# **CSS Cheat Sheet**





# Understanding the CSS Syntax

# 

### More about Selectors



#### Elements

Set equal style for these elements

```
<h1>Our header</h1>
The Blog Post
<div>More Info</div>
```

```
{ }
```

```
h1 {
   color: red;
}
```

#### Classes

Set equal style for elements within the same class

```
<h1 class="blog-post">
Our header</h1>

The blog post
<div class="blog-post">
More info</div>
```

```
.blog-post {
    color: red;
}
```

#### Universal

```
<h1>Our header</h1>
The blog post
```





# **More about Selectors**



#### IDs

Set style to one specific element

```
<h1 id="main-title">Our
header</h1>
```

```
#main-title {
   color: red;
```

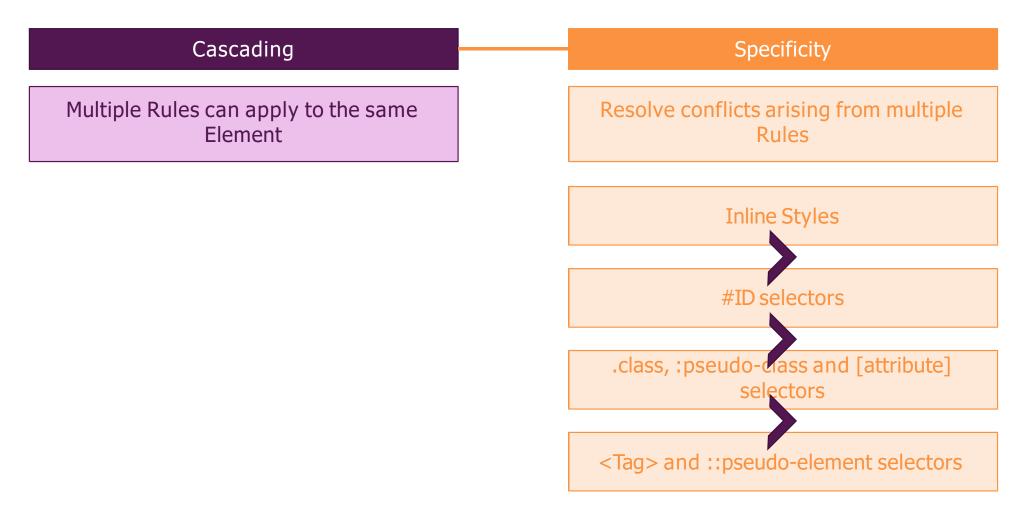
#### Attributes

Set equal styles to all elements with attribute(s)

```
<button disabled>
   Click
</button>
```

```
[disabled] {
  color: red;
```

# **Cascading Style Sheets & Specificity**





# **Cascading Style Sheets & Specificity**

#### Cascading

Multiple Rules can apply to the same Element

#### Specificity

Resolve conflicts arising from multiple Rules

#### Selector Hierarchy

Directly applied Styles win over Inheritance

p {...} >div {...} for
<div>Hi!</div>

More specific Selector wins over less specific one

p.some-class {...} > p {...} for
Hi!





## Inheritance

```
div {
    color: red;
}

p {
    color: green;
}

Color: green;
}

Parent styles are inherited by child elements if not overwritten!
```

```
<div>
  <div>
     <h1>Inherited!</h1>
  </div>
  Overwritten
  <div>Inherited!</div>
  <article>
     Overwritten
  </article>
  Overwritten
</div>
```





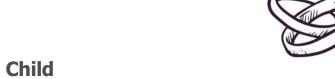
# **Understanding Combinators**

### **Adjacent Sibling**

```
div + p {
}
```

### General Sibling

```
div ~ p {
}
```



#### Descendant

```
div p {
}
```

```
div > p {
}
```

## Combinators - Adjacent Sibling

# + Adjacent Sibling

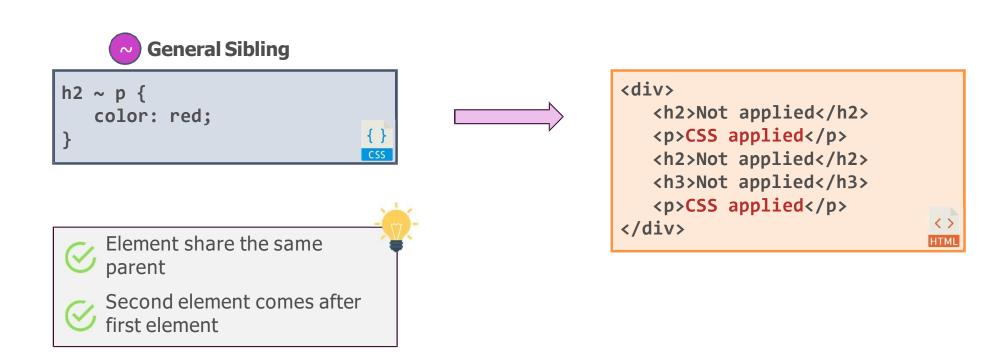




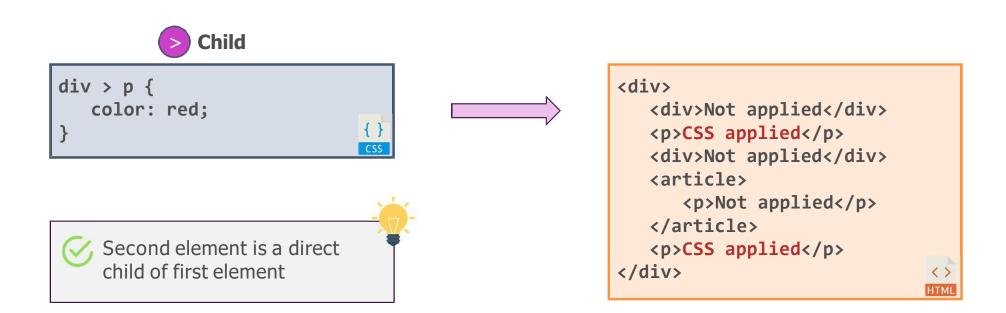
Second element comes immediately after first element



