Background

Our assignement to create a portfolio site I needed to have a good understanding of HTML, CSS3, JS and how to create a responsive and accessible site. To be able to get this understanding and knowledge I needed to know the history and why and how each “program” worked and works today.

It is extremely important to make a good structure and to follow the standards. Otherwise your code might be impossible to read och you might end up in way to complex way how to create your page.

You need to be able to define your thoughts and architecture of your webpage. You always have to keep in mind that someday you might leave the company you work for which makes it important that you write a code with good structure and a standard to make it easy for other to follow.

Purpose:

To create a webpage that is responsive and accessible and a site that have relevant SEO:s. This in order to attract future emplyers and others that might hire you for example create homepages…

HTML

In order to create a good webpage you need to start with HTML to create a good structure for you page. And what is HTML: in the past HTML was the only way to create a webpage and actually to allow us to create horizontal layouts. It was quite boring though and you could only get a static page, Even with HTML5 you still really can get only static pages but it did step up its game with HTLM5. HTML5 was created because the demand for more impressive web features. HTML5 is meant to solve some of the messy problems it had before (all different browsers implemented HTML:s features in its own may and it got messy). HTML5 came along to create a cleaner and more efficient web. And lucky us it has improved the users experience of the web. A lot more features was added such as <nav>, <header>, <footer> and so much more.

I have choosed to work with web standards as it will result in a more efficient content and it will improve the performance. Keep in mind that that is the best practise.

But you can´t only work with HTML to create a good looking webpage. You have to at least ad some CSS.

CSS:

With HTML I build the structure for my portfolio but I could not be able to get the design I wanted without CSS3. It was actually not until 2000 CSS came along and it made it easier to style your webpage. Without CSS we would not have been able to move away from only table-based layouts and to take a more sematic approach to development. The main idea behind cascading style sheets, that It should be kept separate from HTML. This did allow us to reuse more code, making the websites faster and we are also able to change the desigh quick and effiency.

And thanks to CSS I have been able to control my visiual layout and formatting and I have also been able to do this in a more sematic way (förklara sematic). The purpose and meaning of this is that every HTML element should have a role and it should only be used for that role.

With CSS we were finally able to move away from table-based layot and take a more sematic approach to development.

CSS3 is the latest evolution of the cascading style sheets language and it brings in many new features such as shadows, rounded corners, gird layouts and much more. One new feature that I have used when building my page is flexbos. It have help me a lot when placing items on my webpage as well made my page responsive in an easy way. It is very important to make your site responsive so it doesn´t matter which browser you use and mobile devices. It will become more and more important to build responsive sites due to the fast on-going changes in the IT-world…

It took CSS level 2 around 9 years to reach the Recommendation status., Some secondary features held back the whole specification. This made the working group to divide CSS in smaller components called modules. Each of these is now an independent part of the language and can move towards standardization on it own pace.

Tloday CSS3 level is the highest level standarizeized but this will change in the future as there are already some modules that have an Ediotrs drafrt.

The main idea behind CSS is that the structure (HTML) and its design should be kept separate. This actually allows us to reuse more code, making the websites faster, and we are also able to change the design quick and efficitenglty. We can also thank CSS for for giving us more control over our visiul layout and formatting and we can do this in a more sematic way, which means every HTML element has a rold and it should only be used for that role.

Architecture….define our thoughts…

But why is ther so miuch excitement around HTML5, HTML on its own is quite boring as it can only deliver static pages and in order to meet the growing demand for more impressive web features, HTLM has been coupled with for example CSS, Java etc.

Ant due to this different browsers implement those features in their own ways and ti got a little bit messa. HTML% is meant to solve this problem and create a cleaner and more efficient web. Earler versions was limited it its functionallyity. It had to be extended through plugins. This made it hard to maintain a proper standard.

Due to the above HTML 5 has improved tha users experience of the web.

As a developer it is best practise to work with for example web standards as it will result in a more efficient content and an improved performance.

Unfortunately I am pretty sure I have not made my site accessible enough or I have probably maybe not used the best search words. This is of high importance but there is a lot of hard work behind this, and things that might seem simple is not. But my aim is to provide a better and better page along side as my skills improves.

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Thje plan for HTML% is that is has to be built on the following principles:

Less dependence on plugins

Scripting should be replaced with markup whenever possible.

Device independence and much more. HTML % has added a lot of new markup tags such as <nav>, <header>, <footer> and much more.

An important thing to have is a portfolio site were future clients can find information about yourself and your previous work. In order to create a good portfolio site we need to use HTML, CSS and JavaScirpt. With HTML I build the structure, I design with CSS and add blabla with Javascript. So all tree of these are important to have good skills in.

In order to be able to design a portfolio side I needed to make a good structure code in HTML, IN previous year HTML was the only way to create a webpage and to allow us to create horizontal layouts. It was not until 2 000 CSS came along which made it easer to style you webpage- With CSS we were finally able to move away from table-based layot and take a more sematic approach to development.

