1. Explain the purpose of using the var() funtion in css. Also you have created two buttons with id named primarybtn and secondarybtn which should be given background colors using the var() function. The color code for the primarycolor is #00b7ff and secondarycolor is #6c757d.

Answer:- The var() function is used to insert the value of a CSS variable. CSS variables have access to the DOM, which means that you can create variables with local or global scope, change the variables with JavaScript, and change the variables based on media queries.

A good way to use CSS variables is when it comes to the colors of your design. Instead of copy and paste the same colors over and over again, you can place them in variables.

Purpose of var funtion:

- 1. Reusability
- 2. Consistency
- 3. Global changes

```
Code: <!DOCTYPE html>
<html lang="en">
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Document</title>
:root{
--primaryColor: #00b7ff;
 -secondaryColor: #6c757d;
button{
font-size: 25px;
border: none;
padding: 5px 20px;
color: white;
#primaryBtn{
background-color: var(--primaryColor);
#secondaryBtn{
background-color: var(--secondaryColor);
<button id="primaryBtn">primaryBtn</button>
<button id="secondaryBtn">secondaryBtn</button>
```

2. Create a 3d cube using the transaform property of css.

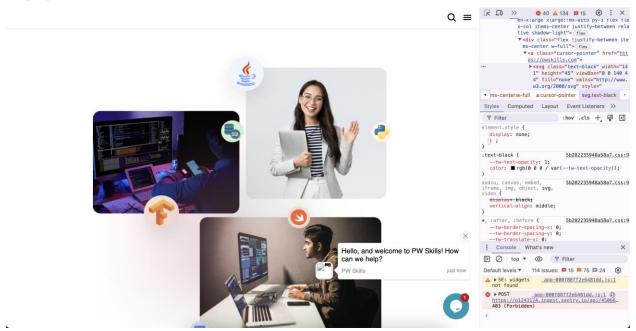
```
Answer: - <!DOCTYPE html>
<html lang="en">
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Document</title>
body{display: flex;
justify-content: center;
align-items: center;
min-height: 100vh;
margin: 0;
background-color: #fff;}
.scene{perspective: 1000px;}
.cube{width: 200px;
height: 200px;
position: relative;
transform-style: preserve-3d;
transform: rotateX(20deg) rotateY(30deg);}
.face{position: absolute;
width: 200px;
height: 200px;
background-color: rgba(0, 123,255, 0.7);
border: 1px solid #666;
display: flex;
justify-content: center;
align-items: center;
font-size: 25px;
font-weight: bolder;
opacity: 1;}
.front{transform: translateZ(100px);}
.back{transform: rotateY(180deg) translateZ(100px);}
.right{transform: rotateY(90px) translateZ(100px);}
.left{transform: rotateY(-90deg) translateZ(100px);}
.top{transform: rotateX(90deg) translateZ(100px);}
.bottom{transform: rotateX(-90deg) translateZ(100px);}
<div class="scene">
<div class="cube">
<div class="face front">front</div>
<div class="face back">back</div>
<div class="face right">Right</div>
<div class="face left">Left</div>
<div class="face top">Top</div>
<div class="face bottom">bottom</div>
```

Create a simple circular loader which will rotate continuously to look like a loading screen on a website.

```
Answer: - <!DOCTYPE html>
<html lang="en">
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Document</title>
body{
display: flex;
justify-content: center;
align-items: center;
min-height: 100vh;
margin: 0;
background-color: #f0f0f0;
.loader{
border: 4px solid lightskyblue;
border-left-color: #007bff;
border-radius: 50%;
width: 40px;
height: 40px;
animation: spin 1s linear infinite;
@keyframes spin{
0%{
transform: rotate(0deg);
100%{
transform: rotate(360deg);
<div class="loader"></div>
```

4. You have to visit the pw skill website and have to hide the logo by using the developer toool. This should be done using the css and developer tool only, use of javascript is prohibited.

Answer:-



5. You have to visit the pw skill website and have to change the content of the login/register btn to connect with us using the developer rool. This should be done using the elements of developer tool only.

