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Accessibility Testing and Common Mistakes of Dev

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The goal of accessibility testing is to ensure that websites and web-based applications can be used by people with disabilities. This is very important because 16% of the world's population has some form of disability, and we cannot ignore this fact.

There are two main approaches to testing websites and web-based content for accessibility: **Manual Testing** and **Automated Testing**. In this discussion, I will primarily focus on manual testing and share some of my interesting experiences in accessibility testing.

Common Mistakes in Accessibility

During my accessibility testing, I noticed that developers often make the following mistakes:

- 1. Button Naming:** Developers sometimes fail to name buttons appropriately. As a result, users relying on assistive technologies receive misleading or unclear information when interacting with the website.
- 2. Improper div Declarations:** In some cases, div elements are not properly structured or declared. This makes it difficult for users to navigate and interact with the correct elements using the Tab key or other keyboard navigation tools.
- 3. Missing alt Text for Images:** When adding images, it is essential to include proper descriptions in the alt attribute. However, developers often overlook this, leaving users with screen readers unable to understand the context or purpose of the images.
- 4. Use of Colors Like Red and Green:** Designers often use colors like red and green, which can be problematic for colorblind individuals who struggle to differentiate between these colors. To ensure accessibility, it is important to minimize the use of red and green or avoid using color as the sole method to convey information.

By addressing these issues during the development process, we can significantly improve accessibility and create a better experience for all users.

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