

CSS: Introduction

Chapter 3

Objectives

1

What is **CSS**?

2

CSS **Syntax**

3

Location of Styles

4

Selectors

5

The **Cascade**: How
Styles Interact

6

The **Box** Model

7

CSS **Text** Styling

Section 1 of 7

WHAT IS CSS?

What is CSS?

You be styling soon

CSS is a W3C standard for describing the **presentation (or appearance)** of HTML elements.

With CSS, we can assign

- font properties,
- colors,
- sizes,
- borders,
- background images,
- even the position of elements.

What is CSS?

You be styling soon

CSS is a language in that it has its own syntax rules.

CSS can be added directly to any HTML element (via the style attribute), within the **<head>** element, or, most commonly, in a separate text file that contains only CSS.

Benefits of CSS

Why using CSS is a better way of describing presentation than HTML

- The degree of formatting control in CSS is significantly better than that provided in HTML.
- Web sites become significantly more maintainable because all formatting can be centralized into one, or a small handful, of CSS files.
- CSS-driven sites are more accessible.
- A site built using a centralized set of CSS files for all presentation will also be quicker to download because each individual HTML file will contain less markup.
- CSS can be used to adopt a page for different output mediums.
- However, not really designed to be a layout language, so authors often find it tricky dealing with floating elements, relative positions, inconsistent height handling, overlapping margins, and non-intuitive naming.

CSS Versions

Let's just say there's more than 1

- W3C published the CSS Level 1 Recommendation in 1996.
- A year later, the CSS Level 2 Recommendation (also more succinctly labeled simply as CSS2) was published.
- Even though work began over a decade ago, an updated version of the Level 2 Recommendation, [CSS2.1](#), did not become an official W3C Recommendation until June 2011.
- And to complicate matters even more, all through the last decade (and to the present day as well), during the same time the CSS2.1 standard was being worked on, a different group at the W3C was working on a [CSS3](#) draft.
- The following CSS3 modules have made it to official W3C Recommendations:
 - CSS Selectors, CSS Namespaces, CSS Media Queries, CSS Color, CSS Style Attributes

Section 2 of 7

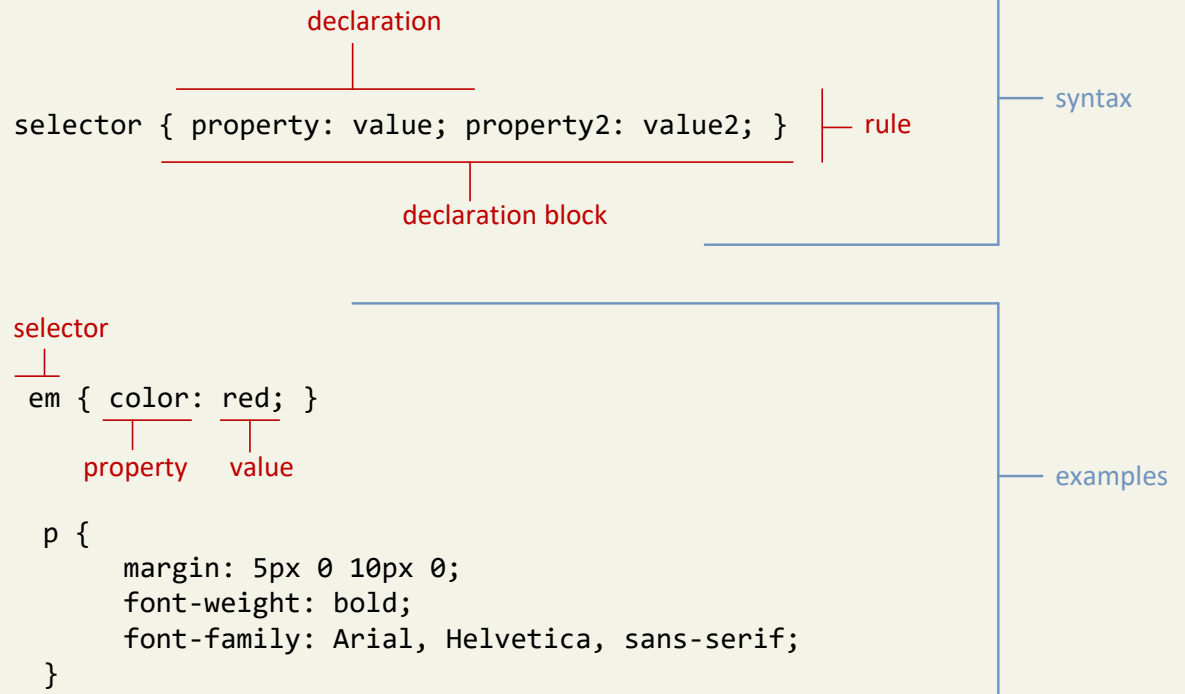
CSS SYNTAX

CSS Syntax

Rules, properties, values, declarations

A CSS document consists of one or more **style rules**.

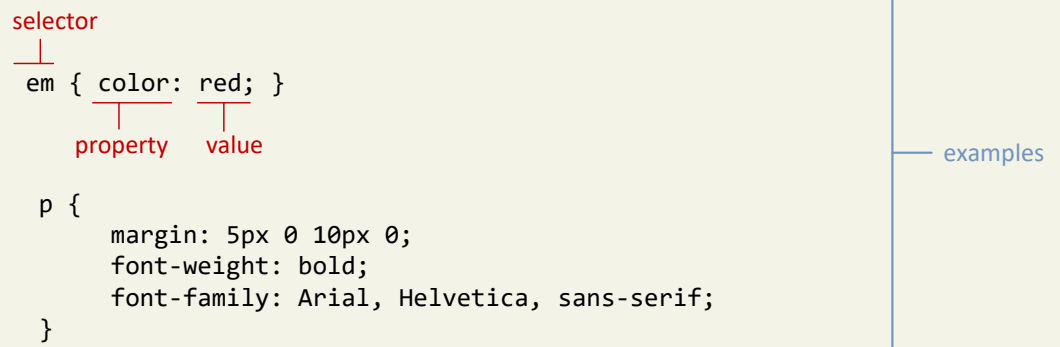
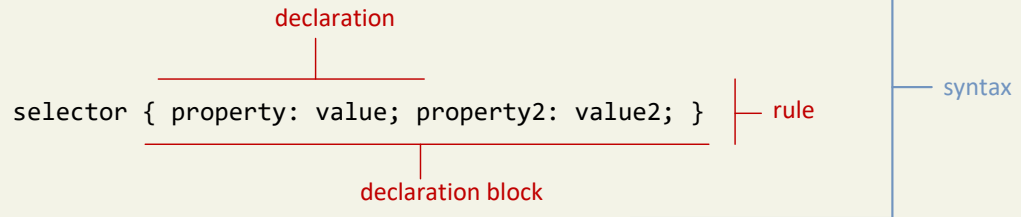
A rule consists of a selector that identifies the HTML element or elements that will be affected, followed by a series of **property** and **value** pairs (each pair is also called a **declaration**).



Declaration Blocks

The series of declarations is also called the **declaration block**.

- A declaration block can be together on a single line, or spread across multiple lines.
- The browser ignores white space
- Each declaration is terminated with a semicolon.



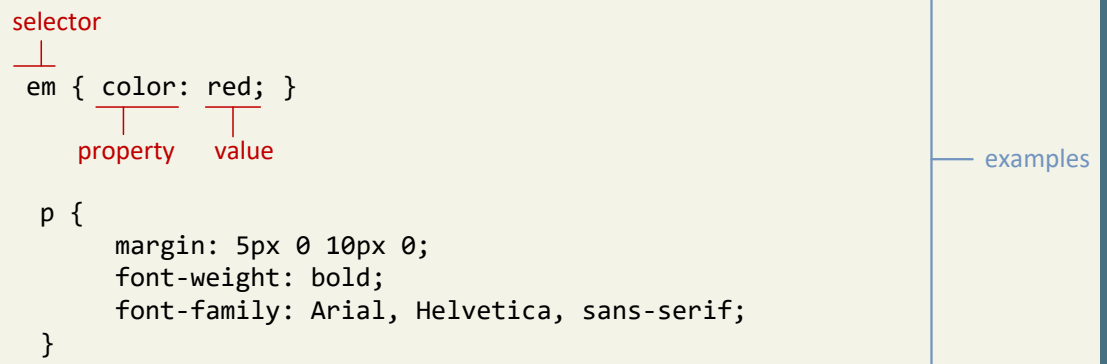
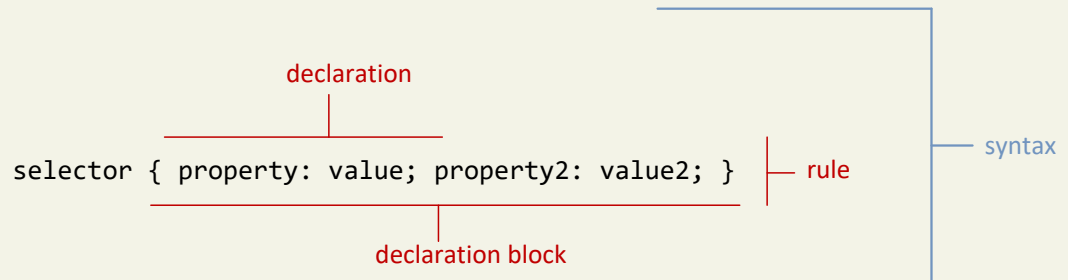
Selectors

Which elements

Every CSS rule begins with a **selector**.

The selector identifies which element or elements in the HTML document will be affected by the declarations in the rule.

Another way of thinking of selectors is that they are a pattern which is used by the browser to select the HTML elements that will receive the style.



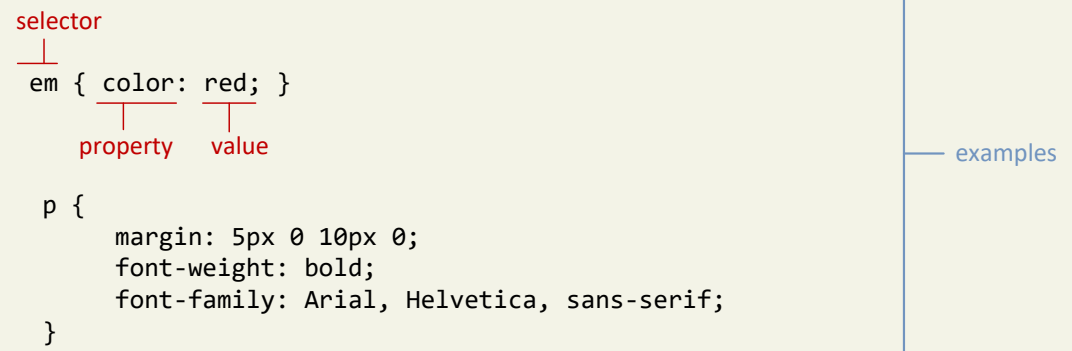
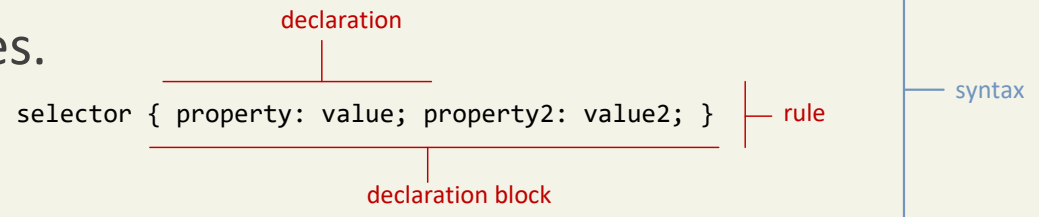
Properties

Which style properties of the selected elements

Each individual CSS declaration must contain a **property**.

These property names are predefined by the CSS standard.

The CSS2.1 Recommendation defines over a hundred different property names.



Properties

Common CSS properties

Property Type	Property
Fonts	font font-family font-size font-style font-weight @font-face
Text	letter-spacing line-height text-align text-decoration* text-indent
Color and Background	background background-color background-image background-position background-repeat box-shadow color opacity
Borders	border* border-color border-width border-style border-top, border-left, ...* border-image* border-radius

Properties

Common CSS properties continued.

Property Type	Property
Spacing	padding padding-bottom, padding-left, ... margin margin-bottom, margin-left, ...
Sizing	height max-height max-width min-height min-width width
Layout	bottom, left, right, top clear display float overflow position visibility z-index
Lists	list-style* list-style-image list-style-type
Effects	animation* filter perspective transform* transition*

Values

What style value for the properties

Each CSS declaration also contains a **value** for a property.

- Some property values are from a predefined list of keywords.
- Others are values such as length measurements, percentages, numbers without units, color values, and URLs.

Color Values

CSS supports a variety of different ways of describing color

Method	Description	Example
Name	Use one of 17 standard color names. CSS3 has 140 standard names.	<code>color: red;</code> <code>color: hotpink; /* CSS3 only */</code>
RGB	Uses three different numbers between 0 and 255 to describe the Red, Green, and Blue values for the color.	<code>color: rgb(255,0,0);</code> <code>color: rgb(255,105,180);</code>
Hexadecimal	Uses a six-digit hexadecimal number to describe the red, green, and blue value of the color; each of the three RGB values is between 0 and FF (which is 255 in decimal). Notice that the hexadecimal number is preceded by a hash or pound symbol (#).	<code>color: #FF0000;</code> <code>color: #FF69B4;</code>
RGBA	Allows you to add an alpha, or transparency, value. This allows a background color or image to “show through” the color. Transparency is a value between 0.0 (fully transparent) and 1.0 (fully opaque).	<code>color: rgb(255,0,0, 0.5);</code>
HSL	Allows you to specify a color using Hue Saturation and Light values. This is available only in CSS3. HSLA is also available as well.	<code>color: hsl(0,100%,100%);</code> <code>color: hsl(330,59%,100%);</code>

Units of Measurement

There are multiple ways of specifying a unit of measurement in CSS

Some of these are **relative units**, in that they are based on the value of something else, such as the size of a parent element.

