

## GCSE Bitesize Computer Science

### Lorna Mitchell on standards

Hello, I'm Lorna, I'm a web development consultant. At the moment, I am developing an application for football fans to share their opinions after the game. Because everyone has an opinion, right? In technical terms, it's built of an API and a website that is designed for mobile application. So we're working a lot with phones and tablets on this project. Standards are so important on the web because, by agreeing on a standard, it allows many different kinds of systems to communicate with each other, even if they're built in different technology stacks by different people. So the standards that are out there are always a good place to start. If there is a standard published for what you want to do, then some smarter people than me have probably thought about that and it's a really good place to begin, even if you end up extending it a little bit for your own needs. The main standard on the web is HTTP, and in my football app I see this a lot, partly because the JavaScript in the browser makes some requests to the web server. But also the web server makes requests to other platforms. So the user will make a change or give us some data and we might then go and talk to another external service, and that's all done over the HTTP protocol. Without that standard it would be impossible to talk to all these different providers, consuming data about the various football matches, and then allowing users to share that data and to collect analytics and statistics about what the users are doing. It would just be really difficult if we didn't have those standards that we could share between all our systems.