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Subject - Assignment - 6 Flex-Box Froggy Game

Task:

1. **Flex Direction:**

This property determines the primary axis along which the flex items will be laid out within their container. It has four possible values:

- `row`: Items are placed horizontally from left to right.
- `row-reverse`: Items are placed horizontally from right to left.
- `column`: Items are placed vertically from top to bottom.
- `column-reverse`: Items are placed vertically from bottom to top.

2. **Justify Content:**

This property defines how the flex items are distributed along the main axis (determined by the `flex-direction`). It controls the alignment of items when there is extra space available in the container. Possible values include:

- `flex-start`: Items are aligned at the start of the container.
- `flex-end`: Items are aligned at the end of the container.
- `center`: Items are centered along the main axis.
- `space-between`: Items are evenly spaced with the first item at the start and the last item at the end.
- `space-around`: Items are evenly spaced with equal space before the first item and after the last item.
- `space-evenly`: Items are evenly spaced with equal space between them.

3. **Align Items:**

This property determines how the flex items are aligned along the cross axis (perpendicular to the main axis). It's particularly useful when the 'flex-direction' is set to 'row'. Possible values include:

- `flex-start`: Items are aligned at the start of the cross axis.
- `flex-end`: Items are aligned at the end of the cross axis.
- `center`: Items are centered along the cross axis.
- `baseline`: Items are aligned based on their baselines.
- 'stretch': Items are stretched to fill the container's cross axis.

4. **Flex Wrap:**

This property controls whether the flex items should wrap into multiple lines if they can't fit within the container's width. Possible values are:

- `nowrap`: Items are all on one line (the default behavior).
- 'wrap': Items wrap onto multiple lines if necessary.
- `wrap-reverse`: Items wrap onto multiple lines in reverse order.

5. **Flex Grow/Shrink:**

These properties control how much an item should grow or shrink relative to the other items in the container. 'flex-grow' determines the proportion of available space the item should take up, while 'flex-shrink' determines how much an item should shrink if the container is too small.

6. **Gap:**

The `gap` property sets the space between the flex items. It's a shorthand for setting both the row-gap and column-gap (if applicable). It's similar to using margins between items but doesn't affect the sizing of the items themselves.















