Others are **absolute units**, in that they have a real-world size.

Unless you are defining a style sheet for printing, it is recommended to avoid using absolute units.

Relative Units

Unit	Description	Type
em	Equal to the computed value of the font-size property of the element on which it is used. When used for font sizes, the em unit is in relation to the font size of the parent.	Relative
%	A measure that is always relative to another value. The precise meaning of % varies depending upon which property it is being used.	Relative
ex	A rarely used relative measure that expresses size in relation to the x-height of an element's font.	Relative
ch	Another rarely used relative measure; this one expresses size in relation to the width of the zero ("0") character of an element's font.	Relative (CSS3 only)
rem	Stands for root em, which is the font size of the root element. Unlike em , which may be different for each element, the rem is constant throughout the document.	Relative (CSS3 only)
vw, vh	Stands for viewport width and viewport height. Both are percentage values (between 0 and 100) of the viewport (browser window). This allows an item to change size when the viewport is resized.	Relative (CSS3 only)

Absolute Units

Unit	Description	Type
in	Inches	Absolute
cm	Centimeters	Absolute
mm	Millimeters	Absolute
pt	Points (equal to 1/72 of an inch)	Absolute
pc	Pica (equal to 1/6 of an inch)	Absolute
px	Pixel, 1/96 of an inch.	Absolute

Comments in CSS

It is often helpful to add comments to your style sheets. Comments take the form:

`/ comment goes here */`*

Section 3 of 7

LOCATION OF STYLES

Actually there are three ...

Different types of style sheet

Author-created style sheets (what we are learning in this presentation).

User style sheets allow the individual user to tell the browser to display pages using that individual's own custom style sheet. This option is available in a browser usually in its accessibility options area.

The **browser style sheet** defines the default styles the browser uses for each HTML element.

Style Locations

Author Created CSS style rules can be located in three different locations

CSS style rules can be located in three different locations.

- Inline
- Embedded
- External

You can combine all 3!

Inline Styles

Style rules placed within an HTML element via the style attribute

Inline styles are style rules placed within an HTML element via the style attribute

```
<h1>Share Your Travels</h1>
```

```
<h2 style="font-size: 24pt">Description</h2>
```

...

```
<h2 style="font-size: 24pt; font-weight:bold;">  
Reviews</h2>
```

Using inline styles is generally discouraged

Handy for quickly testing out a style change

Embedded Style Sheet

Style rules placed within the `<style>` element inside the `<head>` element

```
<head lang="en">
  <meta charset="utf-8">
  <title>Share Your Travels -- New York - Central Park</title>
  <style>
    h1 { font-size: 24pt; }
    h2 {
      font-size: 18pt;
      font-weight: bold;
    }
  </style>
</head>
<body>
  <h1>Share Your Travels</h1>
  <h2>New York - Central Park</h2>
  ...

```

LISTING 3.2 Embedded styles example

While better than inline styles, using embedded styles is also by and large discouraged.

Since each HTML document has its own `<style>` element, it is more difficult to consistently style multiple documents when using embedded styles.

External Style Sheet

Style rules placed within an external text file with the .css extension

```
<head lang="en">  
  <meta charset="utf-8">  
  <title>Share Your Travels -- New York - Central Park</title>  
  <link rel="stylesheet" href="styles.css" />  
</head>
```

LISTING 3.3 Referencing an external style sheet

This is by far the most common place to locate style rules because it provides the best maintainability.

- When you make a change to an external style sheet, all HTML documents that reference that style sheet will automatically use the updated version.
- The browser is able to cache the external style sheet which can improve the performance of the site

Section 4 of 7

SELECTORS

Selectors

Things that make your life easier

When defining CSS rules, you will first need to use a **selector** to tell the browser which elements will be affected.

CSS selectors allow you to select

- individual elements
- multiple HTML elements,
- elements that belong together in some way, or
- elements that are positioned in specific ways in the document hierarchy.

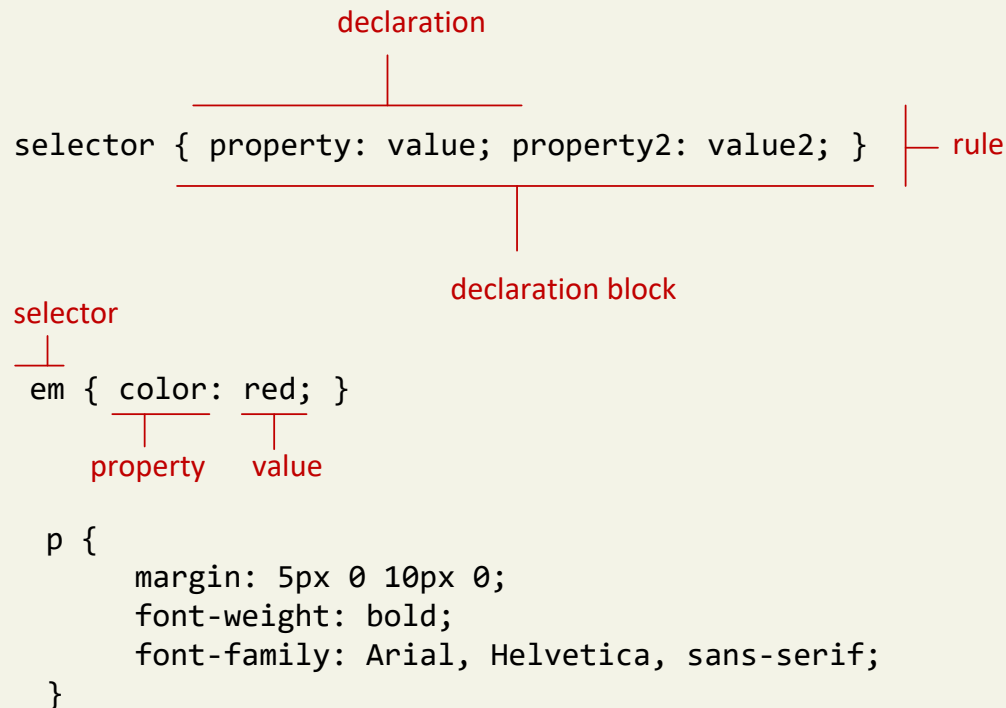
There are a number of different selector types.

Element Selectors

Selects all instances of a given HTML element

Uses the HTML element name.

You can select all elements by using the **universal element selector**, which is the * (asterisk) character.



Grouped Selectors

Selecting multiple things

```
/* commas allow you to group selectors */  
p, div, aside {  
  margin: 0;  
  padding: 0;  
}  
  
/* the above single grouped selector is equivalent to the  
   following: */  
p {  
  margin: 0;  
  padding: 0;  
}  
div {  
  margin: 0;  
  padding: 0;  
}  
aside {  
  margin: 0;  
  padding: 0;  
}
```

LISTING 3.4 Sample grouped selector

You can select a group of elements by separating the different element names with commas.

This is a sensible way to reduce the size and complexity of your CSS files, by combining multiple identical rules into a single rule.

Reset

```
html, body, div, span, h1, h2, h3, h4, h5, h6, p {  
  margin: 0;  
  padding: 0;  
  border: 0;  
  font-size: 100%;  
  vertical-align: baseline;  
}
```

Grouped selectors are often used as a way to quickly **reset** or remove browser defaults.

The goal of doing so is to reduce browser inconsistencies with things such as margins, line heights, and font sizes.

These reset styles can be placed in their own css file (perhaps called reset.css) and linked to the page **before** any other external styles sheets.

Class Selectors

Simultaneously target different HTML elements

A **class selector** allows you to simultaneously target different HTML elements regardless of their position in the document tree.

If a series of HTML element have been labeled with ***the same class attribute value***, then you can target them for styling by using a class selector, which takes the form: period (.) followed by the class name.

Class Selectors

```
<head>
  <title>Share Your Travels </title>
  <style>
```

```
    .first {
      font-style: italic;
      color: red;
    }
```

```
  </style>
```

```
</head>
```

```
<body>
```

```
  <h1 class="first">Reviews</h1>
```

```
  <div>
```

```
    <p class="first">By Ricardo on <time>2016-05-23</time></p>
```

```
    <p>Easy on the HDR buddy.</p>
```

```
  </div>
```

```
  <hr/>
```

```
  <div>
```

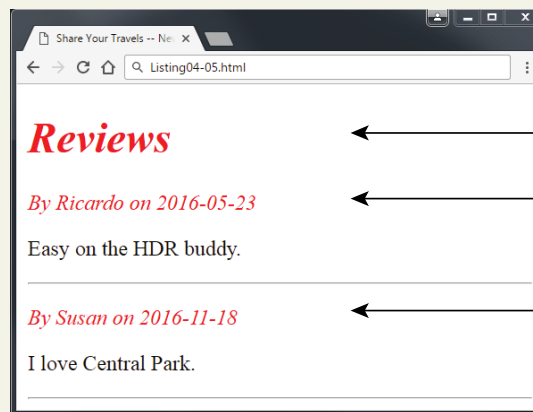
```
    <p class="first">By Susan on <time>2016-11-18</time></p>
```

```
    <p>I love Central Park.</p>
```

```
  </div>
```

```
  <hr/>
```

```
</body>
```



```
.first {
  font-style: italic;
  color: red;
}
```

Id Selectors

Target a specific element by its id attribute

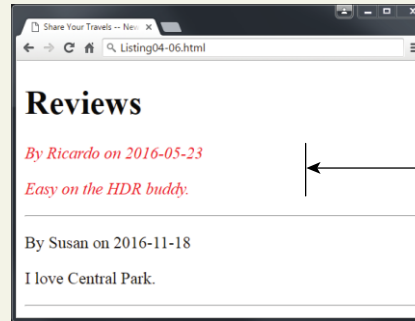
An **id selector** allows you to target a specific element by its id attribute regardless of its type or position.

If an HTML element has been labeled with an **id** attribute, then you can target it for styling by using an id selector, which takes the form: pound/hash (#) followed by the id name.

Note: You should only be using an **id** once per page

Id Selectors

```
<head>
  <title>Share Your Travels </title>
  <style>
    #latestComment {
      font-style: italic;
      color: red;
    }
  </style>
</head>
<body>
  <h1 class="first">Reviews</h1>
  <div id="latestComment">
    <p class="first">By Ricardo on <time>2016-05-23</time></p>
    <p>Easy on the HDR buddy.</p>
  </div>
  <hr/>
  <div>
    <p class="first">By Susan on <time>2016-11-18</time></p>
    <p>I love Central Park.</p>
  </div>
  <hr/>
</body>
```



```
#latestComment {
  font-style: italic;
  color: red;
}
```

Id versus Class Selectors

How to decide

Id selectors should only be used when referencing a **single** HTML element since an id attribute can only be assigned to a single HTML element.

Class selectors should be used when (potentially) referencing **several related** elements.

Attribute Selectors

Selecting via presence of element attribute or by the value of an attribute

An **attribute selector** provides a way to select HTML elements by either the presence of an element attribute or by the value of an attribute.

Attribute Selectors

```
<head lang="en">
  <meta charset="utf-8">
  <title>Share Your Travels</title>
  <style>
```

```
    [title] {
      cursor: help;
      padding-bottom: 3px;
      border-bottom: 2px dotted blue;
      text-decoration: none;
    }
```

```
</style>
```

```
</head>
```

```
<body>
```

```
  <div>
```

```
    
```

```
    <h2><a href="countries.php?id=CA" title="see posts from Canada">
```

```
      Canada</a>
```

```
    </h2>
```

```
    <p>Canada is a North American country consisting of ... </p>
```

```
    <div>
```

```
      
```

```
      
```

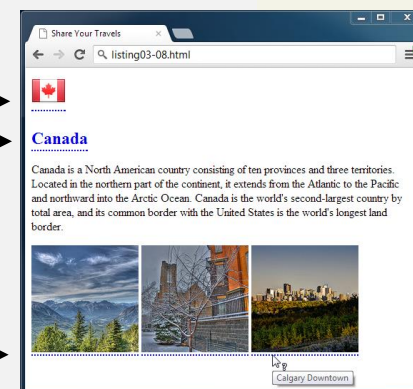
```
      
```

```
    </div>
```

```
  </div>
```

```
</body>
```

```
[title] {
  cursor: help;
  padding-bottom: 3px;
  border-bottom: 2px dotted blue;
  text-decoration: none;
}
```



Selectors

Attribute Selectors

Selector	Matches
[]	A specific attribute.
[=]	A specific attribute with a specific value.
[~=]	A specific attribute whose value matches at least one of the words in a space delimited list of words.
[^=]	A specific attribute whose value begins with a specified value.
[*=]	A specific attribute whose value contains a substring.
[\$=]	A specific attribute whose value ends with a specified value.

