How do I deal with the subject Interaction when it comes to report writing?

Input to the interaction section of the report (Project 1.3)

Choice of technology

During this project you are asked to construct a Mobile First website that has to function well on both mobile, tablet and desktop screens.

This means that you will be working with the technologies HTML and CSS.

Based on that, it makes sense to introduce HTML and CSS. The introduction should be brief and may include an explanation of how these technologies are involved in the creation of a website, and the extent to which you apply it.

For example, regarding HTML and CSS, it is relevant to explain how the separation of structure and layout takes place via HTML and CSS.

Implementation strategy

We are talking about strategies like Responsive Web Design, RESS (Dynamic Serving) and Separate URLs.

In the report you should deal with what characterizes these theories, pros / cons ...

Functional templates and CSS Frameworks

If you use Css Layout Generator (http://csslayoutgenerator.com/) or a CSS Framework, you are expected to explain the different elements and their function within the template or framework.

And overall: When and why may it be appropriate for a web developer to apply a template or framework solution? Pros / cons.

It is recommended that you DO NOT use a CSS Framework: 1st Semester has had a focus on coding everything from scratch. Using the template from the CSS Layout Generator will not be considered as using a CSS Framework.

From design to implementation

In your design (and in the communication plan) you have made decisions to be implemented through HTML and CSS. You must explain the implementation of these decisions.

An example might be "Our solution should not only work on smartphones." This requirement can be solved through Responsive Web Design, which explains why RWD (Fluid Grid, Flexible Images and Media Queries - as well as viewport) are available. What happens at the breakpoints and why are these adjustments appropriate?

It would also be useful to explain the Mobile First philosophy.

Another example could be "On smartphones, it is advisable to place the menu at the bottom of the page while placing it on all other devices at the top of the page." This issue can be solved with Media Queries on the client, but also using Device Detection from the server. Pros and cons?

Selected code sequences

When you develop your solution, there will be sequences in both HTML and CSS, which can be accompanied by an explanation.

If you have downloaded code from the Internet or have followed a tutorial in an article, it is important that you review the code so that you demonstrate that you understand the code. Here it is important to point out that everyone in the group should be able to explain the code you used to create your solution. Never use code that you cannot explain!

Code visualization

When you explain your code sequences, it may be a good idea to accompany the explanation with screenshots from where the effect of your code can be seen.

Comments in the code

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To facilitate later code customization and ensure that other developers can work on your code, it is good practice to insert comments in the code. In HTML, part of the code is self explanatory, but it is advisable to post comments on closing tags that are located far from their start tag. For example, it might be a wrapper that starts with <div id = "wrapper"> and the end tag could look like this: </ div> <! -
#wrapper end ->. In CSS, it is good practice to comment on media queries eg / * make aside float right * / or / * new navigation * / as well as areas on the page such as / * header * / or / * footer * /.

Code validation
Explain the outcome of your validation of HTML and CSS. For example, index.html - 0 error, style.css - 0 error, and argue why an error free code is desirable.

SEO
Describe what actions have been taken to meet the requirement that the product should be search engine optimized, and remember to refer to relevant sources.

Performance
Describe how you tested your product in relation to performance including page load time. What tools have you used and how does your product score? What have you done to optimize your page load time?

Pros / Cons
In general, it is always advisable to argue for your choice of solution by listing advantages and disadvantages. It is also positive if you are able to perspectivate your solution by coming up with alternative solutions.

Product and report
The time available and your current skills can limit what and how much you have implemented in your product. In case you leave something unimplemented in your product, it may be a good idea to unfold this in the report, thus revealing your insight and intention.
However, it will always be a good idea to implement based on materiality criteria in the sense that you should aim to implement what has the greatest value for your product.

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