



UNIVERSITY OF LINCOLN

<https://angusbaldwin.github.io/eclipse-skis>

School of Computer Science

CMP1130M WEB AUTHORIZING

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website link: <https://angusbaldwin.github.io/eclipse-skis>

video link: https://youtu.be/VUb2_l56pQ8

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Introduction

For this assessment, I was required to create an interactive website for a band or brand to investigate the strengths and weaknesses of current web standards and specifications. It was required that I use the latest HTML5, CSS3, and JavaScript markup specifications to create my site. I also went through design stages for the site, creating a moodboard and wireframe to give me a prototype structure.

Web Specifications and Standards

Web standards are important to stick to for various reasons. When you're creating a website, you want the experience to be the same for everyone. However, not everyone uses the same browser, internet speed or hardware. This means that if you don't stick to web standards, people's experiences on other devices or browsers will be different to what you had intended. If everyone followed these specifications and standards, we would achieve a more stable web, reducing development and maintenance time, improving backwards compatibility and validation, leading to an overall increase in search engine success.

Use of newest semantic/structural elements

With the introduction of HTML5 came new semantic/structural elements to define different parts of a web page. Within my website, I used many of these new tags to optimise my site and to keep to the latest web standards and specifications.

```
<article>
<p id="introtext">At Eclipse Skis, we
strive to deliver the best quality
products that are designed with quality
that is built to last. Whether you're
ripping through the backcountry or
lapping the park, we offer a ski for
every scenario.</p>
</article>
```

Above, you can see an example of where I used an <article> tag. This is used for self-contained elements such as forum posts, blog entries, or, as in this case, a box for the introductory text of the site.

```
<video
src="assets/videos/powdermagvideo.mp4"
preload="auto" id="video"
autoplay="autoplay" loop="loop" muted>
</video>
```

Here is another example of using the latest media element on my site. I have embedded a video using the <video> tag, keeping in line with current web standards.

Here I have used the HTML5 canvas element, allowing the user to

```
<canvas id="can" width="400" height="400"
style="position:absolute;top:90%;left:10%
;border:2px solid;"></canvas>
```

draw on a virtual canvas on the website.

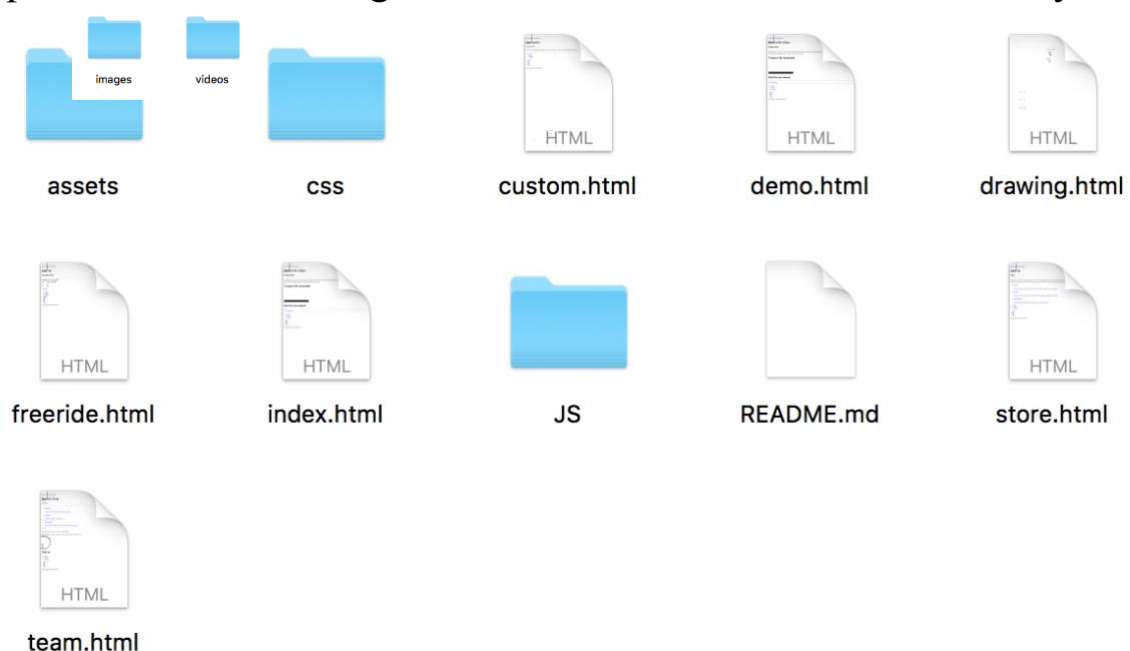
```
<nav id="topnav">
<div class="nav">
  <label for="toggle">&#9776;</label>
  <input type="checkbox" id="toggle"/>

  <div class="menu">
    <a id="logo" href="index.html"></a>
    <a href="index.html">Home</a>
    <a href="store.html">Store</a>
    <a href="team.html">Team</a>
    <a href="custom.html">
      <span>Custom</span></a>
  </div>
</div>
</nav>
```

