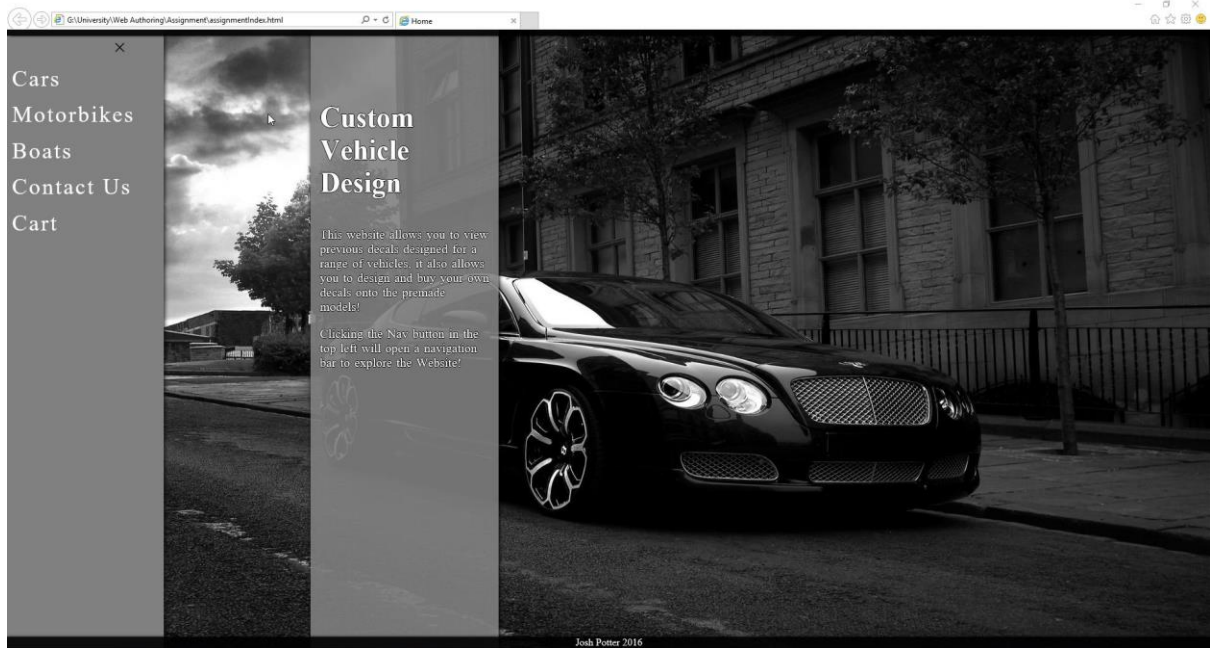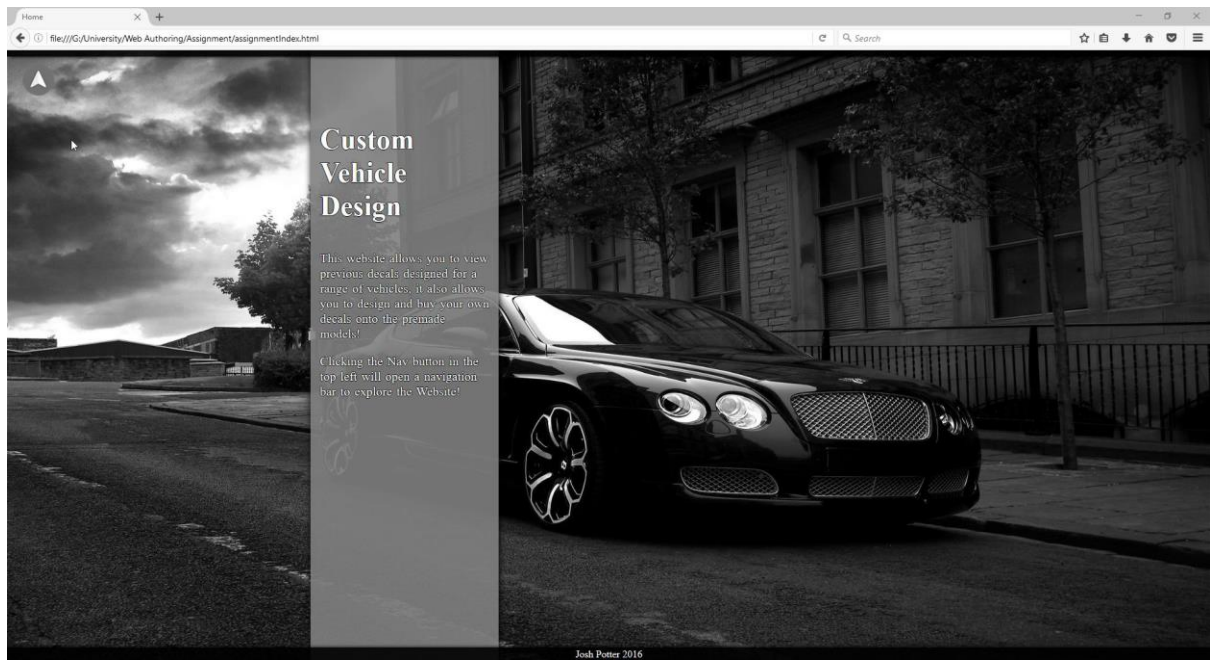
Site Interoperability

