I had a lot of fun with the validation software programming assignment. First, I enjoy doing applied work more than reading and writing. Second, when picking the three websites to validate, I wanted them to be related for comparison. I chose to compare UoPeople’s website to that of MIT and Google. I was not surprised that MIT had the fewest W3C compliance issues, but I got a good chuckle out of UoPeople’s site outperforming Google!! Granted, UoPeople had more problems in terms of raw numbers, but Google’s problems seemed to be more of an issue due to obsolete code. I would imagine that they would have more problems in the future as browsers get updated. Go UoPeople!!

Regarding the reading and self-quiz. I thought I had been very thorough in reading and taking notes. However, when I took the self-quiz, I was surprised to see questions about the three-tier architecture, which I had absolutely no recollection of. Similarly, I didn’t remember having seen information on dynamic web technologies, like PHP or info on pre-installed browser plug-ins. I will have to go back over the reading to find out where this information was discussed and re-read those sections more attentively.

As for what I did read and remember from the articles, I thought that the history of the internet was a concise timeline. I’ve read other articles on this, but find that this short synopsis was helpful. The article on the web standards reminded me of the good old days with VAX machines, Gopher, and ftp-ing files that were just text based. The article made me feel old, because it presented all of this as ancient history (sigh). It also reminded me of Netscape and Internet *Exploder*. Although at that time, we didn’t call it the browser wars...it was just another tech nuisance. Most computing was a hassle before W3C. Macs crashed all day long before they were put on a Unix kernel. Having apps that would only work on one platform was the norm. Dialup connections, like NetZero were so slow that I could make a cup of tea while a simple website loaded. Rollover buttons on web pages would break web servers. Trying to find which browser would resolve a broken web page was just another hassle added to a long list--we must have been much more patient people back then. I’m glad that all of the major players eventually decided to push for standards because the user experience is seamless now, even across devices!!