Selectors

Select something that does not exist explicitly as an element

A **pseudo-element selector** is a way to select something that does not exist explicitly as an element in the HTML document tree but which is still a recognizable selectable object.

A **pseudo-class selector** does apply to an HTML element, but targets either a particular state or, in CSS3, a variety of family relationships.

The most common use of this type of selectors is for targeting link states.

Selectors

Pseudo-Element and Pseudo-Class Selectors

- `a:link`
- `a:visited`
- `:focus`
- `:hover`
- `:active`
- `:checked`
- `:first-child`
- `::first-letter`
- `::first-line`
- `::before`
- `::after`

Pseudo-elements start with `::`
some are also recognized with just a `:`

Selectors

```
<head>
  <title>Share Your Travels</title>
  <style>
    a:link {
      text-decoration: underline;
      color: blue;
    }
    a:visited {
      text-decoration: underline;
      color: purple;
    }
    a:hover {
      text-decoration: none;
      font-weight: bold;
    }
    a:active {
      background-color: yellow;
    }
  </style>
</head>
<body>
  <p>Links are an important part of any web page. To learn more about
    links visit the <a href="#">W3C</a> website.</p>
  <nav>
    <ul>
      <li><a href="#">Canada</a></li>
      <li><a href="#">Germany</a></li>
      <li><a href="#">United States</a></li>
    </ul>
  </nav>
</body>
```

LISTING 3.8 Styling a link using pseudo-class selectors

Contextual Selectors

Select elements based on their ancestors, descendants, or siblings

A **contextual selector** allows you to select elements based on their ancestors, descendants, or siblings.

That is, it selects elements based on their context or their relation to other elements in the document tree.

Selector	Matches	Example
Descendant	A specified element that is contained somewhere within another specified element	div p Selects a <p> element that is contained somewhere within a <div> element. That is, the <p> can be any descendant, not just a child.
Child	A specified element that is a direct child of the specified element	div>h2 Selects an <h2> element that is a child of a <div> element.
Adjacent Sibling	A specified element that is the next sibling (i.e., comes directly after) of the specified element.	h3+p Selects the first <p> after any <h3>.
General Sibling	A specified element that shares the same parent as the specified element.	h3~p Selects all the <p> elements that share the same parent as the <h3>.

Descendant Selector


Selects all elements that are contained within another element

While some of these contextual selectors are used relatively infrequently, almost all web authors find themselves using descendant selectors.

A **descendant selector** matches all elements that are contained within another element. The character used to indicate descendant selection is the space character.


context selected element

`div p { ... }`



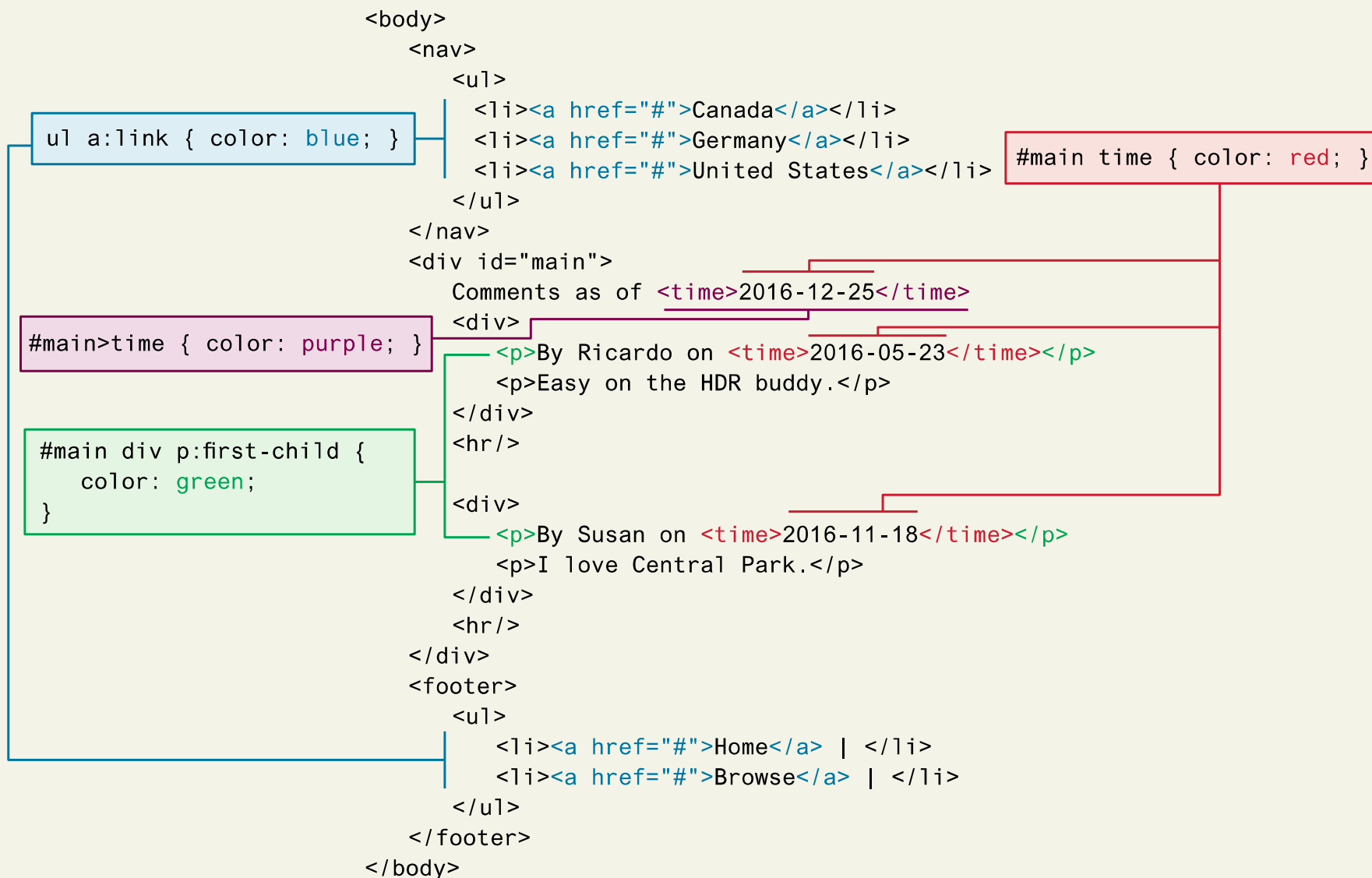
Selects a `<p>` element
somewhere
within a `<div>` element

`#main div p:first-child { ... }`



Selects the first `<p>` element
somewhere within a `<div>` element
that is somewhere within an element
with an `id="main"`

Contextual Selectors in Action



Section 5 of 7

THE CASCADE: HOW STYLES INTERACT

Why Conflict Happens

In CSS that is

Because

- there are three different types of style sheets (author-created, user-defined, and the default browser style sheet),
- author-created stylesheets can define multiple rules for the same HTML element,

CSS has a system to help the browser determine how to display elements when different style rules conflict.

Cascade Principles

CSS uses the following cascade **principles** to help it deal with conflicts:

- inheritance,
- specificity,
- location

Inheritance

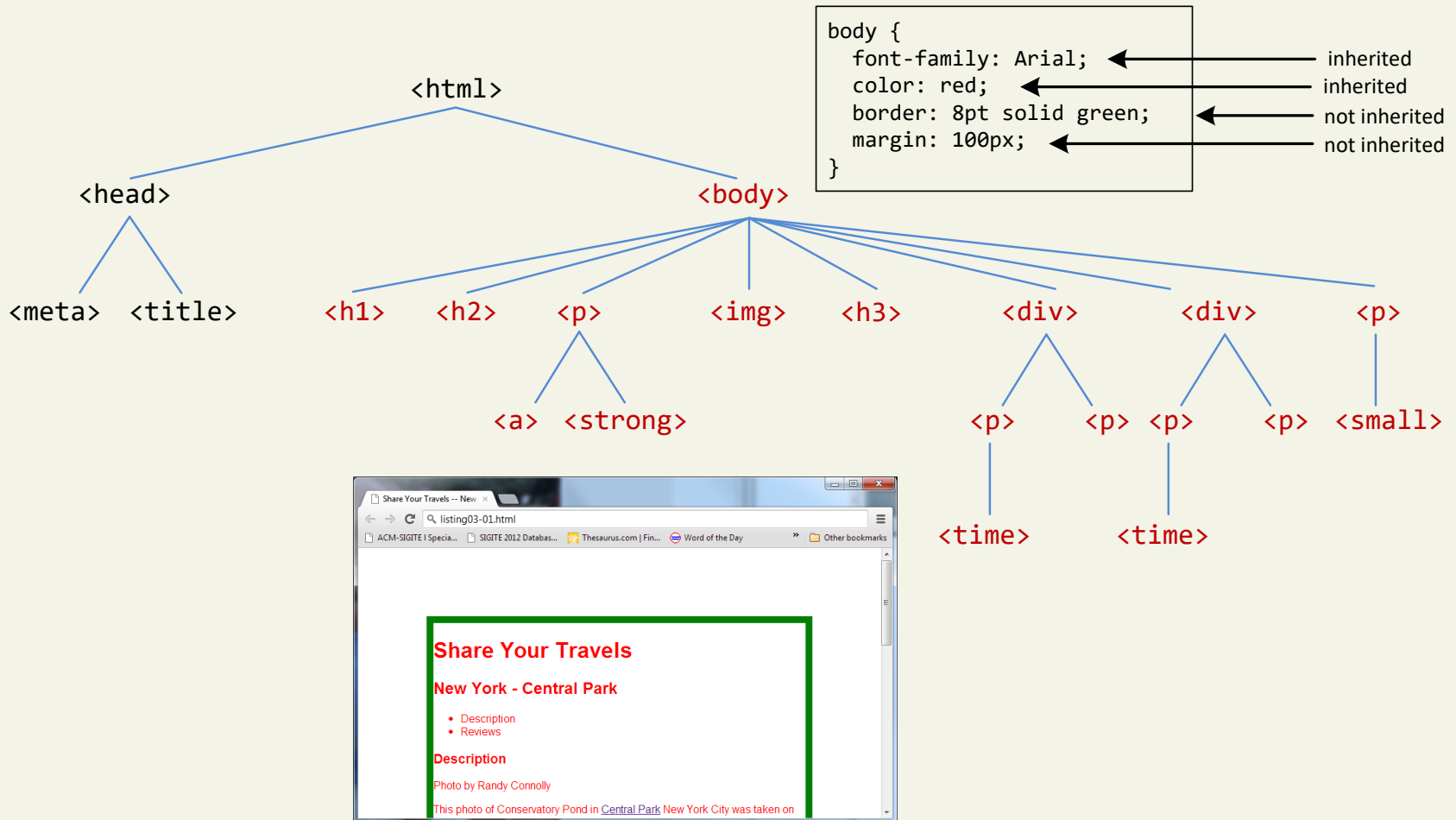
Cascade Principle #1

Many (but not all) CSS properties affect not only themselves but their descendants as well.

Font, color, list, and text properties are inheritable.

Layout, sizing, border, background and spacing properties are not.

