A web design team are developing a web application for the Olympics Games. The application will provide bulletin board information, maps, hotel information and updates on event timetables and results. ***Explain how client-side and server-side web technologies may be used to develop the application. Give examples of each technology.***

The client side of the websites are used to give a feel to a website which a user of a client machine may view through their own machines. These include HTML, CSS, XHTML, WAP and JavaScript, which itself is also be used for server purposes. Other server-only languages include Python, Ruby and PHP. The two combine to create dynamic webpages. Without the server, the webpages are static to what is put on them by the engineer.

The client side technology may be used to give the feel to the end user when they want to view the information provided. This includes the use of HTML, which through the tags provided, to allow the information to be passed to the page. This is so people can interact with the webpage and look through it. This is what I would use to develop the page, as the information passed can be distinct from the rest of the page. This would allow the chance of confusion of which information to be passed from the server itself not to clash with any of the values needed for the dynamic website. On top of that, CSS would give the page a more friendly look then the standard HTML-Only page, make the end user more likely to interact with the page. It also allow the free flow which anyone would know and understand how to use the website. HTML will provide the information, while CSS will style it to make it more user-friendly.

The server side makes way for the dynamic page. These are code placed within the page themselves so the user can get certain information when requested. It is very powerfully in the usage, as well as being able to self-update information. This would give the page a longer self-life, as well as providing real-time information. Python, as one example, is an interpreted language which allows the server to be connected through less code needed. Since this is the case, I would use that or JavaScript to connect the server to the page. More likely both, to provide efficiency in small areas with the less powerfully scripting language while providing the basis of the bigger problem for the bigger language.

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the website is very simple, which is really good, there obviously some improvement needed since 2016, I feel there is so much information on main page, I feel if they use less or try to fit it in one square all this information is better because user have to keep going down and down to see all the information. Using a video in middle of page is cool but in my opinion they cloud use it at the bottom on maybe in the footer which much smaller frame. They used a big frame middle of the page, I think it’s a waste, the history of the games is good idea really good juts need to move up closer to the header. Again wasting page because of showing the gallery they could use one or two page and if users want to see more they could go to the gallery page, the footer is really good, nicely done the colours and the logos for each game results is really good idea.

Overall my design would be really close to this page just need some updates and improvement, and also I think pages should be similar because if you look at the all the Olympic pages, they are look like each other