Date:- 10th Jan 2023

CSS-Basics-II

(Gradients, Shadows, Positioning, transforms && FlexBox)

① Gradients :—

✓ Smooth transitions b/w the Colors.

Types :-

- Linear (down/up/ left/right /digonally)
- Radial (circular center)
- conic (conical shape)

(i) Linear gradient

background-image: Linear-gradient (Red, Blue)

→ By default it is Top to Down

~~(to right)~~,

(to right, Red, Blue) → Left to right

(to left, Red, Blue) → right to left

(to top, Red, Blue) → Bottom to top

Digonally {
(to bottom Right, Red, Blue) also left
(to top Right, Red, Blue) also left
}

Directions in Linear gradient :-

1) Default Direction (top to Bottom)

(2) Specific Direction (to right, to left etc. etc)

(3) Angle (90deg, Red, Blue)

(4) Using transparency → Black → Red

(to bottom, rgba(25,0,0,0),

rgba (0,0,255,1));

Blue

Transparency
lies from 0 to 1)

(ii) Radial Gradient :-

background-image: radial-gradient
(Red, Blue, orange);
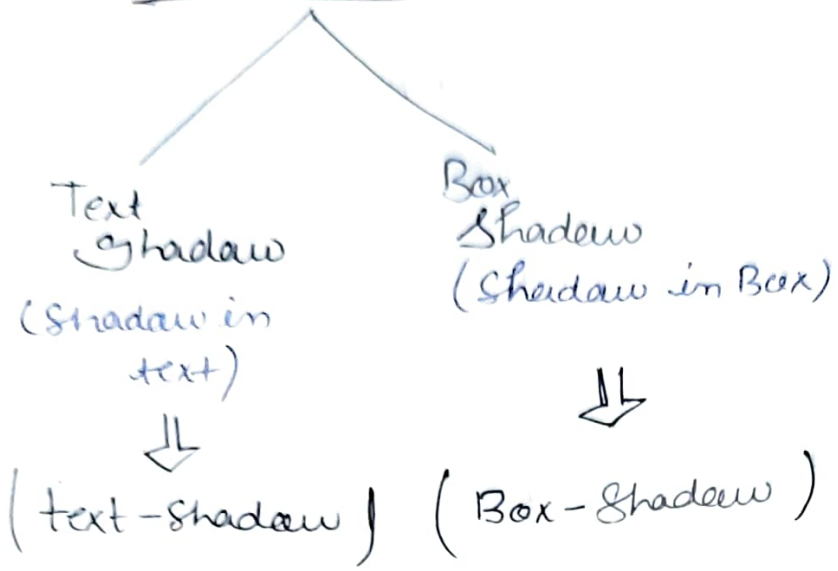↑   ↑
Starting.   last.

✓ Shape changing:-

(circle, Red, Blue, orange)
↑
Shape
change.

✓ percentage :-

(yellow 5%, orange 10%, red 50%)

(2) Shadows :-

Text Shadow (Shadow in text)
Box Shadow (Shadow in Box)

⇓

(text-Shadow)
(Box-Shadow)

Text Shadow

text-Shadow : 3px 3px 3px red ;

↑ horizontal distance from text

↑ vertical distance from text

← Blur effect

← color of Shadow

✓ default Shadow = text color.

Box Shadow

Box-Shadow : 10px 10px 10px ;

↗ Horizontal
→ vertical
↳ Blur

✓ By default Shadow = text color

else,

Box-Shadow : 10px 10px 10px red ;

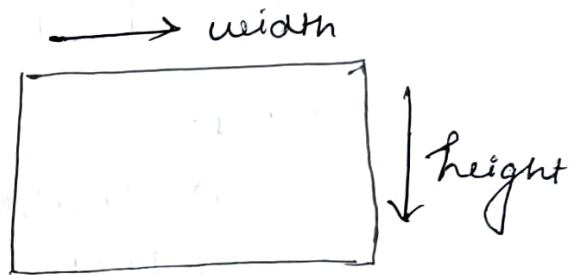→ color of Shadow

✓ we can also add multiple text / Box Shadow

✓ By giving -ve values we can change the direction of Shadow.

— x — 0 —

* Spread - Radius in Box-Shadow

(H/W)

③ Dimension properties

(1) width
(2) Height
(3) Min - height
(4) Min - width
(5) Max - height
(6) Max - width.

⟶ width

height

✓ Max - height :-
    if max - height is 500px
   & content exceeds 500px then the content will ~~override~~ (overflow) & will get out of the Div.
   'Till then Div will change its Size and adjust.
   when content > 500px (overflow)
✓ How to handle overflow ?
    overflow : Scroll ; (Imp)

✓ **Min-height**

if content is less than min-height
it will be inside the div.

if content gets bigger, the div block
will automatically become large.

content < block → Same size

content > block. → increase Size

Ⓗ Overflow property :—

values :-

1) Visible

2) Hidden

3) Scroll

4) Auto

} when too big
to fit in
block formatting
content.

overflow : visible (By default)
↳ visible content when overflow
from box

overflow : Hidden
↳ overflow content Hide.

overflow : Scroll
↳ Scrolling effect in your content

overflow : Auto
↳ depends on content

(4) Position property :- (positioning method used for an element)

1) Static (default)

2) Relative → adjusted away from its normal position. (Left/Right/Top/bottom)

3) Fixed → fixed place even if Scrolled.

4) Absolute
5) Sticky

→ positioned relative to the nearest positioned ancestor if no positional ancestor it used document body as parent.

✓ order wise → Static

✓ Relative to normal position → Relative.

✓ Fixed even if Scroll → Fixed.

→ Absolute positioned elements are removed from the normal flow, & can overlap elements.

→ Absolute & moves along with Scrolling, used document body when No Ancestor

→ (Sticky) → positioned based on the user's Scroll position.

toggles b/w relative & Fixed, depending on the Scroll position.

It is positioned relative until a given offset position is met in the viewport.

(5) 2D transforms :-

→ allow you to move, rotate, Scale & Skew elements.

✓ transform property methods :-

1) translate()   5) Scale()   9) Matrix()
2) rotate()   6) SkewX()
3) Scale X()   7) Skew Y()
4) Scale Y()   8) Skew()

* **Translate()** :- (Movement)

transform: translate (100px, 200px);
                      ↑   ↑
                    X-axis   Y-axis

* **rotate ()** :-

transform: rotate (45deg);

* **Scale()** :-   (zooming)

transform: Scale (2, 3)
                  ↑   ↑
           Horizontal vertical
            Scaling   Scaling

✓ we can also use decimal values here
                ea:(1.5)

* **Skew ()** :- (Tilt)

transform: Skew (20deg)

⑥ 3D Transform :-

Same operation w.r.t 3D ✓

(3 axis)

✓ Same properties will 3 axis :-