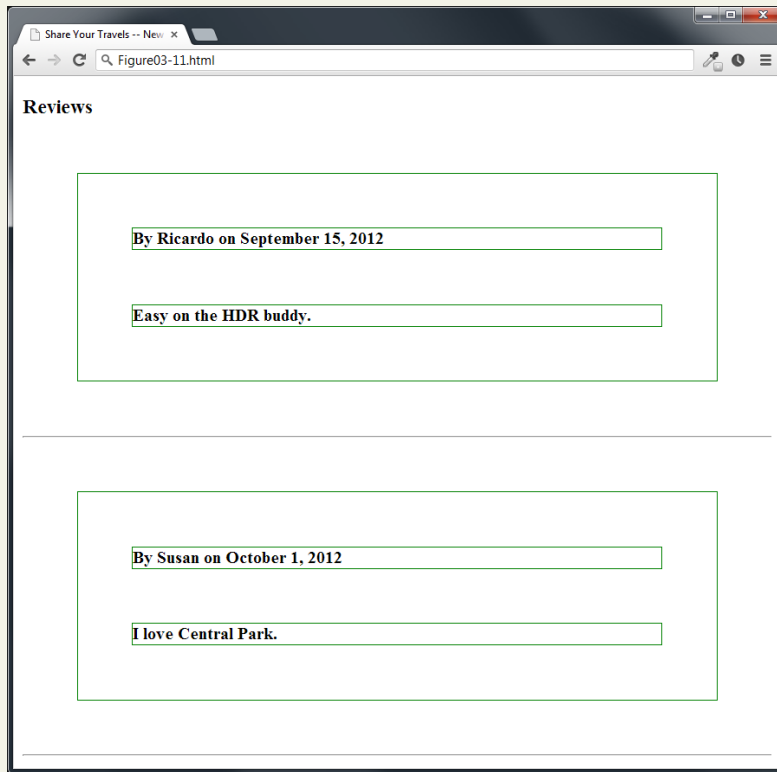
Inheritance



Inheritance

How to force inheritance

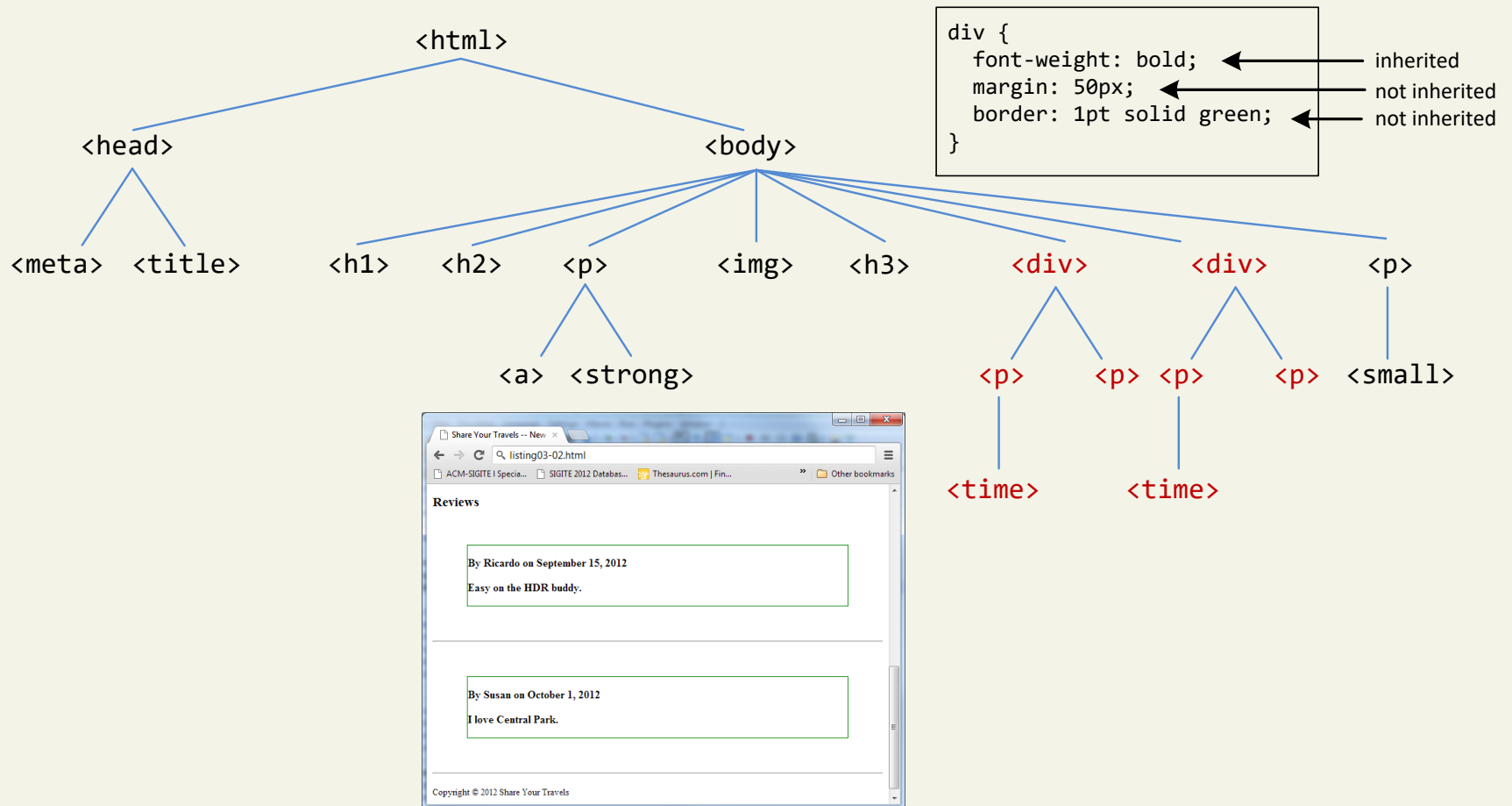
It is possible to tell elements to inherit properties that are normally not inheritable.



```
div {  
  font-weight: bold;  
  margin: 50px;  
  border: 1pt solid green;  
}  
p {  
  border: inherit;  
  margin: inherit;  
}
```

```
<h3>Reviews</h3>  
<div>  
  <p>By Ricardo on <time>September 15, 2012</time></p>  
  <p>Easy on the HDR buddy.</p>  
</div>  
<hr/>  
  
<div>  
  <p>By Susan on <time>October 1, 2012</time></p>  
  <p>I love Central Park.</p>  
</div>  
<hr/>
```

Inheritance



Specificity

Cascade Principle #2

Specificity is how the browser determines which style rule takes precedence when more than one style rule could be applied to the same element.

The more *specific* the selector, the more it takes precedence (i.e., overrides the previous definition).

The way that specificity works in the browser is that the browser assigns a weight to each style rule.

When several rules apply, the one with the greatest weight takes precedence.

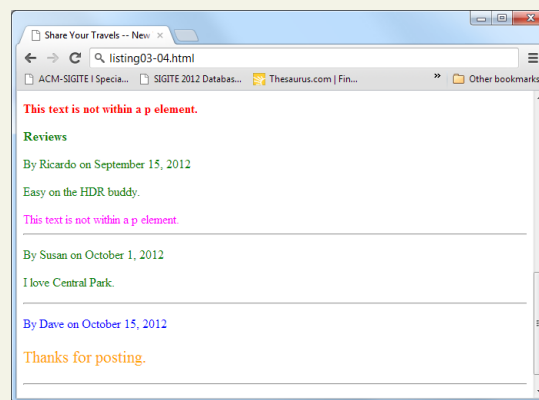
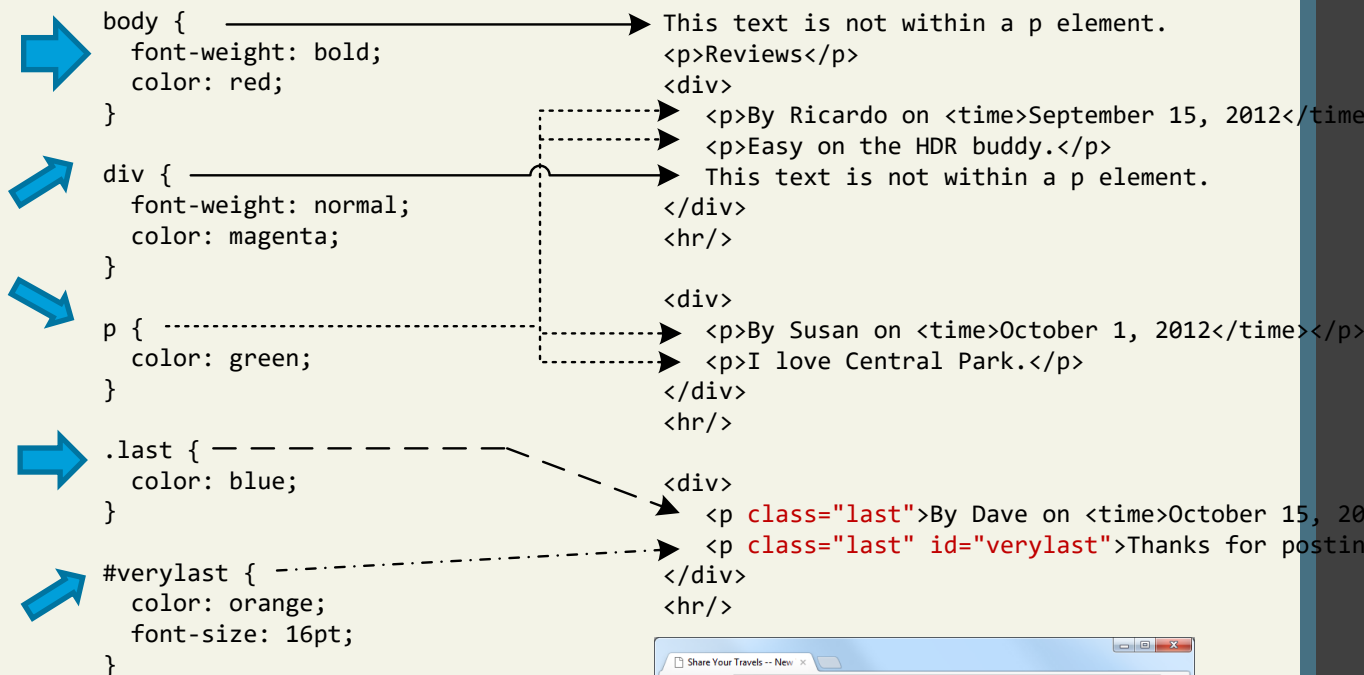
Specificity

These color and font-weight properties are inheritable and thus potentially applicable to all the child elements contained within the body.

However, because the `<div>` and `<p>` elements also have the same properties set, they *override* the value defined for the `<body>` element because their selectors (`div` and `p`) are **more specific**.

Class selectors are **more specific** than element selectors, and thus take precedence and override element selectors.

Id selectors are **more specific** than class selectors, and thus take precedence and override class selectors.



Specificity Algorithm

The algorithm that is used to determine specificity is :

First count 1 if the declaration is from a 'style' attribute in the HTML, 0 otherwise (let that value = a).

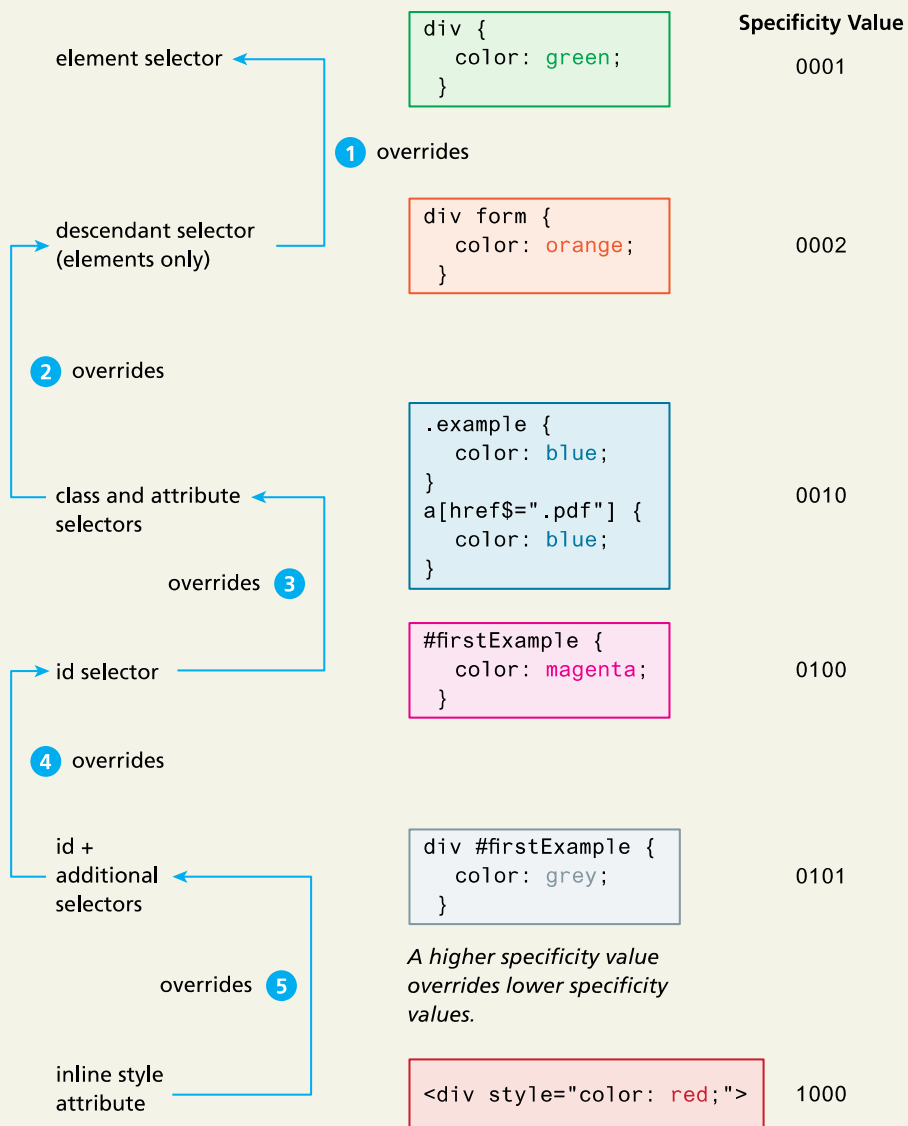
Count the number of ID attributes in the selector (let that value = b).

Count the number of other attributes and pseudo-classes in the selector (let that value = c).

Count the number of element names and pseudo-elements in the selector (let that value = d).

Finally, concatenate the four numbers a b c d together to calculate the selector's specificity.