Above is an example of using the new `<nav>` tag for the navigation section of your site, again keeping in-line with current web standards and specifications.

File Organisation

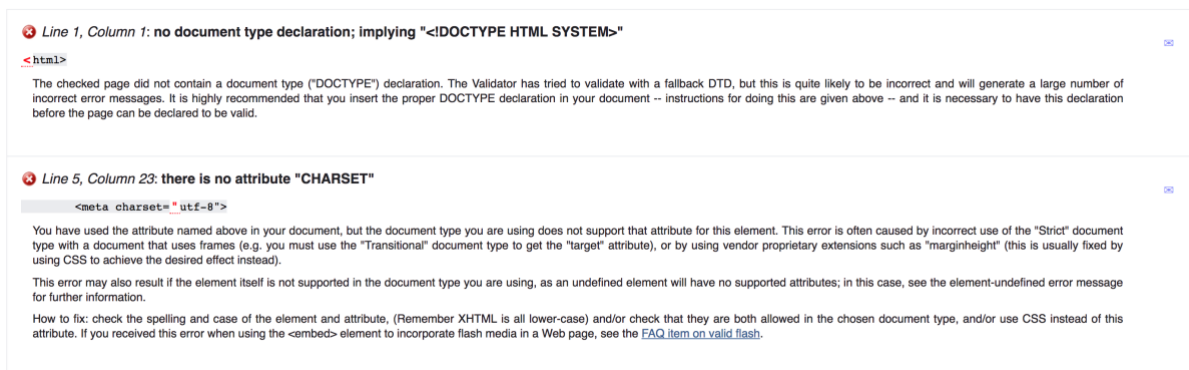
Keeping your files in order when creating a project such as this is very important. A tidier and more organised directory means that you spend less time looking for files or assets that aren't where they're



supposed to be. It's also important to be sure that we give every file a meaningful name, as to make it easier for ourselves and others to identify what the file/folder in question is for. Here is a screenshot of inside my master folder for my website. As you can see, pages are appropriately named to avoid confusion and assets are organised to allow ease of use.

File Validation

To validate my site, I used <https://validator.w3.org/> . Here, I'm told what errors may occur due to small mistakes in the code.



