### Essential Skills in Web Development

PV219, spring 2024

- Browsers implement standards inconsistently, make sure your site works reasonably well across all major browsers.
- At a minimum test against a recent <u>Gecko</u> engine (<u>Firefox</u>), a WebKit engine (<u>Safari</u> and some mobile browsers), <u>Chrome</u> (= <u>Opera</u> / <u>Edge</u>), and your <u>IE browsers</u> (discontinued in Feb 2023).
- Also consider how <u>browsers render your site</u> in different operating systems.

- Consider how people might use the site other than from the major browsers: *cell phones*, *screen readers* and *search engines*, for example.
- Some accessibility info: <u>WAI</u> and <u>Section508</u>.
- It should be a <u>legal requirement</u>. Utilize: <u>WAI-</u> <u>ARIA</u> and <u>WCAG 2</u>.

- Don't display unfriendly errors directly to the user.
- Add the attribute *rel="nofollow"* to usergenerated links to avoid spam.
- <u>Build well-considered limits into your site</u> (this also belongs under Security)

- Learn how to do progressive enhancement or graceful degradation.
- <u>Redirect after a POST</u> if that POST was successful, to prevent a refresh from submitting again.
- <u>Don't make me think</u> (by Steve Krug)

- Implement caching if necessary, understand and use <u>HTTP caching</u> properly as well as Web <u>HTML5 Cache Manifest</u> (deprecated in 2021!).
- Optimize images i.e. don't use a 2000 Kb image for a repeating background.
- Learn how to <u>gzip/deflate content</u> (<u>deflate is</u> <u>better</u>).

- Combine / concatenate multiple stylesheets or multiple script files to reduce number of browser connections and improve gzip ability to compress duplications between files.
- Use <u>CSS Image Sprites</u> for small related images like toolbars (...because of next point)
- Minimize the total number of HTTP requests required for a browser to render the page.

- Yahoo Exceptional Performance lots of great guidelines, including improving front-end performance and their <u>YSlow</u> tool (requires Firefox, Safari, Chrome or Opera).
- <u>Google page speed</u> (use with <u>browser</u> <u>extension</u>, or via browser's Developer tool) – a tool for performance profiling, and it optimizes your images too.

- Utilize <u>Google Closure Compiler</u> for JavaScript and <u>other minification tools</u>.
- Make sure there's a *favicon.ico* file in the root of the site, i.e. /favicon.ico. <u>Browsers will</u> <u>automatically request it</u>, even if the icon isn't mentioned in the HTML at all.
- If you don't have a /favicon.ico, this will result in a lot of 404s, draining your server's bandwidth.

## Technology

- Understand <u>HTTP</u> and things like GET, POST, sessions, cookies, and what it means to be "stateless".
- Write your <u>HTML</u> and <u>CSS</u> according to the <u>W3C specifications</u> and make sure they <u>validate</u>.
- Understand how JavaScript is processed in the browser (e.g. event loop).

## Technology

- Understand how the JavaScript sandbox works, especially if you intend to use iframes.
- JavaScript can and will be disabled, and that AJAX is therefore an extension, not a baseline.
- <u>NoScript</u> is becoming more popular, mobile devices may not work as expected, and Google won't run most of your JavaScript when indexing the site.

## Technology

- Learn the <u>difference between 301 and 302</u>
  <u>redirects</u> (this is also an SEO issue).
- Consider using a <u>Reset Style Sheet</u> or <u>normalize.css</u>.
- Consider using a service such as the <u>Google</u> <u>Libraries API</u> to load frameworks (or any another suitable CDN).

- Understand you'll spend 20 % of your time coding and 80 % of it maintaining, so code accordingly.
- Set up a good error reporting solution.
- Have a system for people to contact you with suggestions and criticisms (always accept feedback).

- Document how the application works for future support staff and people performing maintenance.
- Make frequent backups! (And make sure those backups are functional).
- Have a restore strategy, not just a backup strategy.

- Use a version control system to store your files, such as <u>Subversion</u>, <u>Mercurial</u> or <u>Git</u>.
- Don't forget to do your Acceptance Testing.
- Frameworks like <u>Selenium</u> can help. There are also many alternatives: <u>Robot Framework</u>, <u>PhantomJS</u>, <u>Cypress.io</u> or <u>BrowserSync</u>.

- Make sure you have sufficient logging in place using frameworks such as <u>log4j</u>, <u>log4net</u> or <u>log4r</u>.
- If something goes wrong on your live site, you'll need a way of finding out what.
- When logging make sure you capture both handled exceptions, and unhandled exceptions.
   Report / analyze the log output, as it'll show you where the key issues are in your site.