Specificity Algorithm



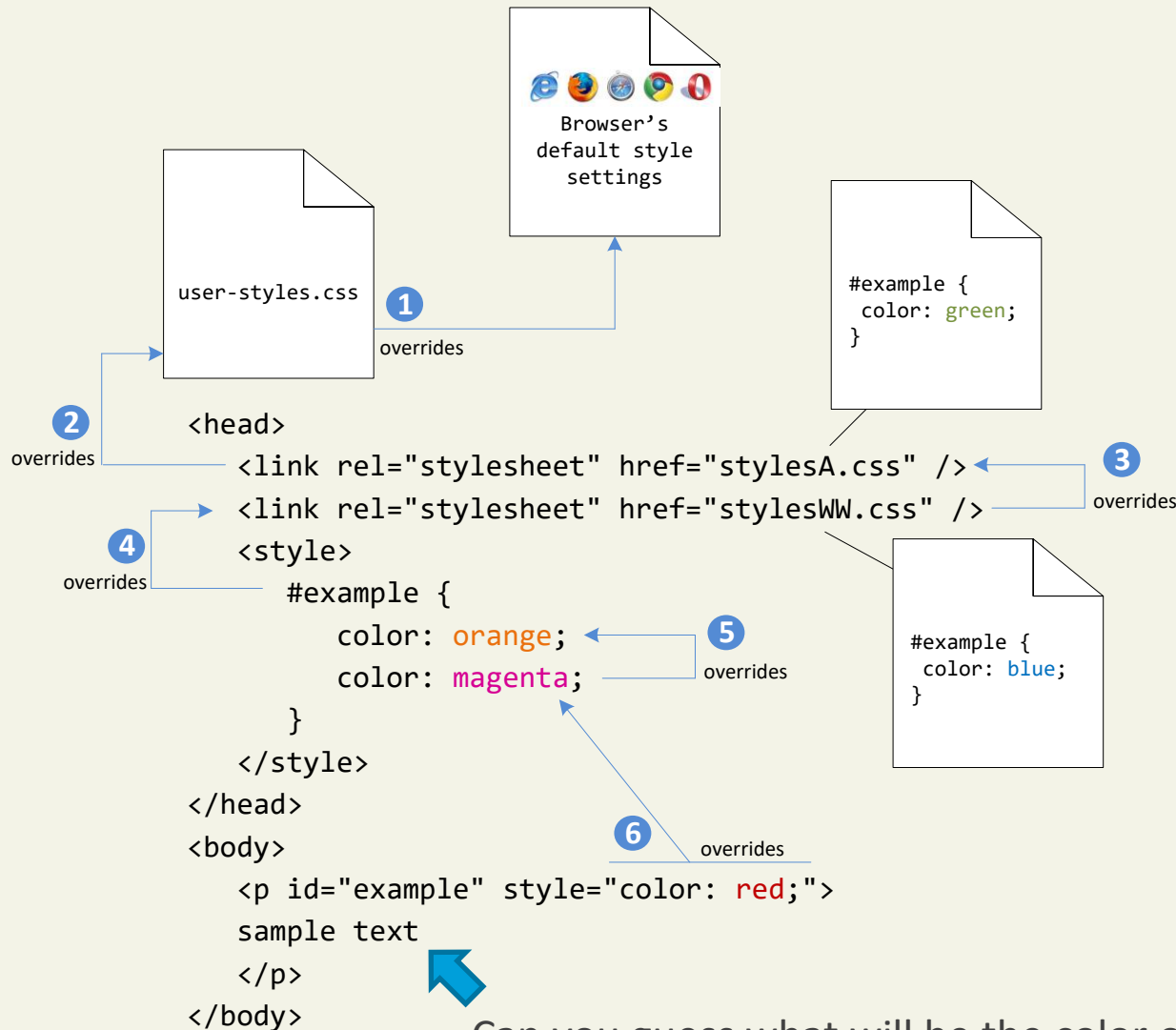
Location

Cascade Principle #3

When inheritance and specificity cannot determine style precedence, the principle of **location** will be used.

The principle of location is that when rules have the same specificity, then the latest are given more weight.

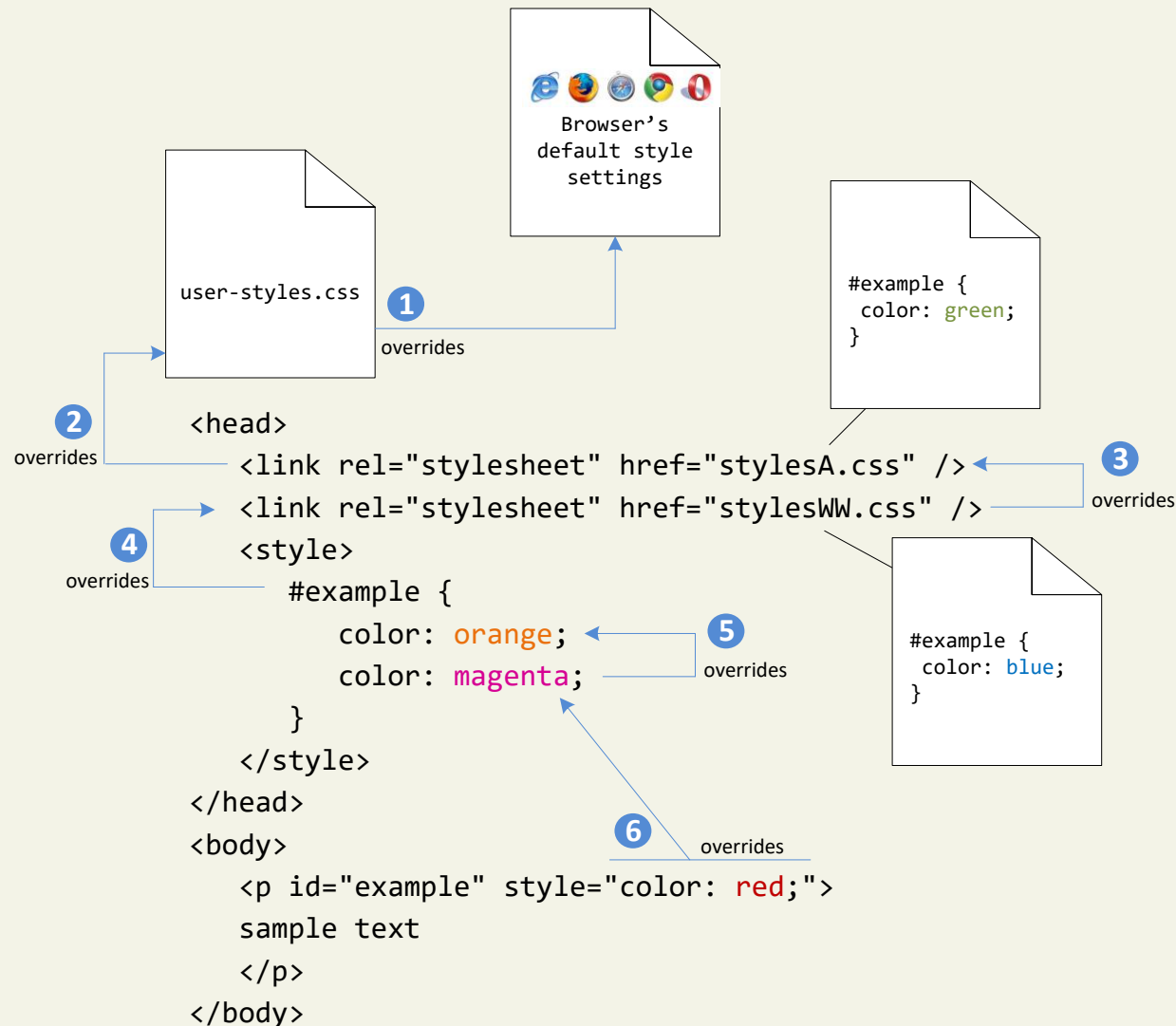
Location



Can you guess what will be the color of the sample text ?

Location

What color would the sample text be if there wasn't an inline style definition?



Location

There's always an exception

There is one exception to the principle of location.

If a property is marked with **!important** in an author-created style rule, then it will override any other author-created style regardless of its location.

The only exception is a style marked with **!important** in a user style sheet; such a rule will override all others.

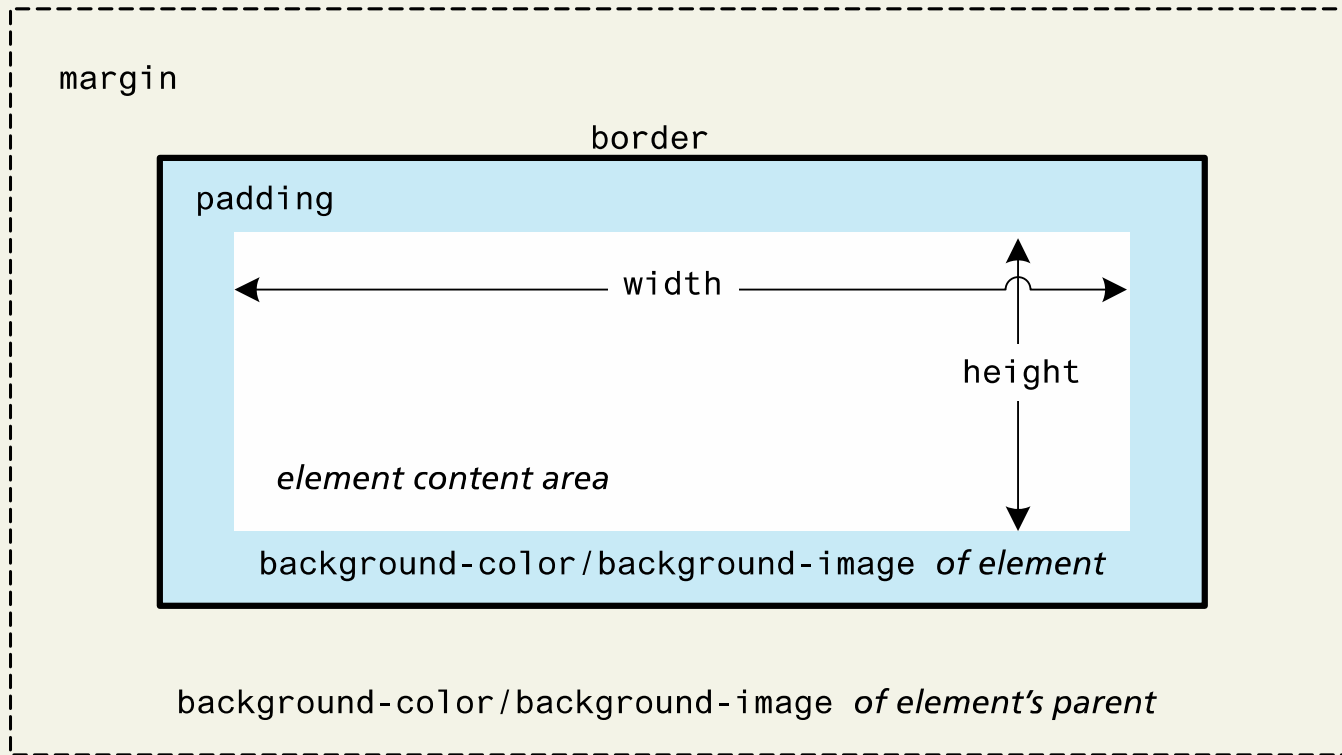
Section 6 of 7

THE BOX MODEL

The Box Model

Time to think inside the box

In CSS, all HTML elements exist within an **element box**.



Background

Box Model Property #1

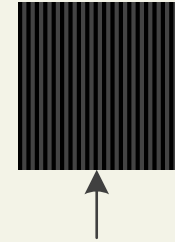
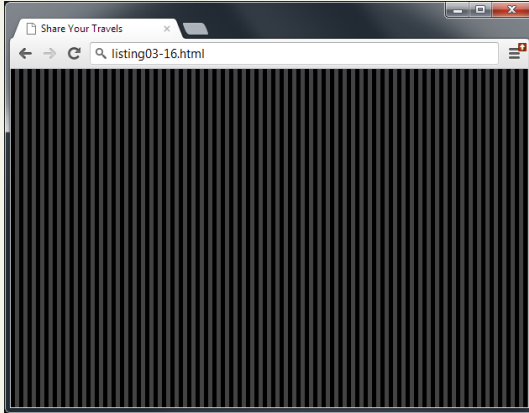
The background color or image of an element fills an element out to its border (if it has one that is).

In contemporary web design, it has become extremely common to use CSS to display purely presentational images (such as background gradients and patterns, decorative images, etc) rather than using the `` element.

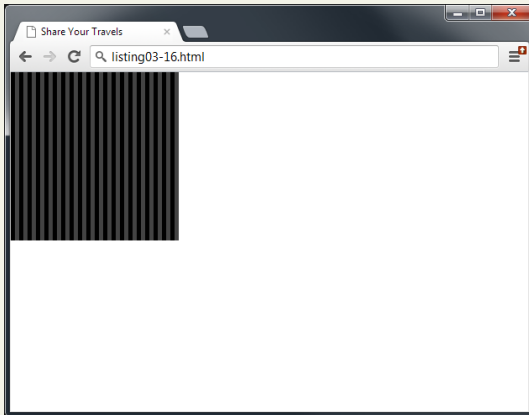
Background Properties

Property	Description
background	A combined short-hand property that allows you to set the background values in one property. While you can omit properties with the short-hand, do remember that any omitted properties will be set to their default value.
background-attachment	Specifies whether the background image scrolls with the document (default) or remains fixed. Possible values are: fixed, scroll.
background-color	Sets the background color of the element.
background-image	Specifies the background image (which is generally a jpeg, gif, or png file) for the element. Note that the URL is relative to the CSS file and not the HTML. CSS3 introduced the ability to specify multiple background images.
background-position	Specifies where on the element the background image will be placed. Some possible values include: top, bottom, center, left, and right. You can also supply a pixel or percentage numeric position value as well. When supplying a numeric value, you must supply a horizontal/vertical pair; this value indicates its distance from the top left corner of the element.
background-repeat	Determines whether the background image will be repeated. This is a common technique for creating a tiled background (it is in fact the default behavior). Possible values are: repeat, repeat-x, repeat-y, and no-repeat.
background-size	New to CSS3, this property lets you modify the size of the background image.

