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1.   Purpose

This document contains guidelines for developing the accessible TeamConnect (TC) application.
It is intended for members of R&D department that work with the TC UI.
Adhering to these guidelines will ensure accessibility of the TC application per Section 508.

2.   Organization

Section 3 of the Guidelines lists applicable technical Section 508 standards.
Section 4 specifies code guidelines. Each paragraph in this section corresponds to the related
Section 508 provision. Recommendations are illustrated with code examples and graphics.
Section 5 outlines limitations of the Guidelines.
Appendix A provides information on access keys implementation.

3.   Section 508 Technical Standards

The [Section 508 technical standards](#) are organized into 6 sections, each addressing a specific
type of products. Two sections of the standards, namely "Software applications and Operating
Systems" and "Web-based Intranet and Internet information and applications", directly apply to
the TeamConnect application.

Following is the list of provisions that TeamConnect must meet to conform to Section 508:

§ 1194.21 Software applications and Operating Systems

(a)   When software is designed to run on a system that has a keyboard, product functions shall
be executable from a keyboard where the function itself or the result of performing a function
can be discerned textually.

(b)   Applications shall not disrupt or disable activated features of other products that are identified
as accessibility features, where those features are developed and documented according to
industry standards. Applications also shall not disrupt or disable activated features of any
operating system that are identified as accessibility features where the application
programming interface for those accessibility features has been documented by the
manufacturer of the operating system and is available to the product developer.

(c)   A well-defined on-screen indication of the current focus shall be provided that moves among
interactive interface elements as the input focus changes. The focus shall be
programmatically exposed so that assistive technology can track focus and focus changes.

(d)   Sufficient information about a user interface element including the identity, operation and
state of the element shall be available to assistive technology. When an image represents a
program element, the information conveyed by the image must also be available in text.
…
(g) Applications shall not override user selected contrast and color selections and other individual
display attributes.
…
(j) When a product permits a user to adjust color and contrast settings, a variety of color
selections capable of producing a range of contrast levels shall be provided.

§ 1194.22 Web-based Intranet and Internet information and applications.

(a) A text equivalent for every non-text element shall be provided (e.g., via "alt", "longdesc", or in element content).

(b) Equivalent alternatives for any multimedia presentation shall be synchronized with the presentation.

(c) Web pages shall be designed so that all information conveyed with color is also available without color; for example, from context or markup.

(d) Documents shall be organized so they are readable without requiring an associated style sheet.

(e) Redundant text links shall be provided for each active region of a server-side image map.

(f) Client-side image maps shall be provided instead of server-side image maps except where the regions cannot be defined with an available geometric shape.

(g) Row and column headers shall be identified for data tables.

(h) Markup shall be used to associate data cells and header cells for data tables that have two or more logical levels of row or column headers.

(i) Frames shall be titled with text that facilitates frame identification and navigation.

(j) Pages shall be designed to avoid causing the screen to flicker with a frequency greater than 2 Hz and lower than 55 Hz.

(k) A text-only page, with equivalent information or functionality, shall be provided to make a Web site comply with the provisions of this part, when compliance cannot be accomplished in any other way. The content of the text-only page shall be updated whenever the primary page changes.

(l) When pages utilize scripting languages to display content, or to create interface elements, the information provided by the script shall be identified with functional text that can be read by assistive technology.

(m) When a Web page requires that an applet, plug-in or other application be present on the client system to interpret page content, the page must provide a link to a plug-in or applet that complies with §1194.21(a) through (l).

(n) When electronic forms are designed to be completed on line, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.

(o) A method shall be provided that permits users to skip repetitive navigation links.

(p) When a timed response is required, the user shall be alerted and given sufficient time to indicate more time is required.

4.   Coding Guidelines

4.1   Keyboard Navigation (§ 1194.21 (a))

4.1.1   All screen controls shall be keyboard-accessible and allow activation of their function using the keyboard. Keyboard navigation order shall be logical and sequential

4.1.2   To make scripts accessible by a keyboard as well as a mouse, mouse-dependent event handlers shall be avoided, and key-friendly triggers shall be used instead

Following are recommendations on using event handlers

Event Handler	Accessibility Considerations
onMouseDown	Use with onKeyPress or opt for onClick instead
onMouseOver/onMouseOut	Duplicate the information (if any) provided by these event handlers through other means
onMouseClick	Use onSelect instead
onLoad/onUnload	Use freely
onChange for selection from a list	Use onClick coupled with a link or button adjacent to a <SELECT> tag instead
onDblClick	Avoid
onBlur	Avoid
onFocus	Avoid

…

4.1.3   When as a result of user's action, a new field is displayed, the focus shall move to the newly appeared field, and not to the first field at the top of the screen (or at the top of the Batch Display)

For example, in the General view of the new object, once the "Contact-centric" object is selected, **place the focus** on the newly appeared "Role" field:

…