

<!-- ! Color -->

RGB:- (Red, Green, Blue)
RGBA:- (Red, Green, Blue ,Alpha)
HSL:- (Hue, Saturation, Lightness)
HSLA:- (Hue, Saturation, Lightness,Alpha)
HEXADECIMAL (#00ff00)

<!--? RGB -->

RGB color specified with the rgb() function.
Syntax: rgb(red, green, blue).
Each parameter (red, green, blue) defines the, intensity of the color and can be an integer between 0 and 255 or a percentage value (from 0% to 100%).

<!--? RGBA -->

RGBA color values are an extension of RGB color values with an alpha, channel which specifies the opacity of the object.
An RGBA color is specified with rgba() function.
Syntax: rgba(red, green, blue, alpha).
The alpha parameter is a number between 0.0 (fully transparent) and 1.0 (fully opaque).

<!--? HSL -->

HSL stands for hue, saturation, and lightness and represents a cylindrical-coordinate representation of colors.
An HSL color value is specified with hsl() function.

Syntax: hsl(hue, saturation, lightness).
Hue is a degree on the color wheel (from 0 to 360). 0 is red, 120 is green, 240 is blue.
Saturation is percentage value. 0% means a shade of gray and 100% is the full color.
Lightness is also a percentage, 0% is black, 100% is white.

<!--? HSLA -->

HSLA color values are an extension of HSL color values with an alpha, channel which specifies the opacity of the object.
An HSLA color value is specified with hsla() function.
Syntax: hsla(hue, saturation, lightness, alpha).
The alpha parameter is a number between 0.0 (fully transparent) and 1.0 (fully opaque).

<!--? HEXADECIMAL COLOR -->

A hexadecimal color is specified with: #RRGGBB, where the RR (red), GG (green), and BB (blue) hexadecimal integers specify the components of the color. All values must be between 00 and FF.

<!--? HEXADECIMAL COLOR WITH TRANSPARENCY -->

A hexadecimal color is specified with: #RRGGBB. To add transparency, add two additional digits between 00 and FF.