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Techniques for WCAG 2.0

Techniques and Failures for Web Content Accessibility Guidelines 2.0

W3C Working Group Note 26 February 2015

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This document is also available in these non-normative formats:

- <u>Single file version</u>
- <u>Single file diff-marked version showing revisions since 8 April 2014</u>, and
- Alternate Versions of Techniques for WCAG 2.0,

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Abstract

This Techniques for WCAG 2.0 document provides guidance for web content authors and evaluators on meeting <u>Web Content Accessibility Guidelines</u> (WCAG) 2.0 [WCAG20] success criteria. It is part of a series of documents published by the W3C Web Accessibility Initiative (WAI) to support WCAG 2.0. For an introduction to WCAG, supporting technical documents, and educational material, see <u>Web Content Accessibility</u> Guidelines (WCAG) Overview.

Techniques are informative—that means they are not required. The basis for determining conformance to WCAG 2.0 is the success criteria from the WCAG 2.0 standard—not the techniques. For important information about techniques, please see the <u>Understanding Techniques for WCAG Success Criteria</u> section of Understanding WCAG 2.0.

Techniques for WCAG 2.0 is not intended to be used as a stand-alone document. Instead, it is expected that content authors will usually use How to Meet WCAG 2.0: A customizable quick reference to read the WCAG success criteria, and follow links from there to specific topics in Understanding WCAG 2.0 and to specific techniques.

Status of This Document

This section describes the status of this document at the time of its publication. Other documents may supersede this document. A list of current W3C publications and the latest revision of this technical report can be found in the <u>W3C technical reports index</u> at http://www.w3.org/TR/.

This is a Working Group Note "Techniques for WCAG 2.0". These techniques are produced by the <u>Web Content Accessibility Guidelines Working Group</u> to provide guidance about how to conform to the <u>Web Content Accessibility Guidelines (WCAG) 2.0 Recommendation</u>. Techniques are referenced from <u>Understanding WCAG 2.0</u> and <u>How to Meet WCAG 2.0</u>. Please note that the contents of this document are informative (they provide guidance), and not normative (they do not set requirements for conforming to WCAG 2.0).

WCAG 2.0 Techniques was previously published on 11 December 2008 as a Working Group Note and updated 14 October 2010, 3 January 2012, 5 September 2013, 3 March 2014, 8 April 2014, and 16 September 2014. This new version updates the support information provided for WCAG 2.0. Note that WCAG 2.0 itself remains unchanged, only the informative support materials have been updated. Primary changes include clarifications based on input from the public and translators. In addition to changes visible in the diff-marked version, the following broader changes were

made:

- HTML Technique H87 has been removed and replaced by a new <u>G204</u>: Not interfering with the user agent's reflow of text as the viewing window is narrowed;
- HTML Technique H92 has been removed and replaced by a new <u>G205:</u> Including a text cue for colored form control labels;
- CSS Technique C26 has been removed and replaced by a new <u>G206</u>:

 <u>Providing options within the content to switch to a layout that</u>

 <u>does not require the user to scroll horizontally to read a line of text</u>;
- HTML Technique H27 has been removed because it was determined to be a duplicate of H53: Using the body of the object element (HTML).
- Failure Technique F76 has been removed because it was determined to be too unclear to define an absolute failure condition.

The changes are highlighted in the diff-marked version.

The Working Group requests that any comments be made using the options documented in <u>Instructions for Commenting on WCAG 2.0 Documents</u>. If this is not possible, comments can also be sent to <u>public-comments-wcag20@w3.org</u>. The <u>archives for the public comments list</u> are publicly available. Comments received on this document may be addressed in future versions of this document, or in another manner. Archives of the <u>WCAG WG mailing list discussions</u> are also publicly available, and future work undertaken by the Working Group may address comments received on this document.

Materials from the public to assist in documenting techniques are particularly welcomed. Please use the <u>Techniques Submission Form</u> to submit techniques.

This document has been produced as part of the W3C <u>Web Accessibility</u> <u>Initiative</u> (WAI). The goals of the WCAG Working Group are discussed in the <u>WCAG Working Group charter</u>. The WCAG Working Group is part of the <u>WAI Technical Activity</u>.

Publication as a Working Group Note does not imply endorsement by the W3C Membership. This is a draft document and may be updated, replaced or obsoleted by other documents at any time. It is inappropriate to cite this document as other than work in progress.

This document was produced by a group operating under the <u>5 February</u> <u>2004 W3C Patent Policy</u>. W3C maintains a <u>public list of any patent</u> <u>disclosures</u> made in connection with the deliverables of the group; that

page also includes instructions for disclosing a patent. An individual who has actual knowledge of a patent which the individual believes contains <u>Essential Claim(s)</u> must disclose the information in accordance with <u>section 6 of the W3C Patent Policy</u>.

This document is governed by the <u>1 August 2014 W3C Process Document</u>.