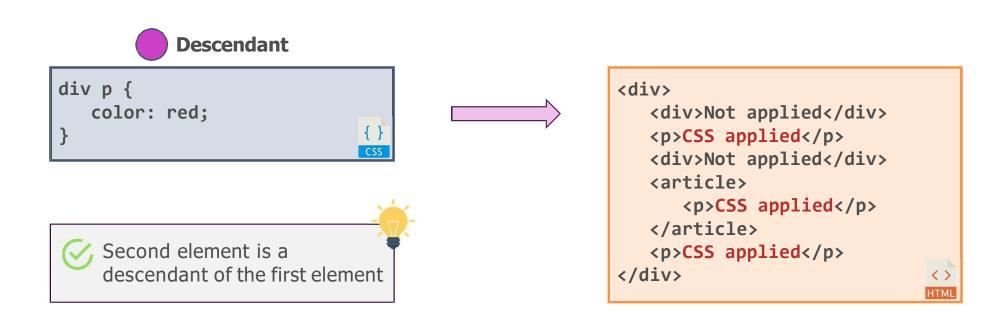
# Combinators - General Sibling



### Combinators - Child



### Combinators - Descendant





# **Value Types**

Values are tightly coupled to specific property!

D	- C*	l O L'
Pro-n	IATINAC	Options
		i Options

#### Colors

# Length, Sizes & Numbers

#### **Functions**

display: block;

background: red;

height: 100px;

background:
 url(...);

overflow: auto;

color: #fa923f;

width: 20%;

transform:
scale(...);

color: #ccc;

order: 1;

Possible Values can be found in CSS References (e.g. MDN)!



# **Summary**

#### CSS works with Rules

```
h1 {
   color: red;
}
p {
   color: red;
}
```

### Different Types of Selectors

```
h1 {...}
.some-class {...}
[disabled] {...}
#some-id {...}
* {...}
```

### Properties & Values

- Long list of available Properties and Values
- Check MDN or comparable References
- Different Type of Values, depending on Properties

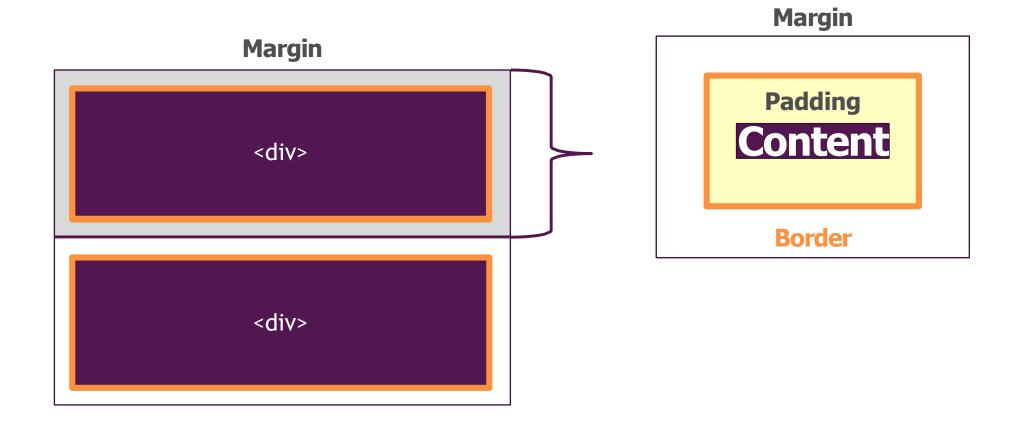
### Inheritance & Specifity

- Parent styles are generally inherited
- Multiple rules can apply to one element
- Specifity resolves "multiple rules" conflicts
- Inheritance defaults can be changed

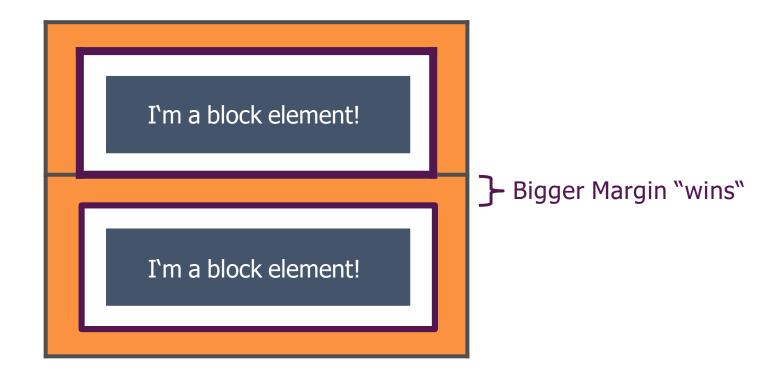
#### **Selectors with Combinators**

```
div + p {
    color: red;
}
div ~ p {
    color: red;
}
div > p {
    color: red;
}
div p {
    color: red;
}
```

