Critical Log

In this report, I will be discussing the strengths and weaknesses of current web standards, and how my website follows them. I will also be discussing the interoperability of my site along with the techniques I used and the challenges I came across while creating the site.

When creating the site, I used HTML5 (Hypertext Markup Language) to make the base of the website. HTML is a good language to use as it is supported by all browsers, its free, it is very popular so there will be a lot of documentation to help if I get stuck and it isn't that difficult to use. This is one of the language suggested by the W3C standards.

From the beginning of my site I made sure to use a CSS style sheet rather than styling things in the HTML code, this is a W3C web standard and helps a lot in reducing the file size of the site as well as making it a lot easier to create/edit. with a style sheet, I could use one line of code to add style to a lot of things at once, however if I was to style each item individually and decided to change it I would have to go back through and edit each piece of code, and I would have a lot more code. Over the years CSS has become way more advanced and allows for a lot more customisation now, which is amazing for reducing the size of your website and making it look nice.

I also followed a web standard to make my site responsive, this means that the site will work on different devices, along with different browsers and operating systems. This is a good thing because it means that anyone who wants to can access the site on any device they want to. This makes it convenient, and a lot easier and better for the users. Making the website responsive for mobile devices is a relatively new standard, because in the past mobile devices weren't as widely used for browsing the web.

Performance is a big thing in web standards, if you have a slow website the chance are when people click on it and it doesn't load they are going to leave quite quickly, and that isn't what you want. Some things that slow websites down a lot are high resolution images, having too many images on the same page, videos and animations. I made sure to still use these things, but not flood my site with them as I didn't want it to be slow. This was more of a problem in the past when internet speeds were a lot slower with things like dial-up, however some people still have slow internet speeds so I had to put that into consideration when creating my site.

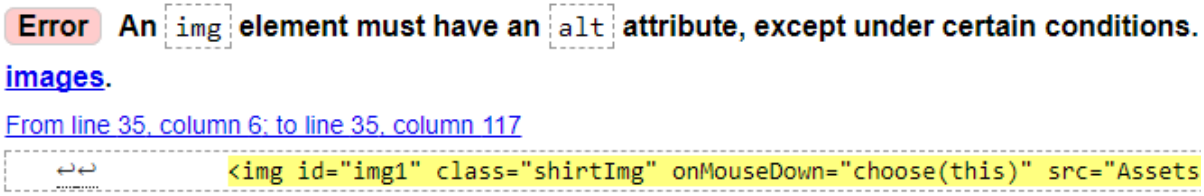
One of the techniques I used when creating the site was to use <ul> and <li> to create a navigation bar with buttons linked to each page on the site. I chose to use this over the <nav> element because they are recognised by all browsers, however <nav> isn't. this means that my site can be used on different browsers without having to add extra code in for them.

Something that took me by surprise was how easy local storage was, I figured out how to store and load a variable using just 2 lines of code in a short amount of time, and managed to implement it into my site with ease.

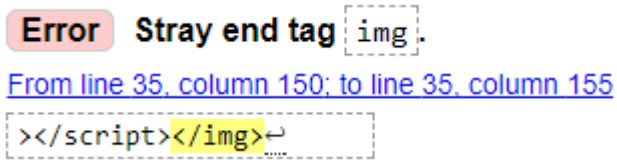
One thing I found particularly challenging during the creation of the website was positioning things on the screen, I found that things wouldn't go where I wanted them to and would be out of line or change the positioning of other things, this wasn't difficult to fix but was very time consuming.

Another thing I had problems with was creating a drag and drop function within JavaScript. I was attempting to create a customisable t-shirt where the user would drag images around the t-shirt and position them where they wanted. This caused me some problems and took a very long time for me to figure out, however I managed to do it in the end.

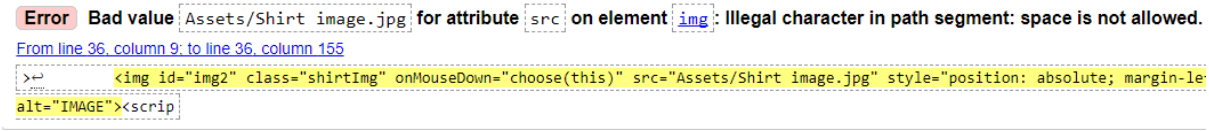
When it came to validating my website using the W3C Validator I encountered a couple of errors, but nothing that was too difficult to change. For example: one of the errors I encountered was that my <img> elements didn't contain and alt attribute, this was easily fixed by simply adding one.



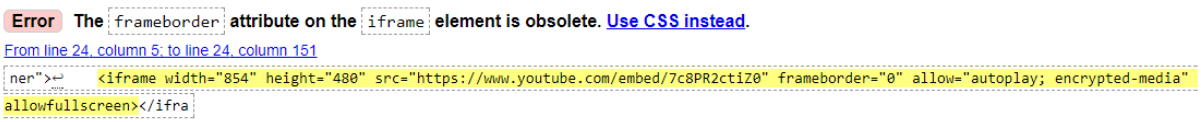
Another error I encountered was stray end tags, I didn't know you could declare and image element and you didn't have to use </img> at the end, but it was simple to just remove them from my site therefor fixing the error.



One last error I got was with the naming of my images in the assets folder. When naming them I used spaces, however you aren't supposed to use spaces ad they are and illegal character, so I simply just changed the names of my assets and fixed the error.



Another error I encountered was when using the iframe tag. I copied the embed code from a youtube video and some of the elements included were obsolete. This was easy to fix as I just removed the obsolete elements and it worked perfectly.



Having fixed these errors I put my code through the validator again it returned 0 errors, this meant I didn't need to fix anything else and my site was complete. I found that validating the site was a lot easier than expected as there weren't any crucial errors that took a long time to change, each error I fixed took a relatively short amount of time and was easy to figure out.

Reference List

The Top 10. 2012. Best Red Hot Chili Peppers Songs. [ONLINE] Available at: https://www.thetoptens.com/red-hot-chili-peppers-songs/. [Accessed 10 January 2018].

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Ticketmaster. 2017. Red Hot Chili Peppers tickets. [ONLINE] Available at: https://www.ticketmaster.es/artist/red-hot-chili-peppers-tickets/244?language=en-us. [Accessed 10 January 2018].