**Module Summary**

In this module, you learned that:

* CSS creates a uniform look throughout each element of each page of the website.
* CSS is usually coded in external style sheets and creates base styles for a website.
* CSS frameworks assists in implementing UI elements and creating dynamic web pages.
* CSS has two types of frameworks:
* Utility-first frameworks, which provide utility classes to help in building one's own styles and layouts.
* Component frameworks, which provide a wide selection of pre-styled components and templates that can be implemented onto a website.
* Plain (Vanilla) CSS lets developers write the styles and layouts of a website.
* HTML5 elements provide structure and function to websites.
* HTML5 uses the <input> tag to allow users to input information.

**Module 2 Glossary: CSS Overview & HTML5 Elements**

| **Term** | **Definition** |
| --- | --- |
| **Component Framework** | Component frameworks provide pre-styled components and templates which are easy to add to any website. |
| **CSS** | "Cascading Style Sheet"s is a style sheet language that describes how HTML elements are displayed​. It is the design that is layered over the top of an HTML web page​. |
| **Fixed Layout** | A fixed layout is a layout where ​you specify the height and width of elements, and those values remain the same regardless of which operating system or browser you use to access the website. |
| **Fluid Layout** | A fluid layout is a layout in which ​the height and width of elements is flexible ​and can expand or contract based on the browser window, the operating system, and other user preferences. |
| **Utility Framework** | The utility framework provides utility classes that are scoped to individual CSS properties, which helps in building custom designs in HTML files. |