In this task we were introduced to Cascading Style Sheet (CSS). It was certainly a shock to the system, and it left me a bit rattled, I had never done anything like this in my life. I think it was the hardest thing I have had to do during my university years to date. I started using basic HTML and submitted the first assignment, receiving an adequate grade. I knew there was room for improvement, then CSS hits me and I immediately panicked. It was certainly something I knew I had to get a grasp of if I was to pass and it was a completely new language for me. To start, we used the basic HTML and then applied styles to font, background and borders.

<https://www.w3schools.com/css/css3_fonts.asp>

I used the website above to help me develop my font and apply different styles to it. I had troubles understanding all the terminology such as selectors, parent and child use, padding and margins. I had difficulty with my text hugging the border and I fixed that by applying padding and margin of 20 pixels to give my text space from images and my border.

I also encountered some issues with my HTML, I was using tags within tags that were not applicable, such as paragraph tags inside unorder list tags and list tags. I got the order of things all wrong and I also tended to use heading 1 tags instead of heading 2 tags for my paragraph titles. Heading 1 tags are generally used for the main title, I also failed to disclose some tags causing some issues in my HTML. Another issue I encountered was that my border wasn’t expanding to all of my text, rather it was just applying to one section, this was because I used a main tag and closed it too early, the main tag must start at the top and finish down the bottom just before the footer, it was an easy fix and it something I have become more aware of.

Overall, this assignment has exposed me to CSS and HTML a lot more and it has set me up perfectly for assignment three, I am looking forward to challenging myself in the next task, as well as developing my skills as a programmer.