CSS POSSIPERING

WEEKLY OVERVIEW

WEEK 4 Responsive Design / CSS Positioning WEEK 5 Forms / Final Project Lab WEEK 6 Intro to JS / Functions

AGENDA

CSS Positioning

CSS Transitions

CSS Transforms

Wireframes

LAB

LEARNING OBJECTIVES

- Use the position property to position elements on the page
- Utilize transitions and transforms to add basic animations on hover

REVIEW

REVIEW

SLACK RESPONSE

- ▶ What are some common updates we might want to make when making a page responsive?
- ▶ What are media queries? What can we change inside media queries?
- ▶ Where should we add media queries? Why is this order important?
- I have the two following media queries. How should these be rearranged? Can anything be removed?

```
@media screen and (max-width: 400px) {
    .hamburger {
          display: block;
    }
    section {
          grid-template-columns: repeat(1, 1fr);
    }
}

@media screen and (max-width: 600px) {
    .hamburger {
          display: block;
    }
    section {
          grid-template-columns: repeat(2, 1fr);
    }
}
```

CLASSES AND IDS

CLASSES

 Classes are used to group elements together so that those elements can be targeted to add styles

```
<div class="alert">Content</div>
    .alert {
      color: red;
      font-size: 20px;
}
```

CLASSES AND IDS

To add multiple classes to an element, use a space-separated list:

```
<div class="alert success">Content</div>
```

The classes can then be used separately in the CSS file to add styles:

```
.alert {
   border: 2px solid black;
   font-size: 20px;
}
.success {
   background-color: red;
}
```

https://codepen.io/sarahholden/pen/aVdLmG?editors=1100

ANIMATION

ADVANCED CSS POSITIONING

ACTIVITY — **POSITIONING**



KEY OBJECTIVE

▶ Differentiate between various positioning techniques.

TYPE OF EXERCISE

Groups

TIMING

4 min

- 1. Complete steps 1 4B in positioning_intro
- 2. Bonus: If you finish early, look up "z-index CSS". What does this property do? Write a summary in Slack.

STATIC POSITIONING

- By default, elements on a page are similar to these wooden blocks.
- They will stack one on top of the other in the same order that they are placed in an HTML file. This is referred to as the "normal flow" of a document.



STATIC POSITIONING

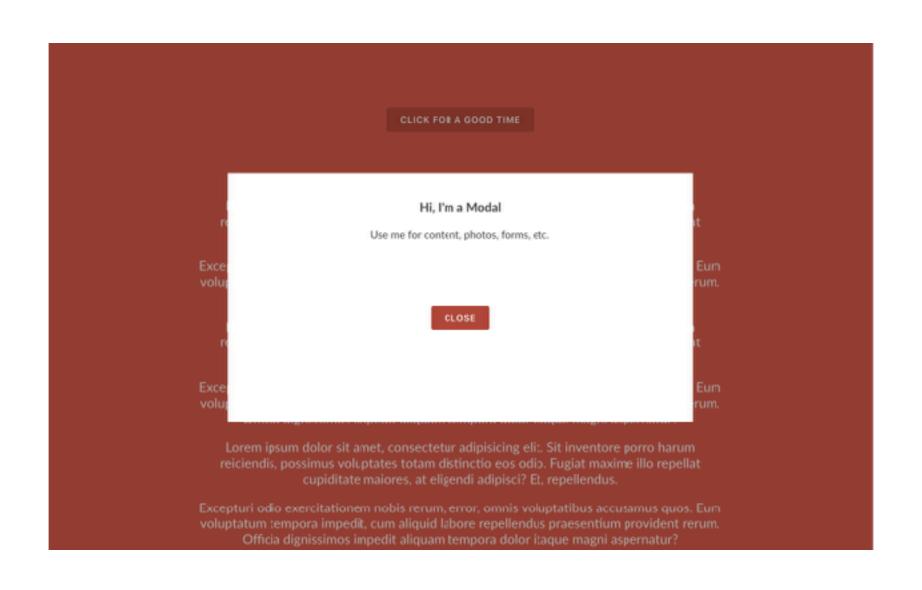
• We can use the position property in our CSS to take elements out of the normal flow of the document and specify where they should appear.

```
elementSelector {
    position: yourPositionHere;
}
```

