

STUDENT

Javier Mateos

COURSE

Intro to HTML and CSS

Hi Javier,

Great work on the project so far! We have some additional requirements to ensure you're learning good coding habits. These requirements are described below in **blue**.

Again, good job on your work so far! This code review serves as a great learning opportunity to improve your code and reinforce good habits. We look forward to seeing your upgraded version. If you have any questions, please reply to the email that contained this evaluation.

Before resubmitting your work, please check it with:

- **HTML Validator:** http://validator.w3.org/#validate_by_input
- **CSS Validator**: http://jigsaw.w3.org/css-validator/#validate_by_input
- Project Coding Area (Test Run): http://goo.gl/nbCAML
- Udacity HTML/CSS style guide: http://goo.gl/0EVzNy

Evaluator

Meets Specifications

Code passes the auto-evaluator with a mismatch of 8 percent or less. (http://goo.gl/nbCAML)

Separation of Concerns Meets Specifications

• Code completely separates structure from presentation.

Code Quality

Does Not Meet Specifications

- HTML validates. (validator.w3c.org)
- CSS validates. (jigsaw.w3.org/css-validator)
- Code does not follow Udacity HTML/CSS Style Guide. (http://goo.gl/0EVzNy)
 - Required Formatting Changes:

- HTML Remove trailing white spaces from code. Line 4. (See: Trailing Whitespace.)
- CSS Use Shorthand properties in all possible places for font, margin, border and padding. (See: CSS Style Rules-Shorthand Properties.) Note that font shorthand declarations require both font-size and family, or they will be ignored by the browser. line-height is a font property.
- CSS ID and class names should not be used with type selectors. (See Style Guide: CSS Style Rules-Type Selectors.)

Suggested Formatting Changes:

- HTML Use comments to explain the code. (See: General Meta Rules-Comments.)
- CSS Identify groups of related style rules with section comments. (See: CSS Meta Rules-Section Comments.)

PROJECT EVALUATION

Project Does Not Meet Specifications