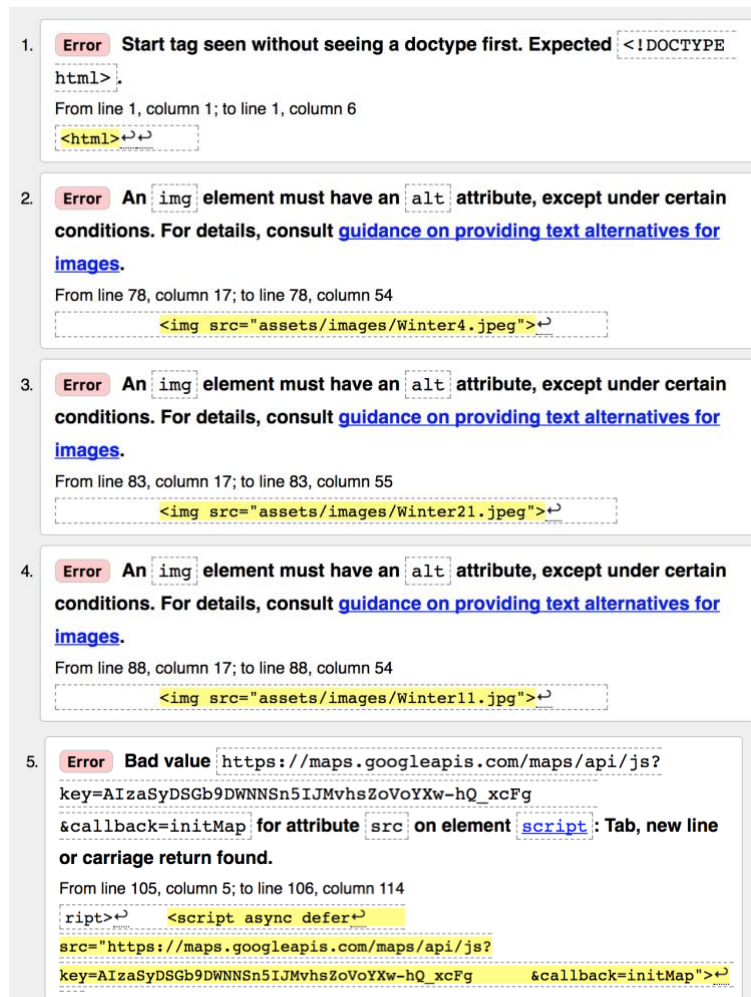
The screenshot shows two error messages from the W3C Validator. The first error, at Line 1, Column 1, states: "no document type declaration; implying "<!DOCTYPE HTML SYSTEM>"". The second error, at Line 5, Column 23, states: "there is no attribute 'CHARSET'". Below this error, the code snippet `<meta charset="utf-8">` is shown. The validator explains that the attribute name is incorrect for the document type and provides instructions on how to fix it by using the correct attribute name or a different document type.

Above, for my index page, you can see two simple errors, cause by a missing document type declaration and a “missing charset”. To fix these I simply declared the document type at the top of my code and I capitalised the charset line, which fixed the issue.

⚠ No DOCTYPE found! Checking with default HTML 4.01 Transitional Document Type.
No DOCTYPE Declaration could be found or recognized in this document. This generally means that the document is not declaring its Document Type at the top. It can also mean that the DOCTYPE declaration contains a spelling error, or that it is not using the correct syntax.
The document was checked using a default "fallback" Document Type Definition that closely resembles "HTML 4.01 Transitional".
Learn [how to add a doctype to your document](#) from our [FAQ](#).

1. **Error Duplicate attribute `style`.**
At line 42, column 78
`eft:52%;" style="display:none;`
2. **Error Element `img` is missing required attribute `src`.**
From line 42, column 9; to line 42, column 94
``
Attributes for element `img`:
[Global attributes](#)
`alt` - Replacement text for use when images are not available
`src` - Address of the resource
`srcset` - Images to use in different situations (e.g., high-resolution displays, small monitors, etc)
`sizes` - Image sizes between breakpoints
`crossorigin` - How the element handles crossorigin requests
`usemap` - Name of [image map](#) to use
`ismap` - Whether the image is a server-side image map
`width` - Horizontal dimension
`height` - Vertical dimension
`referrerpolicy` - [Referrer policy](#) for [fetches](#) initiated by the element
[longdesc](#) - A url that provides a link to an expanded description of the image, defined in [\[html-longdesc\]](#)
3. **Error An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).**
From line 42, column 9; to line 42, column 94
``

Here, my “custom” page came up with a few easily fixable errors, adding alt tags where appropriate and amending code where possible.



My team page came up with a few errors, 2-4, easily fixable by adding an “alt” attribute within the `` tag and the bad value in 5 was fixed by simply removing a new line within the script code.

Bibliography

<https://www.ninjaunits.com/converters/pixels/pixels-rem/>

<https://www.youtube.com/channel/UC29ju8bIPH5as8OGnQzwJyA>

https://www.w3schools.com/html/html5_draganddrop.asp

<https://stackoverflow.com/questions/2368784/draw-on-html5-canvas-using-a-mouse>

<https://youtu.be/z74ExMz-cWU>

<https://unsplash.com>