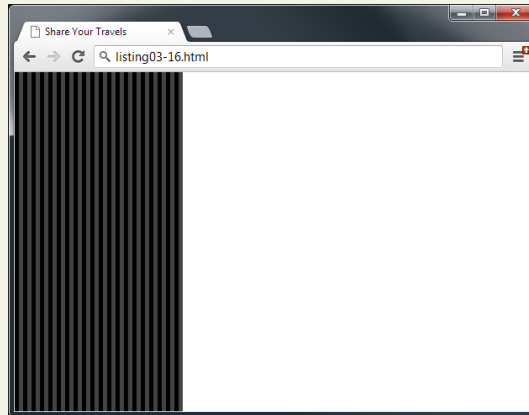
Background Repeat



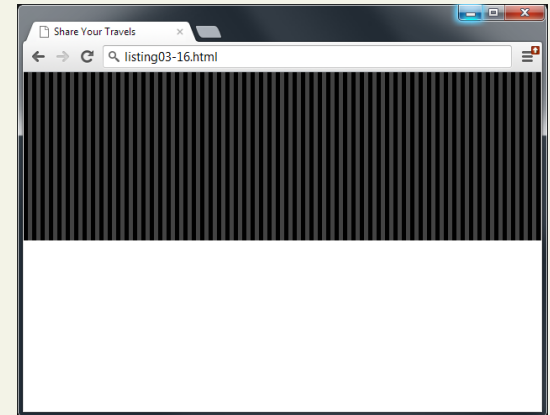
```
background-image: url(../images/backgrounds/body-background-tile.gif);  
background-repeat: repeat;
```



```
background-repeat: no-repeat;
```

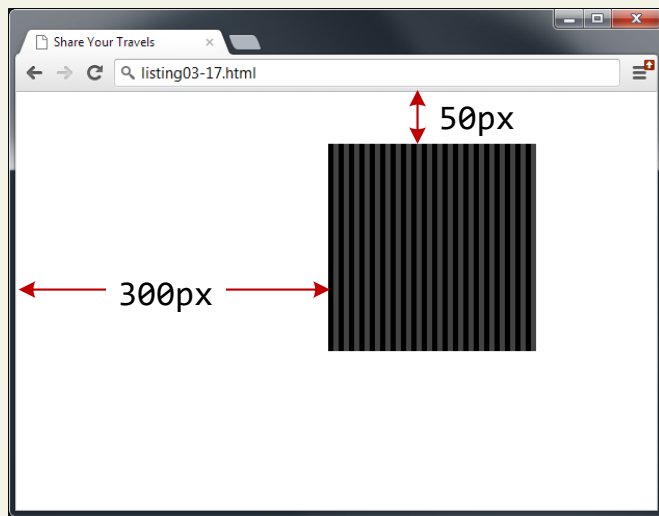


```
background-repeat: repeat-y;
```



```
background-repeat: repeat-x;
```

Background Position



```
body {  
    background: white url(../images/backgrounds/body-background-tile.gif) no-repeat;  
    background-position: 300px 50px;  
}
```

Borders

Box Model Property #2

Borders provide a way to visually separate elements.

You can put borders around all four sides of an element, or just one, two, or three of the sides.

Borders

Property	Description
border	<p>A combined short-hand property that allows you to set the style, width, and color of a border in one property. The order is important and must be:</p> <p>border-style border-width border-color</p>
border-style	<p>Specifies the line type of the border. Possible values are: solid, dotted, dashed, double, groove, ridge, inset, and outset.</p>
border-width	<p>The width of the border in a unit (but not percents). A variety of keywords (thin, medium, etc) are also supported.</p>
border-color	<p>The color of the border in a color unit.</p>
border-radius	<p>The radius of a rounded corner.</p>
border-image	<p>The URL of an image to use as a border.</p>

Shortcut notation

TRBL

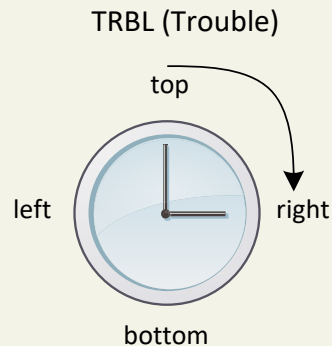
With border, margin, and padding properties, there are long-form and shortcut methods to set the 4 sides

```
border-top-color: red;      /* sets just the top side */
border-right-color: green;  /* sets just the right side */
border-bottom-color: yellow; /* sets just the bottom side */
border-left-color: blue;    /* sets just the left side */

border-color: red;          /* sets all four sides to red */

border-color: red green orange blue; /* sets all four sides differently */
```

When using this multiple values shortcut, they are applied in clockwise order starting at the top.
Thus the order is: **top right bottom left**.

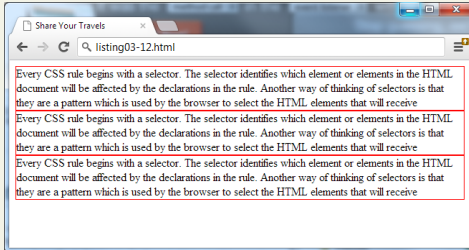


```
border-color: top right bottom left;
```

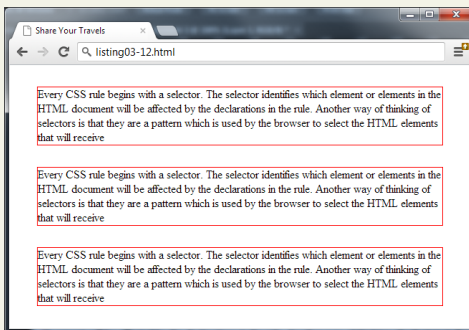
```
border-color: red green orange blue;
```

Margins and Padding

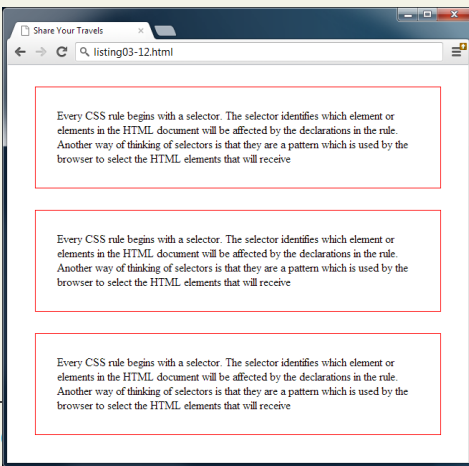
Box Model Properties #3 and #4



```
p {  
  border: solid 1pt red;  
  margin: 0;  
  padding: 0;  
}
```



```
p {  
  border: solid 1pt red;  
  margin: 30px;  
  padding: 0;  
}
```



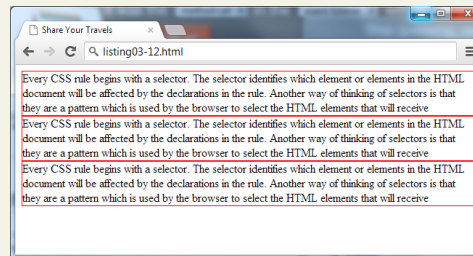
```
p {  
  border: solid 1pt red;  
  margin: 30px;  
  padding: 30px;  
}
```

Margins

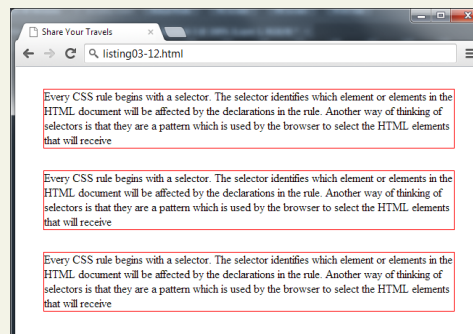
Why they will cause you trouble.

Did you notice that the space between paragraphs one and two and between two and three is the same as the space before paragraph one?

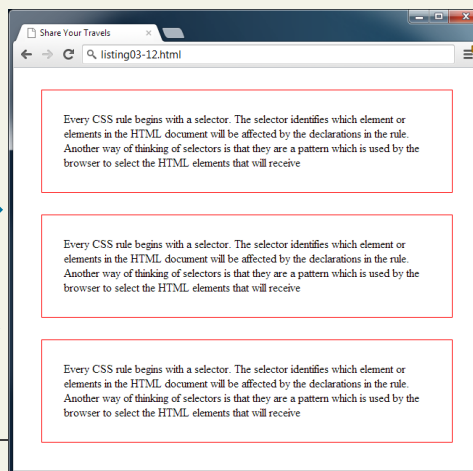
This is due to the fact that adjoining vertical margins collapse.



```
p {  
  border: solid 1pt red;  
  margin: 0;  
  padding: 0;  
}
```



```
p {  
  border: solid 1pt red;  
  margin: 30px;  
  padding: 0;  
}
```



```
p {  
  border: solid 1pt red;  
  margin: 30px;  
  padding: 30px;  
}
```


Collapsing Margins

How it works

When the **vertical** margins of two elements touch,

- the largest margin value of the elements will be displayed
- the smaller margin value will be collapsed to zero.

Horizontal margins, on the other hand, **never** collapse.

To complicate matters even further, there are a large number of special cases in which adjoining vertical margins do **not** collapse.

Width and Height

Box Model Properties #5 and #6

The **width** and **height** properties specify the size of the element's content area.

Only block-level elements and non-text inline elements such as images have a **width** and **height** that you can specify.

By default the width of and height of elements is the actual size of the content.

For text,

- this is determined by the font size and font face;

For images,

- the width and height of the actual image in pixels determines the element box's dimensions.

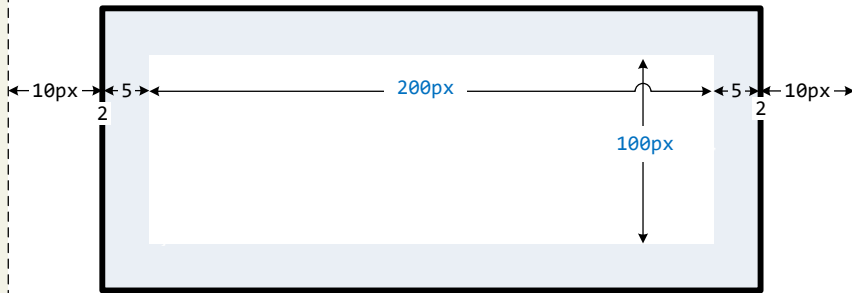
Width and Height

Potential Problem #2

Since the width and the height refer to the size of the content area, by default, the total size of an element is equal to not only its content area, but also to the sum of its padding, borders, and margins.

```
div {
  box-sizing: content-box;
  width: 200px;
  height: 100px;
  padding: 5px;
  margin: 10px;
  border: solid 2pt black;
}
```

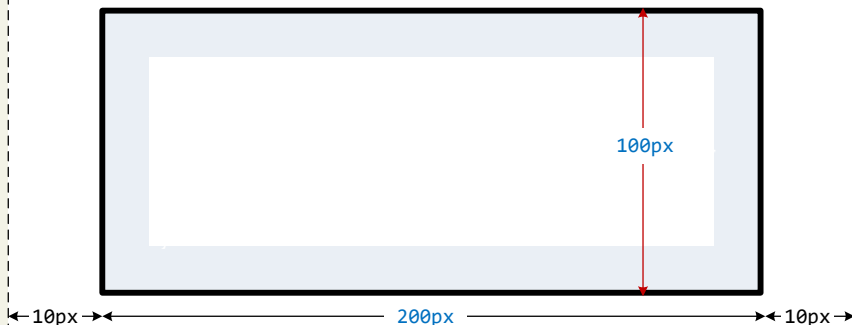
True element width = $10 + 2 + 5 + 200 + 5 + 2 + 10 = 234$ px
 True element height = $10 + 2 + 5 + 100 + 5 + 2 + 10 = 134$ px



