**PROBLEMS ENCOUNTERED DURING THE PROJECT**

In doing the project in adding multimedia contents have encountered the following challenges;

First in uploading the files from the pc to my git folder they were not reacting

Secondly in creating an attractive background some of the images were not fitting well while others were not of good quality

Some of other problems were in finding the right background pictures that would not disturb the reader of the website

Some of backgrounds were hindering the reader from viewing the written content in the page

The other problem was that the contents like the audio and videos extracted from other sources like YouTube had very long URL addresses that on changing only one letter or a number were making the videos or audio files to be inaccessible or they would not play

The other problem was that the audio are playing both at the same time making the multimedia content to be disturbing to the user of the web page.

Also setting the audio and video to auto play was somehow disturbing

Some formats of the downloaded files were not compatible in order to play

other problem was in linking a css file with the html file due to incorrect path or the linking syntax which made me to opt to use internal css instead of using external css file which was a little bit disturbing I preferred to use relative file paths in linking any content and also while inputting the sources of things like the image, videos and audio

also I set the breaking points of the various screen sizes to ensure that the web was good and very well accessed and used in various and different devices as different devices have different screen sizes this was through the view port element that helped in setting the size of screen and the initial zooming level and size

Compatibility issues with different browsers

File format support limitations

Difficulties in controlling playback and volume

Solutions for Audio and Video Integration

Using HTML5 audio and video tags

Implementing third-party media players

Converting media files to widely supported formats

Best Practices for Audio and Video Implementation

Optimizing file sizes for faster loading

Providing fallback options for unsupported browsers

Ensuring accessible and user-friendly controls

Considering responsive design for mobile devices