# Assignment 3: Make an html page on the topics of Lecture 5

- 1. Generate a template using csslayoutgenerator.com
- 2. Download and adjust the code to suit your project (this assignment)

#### Chapter 14, Enhancements and Effects with CSS

- 1. Mark-up the following questions in html. Then do the same with your answer. All content must be outlined with headings (h1, h2, etc.) and sematic elements
- 2. What does "graceful degradation" mean?
- 3. What does "progressive enhancement" mean?
- 4. Explain the differences of these methodologies.
- 5. What does "polyfills" mean and what is it good for? Can you show an example?
- 6. What does "vendor prefixes" mean and what is it good for? Can you show an example?
- 7. What is Modernizr and what is it good for?
- 8. Now I would like to see you play around with some CSS3:
  - a. Rounded corners
  - b. Drop shadow to text
  - c. Multiple backgrounds
  - d. Gradient backgrounds
  - e. Opacity on elements

## **Chapter 13, Working with Web Fonts**

- 1. Apply a font to your page: Font size 12px, line height 18 px, typeface must be Arial or Helvetica.
- 2. Apply a Google Web Font of your own choice to your h1 element.
- 3. What are the pros/cons on using a Google Web Font?

#### Chapter 17, Video, Audio and Other Multimedia

- 1. Include a video on the page using the Html5 video element
- 2. Include sound on the page using the Html5 audio element
- 3. Make the video and the sound stand next to each other using the flexbox method

#### **Beautify your webpage**

1. Style all questions and answers. Style all your examples and solutions. Use all your skill to make this page stand out.

## Beautify your code

Indentation: Make your Html and CSS more readable ...

- 1. Install Beautify extension to Brackets: File > Extension Manager > Search "Beautify ... click Install
- 2. Select all code (Ctrl+A) > Edit > Beautify (Ctrl+Alt+B) > Save (Ctrl+S)

### Validate your code

1. Validate both Html and CSS, - no errors

#### **Publish your solution**

 Upload your solution to your webhost and hand-in a url to Interaction\_Development\_Assignment\_03 on Canvas.
Deadline: October 3rd at 8:30

Best, Jan