CSS POSITIONING — SIDEBAR



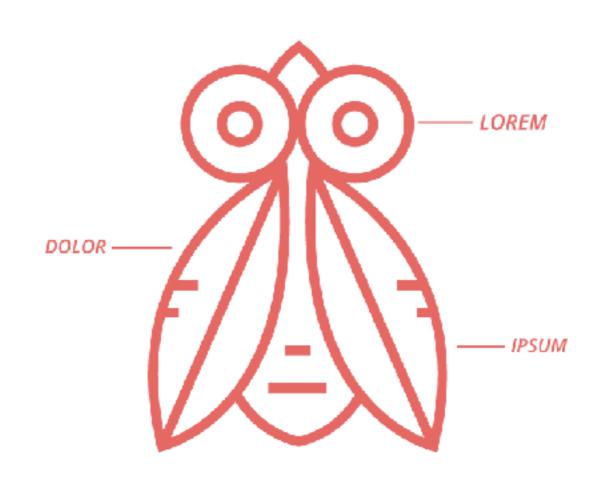
CSS POSITIONING — MODAL WINDOW



CSS POSITIONING — STICKY NAV



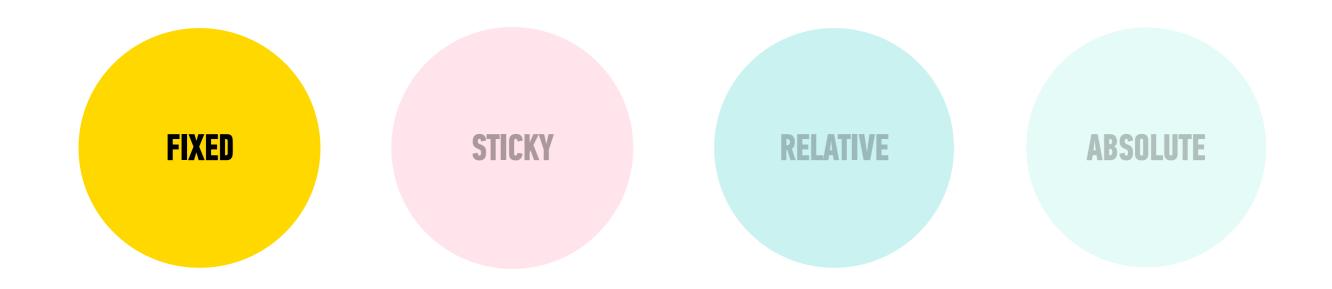
CSS POSITIONING — LABELS FOR IMAGE



ANIMATION

FIXED POSITIONING

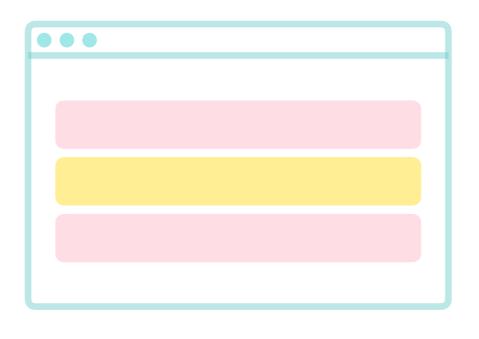
CSS POSITIONING

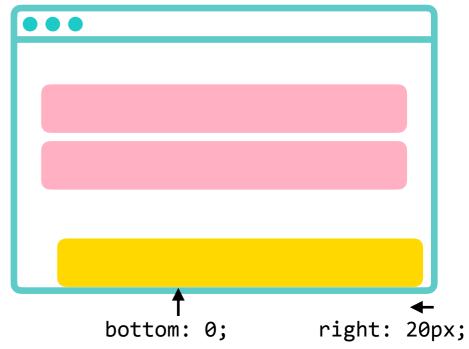


FIXED POSITIONING

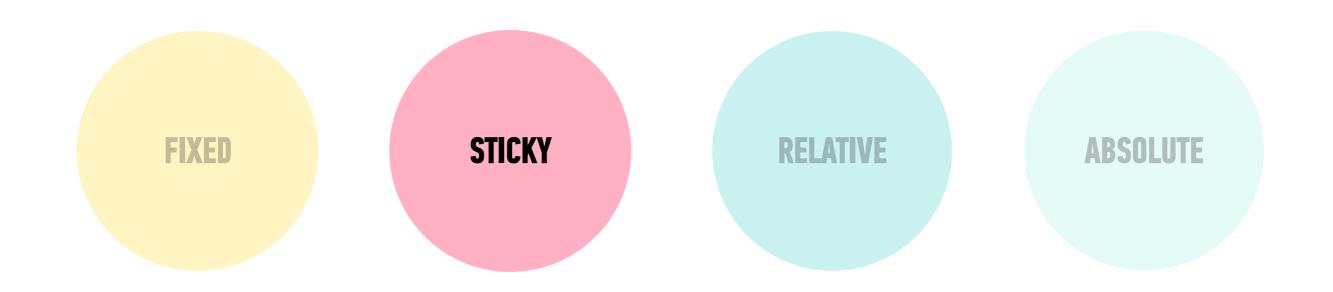
- ▶ When the user scrolls, it stays in the same place.
- Use right, top, left and/or bottom properties to specify where the element should go in relation to the browser window.

```
yourSelectorHere {
   position: fixed;
   bottom: 0;
   right: 20px;
}
```





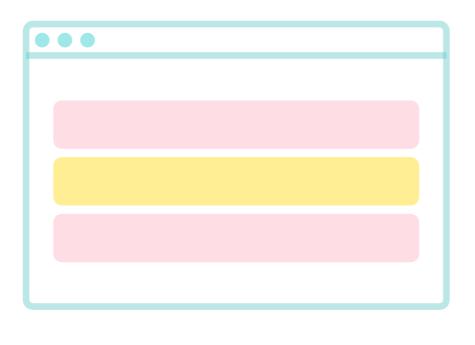
CSS POSITIONING

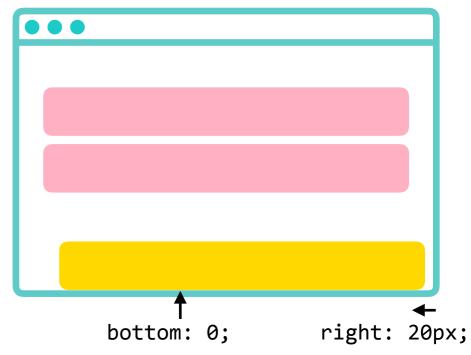


FIXED POSITIONING

- Similar to fixed position, this time the element will only "stick" when it reaches the specified **top** value.
- A value for **top** is *required* or it won't work!!.

```
yourSelectorHere {
   position: fixed;
   top: 0;
}
```





ANIMATION

Z-INDEX

OVERLAPPING ELEMENTS — Z-INDEX

- With relative, absolute, and fixed positioning, elements can overlap.
- We can use **z-index** to control which elements are layered on top of each other.
- ▶ This property takes a number the higher the number the closer that element is to the front.

Think of this like 'bring to front' and 'send to back' in programs like Adobe Illustrator.