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Purpose

To create a responsive website that can be easy used on both a laptop and mobilephone.

(Theory)

Method

HTML:

I have used HTML to build up a good structure for my webpage so it is easy to understand and follow the coding,. According to blab la bla

CSS:

I have used flexbox to arrange most items om my webpage. I have don’t this due to…blab la bla It is also easly blab la to change fonts, etc with CSS.

JS

JS I have used for my skillsbar and for blab la bla. I have done this as JS stands for blab la bla

SEO and accessiability:

Results

A responsive webpage that…blab la bla

Summary:

With HTML, CSS and JS I have created a responsive portfolio. Bla bla bla

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References

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HTML5 & CSS3

1. Vad är det som är kännetecknar HTML5 och vad skiljer den från tidigare versioner av HTML?
2. Varför är det bra att följa standarder när man utvecklar?
3. Vad används CSS3 till och vad är den övergripande trenden när det gäller utvecklingen av CSS som standard?

Responsiv design

1. Varför är responsiv design viktig och kan du komma på någon anledning till varför det blir allt viktigare över tid?

Sökmotoroptimering/SEO

1. Varför är det viktigt att sökmotoroptimera? Vad riskerar vi för problem om vi struntar i det? Välj 3-4 saker du tycker är viktigast.

Tillgänglighetsanpassning

1. Varför är tillgänglighetsanpassning viktigt?
2. Hur går det till rent praktiskt att tillgänglighetsanpassa?

HTML5 allows us to define the purpose of our content and due to this we can give the computers a hint. For example the <nav> element which specify a groups of links that are used to navigate a site. As I have used in my building of my webpage. This is an example on how you can structure you HTML code a lot better, both defining what our content are and what purpose it has, This will allow todays search engines as well as future search engines to make more sense of our content. The structure /standard is also important and other blab la bla

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SEO + bid

SEO = search engine optimization is extremely important as it help to give you hits and visitors to your webbage. If you don´t use this at all you might end up with no visitors to you webpage.

SEO is still quite a young phenomyna but it is constand under new dewelopment. You need a keep a high quality and make sure you only use relevant search words for your page. Don´t use “dog lover” if your actually are selling products for only cats. I have tried to find the best search words for my page such as, frontend developer, student, etc etc. With not adding any search words I am pretty sure I wont get any hits on my page.

If possible make sure that you link to other pages, and hopefully you will get some links to your page as well.

The main problem I can see withour using SEO is that you don´t get any visits and your page is rated very low. Make sure that wont happen to you.

SEO is quite a young bransch but it is constant under new development. The Serach engine optimitazioaton keep asking for higher quality, this leads wo thigher quilt on the sökoptimeraren. As it is today you need to taäe hänsyn to almost all aspects a visitor kan experience on the site. There are a lot of factors you have to think about, and do not cheat. ON the single page you need for example khave the search word in the following elements. Examples: title, H!, all the pictures, etc etc

SEO is important because if you do a good SEO you will get more hits and visiters to your page.

Problems: no hits/visitors to your site. You miss to marketing your site. Du missar att andra kan länka till din sida.

You actually wish your site to be as visible as possible through some search words.

When you sökoptimerar   
När man sökoptimerar skräddarsyr man innehållet på sin egen webbsida så att sökmotorer ska anse att just ens egen webbsida är det bästa och mest relevanta resultatet för sökordet som eftersöks. Det är vanligt att man använder ett eller flera sökord.

OBS! Don’t use words that have no revelanxce at all for your page and what you offer. You really have to use words that actually say what you are “selling” on you webpage, for example in my case I wish to attract future employers and can´t use words like dog lover, travel maniac etc etc It has to have revelance to what your want to accomplise with your site.

A webpage En webbplats som är användbar är mer benägen att ha referenser (länkar) från andra webbplatser. Det är mer sannolikt att man nämns på sociala medier (blir gillad på Facebook, uppmärksammad på twitter med mera), och att man blir bokmärkt och delas mellan samhällen av likasinnade användare.

Off-page-sökoptimering är lika viktigt som den som är on-page. Om du vill att dina sökmotorkampanjer ska lyckas, måste du använda dem båda. När man tänker på länkbygge bör man inte ta den enkla vägen, utan försöka att få länkar från svårtillgängliga ställen. Ju svårare en länk är att få, desto större värde har den, är en vanlig tumregel. Förr i tiden kunde man lätt få tusentals länkar och rankas högre, men numera måste man göra mer än så.

1. En bra teknisk plattform för din webbplats som Google kan läsa av och gilla.
2. Ett bra och uppdaterat innehåll med relevanta sökord.
3. Länkar från andra webbplatser in till din sajt.

Tillgänglihetsanpassning:+ bild

Det betyder att funktionshindrade kan få “full” tillgång till din sida.