# The Box Model



# **Margin Collapsing**



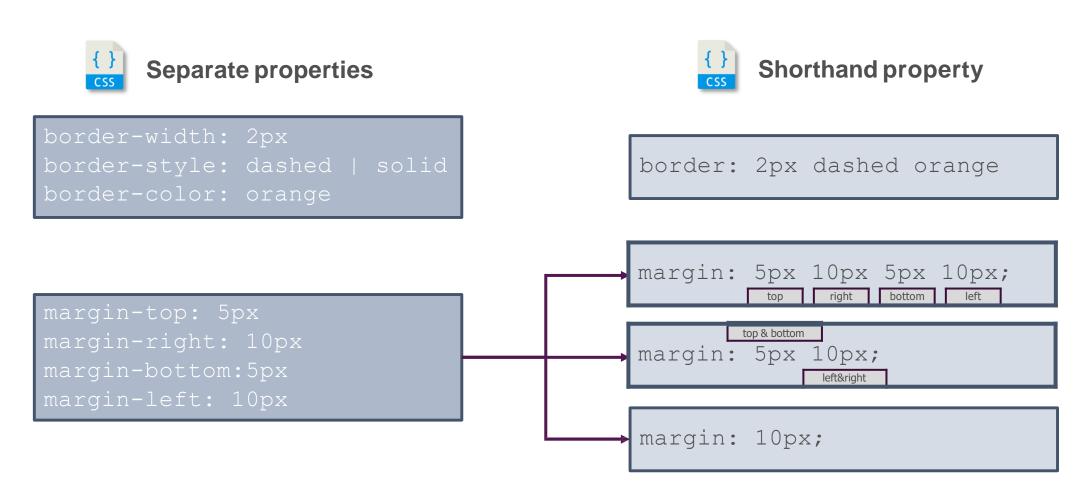
In General: Use either margin-top or margin-bottom



# **Shorthand Properties**

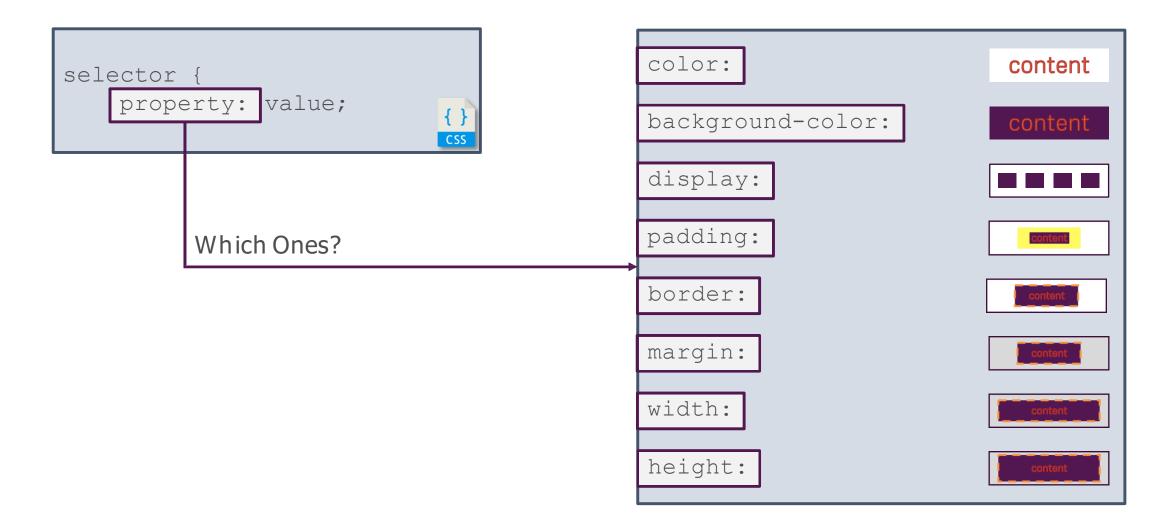


Combine values of multiple properties in a single property (the shorthand property)

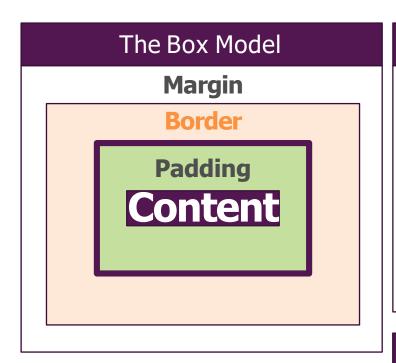




# **Properties Worth to Remember**



# Summary



### Styling Width & Height

- px or % (or other units)
- % refers to container
- width and height
- box-sizing can be content-box (default) or border-box

### The "display" Property

- Control behavior (block vs inline) of elements
- Mix behavior via inlineblock
- Remove elements via none

#### Pseudo Classes & Elements

:hover

:active

:first-of-type

::after

::first-letter



# **Summary**

#### **CSS Class Selectors**

- You can apply more than one class to an element
- You can chain selectors (e.g. a.active, .priority.highlighted)
- Class selectors are the most-used type of CSS selectors

### !important

• Important: Don't use !important in 99% of cases

#### Pseudo Selectors & :not

- You use the same pseudoselectors in most cases (:hover, :active)
- Explore your possibilities to solve edge cases with ease
- Use :not with caution but when needed to exclude certain elements