ACTIVITY — **FIXED NAV**



KEY OBJECTIVE

Practice using CSS positioning

LOCATION

Starter Code > positioning_practice

TIMING

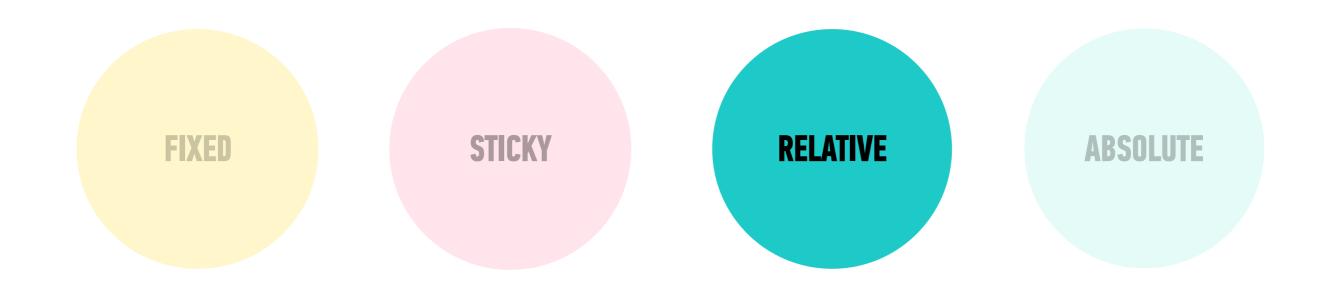
8 min

- 1. Follow step 1 in main.css
- 2. After getting fixed position to work, try changing the position from fixed to sticky!

ANIMATION

RELATIVE POSITIONING

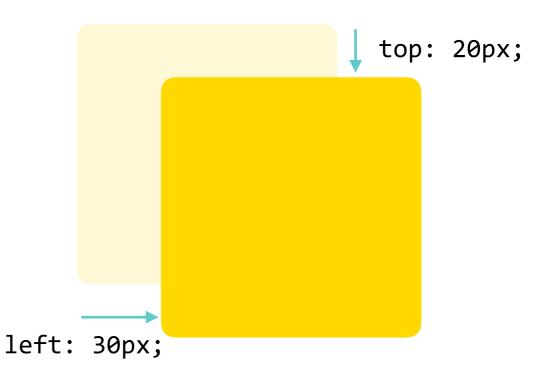
CSS POSITIONING



RELATIVE POSITIONING

- Moves an element relative to where it would have been in normal flow.
- For example: left: 20px adds 20px to an element's **left** position

```
yourSelectorHere {
   position: relative;
   top: 20px;
   left: 30px;
}
```



ANIMATION

ABSOLUTE

ABSOLUTE POSITIONING

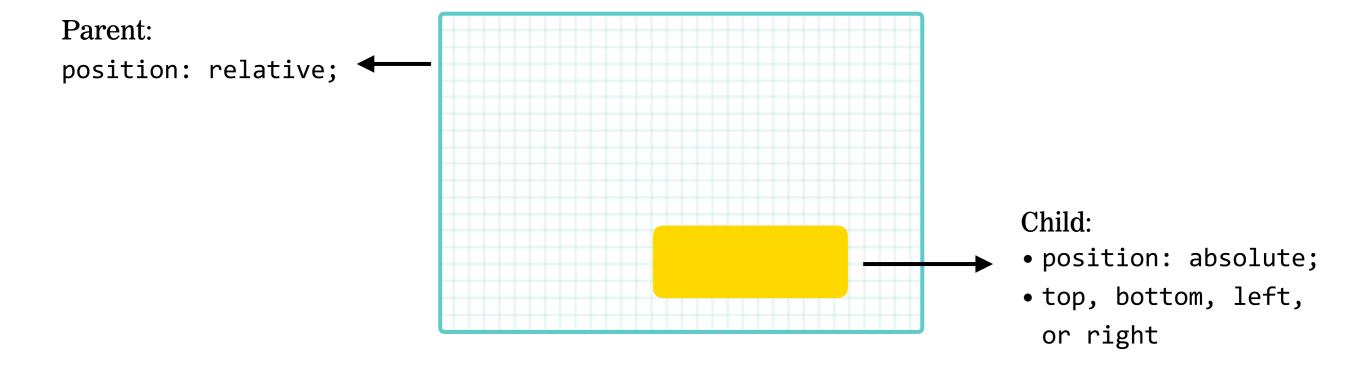
- Position an element exactly where you want it
- No longer affects the position of other elements on the page (they act like it's not there).
- You can add the *right*, *top*, *left* and *bottom* properties to specify where the element should appear

```
yourSelectorHere {
  position: absolute;
  top: 20px;
  left: 30px;
}
```

