ECC006 Homework Assignment #7

1. How would you link to the named fragment #jobs on the page employ.html from the home page of the site?
a. Jobs
b. Jobs
c. Jobs
d. Jobs

2. Which pseudo-element can be used to generate content that precedes an element?
a. :after
b. :before
c. :content
d. :first-line

3. Which of the following is a mobile web design best practice?
a. Configure a multiple-column page layout.
b. Avoid using lists to organize information.
c. Configure a single-column page layout.
d. Embed text in images wherever possible.

4. Find the Error. The page below is intended for the navigation area to display on the right side of the browser window. What needs to be changed to make this happen?

<!DOCTYPE html>
<html lang="en">
<head>
<title>Find the Error</title>
<meta charset="utf-8">
<style>
body { background-color: #d5edb3;
color: #000066;
font-family: Verdana, Arial, sans-serif; }
nav { float: left;
width: 120px; }
main { padding: 20px 150px 20px 20px;
background-color: #ffffff;
color: #000000; }
</style>
</head>
<body>
<header role="banner">
<h1>Trillium Media Design</h1>
</header>
<nav role="navigation">


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<li><a href="index.html">Home</a></li>
<li><a href="services.html">Services</a></li>
<li><a href="contact.html">Contact</a></li>
</ul>
</nav>
<main role="main">
<p>Our professional staff takes pride in its working relationship with our clients by offering
personalized services that listen to their needs, develop their target areas, and incorporate these
items into a website that works.</p>
</main>
</body>
</html>
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Web research

As you read about mobile web design best practices in this chapter, you may have noticed some overlap with techniques that provide for accessibility, such as alternate text and use of headings. Explore the Web Content Accessibility and Mobile Web document at *http://www.w3.org/WAI/mobile*. Explore related links that interest you. Write a one-page, double-spaced summary that describes areas of overlap and how web developers can support both accessibility and mobile devices.

First of all:
What is mobile accessibility?

When a mobile site or app is accessible, it can be used by someone with a disability:

- someone who is blind that uses software that reads websites and apps out loud
- someone who is hard of hearing who turns on captions when they watch videos
- someone with a hand tremor who uses voice command software instead of their finger to tap on the screen.

When coded correctly, mobiles websites and apps work for all of these people. But oftentimes, mobile technology is not coded with accessibility best practices in mind.

Why? It's often an honest oversight. Nobody *intends* to exclude people with disabilities from using a website.

Many developers were never taught best practices for mobile accessibility. Or sometimes, fixing accessibility issues is a goal pushed to "later."

Either way, people with disabilities are affected. They want to bank, shop, read the news, and talk with friends and family online… but they can't always do it.

Why does my business need to have an accessible mobile site or app?

Being accessible is the best defense against being sued for having an inaccessible app or mobile website. Is it bulletproof? No. But if you get a demand letter, you will have the documentation to prove your website or mobile app's compliance.

Being accessible increases the number of people you reach. Estimates are that 1 in 5 Americans has a disability that affects their daily life. Technology is a big part of daily life.

Being accessible makes it easier to sell your goods and services. If you sell technology B2B or B2G, having an accessibility conformance report will rank your product higher in the minds of your buyers, especially in highly regulated industries or the government.

Being accessible is the right thing to do. Assistive technology helps people with disabilities use the web. All we need to do as creators is ensure that we meet WCAG standards and we can include them in everything great about modern life.

How to support, Responsive design

Responsive design is the practice of making your layouts and other features of your apps dynamically change depending on factors such as screen size and resolution, so they are usable and accessible to users of different device types.

In particular, the most common problems that need to be addressed for mobile are:

- Suitability of layouts for mobile devices. A multi-column layout won't work as well on a narrow screen, for example, and the text size may need to be increased so it is legible. Such issues can be solved by creating a responsive layout using technologies such as media queries, viewport, and flexbox.
- Conserving image sizes downloaded. In general, small screen devices won't need images that are as large as their desktop counterparts, and they are more likely to be on slow network connections. Therefore, it is wise to serve smaller images to narrow screen devices as appropriate. You can handle this using responsive image techniques.
- Thinking about high resolutions. Many mobile devices have high-resolution screens, and therefore need higher-resolution images so that the display can continue to look crisp and sharp. Again, you can serve images as appropriate using responsive image techniques. In addition, many image requirements can be fulfilled using the SVG vector images format, which is well-supported across browsers today. SVG has a small file size and will stay sharp regardless of whatever size is being displayed