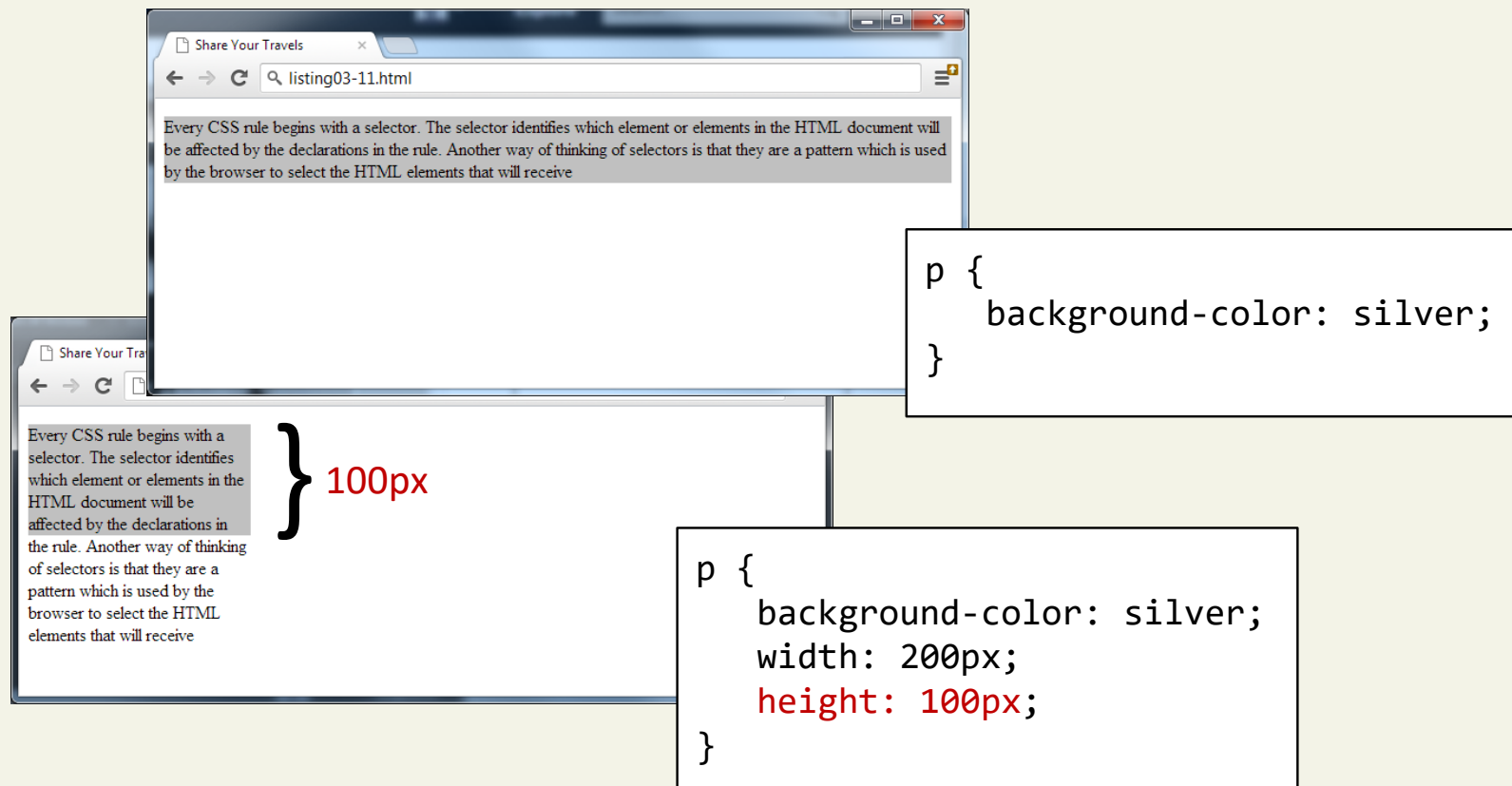
Default

```
div {
  ...
  box-sizing: border-box;
}
```

True element width = $10 + 200 + 10 = 220$ px
 True element height = $10 + 100 + 10 = 120$ px

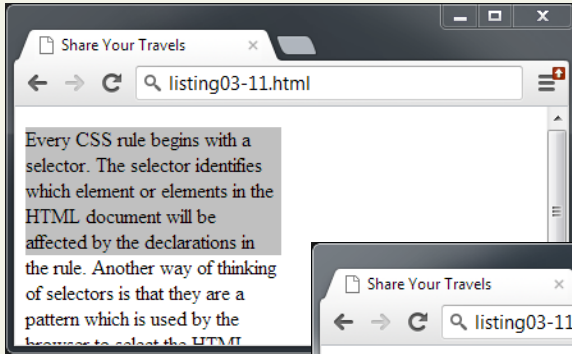


Width and Height

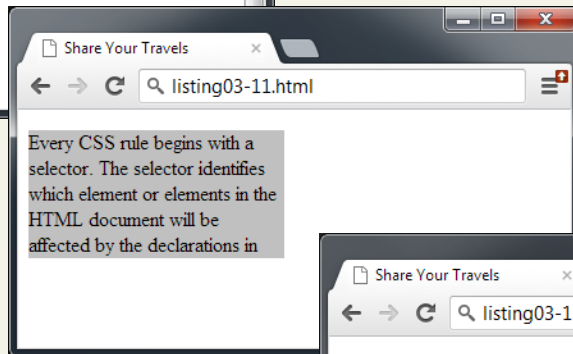


Overflow Property

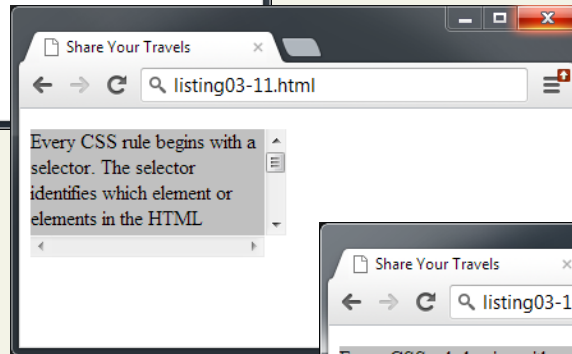
`overflow: visible;`



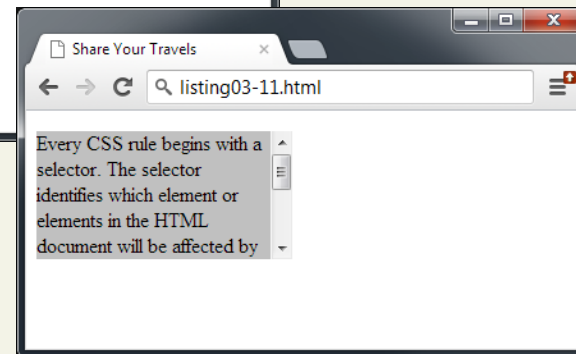
`overflow: hidden;`



`overflow: scroll;`



`overflow: auto;`



Sizing Elements

Time to embrace ems and percentages

While the previous examples used pixels for its measurement, it can be better to use percentages or em units for widths and heights.

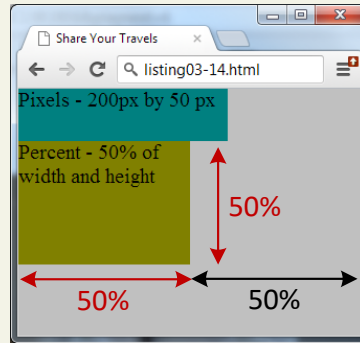
- When you use percentages, the size is relative to the size of the parent element.
- When you use ems, the size of the box is relative to the size of the text within it.

The rationale behind using these relative measures is to make one's design scalable to the size of the browser or device that is viewing it.

```

<style>
  html,body {
    margin:0;
    width:100%;
    height:100%;
    background: silver;
  }
  .pixels {
    width:200px;
    height:50px;
    background: teal;
  }
  .percent {
    width:50%;
    height:50%;
    background: olive;
  }

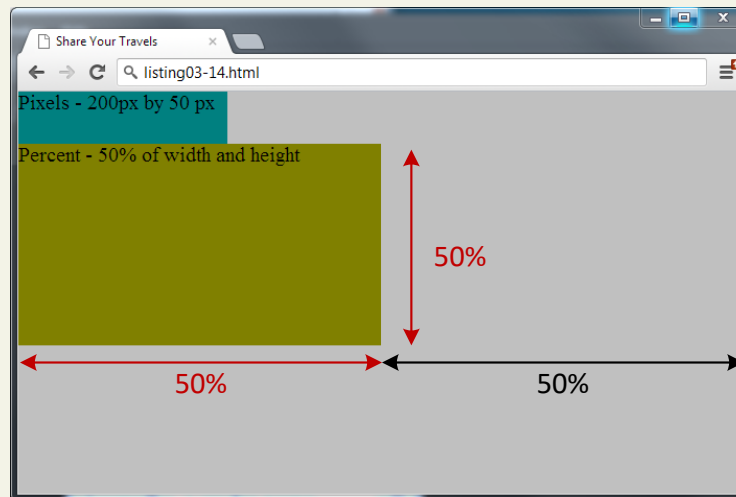
```



```

<body>
  <div class="pixels">
    Pixels - 200px by 50 px
  </div>
  <div class="percent">
    Percent - 50% of width and height
  </div>
</body>

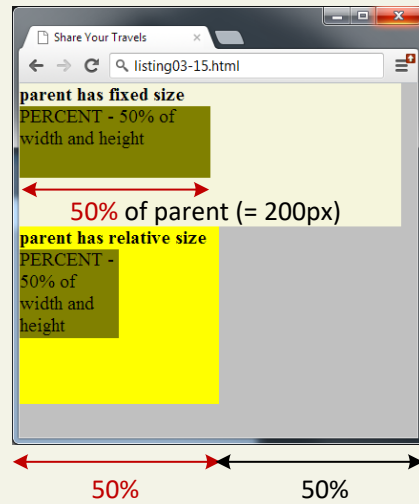
```




```

.parentFixed {
  width:400px;
  height:150px;
  background: beige;
}
.parentRelative {
  width:50%;
  height:50%;
  background: yellow;
}
</style>

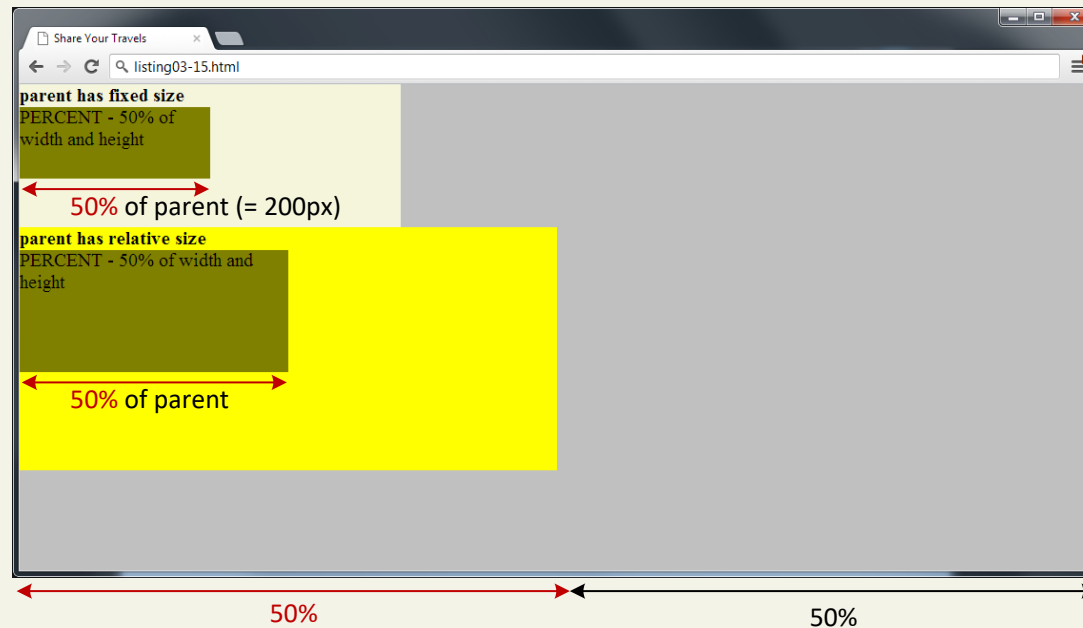
```



```

<body>
<div class="parentFixed">
  <strong>parent has fixed size</strong>
  <div class="percent">
    PERCENT - 50% of width and height
  </div>
</div>
<div class="parentRelative">
  <strong>parent has relative size</strong>
  <div class="percent">
    PERCENT - 50% of width and height
  </div>
</div>
</body>

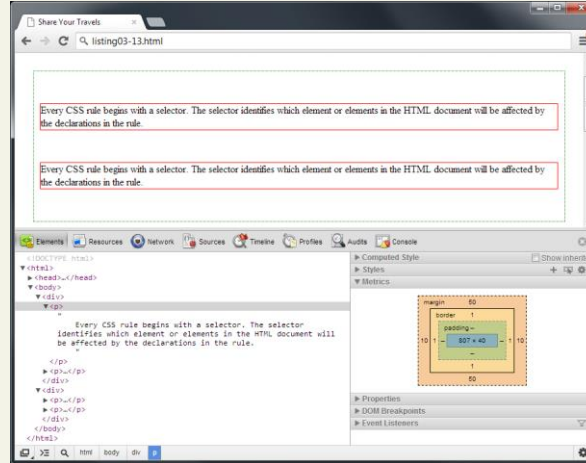
```



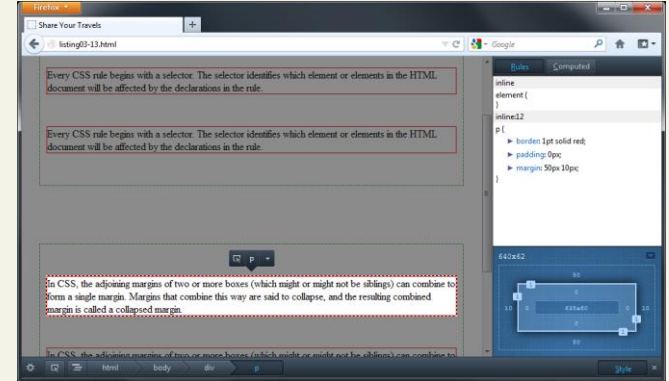
Developer Tools

You can use the various browsers' CSS inspection tools to examine, for instance, the box values for a selected element.

