

Learning Plan 1
Performance Assessment 2
Web Trends
Mobile Development and Touchscreen Project
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Competencies: Analyze emerging web trends

Assessment Instructions:

Given the study and practice work that you have completed on the topic of Mobile Development, you will take the work you have done and document it for submission as your mobile development project. Your project must meet the criteria on the Scoring Guide, and you will place the documentation for the project on the Scoring Guide.

Remember that you have only just been introduced to this language and syntax and are not expected to be an expert or have command of the language and syntax at a high level!

Submit this assessment to the Dropbox.

Scoring Guide: Grading Criteria

Criteria	Values
You employ adaptive images. Documentation: <i>Describe the process you used to make enable this criterion.</i> If the width property is set to a percentage and the height property is set to "auto", the image will be responsive and scale up and down If the max-width property is set to 100%, the image will scale down if it has to, but never scale up to be larger than its original size <pre> box-sizing: border-box; } /*Images*/ /*If the width property is set to a percentage and the height property is set to "auto", the image will be responsive and scale up and down*/ /*If the max-width property is set to 100%, the image will scale down if it has to, but never scale up to be larger than its original size*/ ▼img { width: 100%; height: auto; } = <p>Given the study and practice work you have completed on Mobile Development, you submission as your mobile development project. </p> </div> </pre>	5 4 2 0
You employ media queries for tablet size display. Documentation: <i>Clearly indicate what styling you have employed in order to meet this Criterion.</i> We do this by adding one more media query (at 600px), and a set of new classes for devices larger than 600px (but smaller than 768px) <pre> } /*We do this by adding one more media query (at 600px), and a set of new classes for devices larger than 600px (but smaller than 768px)*/ @media only screen and (min-width: 600px) { /* For tablets: */ .col-s-1 {width: 8.33%;} .col-s-2 {width: 16.66%;} .col-s-3 {width: 25%;} .col-s-4 {width: 33.33%;} .col-s-5 {width: 41.66%;} .col-s-6 {width: 50%;} .col-s-7 {width: 58.33%;} .col-s-8 {width: 66.66%;} .col-s-9 {width: 75%;} .col-s-10 {width: 83.33%;} .col-s-11 {width: 91.66%;} .col-s-12 {width: 100%;} } </pre>	5 4 2 0
You employ media queries for phone display.	5 4 2

Documentation: *Describe what styling and steps you took to meet this criterion*

0

The tel: URI Scheme

Another simple yet effective technique we're including in our footer is a clickable link to the customer service number. This is accomplished by using the tel URI scheme, which looks like this

```
<div class="footer">
  <!-- The tel: URI Scheme
  Another simple yet effective technique we're including in our footer is a clickable link to the customer service number. This is
  accomplished by using the tel URI scheme, which looks like this -->
  <a href="tel:+18000000000">1-800-000-0000</a>
<p>&copy; 2021 Sabrina Larson | EWTT</p>
```

You restructure navigation for different size displays.

Documentation: *Describe what styling and steps you took to meet this criterion.*

Load an icon library to show a hamburger menu (bars) on small screens

The link with class="icon" is used to open and close the topnav on small screens

```
<!-- Navigation -->
<!-- Load an icon library to show a hamburger menu (bars) on small screens -->
<!-- The link with class="icon" is used to open and close the topnav on small screens.
<div class="topnav" id="myTopnav">
  <a href="#home" class="active"><i class="fa fa-fw fa-home"></i>Home</a>
  <a href="https://www.sabrinalarson.com/ewtt/" target="_blank">LP1</a>
  <a href="https://www.sabrinalarson.com/ewtt/LP1_PT2.html" target="_blank">LP1 PAT 2</a>
  <a href="https://sabrinalarson.com/larson/index.html" target="_blank">About</a>
  <a href="mailto:sabrina.larson@outlook.com">Contact</a>
  <a href="javascript:void(0);" class="icon" onclick="myFunction()" ">
    <i class="fa fa-bars"></i>
  </a>
</div>
```

5 4 2
0

Add a black background color to the top navigation

Style the links inside the navigation bar

Change the color of links on hover

Add an active class to highlight the current page

Hide the link that should open and close the topnav on small screens

```

/* Navigation */
/* Add a black background color to the top navigation */
.topnav {
  overflow: hidden;
  background-color: #fff;
}
/* Style the links inside the navigation bar */
.topnav a {
  float: left;
  display: block;
  color: #2E282A;
  text-align: center;
  padding: 14px 16px;
  text-decoration: none;
  font-size: 17px;
}
/* Change the color of links on hover */
.topnav a:hover {
  background-color: #ddd;
  color: black;
}
/* Add an active class to highlight the current page */
.topnav a.active {
  background-color: #17BEBB;
  color: #2E282A;
}
/* Hide the link that should open and close the topnav on small screens */
.topnav .icon {
  display: none;
}

```

When the screen is less than 600 pixels wide, hide all links, except for the first one ("Home").

