

For each question which includes 'describe' or 'review', write at least a paragraph worth of content to explain your answers. Include any other relevant evidence where appropriate, i.e. links or images.

Q1. Describe the purpose of using IT in creating your website and how you will use IT to plan and carry out the necessary tasks. (How will you plan your website, what audience is it aimed at? How will your use of IT achieve the required outcomes in your plan?)

**A1.**

I will start by planning my website by creating a Trello. The website is based around mecha anime so it is mainly aimed towards teenagers and older. The website shall be coded with HTML and CSS using visual studio code and shall be uploaded to GitHub once completed. To sum up, my use of IT will allow me to more easily plan the steps I will need to take to create my website and to build the website.

Q2. Describe methods, skills and resources needed to complete your website - explain what IT systems and software applications you need to be successful in your website project, and how you will use them (Describe at least one method, skill and resource needed to complete your website)

**A2.**

To complete my website, I required a basic knowledge of HTML and CSS. I will use Trello to keep track of what needs to be done and update it as those things are completed. To build the website itself I will use Visual Studio Code to code the website and online resources such as W3 schools to research any code I find myself uncertain of. I will also use google fonts and to find additional fonts to style the text on the website.

Q3. Describe the legal guidelines and risks that might impact your website project - how does GDPR and copyright affect website development?

**A3.**

**GDPR (Global Data Protection Regulation)** impacts website development mainly because developers are required to take measures to ensure the data security of site users. If gathering data from users, the web developer is required to gain the consent of the user (Websites asking for permission to use cookies could be an example of this). This applies both to data gathered through frontend means such as forms and backend data such as an IP address. A web developer needs to ensure that they are abiding by GDPR when building their website.

**Copyright law** is another thing that affects web development as it protects any original work (Logo's pictures, videos etc.) that are on the website. A web developer must be aware of whether anything they use on there website is protected by copyright as using copyrighted items without permission can lead to legal action and possibly heavy fines. As such, a web developer would need to make ensure that they aren't in breach of copyright due to anything on the website (Logos/pictures taken from google for example).

Q4. Review the ongoing use of IT tools you have used for your website and describe whether they are appropriate - what are the benefits and drawbacks of IT tools and systems used? (Are you happy with the tools you used?)

**A4.**

**Visual Studio Code:** I have found visual studio code to be a useful tool during this project due to it having features such as syntax highlighting making it easier to read the code and keep track of any errors. Being able to easily access the any folders and files I needed on the explorer made navigating easier.

**WAVE web accessibility evaluation tool:** I used the WAVE web accessibility evaluation tool to help identify any accessibility issues with the website. I found it easy to use and it informed me when my alternative text was wasn't sufficient. It also informed me of any contrast issues the site had.

**W3C Markup Validator(<https://validator.w3.org/>):** I used the W3C markup validator to aid in checking the HTML for any errors. I found this useful as the tool would point me to the line of code where the error was, making it easy to correct.

**W3C CSS validation(<https://jigsaw.w3.org/css-validator/>):** I also used the W3C validation service to aid in checking my CSS for any errors. I found this useful for the same reasons I found the HTML validator useful.

Overall, I was happy about the tools used and found that they accomplished their purpose.

Q5. Describe how you would test your website to make sure it looks as intended. Describe what kind of files you used in your website and explain why you have chosen those filetypes. How can you test your website to ensure it is accessible to people with disabilities? Describe how you can overcome potential accessibility issues with your website.

**A5.**

I would use Google chrome and Microsoft Edge to test the functionality of the website via the live server extension of visual studio code. I can also use a Html/CSS checker such as the W3C markup validation service to aid in finding errors in the HTML and CSS.

In my site I used HTML files to define the site structure and a CSS file to style the pages.

To help overcome any possible accessibility issues, I can use tools such as the WAVE web accessibility evaluation tool to aid in identifying accessibility guideline errors such as lacking alternative text, contrast errors etc. alongside manually checking for accessibility errors and correct the code as needed.

Q6. Describe ways to improve your productivity and efficiency throughout this project (how can you make sure you are using IT tools and systems in the most effective way?) If you could have been more productive or efficient, how would you implement this for a future project?

