

Principle 1: **Perceivable** // Web content is made available to the senses - sight, hearing, and/or touch

Guideline 1.1 : Provide text alternatives for all non-text content

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	1.1.1 Non-text Content

Guideline 1.2 : Provide alternatives for time-based media.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	1.2.1 Audio-only and Video-only (Prerecorded)
A	<input checked="" type="checkbox"/>	1.2.2 Captions (Prerecorded)
A	<input checked="" type="checkbox"/>	1.2.3 Audio Description or Media Alternative (Prerecorded)

Guideline 1.3 : Create content that can be presented in different ways (for example simpler layout) without losing information or structure.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	1.3.1 Info and Relationships
A	<input checked="" type="checkbox"/>	1.3.2 Meaningful Sequence
A	<input checked="" type="checkbox"/>	1.3.3 Sensory Characteristics

Guideline 1.4 : Make it easier for users to see and hear content including separating foreground from background.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	1.4.1 Use of Color
A	<input checked="" type="checkbox"/>	1.4.2 Audio Control

Principle 2: **Operable** // Interface forms, controls, and navigation are operable.

Guideline 2.1 : Make all functionality available from a keyboard.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	2.1.1 Keyboard
A	<input checked="" type="checkbox"/>	2.1.2 No Keyboard Trap
A	<input checked="" type="checkbox"/>	2.1.4 Character Key Shortcuts

Guideline 2.2 : Provide users enough time to read and use content.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	2.2.1 Timing Adjustable
A	<input checked="" type="checkbox"/>	2.2.2 Pause, Stop, Hide

Guideline 2.3 : Do not design content in a way that is known to cause seizures.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	2.3.1 Three Flashes or Below Threshold

Guideline 2.4 : Provide ways to help users navigate, find content, and determine where they are.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	2.4.1 Bypass Blocks
A	<input checked="" type="checkbox"/>	2.4.2 Page Titled
A	<input checked="" type="checkbox"/>	2.4.3 Focus Order
A	<input checked="" type="checkbox"/>	2.4.4 Link Purpose (In Context)

Guideline 2.5 : Make it easier for users to operate functionality through various inputs beyond keyboard.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	2.5.1 Pointer Gestures
A	<input checked="" type="checkbox"/>	2.5.2 Pointer Cancellation
A	<input checked="" type="checkbox"/>	2.5.3 Label in Name
A	<input checked="" type="checkbox"/>	2.5.4 Motion Actuation

Principle 3: **Understandable** // Information and the operation of user interface must be understandable.

Guideline 3.1 : Make text content readable and understandable.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	3.1.1 Language of Page

Guideline 3.2 : Make Web pages appear and operate in predictable ways.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	3.2.1 On Focus
A	<input checked="" type="checkbox"/>	3.2.2 On Input
A	<input checked="" type="checkbox"/>	3.2.6 Consistent Help

Guideline 3.3 : Help users avoid and correct mistakes.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	3.3.1 Error Identification
A	<input checked="" type="checkbox"/>	3.3.2 Labels or Instructions
A	<input checked="" type="checkbox"/>	3.3.7 Redundant Entry

Principle 4: **Robust** // Content must be robust enough that it can be interpreted reliably by a wide variety of user agents, including assistive technologies.

Guideline 4.1 : Maximize compatibility with current and future user agents, including assistive technologies.

Level	TRUE	Success Criterion
A	<input checked="" type="checkbox"/>	4.1.1 Parsing (Obsolete and removed)
A	<input checked="" type="checkbox"/>	4.1.2 Name, Role, Value