POSITIONING THINGS ABSOLUTELY

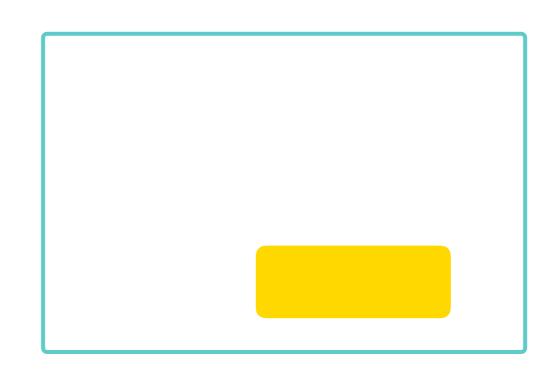


POSITIONING THINGS ABSOLUTELY



POSITIONING THINGS ABSOLUTELY

```
<section>
  <div class="info"></div>
</section>
section {
  position: relative;
.info {
  position: absolute;
  bottom: 20px;
  right: 50px;
```



ACTIVITY — **ABSOLUTE POSITIONING**



KEY OBJECTIVE

Practice using CSS positioning

LOCATION

Starter Code > positioning practice

TIMING

8 min

1. Follow step 2 in main.css

WANT TO LEARN MORE?

Resources for more info/examples:

→ A List Apart: <u>CSS Positioning 101</u>

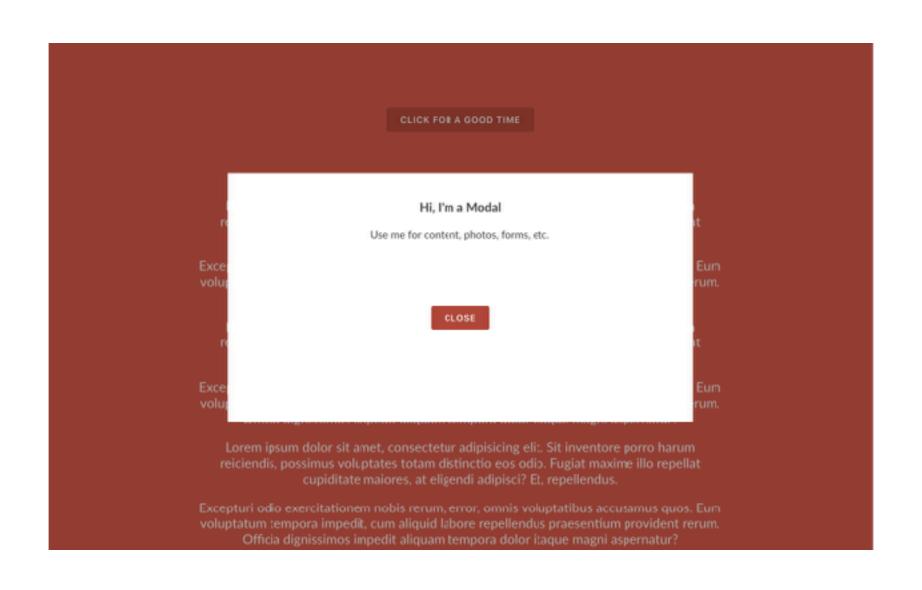
ACTIVITY — **SCROLL ANIMATIONS**

- 1. We want to position an element inside another element. One is a parent and the other is the child. Which would we set a position of relative and which would we give a position of absolute? Do we need to add anything else?
- 2. Take a look at the following four slides. Which positioning would we need to use for each?