**A6.**

I could have made better of Trello's features (For example I made no use of the reminder feature to set deadlines for individual project parts). I also didn't make use of draw.io to create a flowchart. Doing so would've made it easier to structure my workflow.

I could've been more productive/efficient simply by planning more of the features of the site before starting the project rather than changing plans partway through the project.

For a future project, I would start by making a list of possible tools I could use to aid in planning my workflow before starting the project.

Q7. Describe the final version of your website ([what is the content and layout for each page?](#)), assess the strengths and weaknesses and describe further improvements you can make to your website. Is the website fit for purpose? ([did you achieve what you set out to do in your plan?](#))

**A7.**

**Home page:** The first page has a H1 at the top to function as the site banner and a three button Nav bar underneath (This is consistent across all three pages.) The main body of the page consists of three divs. Each consisting of a H2 and a paragraph. This page is easy to read I feel but not very visually interesting which I think applies to the entire site.

**Pictures page:** Aside from the standard site name and nav bar, this page consists of three divs, each consisting of a header and three images. To improve this page, I could add a small explanation of each image below them using flexbox to keep the spacing consistent.

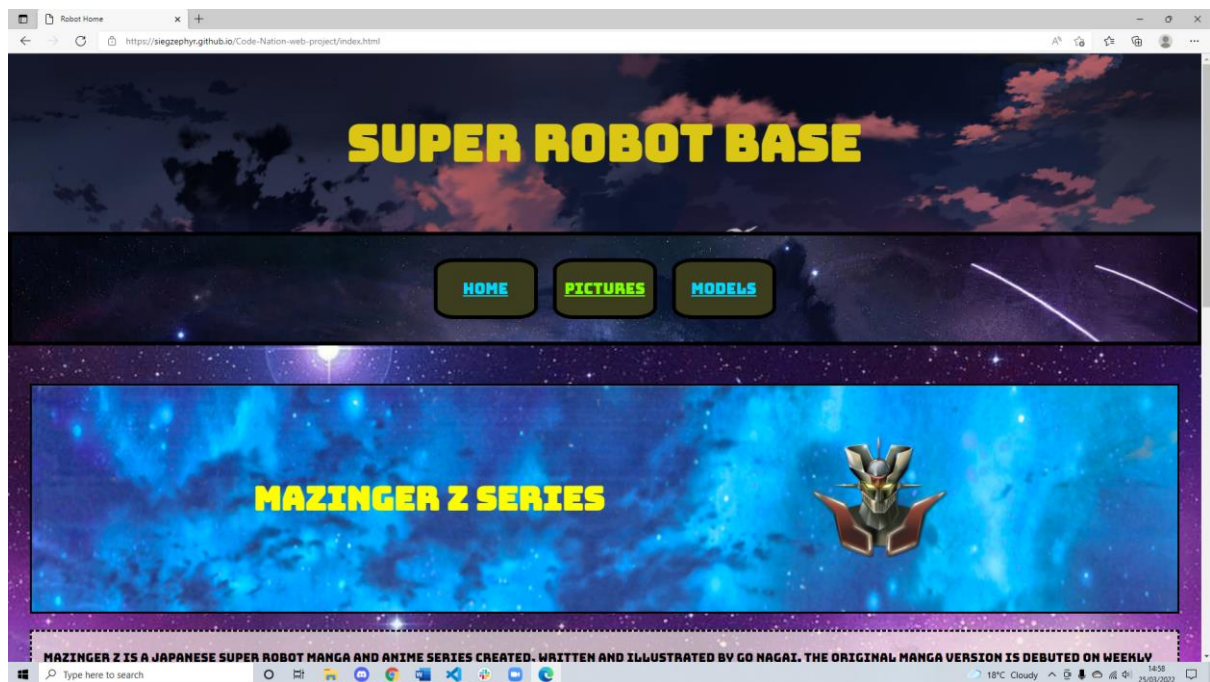
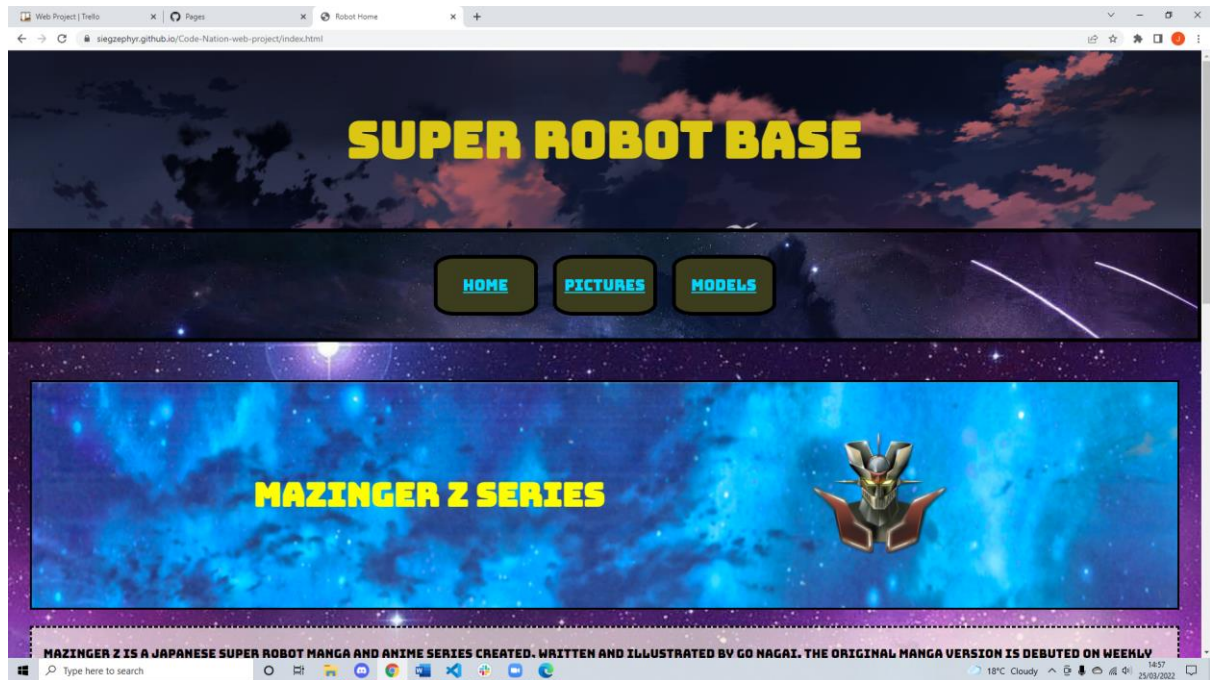
**Models page:** This page is pretty much the same layout as the pictures page. The only real difference is the headers aligned in a row.

While the website is easy to navigate and as far as I'm aware is accessible for people with disabilities, visually it isn't the best. To improve this, I would need to improve my skills with flexbox in order to improve the layout.

While basic, I think that the site did achieve what I set out to do which was just giving a brief overview of a few mecha series with some pictures.

Q8. Take a screenshot of your website homepage working in two different browsers. ([Make sure the GitHub Pages link is visible in the screenshot](#)).

A8.



For Code Nation/TLM reference				
Develop: Coding - Assignment Mapping Document				
Questions	Q1	Q2	Q3	Q4
TLM Criteria	1.1.1, 1.1.3,	1.1.2, 1.1.5, 1.1.6	1.1.4, 1.1.7, 2.1.5	1.2.1, 1.2.2, 1.3.1
Questions	Q5	Q6	Q7	Q8
TLM Criteria	1.3.4, 2.1.6, 2.1.7	1.3.2, 1.3.3	1.2.3, 1.2.4, 1.2.5, 2.1.1,	2.3.1
Website				
TLM Criteria	2.1.2, 2.1.3, 2.1.4, 2.1.8	2.2.1, 2.2.2, 2.2.3, 2.2.4, 2.2.5, 2.2.6	2.3.2, 2.3.3, 2.2.4	