My website was originally built using Google Chrome as the focussed browser, I have used media queries in both CSS and JavaScript to scale different features of the pages in order to make the website usable on different screen sizes and devices. Below are images of my main home page in different devices and browsers showing how the website changes.

Custom Vehicle Design

This website allows you to view previous decals designed for a range of vehicles, it also allows you to design and buy your own decals onto the premade models!

Clicking the Nav button in the top left will open a navigation bar to explore the Website!

Josh Potter 2016

iPad ▼   1024 × 768   75% ▼

Cars

Motorbikes

Boats

Contact Us

Cart

Custom Vehicle Design

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The three above images were taken in chrome in the different size modes, the following are taken in Firefox and Internet Explorer.

file:///G:/University/Web Authoring/Assignment/assignmentIndex.html

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G:\University\Web Authoring\Assignment\assignmentIndex.html

Home

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Josh Potter 2016

W3 Validator

This is the validator results for the main page of my website. There are 3 warnings that I don't believe are an issue because I don't think I need to use subheadings within my webpage as there isn't a great deal of text. The error involving doctype is an easy fix but led to an issue where I couldn't have percentages on my pages to scale certain parts, therefore I have decided to leave it out and continue with how the page works currently.

There were no errors with the CSS, everything was done correctly and there were no issues at all.

Challenges Faced

I faced many challenges during the creation of this website but mainly with the JavaScript as I haven't studied this in great detail before, this module has been a challenge as I am not graphically gifted and find anything where I have to be creative with looks to be hard. I believe the looks of my website were a challenge, getting it to look nice while also being able to keep it user friendly and implement functionality. The hardest part to me was the JavaScript Cart, this took a lot of working out and brainstorming about how I could get it to work. This part the most time to get completed but I'm happy with how it has turned out. Implementing a canvas that worked how I wanted it and having it be positioned exactly in the right place was a challenge, however it is laid out fine now and I believe it is easy to use and understand.

Video URL

https://youtu.be/oYawvn8kR-Q

Bibliography

[1] W3.org. (2017). *Standards - W3C*. [online] Available at: https://www.w3.org/standards/ [Accessed 10 Jan. 2017].

[2] Trac.webkit.org. (2017). *Applications using WebKit – WebKit*. [online] Available at: https://trac.webkit.org/wiki/Applications%20using%20WebKit [Accessed 10 Jan. 2017].

[3] Romjon.com. (2017). *Briefing: Web standards benefits/drawbacks: south west London websites*. [online] Available at: http://romjon.com/briefing/web-standards [Accessed 10 Jan. 2017].

[4] Punkchip.com. (2017). *Old web standards vs. new best practices | Punkchip*. [online] Available at: http://www.punkchip.com/old-web-standards-vs-new-best-practices/ [Accessed 10 Jan. 2017].