

CSS

2022

Link

```
<link rel="stylesheet" href="...css">
```

Selectors/Combinators

Global selector:

```
*{ }
```

Selects both the input and button:

```
input, button { }
```

Selects a child h2 inside a tag with id='myid':

```
#myid h2 { }
```

Selects only p elements with class center (no blank space between p and center):

```
p.center { }
```

Selects all selectors and applies the same properties to each one of them:

```
h1, h2, p { }
```

To select the classes of the `<div class="popup opened"></div>`

```
.popup.opened { }
```

To select the child div with class="opened"

```
<div class="popup">
```

```
  <div class="opened">
```

```
.popup .opened { }
```



blank space

To select all `<p>` inside a `<div>`:

```
div p { }
```

To select all `<p>` which are children¹ of a `<div>`:

```
div > p { }
```

To select all `<p>` appeared *immediately* after a `<div>`:

```
div + p { }
```

¹ direct descendant

To select all immediate relatives² <p> of <div>:

```
div ~ p { }
```

Pseudo-classes

`:first-child`

For example,

```
p i:first-child { }
```

selects the first of <i>s that belongs to <p>.

`:focus`

`:nth-of-type(2 / odd / even / βn+a)`

For example,

```
p: nth-of-type(2)
```

selects the second <p>.

Pseudo-elements

```
p::first-line { }
```

selects the first line of <p>

```
p::first-letter { }
```

selects the first letter of <p>

`::before`

inserts some content before the element. For example,

```
h1::before {content: url('smiley.gif')};
```

`::after`

`::marker`

Marker selects the bullets of a list.

`::selection`

Selects the region selected by the user.

² all <p> appeared continuously after the <div>

Attribute Selectors

```
a[target] { }
```

selects all <a> with target attribute.

```
a[target="_blank"] { }
```

selects all <a> with target="_blank" attribute.

```
a[target ~="value"] { }
```

selects all <a> with target containing the word "value".

|= means "begins with" and selects whole words only.

^= means "begins with".

\$= means "ends with".

*= means "contains".

Units

mm, cm, px, pt, em, vw, vh, rem, %, vmin, vmax

1em = size like the font = 16px (default font size)

2em = size double of the font

rem = em of the root

vmin = 1% of viewport's smallest dimension

Responsive units

1vw = 1% of the viewport's width

1vh = 1% of the viewport's height

Border

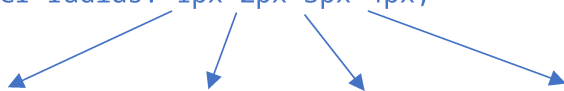
```
border: 5px solid red;
```

```
border-radius: 5px;
```

Same radius on all sides

```
border-radius: 1px 2px 3px 4px;
```

Different radius on sides



top-left

top-right

bottom-right

bottom-left

Background

`background-image: url();`

`background-size: auto;`

`100px 50px;`

`50% 70%;`

`cover;`

`contain;`

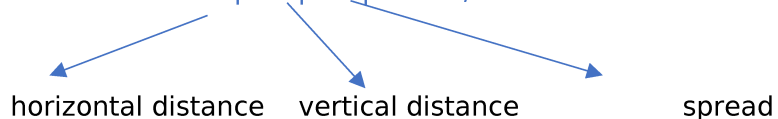
To repeat the background on the x-axis: `background-repeat: repeat-x;`

To make the background scroll: `background-attachment: scroll;`

To keep the background fixed: `background-attachment: fixed;`

Shadow

`text-shadow: 1px 2px 5px red;`



For a shadow around a box:

`box-shadow: inset 1px 2px 10px black;`



Positioning

`static;` (default)

`relative;` (to static)

`fixed;`

`absolute;` (position relative to the ancestor)

`sticky;`

To draw over other object, we use

`z-index`

Margins

To inherit the margin of the parent:

```
margin-left: inherit;
```

To center the element:

```
margin: auto;
```

Padding

To inherit the padding of the parent:

```
padding-left: inherit;
```

Padding increases the width of the element. To avoid this, use:

```
box-sizing: border-box;
```

Outline

Same as border without offset.

Offset

Empty space between the outline and the border.

Text

Some properties of text are:

- direction
- vertical-align
- text-decoration: overline / line-through / underline / none
- text-transform: uppercase / lowercase / capitalize

Center text

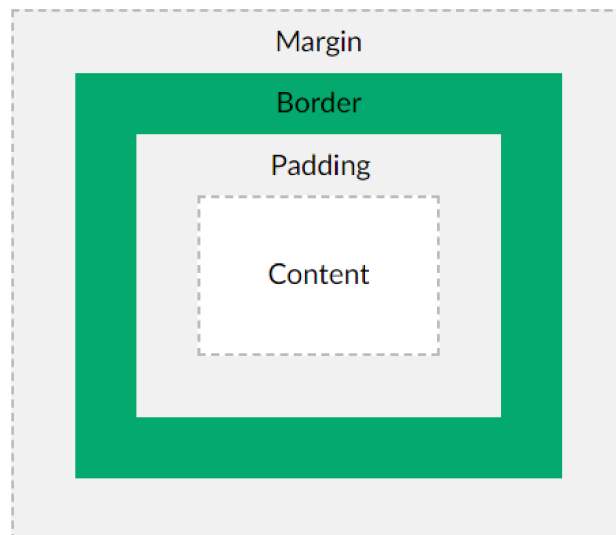
Center text horizontally:

```
text-align: center;
```

Center text vertically:

```
height:100px;
```

```
line-height:100px;
```



Related to text properties

`white-space: wrap / nowrap;`

`text-indent`

`letter-spacing`

`line-height`

`word-spacing`

In a text area, to avoid a grab at the bottom-right side (which is used for resizing), we write:

`resize:none;`

Link

`a:link`

`a:visited`

`a:hover`

`a:active`

List

`list-style-type`

`list-style-position`

`list-style-image`

Table

`border-collapse:collapse;`

`border-bottom`

`border-top`

`tr:hover`

`tr:nth-child(even)` which selects the even rows.