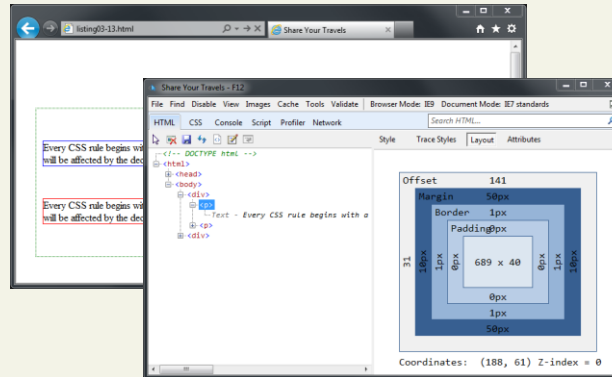
Chrome – Inspect Element



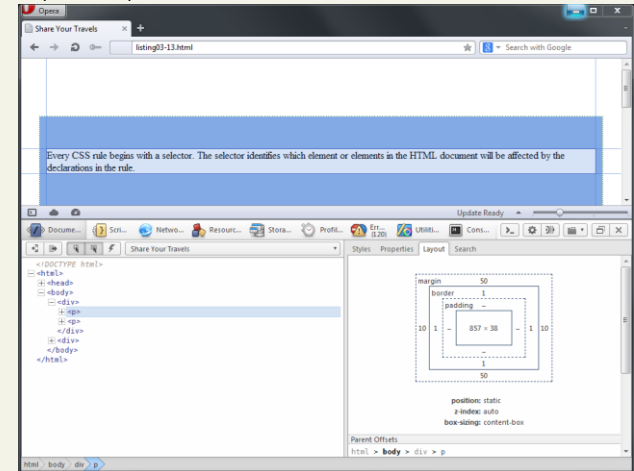
Firefox – Inspect



Internet Explorer – Developer Tools



Opera – Inspect Element



Section 7 of 7

TEXT STYLING

Text Properties

Two basic types

CSS provides two types of properties that affect text.

- **font properties** that affect the font and its appearance.
- **paragraph properties** that affect the text in a similar way no matter which font is being used.

Font-Family

A few issues here

A word processor on a desktop machine can make use of any font that is installed on the computer; browsers are no different.

However, just because a given font is available on the web developer's computer, it does not mean that that same font will be available for all users who view the site.

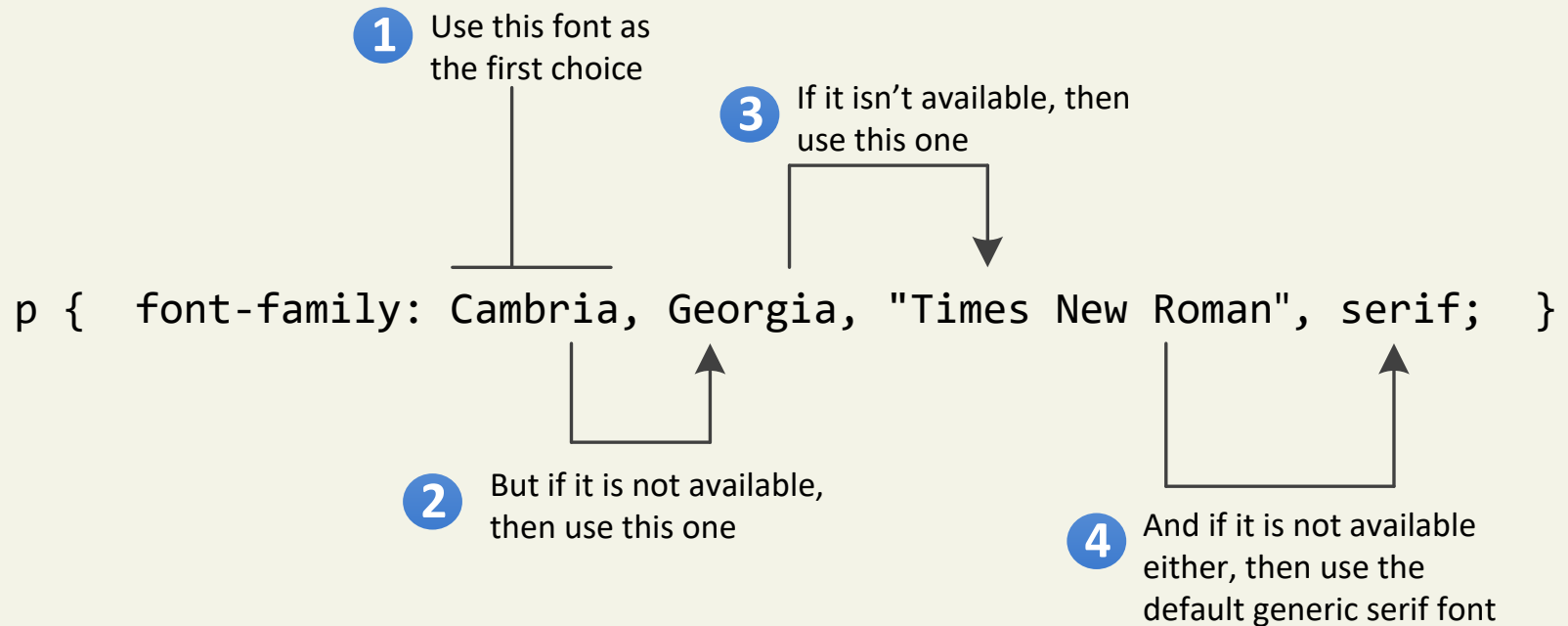
For this reason, it is conventional to supply a so-called **web font stack**, that is, a series of alternate fonts to use in case the original font choice is not on the user's computer.

CSS Text Styling

Font Family

Property	Description
font	A combined shorthand property that allows you to set the family, style, size, variant, and weight in one property. style weight variant size font-family
font-family	Specifies the typeface/font to use. More than one can be specified.
font-size	The size of the font in one of the measurement units
font-style	Specifies whether italic, oblique, or normal
font-variant	Specifies either small-caps text or none
font-weight	Specifies either normal, bold, bolder, lighter, or a value between 100 and 900 in multiples of 100, where larger number represents weightier (i.e., bolder) text.



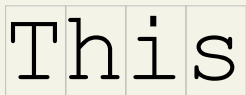
Specifying the Font-Family

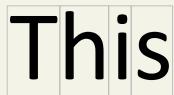


Generic Font-Family

The font-family property supports five different generic families.

The browser supports a typeface from each family.

	Generic Font-Family Name		
This	serif		
This	sans-serif		
This	monospace		In a monospace font, each letter has the same width
This	cursive		
This	fantasy		
		Decorative and cursive fonts vary from system to system; rarely used as a result.	

 In a regular, proportionally-spaced font, each letter has a variable width

@font-face

The future is now

Over the past few years, browsers have begun to support the **@font-face** selector in CSS.

This selector allows you to use a font on your site even if it is not installed on the end user's computer.

Due to the on-going popularity of open source font sites such as Google Web Fonts (<http://www.google.com/webfonts>) and Font Squirrel (<http://www.fontsquirrel.com/>), @font-face seems to have gained a critical mass of widespread usage.

CSS Text Styling

Font Face

The screenshot shows the Google Fonts website interface. The main heading is "Droid Sans". Below it, there are sections for "Glyph" (showing large "Dd"), "Characters" (showing "ABCDE", "STUVW", "mnop", "67890", and symbols), and "Styles" (showing "Regular" and "Bold"). A modal window is open on the right, titled "1 Family Selected". It shows "Your Selection" as "Droid Sans" with a "Clear All" link. Below this are tabs for "EMBED" (selected) and "CUSTOMIZE". The "EMBED" tab shows the "Embed Font" section with instructions to copy code into the <head> of an HTML document. The code provided is:

```
<link href="https://fonts.googleapis.com/css?family=Droid+Sans" rel="stylesheet">
```

 Below this is the "Specify in CSS" section, which instructs to use the following CSS rule:

```
font-family: 'Droid Sans', sans-serif;
```

 At the bottom, it says "For examples of how fonts can be added to webpages, see the [getting started guide](#)."

CSS Text Styling

Paragraph Properties

Just as there are properties that affect the font in CSS, there are also a range of CSS properties that affect text independently of the font.

- letter-spacing
- line-height
- text-align
- text-decoration
- text-direction
- text-shadow
- ...

CSS Text Styling

Just look at text-shadow

1 First Shadow

2 Second Shadow

3 Third Shadow

4

You will likely want the shadow color to be partly transparent

1 text-shadow: 20px 20px 10px rgba(0,0,0,0.5);

2 text-shadow: 4px 4px 0 #5C6BC0, 8px 8px 0 #7986CB, 12px 12px 0 #9FA8DA;

3 text-shadow: 0 1px 1px #1A237E;

4 box-shadow: 0px 0px 30px #1A237E;

multiple shadows can be defined (separated by commas)

box shadows work in the same way as text shadows

Font Sizes

Mo control, mo problems

In a print-based program such as a word processor, specifying a font size in points is unproblematic.

However, absolute units such as points and inches do not translate very well to pixel-based devices.

Somewhat surprisingly, pixels are also a problematic unit.

Newer mobile devices in recent years have been increasing pixel densities so that a given CSS pixel does not correlate to a single device pixel.

Font Sizes

Welcome ems and percents again

If we wish to create web layouts that work well on different devices, we should learn to use relative units such as **em** units or **percentages** for our font sizes (and indeed for other sizes in CSS as well).

One of the principles of the web is that the user should be able to change the size of the text if he or she so wishes to do so.

Using percentages or em units ensures that this user action will work.

How to use ems and percents

When used to specify a font size, both em units and percentages are relative to the parent's font size.

How to use ems and percents

<code><body></code>	Browser's default text size is usually 16 pixels
<code><p></code>	100% or 1em is 16 pixels
<code><h3></code>	125% or 1.125em is 18 pixels
<code><h2></code>	150% or 1.5em is 24 pixels
<code><h1></code>	200% or 2em is 32 pixels

/ using 16px scale */*

```
body { font-size: 100%; }  
h3 { font-size: 1.125em; } /* 1.25 x 16 = 18 */  
h2 { font-size: 1.5em; }  /* 1.5 x 16 = 24 */  
h1 { font-size: 2em; }    /* 2 x 16 = 32 */
```

`<body>`

```
<p>this will be about 16 pixels</p>  
<h1>this will be about 32 pixels</h1>  
<h2>this will be about 24 pixels</h2>  
<h3>this will be about 18 pixels</h3>  
<p>this will be about 16 pixels</p>  
</body>
```


How to use ems and percents

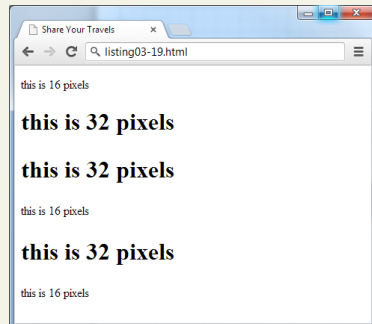
It might seem easy ... but it's not ...

While this looks pretty easy to master, things unfortunately can quickly become quite complicated.

Remember that percents and em units are relative to their parents, so if the parent font size changes, this affects all of its contents.

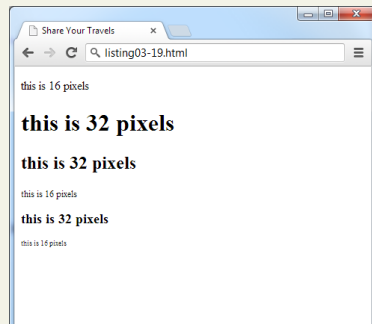
ems and percents

```
<body>
  <p>this is 16 pixels</p>
  <h1>this is 32 pixels</h1>
  <article>
    <h1>this is 32 pixels</h1>
    <p>this is 16 pixels</p>
  </div>
    <h1>this is 32 pixels</h1>
    <p>this is 16 pixels</p>
  </div>
</article>
</body>
```



/ using 16px scale */*

```
body { font-size: 100%; }
p    { font-size: 1em; }      /* 1 x 16 = 16px */
h1   { font-size: 2em; }      /* 2 x 16 = 32px */
```



/ using 16px scale */*

```
body { font-size: 100%; }
p    { font-size: 1em; }
h1   { font-size: 2em; }

article { font-size: 75% } /* h1 = 2 * 16 * 0.75 = 24px
                           p = 1 * 16 * 0.75 = 12px */

div { font-size: 75% }    /* h1 = 2 * 16 * 0.75 * 0.75 = 18px
                           p = 1 * 16 * 0.75 * 0.75 = 9px */
```

The rem unit

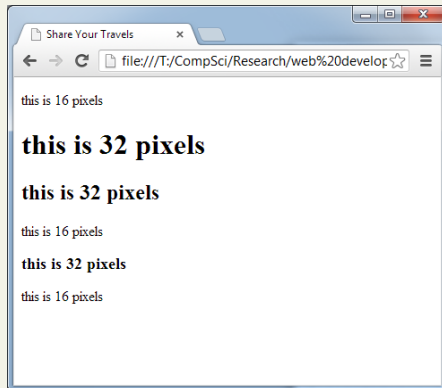
Solution to font sizing hassles?

CSS3 now supports a new relative measure, the **rem** (for root em unit).

This unit is always relative to the size of the root element (i.e., the `<html>` element).

However, since Internet Explorer prior to version 9 do not support the rem units, you need to provide some type of fallback for those browsers.

The rem unit



/ using 16px scale */*

```
body { font-size: 100%; }
p {
    font-size: 16px; /* for older browsers: won't scale properly though */
    font-size: 1rem; /* for new browsers: scales and simple too */
}
h1 { font-size: 2em; }

article { font-size: 75% } /* h1 = 2 * 16 * 0.75 = 24px
                             p = 1 * 16 = 16px */

div { font-size: 75% }      /* h1 = 2 * 16 * 0.75 * 0.75 = 18px
                             p = 1 * 16 = 16px */
```