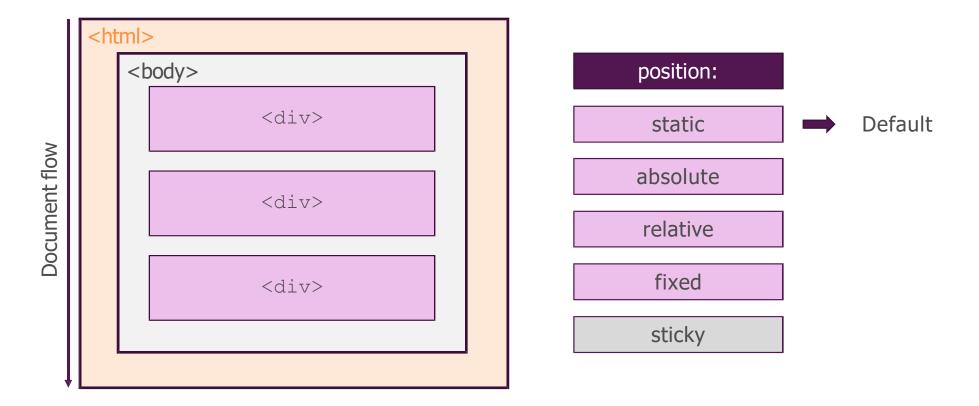


# **Positioning**

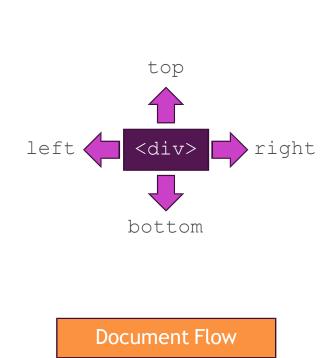
How to change the position of elements

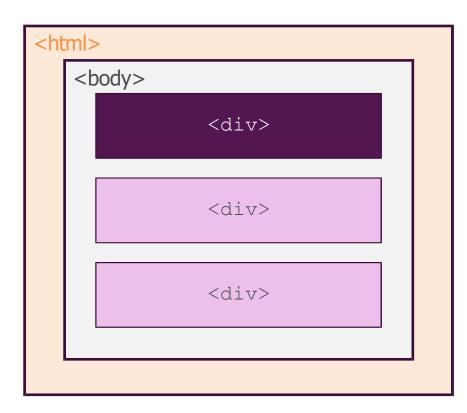


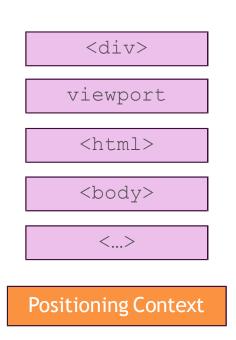
# **Positioning Elements**



# **Changing the Position**







# **Summary**

#### The "position" Property

static (default)
fixed
absolute
relative
sticky

#### **Positioning Context**

- Defines the anchor point for your position change
- The viewport for fixed
- Another element for absolute
- The element itself for relative
- The viewport and another element for sticky

#### The "Document Flow"

- The default positioning behaviour of html elements
- Can be changed with position
- Elements can remain in the document flow or be excluded from it

#### **Stacking Context**

- Created when applying
   fixed/ sticky or
   absolute/ relative in
   combination with z-index
- Defines stacking behaviour of child elements

#### **Moving Elements**

- top
- bottom
- left
- right

#### **Z-Index**

- Changes the default element positioning along the z-axis
- auto (0) as default value
- Changes only possible when position is applied
- Larger value = element is positioned on top of other elements

# **The Background Property**

background: red;

background is a shorthand property

only applies to

background-image

Set one or more background images

background-size

Set size of background image

background-color

Set a background color

background-repeat

Defines how background images are repeated

background-position

Set initial position, relative to background position layer

background-origin

Set background positioning area

background-clip

Define whether background extends underneath border

background-attachment

Sets the scrolling behavior of the background image

only applies to



defined by

# **Summary**

### The "background" Property

background-image
background-color
background-position
background-size
background-origin
background-clip
background-repeat
background-attachment

#### Gradients

- Linear and radial gradients
- Linear gradients: Direction + color stops
- Radial gradients: shape, size, position and color stops

### The "background" Shorthand

- Watch out for background-position and background-size (center/cover)
- As all shorthands:
   Overwrites other properties

### Multiple Backgrounds

- You can stack background images (only one solid color which has to be at the bottom)
- Using transparency can create cool effects

#### **Filters**

- Easily add visual effects to boxes
- Affect all content

### <img>vs background-image

- <img> is better for accessibility but way more difficult to style
- background-image can be sized and positioned easier

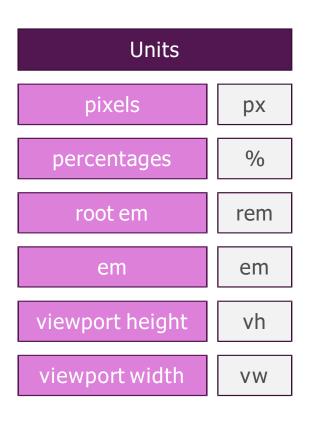


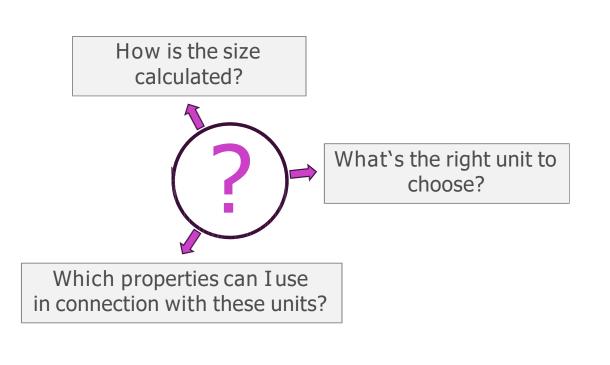
# Dimensions, Sizes & Units

Because there is more than "px"

