Report

Website: https://elliottmcd98.github.io/

Demo: https://www.youtube.com/watch?v=jQ3XrL9HNow

Using current web standards has lots of advantages, for the users and the developers. If the most recent standards are used to develop a website this website will be mostly compatible with the majority of browsers on most devices. This is much improved from how websites used to be created. Initially when the world wide web was relatively new and mainly two companies created browsers, Microsoft and Netscape. With the two companies in direct competition each company was adding new features that were incompatible with the other browser. This often resulted in developers having to practically create a website twice, once for Microsoft's browser and once for Netscape's. This often meant companies like Microsoft who owned these browsers would tailor their own websites to run faster and better in their browser.

"This has since become known as the browser wars" (History of the web, 2014)

Now websites are much more interoperable between browsers thanks to the standards that are used. Another positive to using Web standards is it makes websites more accessible to everyone. This is useful as it can allow users to communicate easily where they might not be able to in the real world due to things such as disabilities. This also benefits the developer allowing easier compliance with the disability discrimination act.

"The Disability Discrimination Act makes it unlawful for a service provider to discriminate against a disabled person by refusing to provide any service which it provides to members of the public." (Disability Discrimination Act and Web Accessibility, 2005)

Using the standards now also means that the developed website should work in the future on future Web browsers.

One drawback of the standards is that it can constrict the creativity of some Web developers. When writing innovative or complex code it can be very hard to make it comply with validation even though the Web page functions properly. Another downside is a strong knowledge of the standards is required to create a website that will validate. This means developers will need to do lots of research and have a strong understanding of the standards. This was a challenge I came across. As I began creating my website my knowledge of the standards was not very strong. This resulted in me having lots of errors to fix when validating my website with W3C. One example was I was trying to use a "ul" list using "a" tags instead of "li" elements, however the validation told me this was not acceptable.

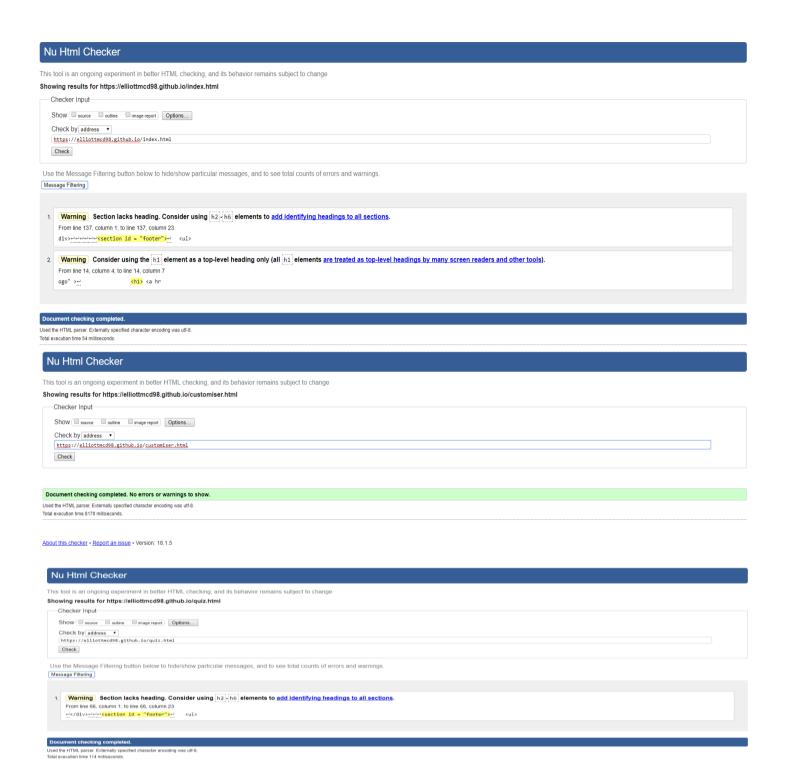
I have used suitable variable names in my JavaScript files and used lower camel case to name them to keep the naming system consistent. In my website I have used external CSS stylesheets and JavaScript files. This structure is good to use as it keeps the layout, the design and the functionality separate. This is good as it makes code much easier to understand and allows faster loading of the Html. In my website I have adhered to using the document object model (DOM). The DOM allows me to dynamically change the elements in my web page using JavaScript files. An example of where I use JavaScript to change elements is in the customiser. Here users can alter how the guitar appears by picking different colours for different parts. In reality it is changing the image that is being displayed in the web page. Another good practice I have used is included alt elements for images to describe what the images are. This could help people who are visually impaired as they will be able to have the text read to understand how the web page will look.

One way I have increased my sites interoperability is using CSS media queries. I have created different styles for certain elements based on the size of the window they are being viewed in. This was important in lots of parts of my website. One example is the header and footer. Font sizes are increased and pictures are enlarged so it is made easier to navigate in different sized windows. I also tried to use relative sizes where possible to allow my website to resize itself depending on the size of the window. I found this to be quite a challenge as there was lots of redesigning that had to be done in some places such as the customiser. Here I completely rotated the guitar, so it was a bigger image on smaller devices. Having media queries is extremely important as

"More websites are now loaded on smartphones and tablets than on desktop computers" (Mobile web usage takes overtakes desktop for first time, 2016).

