Dropdown menus

- Common desire
- Can be done many ways
 - Pure CSS or with JS
- Surprisingly tricky

Base Concept of Implementation

- Menu placed over content, doesn't move content
 - that means position: absolute;
- Menu is initially hidden
 - display: none; Or
 - height/max-height: 0; Or
 - transform: rotateX(-90deg);
- Showing/not showing reacts to user
 - With JS: add/remove a class
 - Pure CSS: focus/focus-within/hover/active
- Menu stays open while submenu is navigated

HTML structure

- MANY options
 - makes googling hard
- Common pattern
 - menu is
 - each item may have text and a ul>
 - "text" may or may not be a link
 - submenu
 contains <a> links

Sample

```
<1i>>
<button type="button">Sleep</button>
<l
  <a href="#">Paw over face</a>
  <a href="#">Head down</a>
  <a href="#">Curled up</a>
  <a href="#">On back</a>
<1i>>
<button type="button">Eat</button>
<l
  <a href="#">Scarf</a>
  <a href="#">Puke</a>
  <a href="#">Yowl if 10% of food is gone</a>
  <a href="#">Bury food</a>
```

Why buttons?

- Could be anything to make it work (span, etc)
- Buttons have a11y and keyboard benefits
- Notice type="button"
 - They don't DO anything when pressed
 - without JS, but we aren't using any
 - Buttons let us navigate with keyboard
 - We can style them to not look weird

Styling needs

CSS will be complex :(

- style menu and submenu and links
- position and hide submenu
- show submenu when condition is met

CSS complications

Are you doing a transition?

```
• no display: none; (what to transition?)
```

```
• no height: auto; (can cheat with max-height)
```

A11y?

- No :hover (by itself at least)
- Only some elements navigate with keyboard
 - thus why we had buttons
- Need : focus-within to work w/keyboard
- Don't remove outline/focus indicator