**Exercise: Think about the grid**

You already know we're going to use a table to represent our grid—that is, we're going to use HTML's <table>, <tr>, and <td> elements to implement the visual aspect of the grid. Given your general knowledge of browser technologies (HTML, CSS, etc.), can you think of other ways we might have approached creating a grid?

What do you think are the advantages and disadvantages of these various approaches?

Here's our thinking:

We could use a proprietary technology, like Adobe Flash, which could result in a fantastic user experience—that is, for those users who can actually run Flash (some mobile platforms, for instance, would be an issue). Also, maintainability might also be an issue given not as many developers are working with Flash these days.

Another option would be to use the HTML Canvas element. This would be an excellent option for displaying the grid and would most likely result in faster performance for the grid updates. In fact, the only reason we didn't use the Canvas is because we wanted this project to focus on integration of the HTML, CSS and JavaScript, without the distraction of other technologies.

Did you come up with any others?