Show the link that contains should open and close the topnav (.icon)

The "responsive" class is added to the topnav with JavaScript when the user clicks on the icon.

This class makes the topnav look good on small screens (display the links vertically instead of horizontally)

```

}
/* The "responsive" class is added to the topnav with JavaScript when the user clicks on the icon. This class makes the topnav look good on
small screens (display the links vertically instead of horizontally) */
@media screen and (max-width: 600px) {
  .topnav.responsive {position: relative;}
  .topnav.responsive .icon {
    position: absolute;
    right: 0;
    top: 0;
  }
  .topnav.responsive a {
    float: none;
    display: block;
    text-align: left;
  }
}

```

Added JavaScript for the Navigation:

```

</div>
<!--Script Extention-->
<script src="js/nav.js">
</script>

```

Toggle between adding and removing the "responsive" class to topnav when the user clicks on the icon

```
1 // JavaScript Document
2 /* Toggle between adding and removing the "responsive" class to topnav when the user clicks on the icon */
3 function myFunction() {
4     var x = document.getElementById("myTopnav");
5     if (x.className === "topnav") {
6         x.className += " responsive";
7     } else {
8         x.className = "topnav";
9     }
10 }
```

You apply an application of a new mobile friendly technique.

Documentation: Through your research, apply one new mobile friendly technique to your project and you describe what you applied.

Instead of changing styles when the width gets smaller than 768px, we should change the design when the width gets larger than 768px. This will make our design Mobile First.

```
/*Instead of changing styles when the width gets smaller than 768px, we should change the design when the width gets larger than 768px. This will make our design Mobile First*/
/* For mobile phones: */
[class*="col-"] {
    width: 100%;
}
```

5 4 2
0

You apply the pixel width of the average index or thumb finger in your design.

Documentation: You provide documentation showing support of this criteria. This should include both screen captures and written explanation of application. You provide justification for the choices made.

In several of my have several pixel widths throughout my CSS.

```
/* Media Queries */
/* When the screen is less than 600 pixels wide, hide all links, except for the first one ("Home"). Show the link that contains should open and close the topnav (.icon) */
@media screen and (max-width: 600px) {
    .topnav a:not(:first-child) {display: none;}
    .topnav a.icon {
        float: right;
        display: block;
    }
}
/* The "responsive" class is added to the topnav with JavaScript when the user clicks on the icon. This class makes the topnav look good on small screens (display the links vertically instead of horizontally) */
@media screen and (max-width: 600px) {
    .topnav.responsive {position: relative;}
    .topnav.responsive .icon {
        position: absolute;
        right: 0;
        top: 0;
    }
    .topnav.responsive a {
        float: none;
        display: block;
        text-align: left;
    }
}
```

```
/* We do this by adding one more media query (at 600px), and a set of new classes for devices larger than 600px (but smaller than 768px) */
@media only screen and (min-width: 600px) {
    /* For tablets: */
    .topnav a {
        float: left;
        display: inline-block;
    }
}
```

```
@media only screen and (min-width: 768px) {
    /* For desktop: */
    .topnav a {
        float: left;
        display: inline-block;
    }
}
```

5 4 2
0

```

/* If the screen size is 601px or more, set the font-size of <div> to 80px */
@media only screen and (min-width: 601px) {
  div.example {
    font-size: 80px;
  }
}

/* If the screen size is 600px or less, set the font-size of <div> to 30px */
@media only screen and (max-width: 600px) {
  div.example {
    font-size: 30px;
  }
}

```

You demonstrate application of 3-4 major touchscreen design guidelines in your design.

Documentation: You provide documentation showing support of this criteria. This should include both screen captures and written explanation of application. You provide justification for the choices made.

When using the touchscreen in JavaScript, it shuts off my navigation. I don't know how to fix that? I have to rename myFunction!

Different devices will interrupt a touch event at different actions, and it is considered good practice to include this event to clean up code if this "error" should occur.

Note: The touchstart event will only work on devices with a touch screen.