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Abstract

Status of This Document

Introduction to Techniques for WCAG 2.0

General Techniques (all General Techniques on one page)

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HTML and XHTML Techniques (all HTML and XHTML Techniques on one page)

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- <u>SM11: Providing captions through synchronized text streams in SMIL 1.0</u>
- <u>SM12: Providing captions through synchronized text streams in SMIL 2.0</u>

- <u>SM13: Providing sign language interpretation through</u> synchronized video streams in SMIL 1.0
- <u>SM14: Providing sign language interpretation through</u> synchronized video streams in SMIL 2.0

Plain Text Techniques (all Plain Text Techniques on one page)

- <u>T1: Using standard text formatting conventions for paragraphs</u>
- T2: Using standard text formatting conventions for lists
- T3: Using standard text formatting conventions for headings

ARIA Techniques (all ARIA Techniques on one page)

- WAI-ARIA Technology Notes
- ARIA1: Using the aria-describedby property to provide a descriptive label for user interface controls
- ARIA2: Identifying a required field with the aria-required property
- ARIA4: Using a WAI-ARIA role to expose the role of a user interface component
- ARIA5: Using WAI-ARIA state and property attributes to expose the state of a user interface component
- ARIA6: Using aria-label to provide labels for objects
- ARIA7: Using aria-labelledby for link purpose
- ARIA8: Using aria-label for link purpose
- ARIA9: Using aria-labelledby to concatenate a label from several text nodes
- ARIA10: Using aria-labelledby to provide a text alternative for non-text content
- ARIA11: Using ARIA landmarks to identify regions of a page
- ARIA12: Using role=heading to identify headings
- ARIA13: Using aria-labelledby to name regions and landmarks
- ARIA14: Using aria-label to provide an invisible label where a visible label cannot be used
- ARIA15: Using aria-describedby to provide descriptions of images
- ARIA16: Using aria-labelledby to provide a name for user interface controls
- ARIA17: Using grouping roles to identify related form controls
- ARIA18: Using aria-alertdialog to Identify Errors
- ARIA19: Using ARIA role=alert or Live Regions to Identify Errors
- ARIA20: Using the region role to identify a region of the page
- ARIA21: Using Aria-Invalid to Indicate An Error Field

Flash Techniques (all Flash Techniques on one page)

- Flash Technology Notes
- FLASH1: Setting the name property for a non-text object
- <u>FLASH2</u>: <u>Setting the description property for a non-text object</u> in Flash
- <u>FLASH3: Marking objects in Flash so that they can be ignored by AT</u>

- FLASH4: Providing submit buttons in Flash
- FLASH5: Combining adjacent image and text buttons for the same resource
- FLASH6: Creating accessible hotspots using invisible buttons
- FLASH7: Using scripting to change control labels
- FLASH8: Adding a group name to the accessible name of a form control
- FLASH9: Applying captions to prerecorded synchronized media
- FLASH10: Indicating required form controls in Flash
- FLASH11: Providing a longer text description of an object
- FLASH12: Providing client-side validation and adding error text via the accessible description
- <u>FLASH13: Using HTML language attributes to specify language in</u> Flash content
- FLASH14: Using redundant keyboard and mouse event handlers in Flash
- FLASH15: Using the tabIndex property to specify a logical reading order and a logical tab order in Flash
- FLASH16: Making actions keyboard accessible by using the click event on standard components
- FLASH17: Providing keyboard access to a Flash object and avoiding a keyboard trap
- FLASH18: Providing a control to turn off sounds that play automatically in Flash
- FLASH19: Providing a script that warns the user a time limit is about to expire and provides a way to extend it
- FLASH20: Reskinning Flash components to provide highly visible focus indication
- <u>FLASH21: Using the DataGrid component to associate column</u> headers with cells
- FLASH22: Adding keyboard-accessible actions to static elements
- FLASH23: Adding summary information to a DataGrid
- FLASH24: Allowing the user to extend the default time limit
- FLASH25: Labeling a form control by setting its accessible name
- FLASH26: Applying audio descriptions to Flash video
- FLASH27: Providing button labels that describe the purpose of a button
- FLASH28: Providing text alternatives for ASCII art, emoticons, and leetspeak in Flash
- FLASH29: Setting the label property for form components
- FLASH30: Specifying accessible names for image buttons
- FLASH31: Specifying caption text for a DataGrid
- FLASH32: Using auto labeling to associate text labels with form controls
- FLASH33: Using relative values for Flash object dimensions
- FLASH34: Turning off sounds that play automatically when an assistive technology is detected

- <u>FLASH35</u>: <u>Using script to scroll Flash content</u>, and providing a mechanism to pause it
- FLASH36: Using scripts to control blinking and stop it in five seconds or less

Silverlight Techniques (all Silverlight Techniques on one page)

