

SOC-Memory Game using Memory Game

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Week 4

Credit Card

Firstly, I created a div class as a card-container, and inside that I created another div class as a card, both classes helped us to make all the changes related to the outer box and many changes.

The CSS property **perspective: 1000px;** is used to give a 3D effect to elements that are transformed in 3D space.

To design the front and back pages of the credit card we have many things like padding, margin, margin-top, margin-bottom, margin-left, margin-right, and font size.

The CSS property **transform-style: preserve-3d;** is used in the context of 3D transformations. When applied to an element, it affects how its child elements are rendered in 3D space. Specifically, it preserves the 3D transformation of the children's elements, allowing them to be transformed in 3D space relative to the parent element.

The CSS property **transition: transform 0.6s;** is used to create a smooth animation effect when the transform property of an element changes.

When we hover over the front of the credit card, it should flip to reveal the back. For that, we'll use `transform: rotateY(180deg);`

Sometimes even if we are away from the card, it's flipping back. For that, we'll use

```
.card *:not(:hover) {
```

```
pointer-events: none;  
}
```

The **backface-visibility: hidden;** CSS property controls whether the back face of an element is visible when it is not facing the screen. When set to hidden, the back face of the element will be invisible when the element is rotated and the back is facing the user.

When we face the front page and while hovering over it, it should flip for that we have

```
.back{ transform: rotateY(180deg); }
```