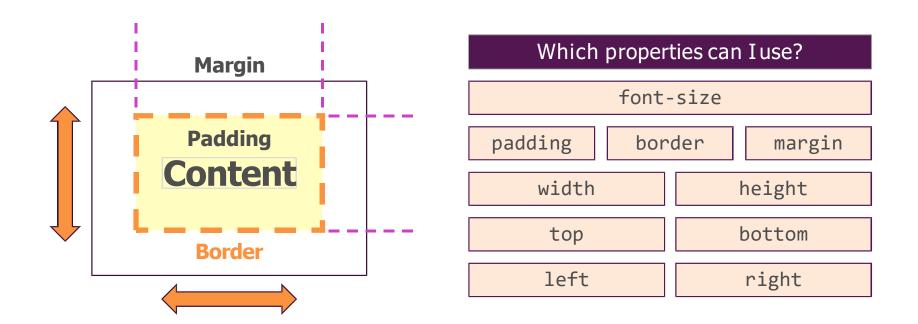


# Pixels, Percentages & More





### **Where Units Matter**



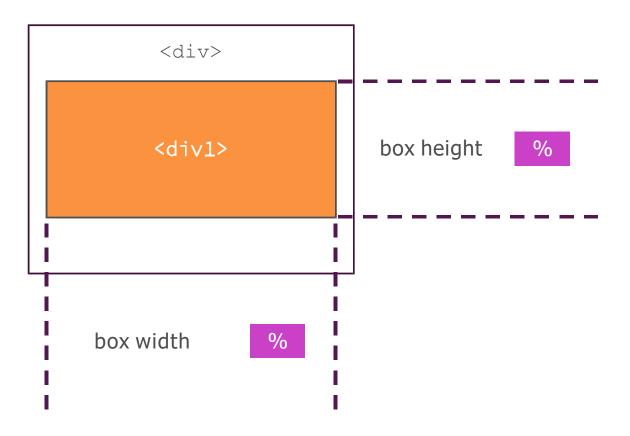
# **How is the Size Calculated?**

Absolute Lengths	Viewport Lengths	Font-Relative Lengths
Mostly ignore user settings	Adjust to current viewport	Adjust to default font size
рх	vh	rem
cm	VW	em
mm	vmin	
	vmax	
		% Special Case
		Spo



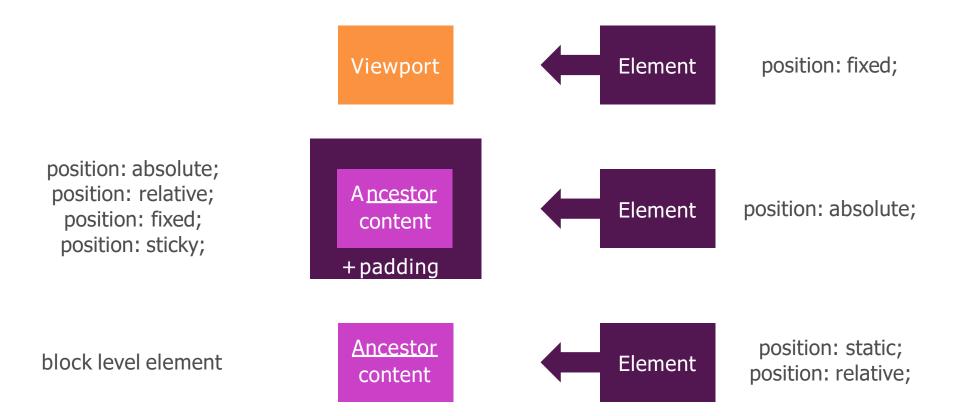
## How is the Box Size for % Units Calculated?





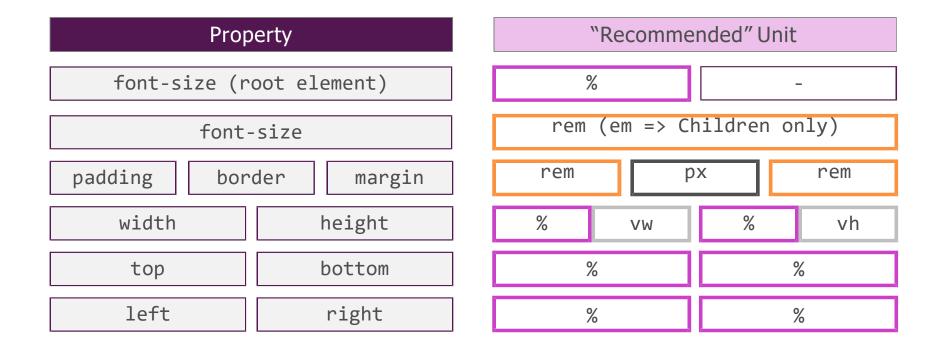


### 3 Rules to Remember





### Which Unit Should I Choose?



# **Summary**

#### Units

pixels (px)
percentages (%)
rem & em
viewport (vh % vw)
auto

#### Min/Max-Width

- Always use these in combination with the width property
- Set width to a relative value (e.g. %) and the min/max value to px to limit the element size
- Also available for height

#### The Containing Block

- The reference point when applying % units to an element
- Depends on the position property applied to this element
- Can be the closest ancestor or the viewport

#### Em & Rem

- Sizes always depend on the font-size of the root element (rem) or the element itself (em)
- Not restricted to fontsize

#### 100% Height

- The element itself and the ancestors use position static/relative => 100% height is not working
- Adding 100% height to all ancestors fixes this issue
- Position fixed/absolute
  or using viewport units (vw
  or vh) as alternatives



# Summary

### **Accessing Style Properties**

- Access CSS styles on DOM elements via the style property
- Access via camelCase
   notation (e.g.
   backgroundImage) or by
   using strings (e.g.
   'background-image')