- Silverlight Technology Notes
- SL1: Accessing Alternate Audio Tracks in Silverlight Media
- SL2: Changing The Visual Focus Indicator in Silverlight
- SL3: Controlling Silverlight MediaElement Audio Volume
- <u>SL4: Declaring Discrete Silverlight Objects to Specify Language</u> Parts in the HTML DOM
- SL5: Defining a Focusable Image Class for Silverlight
- <u>SL6: Defining a UI Automation Peer for a Custom Silverlight Control</u>
- <u>SL7: Designing a Focused Visual State for Custom Silverlight</u> Controls
- SL8: Displaying HelpText in Silverlight User Interfaces
- <u>SL9: Handling Key Events to Enable Keyboard Functionality in Silverlight</u>
- SL10: Implementing a Submit-Form Pattern in Silverlight
- SL11: Pausing or Stopping A Decorative Silverlight Animation
- <u>SL12: Pausing, Stopping, or Playing Media in Silverlight MediaElements</u>
- SL13: Providing A Style Switcher To Switch To High Contrast
- <u>SL14: Providing Custom Control Kev Handling for Keyboard</u> Functionality in Silverlight
- <u>SL15: Providing Keyboard Shortcuts that Work Across the Entire Silverlight Application</u>
- <u>SL16: Providing Script-Embedded Text Captions for MediaElement</u> Content
- <u>SL17: Providing Static Alternative Content for Silverlight</u> <u>Media Playing in a MediaElement</u>
- <u>SL18: Providing Text Equivalent for Nontext Silverlight</u> <u>Controls With AutomationProperties. Name</u>
- <u>SL19: Providing User Instructions With</u> <u>AutomationProperties. HelpText in Silverlight</u>
- <u>SL20: Relying on Silverlight AutomationPeer Behavior to Set AutomationProperties. Name</u>
- <u>SL21: Replacing A Silverlight Timed Animation With a Nonanimated Element</u>
- <u>SL22</u>: <u>Supporting Browser Zoom in Silverlight</u>
- <u>SL23: Using A Style Switcher to Increase Font Size of Silverlight Text Elements</u>
- <u>SL24</u>: <u>Using AutoPlay to Keep Silverlight Media from Playing Automatically</u>
- <u>SL25</u>: <u>Using Controls and Programmatic Focus to Bypass Blocks of Content in Silverlight</u>
- SL26: Using LabeledBy to Associate Labels and Targets in

- Silverlight
- <u>SL27: Using Language/Culture Properties as Exposed by Silverlight Applications and Assistive Technologies</u>
- <u>SL28: Using Separate Text-Format Text Captions for MediaElement</u> Content
- <u>SL29</u>: <u>Using Silverlight "List" Controls to Define Blocks that</u> can be Bypassed
- <u>SL30</u>: <u>Using Silverlight Control Compositing and</u> AutomationProperties. Name
- <u>SL31: Using Silverlight Font Properties to Control Text</u> Presentation
- <u>SL32</u>: <u>Using Silverlight Text Elements for Appropriate Accessibility Role</u>
- <u>SL33: Using Well-Formed XAML to Define a Silverlight User Interface</u>
- <u>SL34</u>: <u>Using the Silverlight Default Tab Sequence and Altering Tab Sequences With Properties</u>
- <u>SL35</u>: <u>Using the Validation and ValidationSummary APIs to</u> <u>Implement Client Side Forms Validation in Silverlight</u>

PDF Techniques (all PDF Techniques on one page)

- PDF Technology Notes
- <u>PDF1: Applying text alternatives to images with the Alt entry</u> in PDF documents
- PDF2: Creating bookmarks in PDF documents
- PDF3: Ensuring correct tab and reading order in PDF documents
- <u>PDF4: Hiding decorative images with the Artifact tag in PDF</u> documents
- PDF5: Indicating required form controls in PDF forms
- PDF6: Using table elements for table markup in PDF Documents
- PDF7: Performing OCR on a scanned PDF document to provide actual text
- PDF8: Providing definitions for abbreviations via an E entry for a structure element
- <u>PDF9: Providing headings by marking content with heading tags</u> in PDF documents
- <u>PDF10: Providing labels for interactive form controls in PDF</u> documents
- PDF11: Providing links and link text using the Link annotation and the /Link structure element in PDF documents
- PDF12: Providing name, role, value information for form fields in PDF documents
- <u>PDF13: Providing replacement text using the /Alt entry for</u> links in PDF documents
- PDF14: Providing running headers and footers in PDF documents
- <u>PDF15: Providing submit buttons with the submit-form action in PDF forms</u>
- PDF16: Setting the default language using the /Lang entry in the document catalog of a PDF document

- PDF17: Specifying consistent page numbering for PDF documents
- PDF18: Specifying the document title using the Title entry in the document information dictionary of a PDF document
- PDF19: Specifying the language for a passage or phrase with the Lang entry in PDF documents
- PDF20: Using Adobe Acrobat Pro's Table Editor to repair mistagged tables
- PDF21: Using List tags for lists in PDF documents
- PDF22: Indicating when user input falls outside the required format or values in PDF forms
- PDF23: Providing interactive form controls in PDF documents Common Failures (all Common Failures on one page)
 - F1: Failure of Success Criterion 1.3.2 due to changing the meaning of content by positioning information with CSS
 - F2: Failure of