Tip: Other events related to the touchstart event are:

touchstart - occurs when the user touches an element

touchend - occurs when the user removes the finger from an element

touchmove - occurs when the user moves the finger across the screen

The touchcancel event occurs when the touch event gets interrupted.

```

<h1>DOM touchcancel Event</h1>
<p onclick="myFunction()">Touch this paragraph while you do something that will interrupt the event. Different devices will interrupt the
touch at different actions, so this example can be difficult to demonstrate, but it is considered good practice to include this event.</p>
<p><strong>Note:</strong> This example is for touch devices only.</p>
<p id="demo"></p>

1 // JavaScript Document
2 ▼ function myFunction() {
3     document.getElementById("demo").innerHTML = "Touch Cancelled";
4 }

<script src="js/touch.js">
</script>

```

5 4 2
0

The touchend event occurs when the user removes the finger from an element.

```

<p onclick="myFunction()">Touch this paragraph, then release the touch to trigger a function that will write "<strong>Hello World".</strong>
</p>
<p><strong>Note:</strong> This example is for touch devices only.</p>
<p id="demo2"></p>

6 ▼ function myFunction() {
7     document.getElementById("demo2").innerHTML = "Hello World";
8 }

```

The touchstart event occurs when the user touches an element.

```

<p onclick="myFunction(event)">Touch this paragraph, and move the finger to trigger a function that will display the x and y coordinates
of the touch, according to the document.</p>
<p id="demo3"></p>

```

```

9
10 ▼ function myFunction(event) {
11     var x = event.touches[0].clientX;
12     var y = event.touches[0].clientY;
13     document.getElementById("demo3").innerHTML = x + ", " + y;
14 }

```

The touchstart event occurs when the user touches an element.

```

<p ontouchstart="myFunction()"><strong>Touch this paragraph</strong> to trigger a function that will write "Hello World". This is an example of touchstart.</p>
<p id="demo4"></p>

```

```

14 }
15
16 ▼ function myFunction() {
17     document.getElementById("demo4").innerHTML = "Hello World";
18 }

```

Techniques employed are 100% functional in devices of choice.

Documentation: List the devices that you used to test the project

Laptop 14" Screen

32" Monitor Screen

Samsung 10+ Mobile Phone

Right Clicked on Webpage and inspected different devices such as

iPhone 4

iPad Mini

iPad

iPad Pro

Galaxy Fold

Galaxy S III

5 4 2
0

You apply search engine optimized for page titles, meta tags, body text, headings, images, internal links, and navigation.

Documentation: Provide a description justifying how you have provided the best search engine friendly optimization that you can for your project.

```

<meta charset="utf-8">
<!-- The width=device-width part sets the width of the page to follow the screen-width of the device (which will vary with device orientation)
The initial-scale=1.0 part sets the initial zoom level when the page is first loaded by the browser. -->
<meta content="width=device-width, initial-scale=1" name="viewport">
<meta name="author" content="Sabrina Larson">
<meta content="all" name="robots">
<meta content="Emerging Web Technology and Trends-Moblile Development and Touchscreen" name="description">
<meta content="HTML, CSS, Portfolio, Sabrina Larson, EWTT, Emerging Web Technology Trends" name="keywords">
<link href="css/standard.css" rel="stylesheet" type="text/css">
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.7.0/css/font-awesome.min.css">
<title>Mobile Site Development and TouchScreen Project</title>
</head>

```

Meta Name Robots Tag

< Meta Name = "Robots"

How do you explain to a spider of a search engine you only want it to index just the first page of your website or that it is allowed to index the whole website? You use a specific HTML meta tag the so called the meta robot's tag.

There are two main types of robot's meta directives: the meta robots tag and the x-robots-tag. Any parameter that can be used in a meta robot's tag can also be specified in an x-robots-tag.

5 4 2
0

Key Takeaway

Always add the Robots tag in the HEAD section of your site.

Adding noindex and nofollow means your website won't show up in the search results of a search engine.

Robots can ignore your meta tag. Especially malware robots that scan the web for security vulnerabilities, and email address harvesters used by spammers will pay no attention.

<https://www.metatags.org/all-meta-tags-overview/the-important-meta-tags/meta-name-robots-tag/>

I've been working in SEO for over 15 years, I've built hundreds of websites with millions of webpages, all my income is basically from websites, and I NEVER use the above robots meta tag and would NEVER advise using it. It is pointless adding an index, follow meta robots tag, you DO NOT need to add it just in case!

If you care about performance SEO which is part of the Google ranking algorithm you don't add unnecessary code, just in case!

I've added it to this SEO tutorial for clarity, but if you go ahead and use, I'm embarrassed for you! The default index, follow code is also equal to:

```
<meta name="robots" content="INDEX, FOLLOW">
```

```
<meta name="robots" content="Index, Follow">
```

The case is ignored.