#### Add & Remove CSS Classes

- Use className or classList
- classList is easier and more flexible

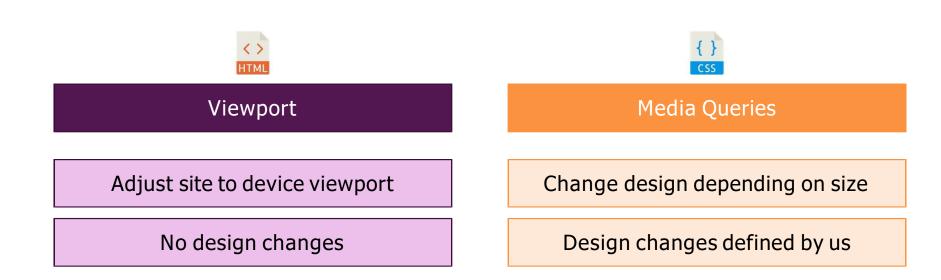


# **Responsive Design**

Let's make our page look awesome on all devices



### Which Tools do we Have?





### Summary

#### Responsive Design

 Required to ensure that our website looks beautiful on all devices

#### The Viewport Metatag

- Should be added to your HTML files to adjust the viewport to device size
- Converts "hardware pixels" into "software pixels" and therefore takes into account the actual device width

#### Media Queries

- Allow us to change properties and therefore the entire design depending on device widths/heights
- Added to the CSS code with @media



## Summary

### **Styling Inputs**

- Input elements tend to have many browser default styles
- Use pseudo-selectors
   (:focus) to provide good
   user feedback
- outline VS border

#### Validation Feedback

- :valid and :invalid pseudo selectors
- Manual validation feedback via class addition (e.g. invalid)

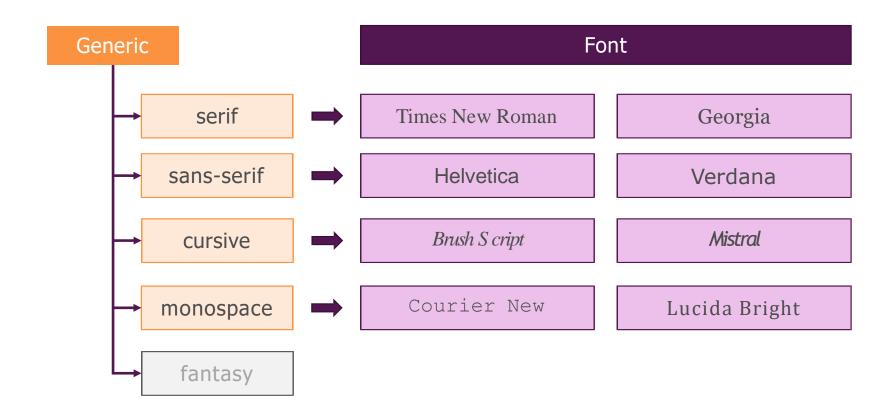


# **Working with Text and Fonts**

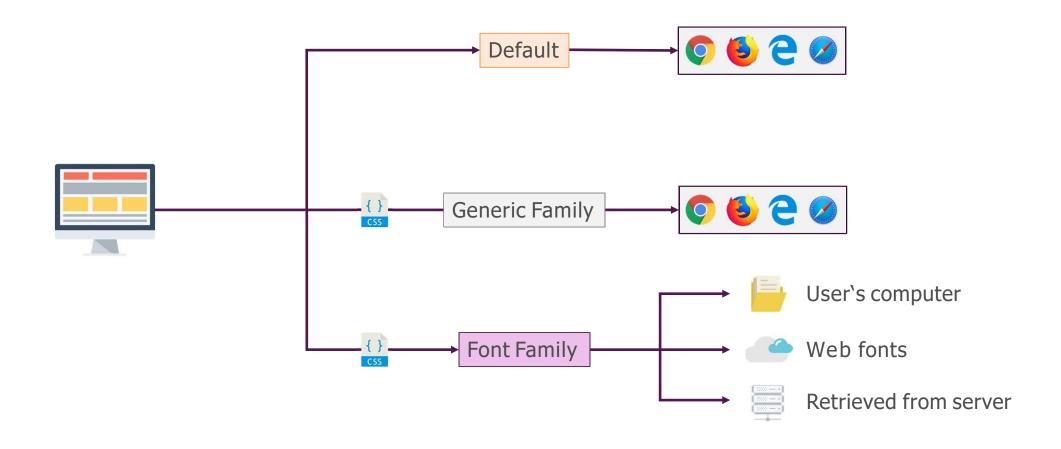
How we can make our information look beautiful



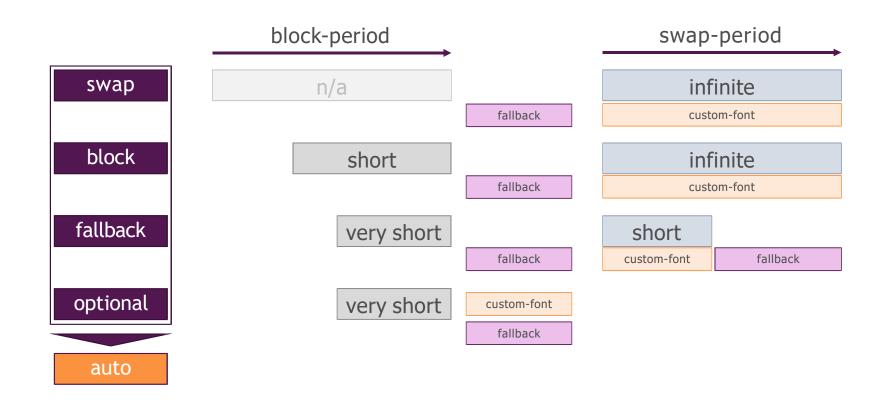
### **Generic Families & Font Families**