Responsive table

Put the table inside a `<div>` with `overflow-x:auto`.

Display

```
display: inline-block;
        block;
        inline;
        none;
        flex;
```

`display: none` hides the element but it takes some space. On the other hand,

`visibility:hidden` hides the element without keeping the empty space.

Width/Height

`max-width`

defines the maximum width of the element, even if the current width of the element is less than that.

Overflow

```
overflow: visible;
          hidden;
          scroll;
          auto;
```

`overflow-x`

`overflow-y`

Float

```
float:    left;
         right;
         none;
         inherit;
clear:    none;
         left;
         right;
         both;
         inherit;
```

clearfix

Old version of clearfix is:

```
.clearfix {
    overflow: auto;
}
```

New version of clearfix is:

```
.clearfix ::after {
    content: "";
    clear: both;
    display: table;
}
```

Flex

```
flex-container {
    display: flex;
    flex-wrap: nowrap;
}
```

Properties of the container

flex-direction: column / column-reverse / row / row-reverse

flex-wrap: wrap / nowrap / wrap-reverse

flex-flow: row wrap; shortens the previous expressions

Align horizontally:

`justify-content: center / flex-start / flex-end / space-around / space-between`

Align vertically:

`align-items: center / flex-start / flex-end / stretch (default) / baseline`

Align the lines:

`align-content: space-between / space-around / stretch / center / flex-start / flex-end`

Properties of the flex child items

`order:3;` the current child item will occupy the position 3

`flex-grow:8;` the current child item will be 8 times larger than the others

`flex-shrink:2;` the current child item will become 2 times smaller than others

`flex-basis:100px;` the default length of an item

`align-self` same as `align-items` but only for the current flex child.

`flex: 0 0 200px;`

`flex-grow` `flex-shrink` `flex-basis`

`flex: 25%;` means `flex-basis:25%`

Button

`cursor:pointer`

Counters

`counter-reset: variable;` means `variable = 0`

`counter-increment: variable;` means `variable++`

`content: "my text" counter(variable)` returns "my text" if `variable = 2`

Specificity Hierarchy

1000: style attributes (inline)

100: id

10: attributes, classes, pseudo-classes

1: element name, pseudo-element

Important

!important

We use !important to override other css settings, or to declare a style we do not want to change.

Transform 2D

```
transform: translate(x, y);
          rotate(20deg);
          scale(m, n);  m times the width & n times the height
          scaleX(m);
          scaleY(n);
          skew(20deg);
          skewX(20deg);
          skewY(20deg);
          matrix(a,b,c,d,e,f)
```

where

- a = scaleX
- b = skewY
- c = skewX
- d = scaleY
- e = translateX
- f = translateY

Transition

```
transition: width 2s;
```

the property we change

the duration of the change

The transition is executed after the property has changed.

```
transition: width 2s, height 3s, transform 2s;
```

```
transition-timing-function: ease; (default)
```

```
linear;
```

```
easy-in;
```

```
easy-out;
```

```
easy-in-out;
```

```

transition-delay:2s;
transition-duration:3s;
transition: width 2s linear 1s;

```

```

transition: all 0.3s;

```

Media Queries

```

@media screen and (min-width:480px) { }
@media screen and (max-width:600px) { }
@media screen and (max-width:992px) { }
@media only screen and (orientation:landscape) { }

```

Animation

```

@keyframes animationName {
  from { } ← from this style
  to { } ← to this style
}

```

```

@ keyframes animationName {
  0% { } ← beginning of the animation
  25% { }
  50% { }
  100% { } ← end of the animation
}

```

```

animation-name: animationName;
animation-duration: 4s;
animation-delay: 2s;    delay before the beginning of the animation
animation-iteration-count: infinite;
animation-iteration-count: 3;

```

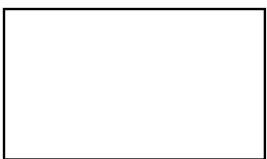
`animation-direction:` `normal;`
 `reverse;`
 `alternate;` `first normal, then reverse`
 `alternate-reverse;` `first reverse, then normal`

`animation-timing-function:` `ease;` `(default)`

 `linear;`
 `easy-in;`
 `easy-out;`
 `easy-in-out;`
 `cubic-bezier(n,n,n,n);`

`animation-fill-mode:` `none;` `default`
 `forwards;` `element retains last keyframe style`
 `backwards;` `element retains first keyframe style`
 `both;` `both above`

what style the
element will
have after the
animation



`animation:` `name duration function delay iteration direction;`

For example,

`animation: example 5s linear 2s infinite alternate;`

Smooth Scrolling

```
html {  
    scroll-behavior:smooth;  
}
```