

## Activity 9.01 – making a page accessible

### Solution:

1. First, create a file called `activity_9_01.html`, and then copy the code from `activity_1_inaccessible.html` into it.
2. Open the page in a web browser and run the Axe accessibility checker in Chrome developer tools. The following screenshot shows the results you should see for the page, with several accessibility issues:

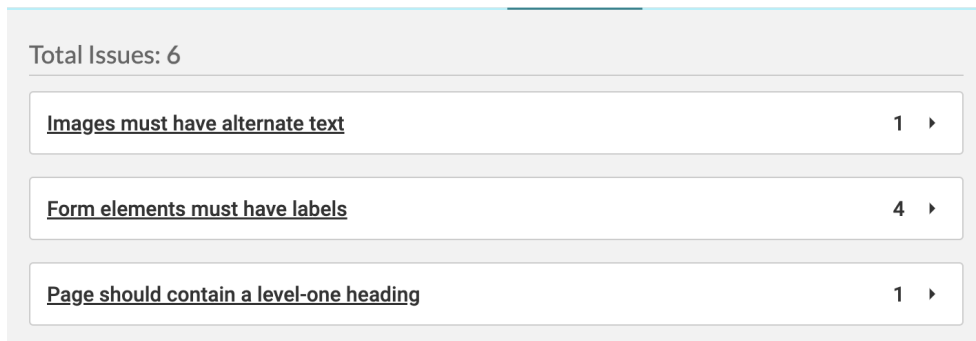


Figure 1: Issues reported by the Axe dev tools

3. The first issue we want to fix is the lack of `alt` text on the product image. For now, we will add an `alt` attribute with the text `Product`:

```

```

4. Next, we will solve issues with form fields and labels. We will change the second label in the **Rating the product** section. The second and first `label` elements are associated with the same form field. Change it to associate the label with the form field, with the ID `rate-2`:

```
<input
  type="radio"
  name="rating"
  value="1"
  id="rate-1">
<label for="rate-1">1</label>
```

```

<input
  type="radio"
  name="rating"
  value="2"
  id="rate-2">
<label for="rate-2">2</label>

```

5. To make sure that all of our form fields have associated labels, we then add the `for` attribute to the first two label elements:

```

<label for="first-name">First name</label>
<input id="first-name" type="text">
<br />
<label for="last-name">Last name</label>
<input id="last-name" type="text">

```

6. The page is missing a top-level heading. To fix this, we can change the first heading with the text `Product store` so that it's an `h1` element:

```

<h1>Product store</h1>

```

7. Finally, we can resolve an issue where the five radio inputs for rating the product need to be grouped properly. To do this, we can use a `legend` element in the second `fieldset` element instead of a `p` element:

```

<legend>Rating the product:</legend>

```

8. If we run the Axe tool again, we should see that all the issues have been fixed and the following message from Axe:

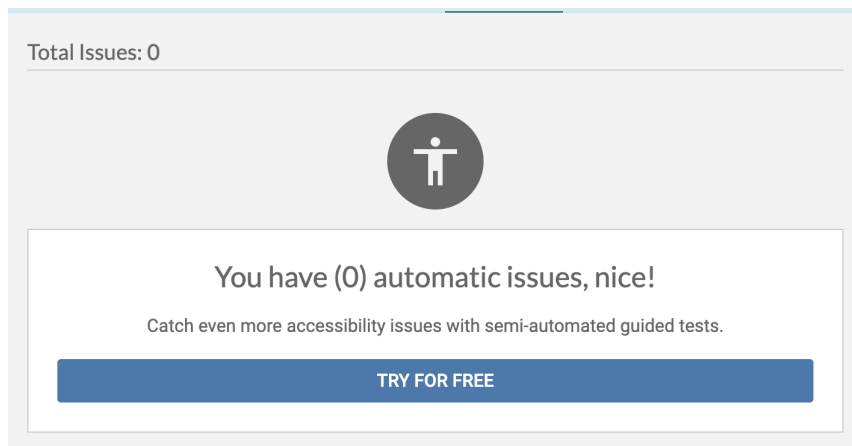


Figure 2: All issues fixed in Axe