### What will be displayed?



### font-display:



### **Summary**

#### **Generic & Font Families**

- Generic families as fallback in case font family is not available
- Define exact font by using a specific font family

#### "font-display"

- Define the font family loading behaviour to ensure fonts are immediately visible for the user
- Available values mainly differentiate in block-period and swap-period

#### **Importing Font Families**

- Font families must be available to be displayed correctly on the browser
- Locally installed font families vs. embedded fontfamilies with @font-face
- Import font families from Google Fonts

#### The "font" Shorthand

- Apply font family according to available systems fonts
- Shorthand for muliple font properties
- font-size & fontfamily are obligatory

#### The "font" Properties

font-size
font-style
font-weight
font-stretch
font-variant

letter-spacing
white-space
line-height
text-decoration

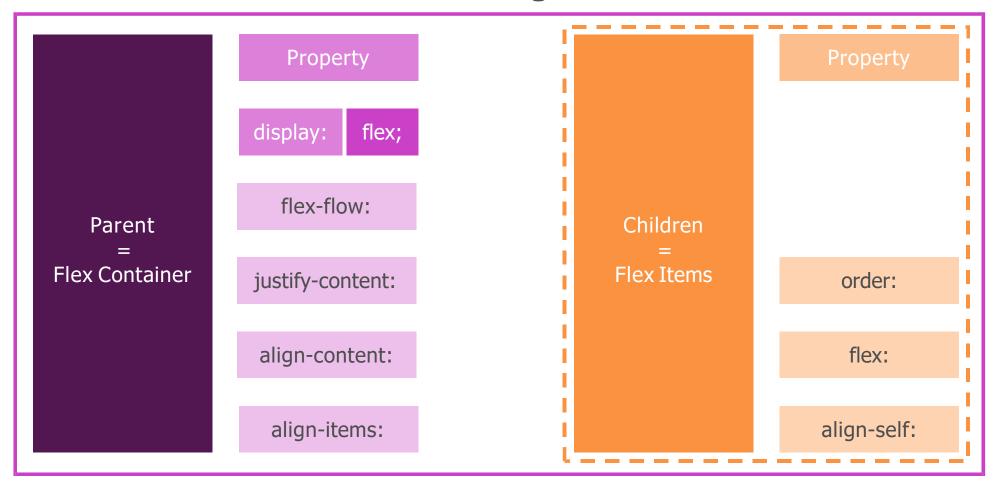
text-shadow

# **Working with Flexbox**

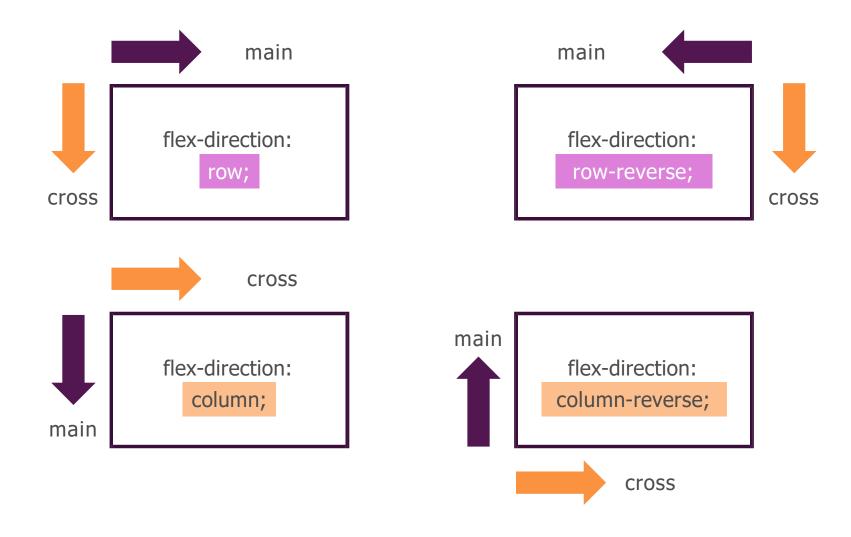
The modern way to change the way our elements are displayed