CSS POSITIONING — SIDEBAR



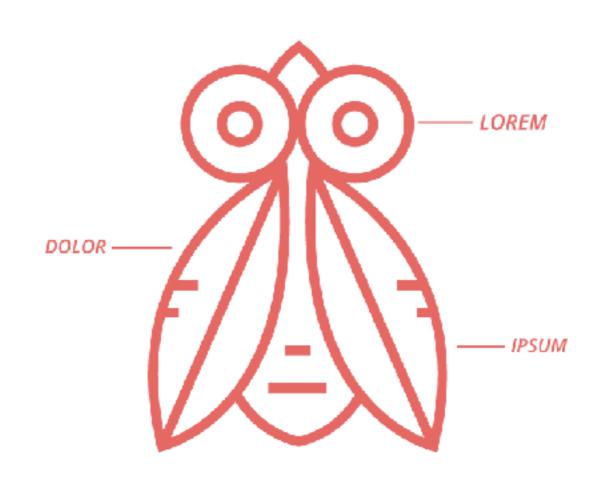
CSS POSITIONING — MODAL WINDOW



CSS POSITIONING — STICKY NAV



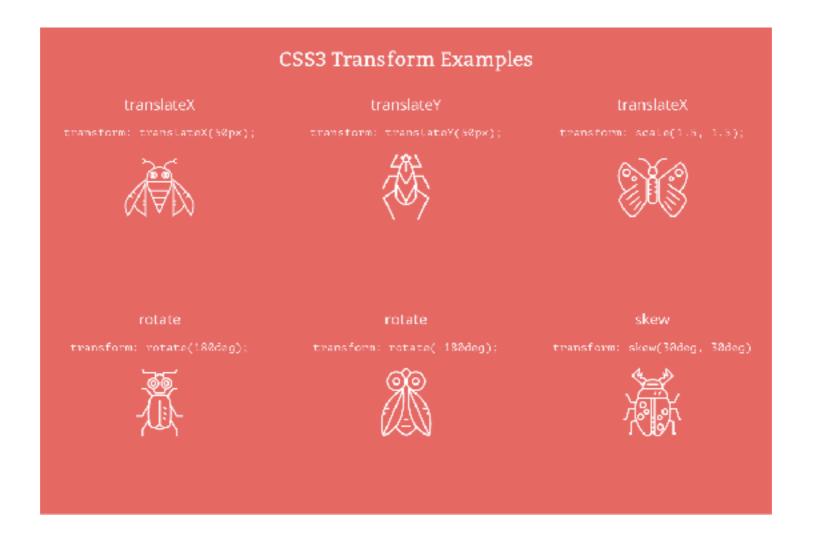
CSS POSITIONING — LABELS FOR IMAGE



ANIMATION

TRANSITIONS

LET'S TAKE A CLOSER LOOK — TRANSFORM



Syntax: W3 Schools

TRANSITIONS

- Provide a way to control animation speed when changing properties
- Instead of having property changes take effect immediately, you can have them take place over a period of time.

```
yourSelectorHere {
    transition: what-to-transition animation-duration timing-function;
}
```

EXAMPLE:

```
transition: all 350ms ease-in-out;
```

- ▶ Can specify a specific property to transition or "all" to transition all properties
- ▶ *Default*: all

```
yourSelectorHere {
    transition: opacity 0.5s;
}
yourSelectorHere {
    transition: all 0.5s;
}
```

▶ A time value, defined in seconds or milliseconds

```
yourSelectorHere {
    transition: height 0.5s;
}
yourSelectorHere {
    transition: height 300ms;
}
```

- Describes how a transition will proceed over its duration, allowing a transition to change speed during its course.
- Timing functions: ease, linear, ease-in, ease-out, ease-in-out

```
yourSelectorHere {
    transition: opacity 0.5s ease;
}
```

Examples for each

ACTIVITY — **BUTTON LAB**



KEY OBJECTIVE

▶ Practice using CSS transitions

TYPE OF EXERCISE

Individual/Partner Lab

TIMING

6 min

1. Add :hover styles and transition to the button

BORDER SHORTHAND

For a border on all sides:

border: width style color; border: 1px solid red;

For a border on one side:

```
border-top: width style color; border-top: 1px solid red;
```

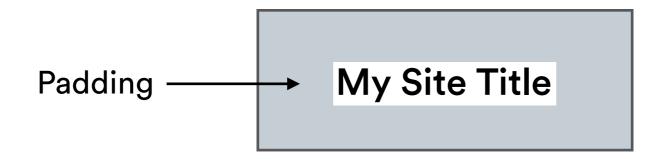
border-right: width style color; border-right: 1px solid red;

border-bottom: width style color; border-bottom: 1px solid red;

border-left: width style color; border-left: 1px solid red;

