

Web development

Pattern

Every page includes a background image, a head with another background, and a tail. The body is kept at the centre of the browser, even if you resize it. In the head, different pages have a different title, but they all have a sketch of my head which floats on the right. There is no change as I demonstrate last time but one, which is, when scroll down, it cannot be fixed at the top. The navigation has not much change either but the accessibility page and contact page are put at the bottom. All the other Patterns are the same as last demonstration.

Home Page

This Page includes 3 parts, a brief of me and my story, a brief of the Diamond building and a brief of my favourite game. The first part includes a profile of me, and a link to more details about me at the end. The second part also includes a link to the details about diamond. They are both set as dropdown menu. The difference from my last demonstration is that these 3 parts are not all in a row, the third part is put down the first two, in order to be tidy. Besides, the contents of each part are not expected, especially the 3rd part, which should be a recent story of mine. However, I didn't join any activity and do nothing except reviewing the lectures and preparing for the exams and assignment. So I just talk about one of my hobbies.



My degree Page

It is time table of a sample week this term. When the pointer move to the timetable, a menu box shows up, and you can access the description of each module by move the pointer to the menu box. This is very different as I described before (6 pictures of each modules and links to more details of

each modules to click). Because what I described is too ambitious to do. I didn't prepare well on this.



My work Page

The simple game I create using JavaScript and Canvas is on this page. In the canvas, when you move the pointer around, bubbles occurred around the pointer, it seems that the pointer is swimming in the cola. I didn't described that before in the first assignment, but I have thought about many games other than this. However, when I tried to make them, I always failed, they are too ambitious for me. So I had reviewed the lecture 14 and 15 many times and finally choose a simple one. Even when doing this, I failed many times because of some tiny elements. Though I know how to use the console log to detect the problem, I didn't use it because I haven't got used to it.

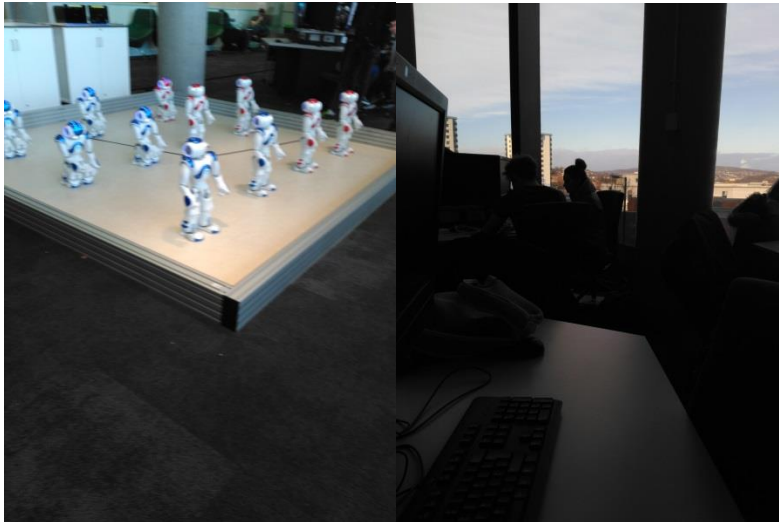
About me

It should have been some news about me, however I didn't join any big event, and I don't like to take pictures everywhere, so I put my personal details instead. The personal details are formed in a table. At the end there is a story of my teamwork in the past.

Introduction of Diamond building

I put some photos of diamond in this page. Again, I don't really like to take photos, so the first two pictures were from google, the rest are mine. As you may notice, the body is not transparent as other page. This is because the opacity of the pictures follows the opacity of the page, if the body becomes transparent, the pictures will be transparent as well.





Accessibility

This page shows quick-access keys to each page and declaim the accessibility statement of my website, which is different as I expected. I thought it should contains a graph to show the link between pages.

Contact page

This page request for the user name and his/her email address and leave an area for comments in order to get the feedback from users. When users complete the form and click 'submit', the page of sent statement will show up and the massage in the form will send to my email. It is expected, except it is too simple.

For different devices

I tried to use the @media queries to make my website accessible to different devices, however I gave up after failed many times (no changes on my website when resize).