If you only include one option the default is used for the other option, so

```
<meta name="robots" content="index">
```

is equal to the default index, follow.

```
<meta name="robots" content="follow">
```

is also equal to the default index, follow.

You will also find some websites list all as an option:

```
<meta name="robots" content="all">
```

I don't believe search engines recognize all option, but it doesn't matter since if a robot's meta tag isn't valid, it's ignored and index, follow is used.

<https://seo-gold.com/meta-robots-seo-tutorial/meta-name-robots-content-index-follow/>

```
<!-- The width=device-width part sets the width of the page to follow the screen-width of the device (which will vary depending on the device).
The initial-scale=1.0 part sets the initial zoom level when the page is first loaded by the browser. -->
<meta content="width=device-width, initial-scale=1" name="viewport">
<meta name="author" content="Sabrina Larson">
<meta content="index, follow" name="robots">
<meta content="Emerging Web Technology and Trends-Mobile Development and Touchscreen" name="description">
<meta content="HTML, CSS, Portfolio, Sabrina Larson, EWTT, Emerging Web Technology Trends" name="keywords">
<link href="css/standard.css" rel="stylesheet" type="text/css">
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.7.0/css/font-awesome.min.css">
<title>Mobile Site Development and TouchScreen Project</title>
</head>
```

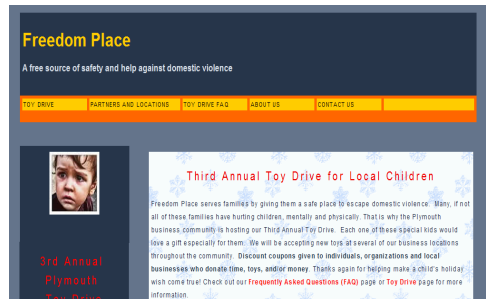
Design elements such as typography, body text, headings, graphics, links, and color are balanced, practical, and aesthetic in order to create unity and consistency resulting in a harmonious visual appearance applying standards of web design and development including

HTML and CSS validation when applicable.

Note: This means that every aspect of the page design has to be planned out and considered from a best practice perspective. Example: Typography, don't use 7 different font families. Best practices state 2-3. Best practices state that there should be a style design for the heading, for the text treatment, hyperlink states, etc. Also, consider all aspect of both visual and non-visual design elements. Don't forget page titles, alt tags on images, title text on hyperlinks, meta tags, footers, semantic structure of the page through correct use of headings, etc.

Also: This means that there has to be some design applied to the layout that doesn't just place one element after the other in a linear fashion straight down the page. You actually have to use CSS to position elements on the page. For example:

Linear and Not Acceptable >> >>>>>> Better design more acceptable.



Also: This means that all presentation styles by external CSS. This means that the page's controlled by external CSS. This can be multiple external style sheets. This means not used for layout. Tables can be used for data display only.

are controlled entire layout is done in one or that tables are

https://www.sabrinalarson.com/ewtt/LP1_PT2.html
<https://www.sabrinalarson.com/ewtt/>

Required

TOTAL: 55

Key: First Point Value = Criteria Fully Met
 Second Point Value = Criteria Present but minor errors exist (no redo required)
 Third Point Value = Criteria needs improvement –redo required
 Fourth Point Value = Criteria not present, not met

Yes: Link is in place and functional. 5 points.
 No: Link is not in place and/or not functional. 0 points.

Core Abilities Scoring Guide

Criteria	Values
Key: yes = 2 pts. no = 0 pts.	
Think Critically and Creatively: Learner synthesizes information from a variety of sources Note: List your sources!	
https://www.html5rocks.com/en/mobile/responsivedesign/ https://www.w3schools.com/css/css_rwd_intro.asp https://www.metatags.org/all-meta-tags-overview/the-important-meta-tags/meta-name-robots-tag/	yes no

https://www.smashingmagazine.com/2012/02/finger-friendly-design-ideal-mobile-touchscreen-target-sizes/ https://www.w3schools.com/ https://seo-gold.com/meta-robots-seo-tutorial/meta-name-robots-content-index-follow/	
Communicate Clearly: Learner will apply standard rules of language structure including grammar, spelling and punctuation	yes no
Learn Effectively: Learner shows initiative and is resourceful in finding supplemental learning materials and exam Note: <i>Sources need to go beyond what was given in class!!</i>	yes no
Act Responsibly: Learner completes tasks according to prescribed deadlines	yes no