PADDING

We can add padding to get space between our content and the border



MORE FUN WITH TRANSITIONS — CODROPS

Fun CSS button styles: <u>Creative buttons</u>

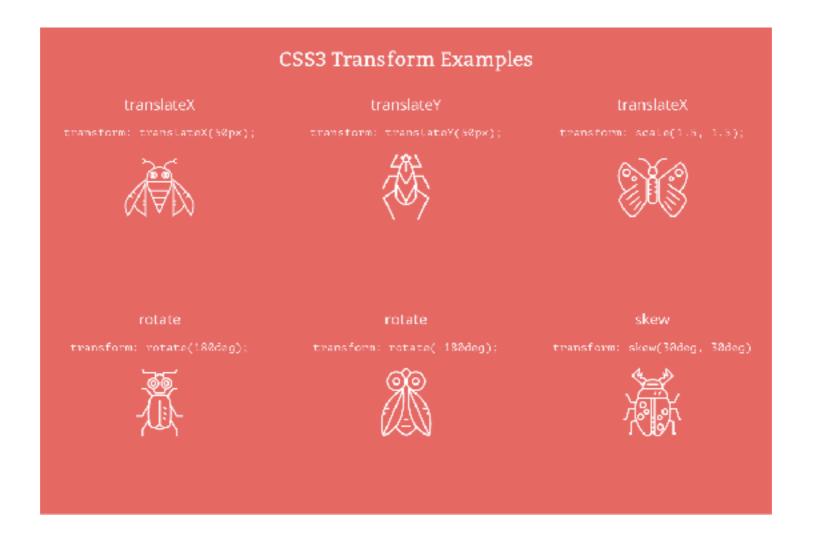
Icon hover effects: Icon Hover Effects

Modal dialogue effects (advanced): <u>Dialogue Effects</u>

ANIMATION

TRANSFORMATIONS

LET'S TAKE A CLOSER LOOK — TRANSFORM



Syntax: W3 Schools

ACTIVITY — TRANSFORM ON TIMER



KEY OBJECTIVE

Practice using CSS transitions

TYPE OF EXERCISE

Individual/Partner Lab

TIMING

10 min

- 1. Follow the instructions in starter code > transform_bug > style.css
- 2. You'll want to use CHROME to test this!

FEWD

IMAGE OVERLAY LAB

ACTIVITY



LOCATION

starter code > image_overlay

KEY OBJECTIVE

▶ Practice working through common interactions

TIMING

20 min

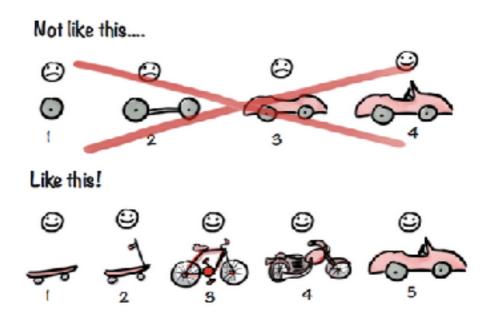
1. Work through the steps in your CSS.

FINAL PROJECT

WIREFRAMES

PLANNING OUT YOUR PROJECT

- In software development, you'll hear this advice over and over: start with the simplest possible thing you can build to reach your goal, then add on!
- You probably already have an awesome project idea. Most people don't have time during this class to get to the "racecar" version of their projects, but you should learn a lot and get a working site.



TECHNICAL REQUIREMENTS — SCOPE

- ▶ Ensure projects are feasible and appropriately scoped
- Save development time by planning thoroughly
- Figure out the simplest possible implementation of your idea. What is the "skateboard" version of your site?
- Keep in mind that because this is a front-end course, we won't go over how to add back-end features like logging in users or storing user data.
- Write down a few sentences that describe what your vision is and what the most important parts of your site are.

TECHNICAL REQUIREMENTS — WIREFRAMES

- Sketch out the core pages of your app.
- ▶ Start simple: draw some boxes. Add some text to the boxes to show what part of the page they are, like the header, sidebar, images, titles, articles, and so on.



SUBMISSION

Create a folder wireframes and save any images, pdfs, wireframes in that folder Then drag and drop to your GitHub homework folder

WEEKLY OVERVIEW

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LAB

LEARNING OBJECTIVES

- Use the position property to position elements on the page
- Utilize transitions and transforms to add basic animations on hover

HTML BASICS

EXIT TICKETS