

On the Subject of Web Design

Welcome to web design class. The first rule of web design is: You do not talk about Comic Sans MS. The second rule is: You DO NOT talk about Comic Sans MS. The third rule is: The word "color" is NEVER spelled with a U.

- A snippet of a CSS file will be displayed on the screen.
- Based on the information given, you have to Accept (✓), Consider (Δ), or Reject (X) the code.

✓
Δ
X
○

<Display>

Step 1: Select the website

Find the correct website that this code was quoted from. Use the **Selector** part of the code (the part before { }) to narrow it down to one site then noted down the **Threshold** value of it.

| | |
|---|--|
| <u>Edison Daily (news site)</u> Elements: body, a, h3, blockquote IDs: #header, #comments Classes: .post, .title, .author Threshold: #00FF00 | <u>Buddymaker (social media)</u> Elements: div, span, img, a IDs: #msg, #cover, #content, #sidebar Classes: .post, .title, .share Threshold: #8040C0 |
| <u>PNGdrop (image hosting)</u> Elements: div, img IDs: #main, #comments, #fullview Classes: .username, .share, .large Threshold: #BADA55 | <u>BobIRS (chatroom)</u> Elements: ul, ol, img, b, i IDs: #sidebar Classes: .avatar, .username Threshold: #03E61E |
| <u>Vidhost (video hosting)</u> Elements: div, iframe, b, i IDs: #main, #rating, #comments Classes: .username, .share, .channel Threshold: #60061E | <u>Go Team Falcon online (online game)</u> Elements: body, iframe IDs: #rating, #comments Classes: .rating, .fullscreen Threshold: #501337 |
| <u>Stufflocker (cloud storage)</u> Elements: div, h3, img, iframe IDs: #sidebar, #download Classes: .menu, .author Threshold: B020E5 | <u>Steel Nexus (forum)</u> Elements: body, div, img, blockquote IDs: #header, #content, #sidebar Classes: .avatar, .reply Threshold: #BEA61E |

Step 2: Find the color target

Find the first color name in the CSS file, then use the following table to determine a hexadecimal value of that color. This value is the **Color Target** that you will need later.

| Color | Hex value | Color | hex value | Color | Hex value |
|--------|-----------|---------|-----------|--------|-----------|
| Blue | #0000FF | Yellow | #FFFF00 | Red | #FF0000 |
| Green | #00FF00 | White | #FFFFFF | Orange | #FFA500 |
| Purple | #800080 | Magenta | #FF00FF | Gray | #808080 |

Note:

The Hexadecimal value of color is denoted in #RRGGBB manner.

Step 3: Calculate site score

Please do the following:

- Starts with the amount of line in the code inside the {curly braces}. Counting semi-colon is a good idea because it is a line terminator.
- +3 score each for:
 - R value of the Color Target is less than R value of the threshold.
 - G value of the Color Target is greater than or equal to G value of the threshold.
 - B value of the Color Target is greater than B value of the threshold.
- +2 score for any margin/padding.
- +1 score for a border/border-radius unless it's 0px or 50%.
- -1 score for a z-index without a position.
- +1 score for a font-family unless it's "Comic Sans MS", which gives a -5 score.
- +2 score for a box-shadow/text-shadow unless it's none.
- x2 score if the buttons on the module are colored, or -3 score if they are gray.
- If you score is now negative or 0, keep adding 16 until it's positive.
- Add each digit together until it's a single digit, then use the following table to determine which button to push.

| Accept (✓) | Consider (Δ) | Reject (X) |
|------------|--------------|------------|
| 2, 3, 5, 7 | 6, 8 | 1, 4, 9 |