

CSS

Notes for Professionals

Chapter 4: Selectors

CSS selectors identify specific HTML elements as targets for CSS styles. This topic covers how CSS HTML elements, classes, IDs, pseudo-elements and pseudo-classes, and patterns.

Section 4.1: Basic selectors

Selector	Description
div	Universal selector (all elements)
.blue	Tag selector (all <code><div></code> elements)
#blue	Class selector (all elements with class <code>blue</code>)
pseudo-class	All elements with class <code>blue</code> and <code>red</code> (a type of Compound selector)
:headline	ID selector (the element with <code>#id</code> attribute set to <code>headline</code>)
pseudo-class	All elements with pseudo-class
pseudo-element	Element that matches <code>pseudo-element</code>
:lang(en)	Element that matches <code>lang</code> declaration, for example <code>span lang="en"</code>
child	Child selector
~sibling	Sibling selector
!important	Element with !important declaration
!av	AV selector

Note: The value of an ID must be unique in a web page. It is a violation of the [HTML specification](#) if an ID is used more than once in the same document tree.

Section 4.2: Attribute Selectors

Overview

Attribute selectors can be used with various types of operators that change the way an element is selected using the presence of a given attribute or attribute value.

Selector(1)	Matched element
[attr]	Any <code><div></code> with attribute <code>attr</code>
[attr="val"]	<code><div> attr="val"</code>
[attr!="val"]	<code><div> attr!="val"</code>
[attr="val1" "val2" "val3"]	<code><div> attr="val1 val2 val3"</code>
[attr="val1" "val2" "val3" "val4"]	<code><div> attr="val1 val2 val3 val4"</code>
[attr^="val"]	<code><div> attr^="val"</code>
[attr\$="val"]	<code><div> attr\$="val"</code>
[attr*="val"]	<code><div> attr*="val"</code>
[attr ="val"]	<code><div> attr ="val"</code>
[attr="val1" "val2" ="val3"]	<code><div> attr="val1 val2 ="val3"</code>

Notes:

1. This attribute value can be surrounded by either single-quotes or double-quotes. No quotes at all may also work, but it's not valid according to the CSS standard, and is discouraged.

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Chapter 24: Grid

Grid layout is a new and powerful CSS layout system that allows to divide a web page content into rows and columns in an easy way.

Section 24.1: Basic Example

Property Possible Values

display: grid / inline-grid

The CSS Grid is defined as a display property. It applies to a parent element and its immediate children only.

Consider the following markup:

```
<section class="container">
  <div class="item">Item1</div>
  <div class="item">Item2</div>
  <div class="item">Item3</div>
  <div class="item">Item4</div>
</section>
```

The easiest way to define the markup structure above as a grid is to simply set its `display` property to `grid`:

```
container {
  display: grid;
```

However, doing this will invariably cause all the child elements to collapse on top of one another. This is because the children do not currently know how to position themselves within the grid. But we can explicitly tell them.

First we need to tell the grid element `container` how many rows and columns will make up its structure and we can do this using the `grid-columns` and `grid-rows` properties (note the pluralisation):

```
container {
  display: grid;
  grid-columns: 50px 50px 50px;
  grid-rows: 50px 50px;
```

However, that still doesn't help us much because we need to give an order to each child element. We can do this by specifying the `grid-row` and `grid-column` values which will tell it where it sits in the grid:

```
container item1 {
  grid-column: 1;
  grid-row: 1;
}

container item2 {
  grid-column: 2;
  grid-row: 1;
}

container item3 {
  grid-column: 1;
  grid-row: 2;
}

container item4 {
  grid-column: 2;
  grid-row: 2;
}
```

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Chapter 27: Animations

Parameter

property

duration

timing-function

delay

transition

@keyframes

[from | to] percentage

block

details

either the CSS property to transition on, or all, which specifies all transitionable properties.

Transition time, either in seconds or milliseconds.

Specifies a function to define how intermediate values for properties are computed.

Common values are ease, linear, and step-end. Check out the [Timing Function Cheat Sheet](#) for more.

Amount of time, in seconds or milliseconds, to wait before playing the animation.

You can either specify a set time with a percentage value, or two percentage values, i.e. 10%...30%, for a period of time where the keyframes set attributes are set. Any amount of CSS attributes for the keyframe.

Section 27.1: Animations with keyframes

For multi-stage CSS animations, you can create CSS keyframes. Keyframes allow you to define multiple animation points, called a keyframe, to define more complex animations.

Basic Example

In this example, we'll make a basic background animation that cycles between all colors.

```
background: rainbow-background;
@keyframes rainbow-background {
  0% {
    background-color: #ff0000;
  }
  8.33% {
    background-color: #ff7f00;
  }
  16.67% {
    background-color: #ffff00;
  }
  25.00% {
    background-color: #00ff00;
  }
  33.33% {
    background-color: #007fff;
  }
  41.67% {
    background-color: #0000ff;
  }
  50.00% {
    background-color: #7f00ff;
  }
  58.33% {
    background-color: #ff00ff;
  }
  66.67% {
    background-color: #ff007f;
  }
  75.00% {
    background-color: #ff7fff;
  }
  83.33% {
    background-color: #ffff7f;
  }
  91.67% {
    background-color: #00ffff;
  }
  100.00% {
    background-color: #ff0000;
  }
}
```

background: rainbow-background;

animation: rainbow-background 3s infinite;

There's a few different things to note here. First, the actual `keyframes` syntax.

`keyframes`

`rainbow-background`

This sets the name of the animation to `rainbow-background`.

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