

# IN-CLASS STUDENT ACTIVITY 1.3: DEBUG AND TEST AN HTML5-BASED TOUCH-ENABLED APPLICATION

## **Lesson Objective 1.3:**

Debug and test an HTML5-based touch-enabled application.

## **Resources, software, and additional files needed for this lesson:**

1. None

## **Guiding questions:**

1. Why is it important to debug and test your application?
2. What are the features of an HTML5-based touch-enabled application?
3. How is an HTML5 touch-enabled application tested?

## **Student activity:**

### **Directions to the student:**

Read the following scenario and answer the questions. Verify your answers with the instructor.

### **Scenario:**

Lucio lallo recently started his own web design business. He is aware that many small businesses need a presence on the web. In addition, he knows that these websites must be scalable to participate in the exponential growth of the mobile web.

Lucio's friend, who works at the Alpine Ski Resort, mentioned that the resort is looking for someone to create a website for the business. Lucio has arranged a meeting with the resort owner to discuss what the resort needs for its web presence. To make a good impression, and hopefully be hired for the job, Lucio is making a list of questions to review with his potential client.

### **Content:**

1. What questions should Lucio ask to gather the information he needs to for the basic design of the site?
2. What questions should Lucio ask about the layout of the mobile version?
3. What should Lucio included in his plans for testing the application?