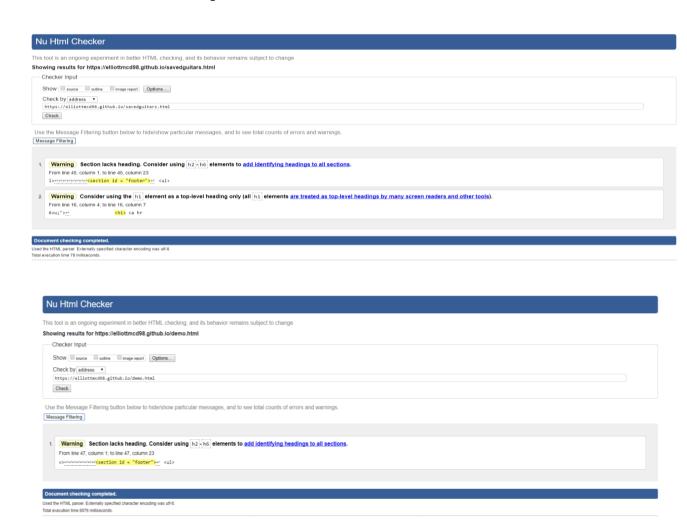
I have tested my website in multiple different browsers as shown in the demo video and all functioned properly. A prominent feature I use in my website is local storage. I have used in in the customiser so the most recent combination of colours is saved. I have also used it to allow saving of guitars. This proved quite a challenge to me as I had not coded in JavaScript before and I had to use JSON techniques to save the arrays of the different guitar names and colours. I have also used a small amount of Jquery in the quiz section of my website to easily remove the elements within the "answers" class. This allowed me to display the final result image.

W3C validation



Elliott McDonald 15616382 3

CMP1130M Web Authoring Item 1

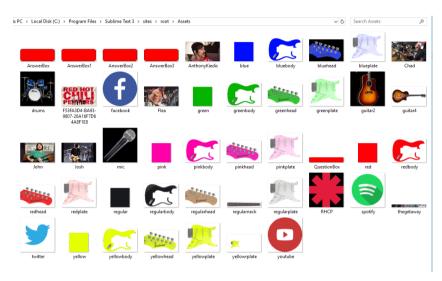


CMP1130M Web Authoring Item 1

File Structure

View





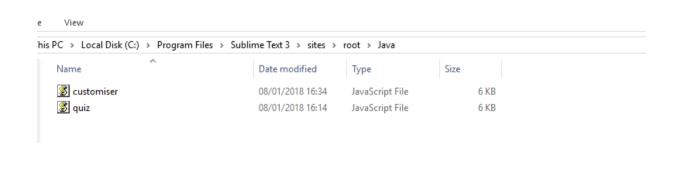


 Image Links

Guitar2.png - http://www.musiciansfriend.com/guitars/gibson-2016-songwriter-progressive-square-shoulder-cutaway-dreadnought-acoustic-electric-guitar-

Guitar4.png - <a href="http://www.musiciansfriend.com/guitars/gibson-2016-songwriter-progressive-square-shoulder-cutaway-dreadnought-acoustic-electric-guitar-guita

Drums.png - https://www.amazon.co.uk/Mirage-Piece-Junior-Stool-Sticks/dp/B003SQ05RG

Mic.png - https://www.gear4music.com/PA-DJ-and-Lighting/Shure-SM58-Dynamic-Cardioid-Vocal-Microphone/4ZW

All parts of customisable guitar -

https://www.pmtonline.co.uk/media/catalog/product/cache/1/image/1200x630/9df78eab33525d0 8d6e5fb8d27136e95/f/i/file 24 14 1.jpg

Thegetaway.jpg -

http://orig05.deviantart.net/a00b/f/2016/149/f/2/rhcp_subreddit_banner the getaway_by_don tgare-da49e5w.jpg

RHCP.png - https://up-1.cdn-

fullscreendirect.com/production/photos/10286/large/20160611 183600 10286 929857.png

F53FA3D4-BA93-9807-26A16F7D64A8F1E8.jpg -

https://s3.amazonaws.com/webassets.ticketmob.com/TS/images/ShowPosters/F53FA3D4-BA93-9807-26A16F7D64A8F1E8.jpg

AnthonyKiedis.jpg - https://i.ytimg.com/vi/AoM thCxQxg/maxresdefault.jpg

Chad.jpg - https://i.ytimg.com/vi/0H4ECV4klxE/maxresdefault.jpg

Flea.jpg - https://i.ytimg.com/vi/vyvNHBWpZ Q/maxresdefault.jpg

John.jpg - http://www.electronicbeats.net/app/uploads/2017/06/johnfrusciante.jpg

Josh.jpg - https://i.ytimg.com/vi/d233WQzrXVA/maxresdefault.jpg

Facebook.png - http://pngimg.com/uploads/facebook logos/facebook logos PNG19754.png

Youtube.png - https://www.shareicon.net/data/512x512/2015/09/30/109354 media 512x512.png

Spotify.png

https://images.vexels.com/media/users/3/137413/isolated/preview/4acb8e52632aa9b7c874b878eaf02bc4-spotify-icon-logo-by-vexels.png

Twitter.png - https://www.seeklogo.net/wp-content/uploads/2015/11/twitter-logo.png

References

W3C wiki(2014), The history of the web, available from https://www.w3.org/wiki/The history of the Web [accessed 10/01/18]

Trenton Moss (Webcredible)(2005), Disability Discrimination Act and Web Accessibility, available from https://www.webcredible.com/blog/disability-discrimination-act-dda-web-accessibility/ [accessed 10/01/18]

James Titcomb (the Telegraph)(2016), Mobile web usage takes overtakes desktop for first time, available from http://www.telegraph.co.uk/technology/2016/11/01/mobile-web-usage-overtakes-desktop-for-first-time/ [accessed 10/01/18]