**Tillgänglighet betyder att människor med funktionshinder kan använda webben**. Utförligare kan man säga att tillgänglighet innebär att människor med funktionshinder kan uppfatta, förstå, navigera, interagera med, och bidra med information till webben. Tillgänglighet gynnar även andra, till exempel [äldre](http://www.w3.org/WAI/bcase/soc.html#of) med svårigheter på grund av åldrande.

Tillgänglighet inkluderar alla funktionshinder som påverkar tillgång till webben: visuella, hörsel-, fysiska, psykiska, tal-, kognitiva och neurologiska funktionshinder. Dokumentet "**Hur människor med funktionshinder använder webben**" beskriver hur [olika funktionshinder påverkar hur webben används](http://www.w3.org/WAI/EO/Drafts/PWD-Use-Web/#diff)och innehåller [situationer där människor med funktionshinder använder webben](http://www.w3.org/WAI/EO/Drafts/PWD-Use-Web/#usage).

Tillgänglighet **gynnar** även människor **utan** funktionshinder. För att nämna ett exempel, så är en av huvudprinciperna för tillgänglighet att konstruera webbplatser och program så att de är flexibla nog att passa flera typer av användarbehov, -preferenser och -situationer. Denna typ av **flexibilitet** kan även gynna människor **utan** funktionshinder, till exempel människor med långsam internetuppkoppling, människor med "temporära funktionshinder" som till exempel bruten arm, och människor med svårigheter på grund av åldrande. Dokumentet "[affärsmässiga fördelar med tillgänglighet](http://www.w3.org/WAI/bcase/Overview)" beskriver många av de fördelar som tillgänglighet ger, bl.a. **mervärden för företag**.

## Varför är tillgänglighet så viktigt?

Webben blir ett allt viktigare verktyg i alla delar av livet: i utbildning, på arbetet, för staten, för företag, i sjukvården, för underhållning, för att bara nämna några. Därför måste ett av huvudmålen för webben vara att se till att människor med funktionshinder får **samma tillgång** till webben och **samma möjligheter** att utnyttja den som alla andra. En tillgänglig webb kan dessutom göra att människor med funktionshinder kan få en mer aktiv roll i samhället.

Hur svårt eller lätt det är att göra en webbplats tillgänglig beror på flera faktorer, t.ex. typ av [innehåll](http://www.w3c.se/resources/office/translations/wai/intro/accessibility.html#content), storlek och komplexitet hos webbplatsen, vilka utvecklingsverktyg som används och val av plattform.

Mycket av arbetet med tillgänglighet är betydligt lättare att genomföra om det redan från början är en del i planen för utvecklingen av en ny webbplats. Att i efterhand försöka förbättra tillgängligheten blir betydligt svårare, speciellt för webbplatser som inte "kodats" på ett korrekt sätt med standardiserade språk som XHTML. Ett annat problem kan vara webbplatser som producerats med vissa typer av innehåll som till exempel multimedia.

Dokumentet "[Planera för tillgänglighet på webben](http://www.w3.org/WAI/impl/Overview)" listar några av de punkter som är viktiga i utvecklingsprojekt för webben. För utvecklare finns även "[Web Content Accessibility Guidelines](http://www.w3.org/WAI/intro/wcag.php)" som beskriver både riktlinjer och användbara tekniker.

o, man följer den internationella standarden [Web Content Accessibility Guidelines](http://www.w3.org/TR/WCAG20/) (WCAG) 2.0. Eller [Riktlinjer för tillgängligt webbinnehåll](http://www.w3.org/Translations/WCAG20-sv/WCAG20-sv-20121023/). I denna standard definieras hur innehåll på hemsidor bör struktureras för att fungera så bra som möjligt för besökare med funktionsnedsättningar.

Följande områden täcks inom WCAG 2.0:

* **Tydlighet** (hur information presenteras, textalternativ till bilder, anpassningsbart innehåll osv.)
* **Användbarhet** (tydlig navigering, enkelt att hitta, navigera via tangentbord, tillräcklig tid osv.)
* **Begriplighet** (läsbart innehåll, förutsägbar presentation, undvik inmatningsfel osv.)
* **Kompatibilitet** (innehåll ska fungera med befintliga och framtida tekniska verktyg/klienter.)

En annan fördel med att följa WCAG 2.0 är att man får en hemsida som är välstrukturerad och enkel att navigera och använda även för människor utan funktionsnedsättningar. Sökmotorer älskar likaså strukturerad data. Google kan ju t ex inte se bilder ”på riktigt”, utan tolkar dem främst utifrån hur de är beskrivna i text.

* Möjlig att uppfatta – Information och komponenter i ett användargränssnitt måste presenteras för användare på sätt som de kan uppfatta.
* Hanterbar – Komponenter i ett användargränssnitt och navigering måste vara hanterbara.
* Begriplig – Information och hantering av användargränssnitt måste vara begripligt.
* Robust – Innehåll måste vara robust nog för att kunna tolkas på ett pålitligt sätt av ett brett spektrum av olika användarprogram, inklusive hjälpmedel.