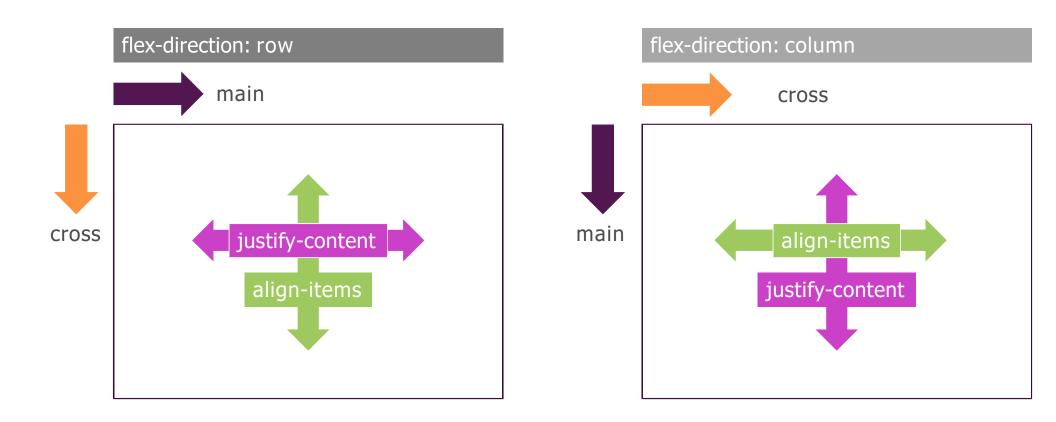
### **Understanding Flexbox**



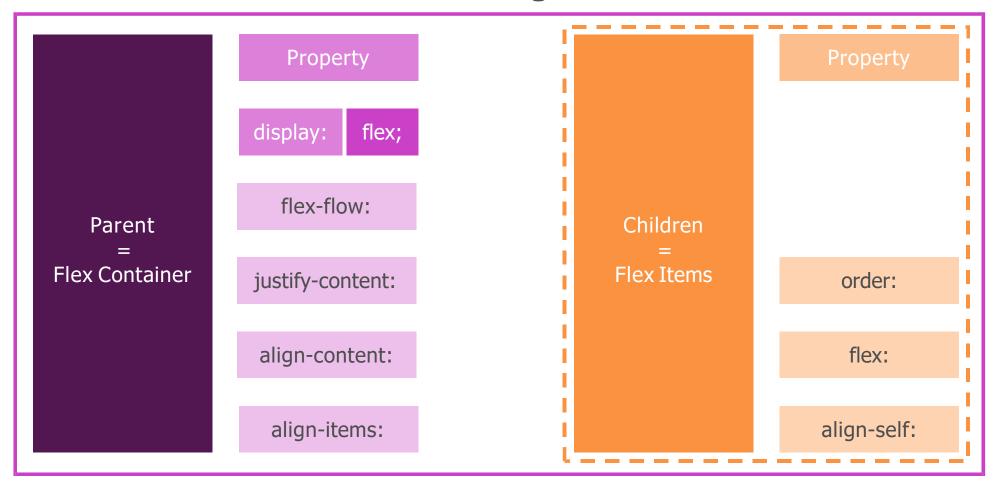
### Main Axis vs. Cross Axis



# **Align Items and Justify Content**



### **Understanding Flexbox**



### **Summary**

#### Flexbox

- Changes the way elements are displayed on a website
- Flexbox consists of the Flex-Container and Flex-Items

#### Main Axis vs Cross Axis

- flex-direction defines main axis
- Properties refer to main or cross axis
- Behaviour of Flex-Items changes depending on flex-direction

#### Flex Container

Adding display: flex to an element will turn it into a Flex-Container

#### Flex Items

- All elements/children of the Flex-Container will become Flex-Items
- Behaviour can be changed by properties applied to the Flex-Container and applied to individual Flex-Items

#### Flex Container - Properties

display: (inline-)flex
flex-direction
flex-wrap
flex-flow (shorthand)
align-items
justify-content
align-content

#### Flex Items - Properties

order
align-self
flex-grow
flex-shrink
flex-basis
flex (shorthand)



# **Summary**

#### Creating a Grid

- display: grid creates a grid where child elements are automatically placed in rows
- This default can be overwritten with grid-auto-flow (and then also grid-auto-rows Or grid-auto-columns)
- Use grid-gap to add gaps between columns and rows

#### Defining the Grid Structure

- You define columns and/or rows explictly via gridtemplate-columns/ grid-template-rows
- Use repeat (times, size) to create multiple columns or rows with ease
- Use auto-fill/auto-fit to derive the number of columns automatically
- Use minmax for dynamic sizing

### Placing Elements

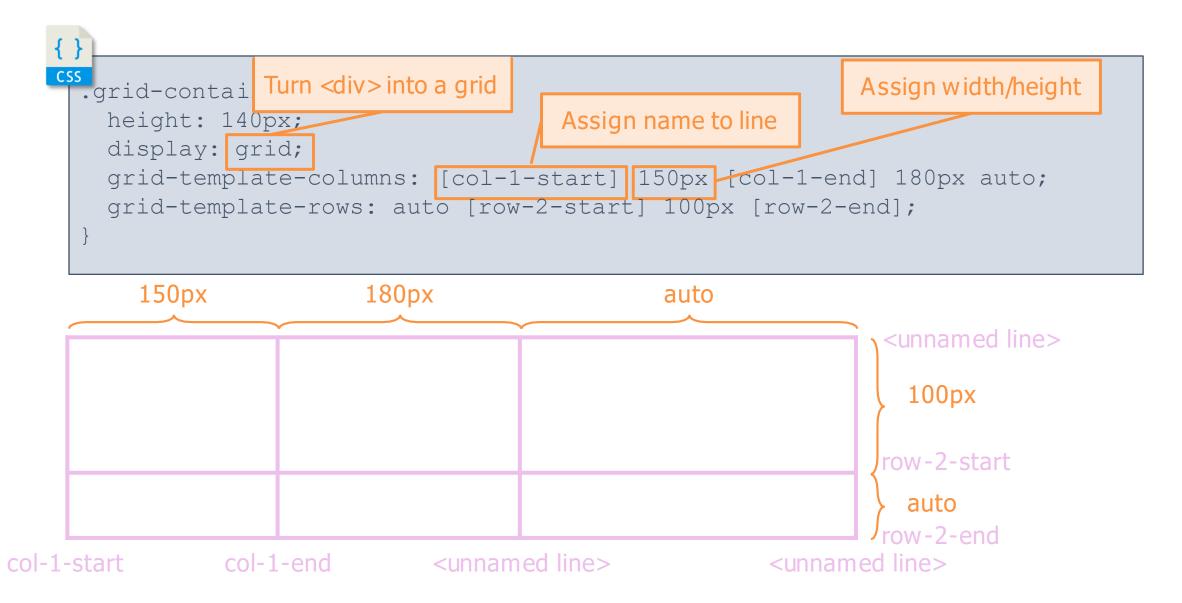
- Position elements in the grid via grid-row and/or grid-column
- Use span x to span an element over multiple columns or rows
- Use line numbers, line names or named areas

### **Aligning Elements**

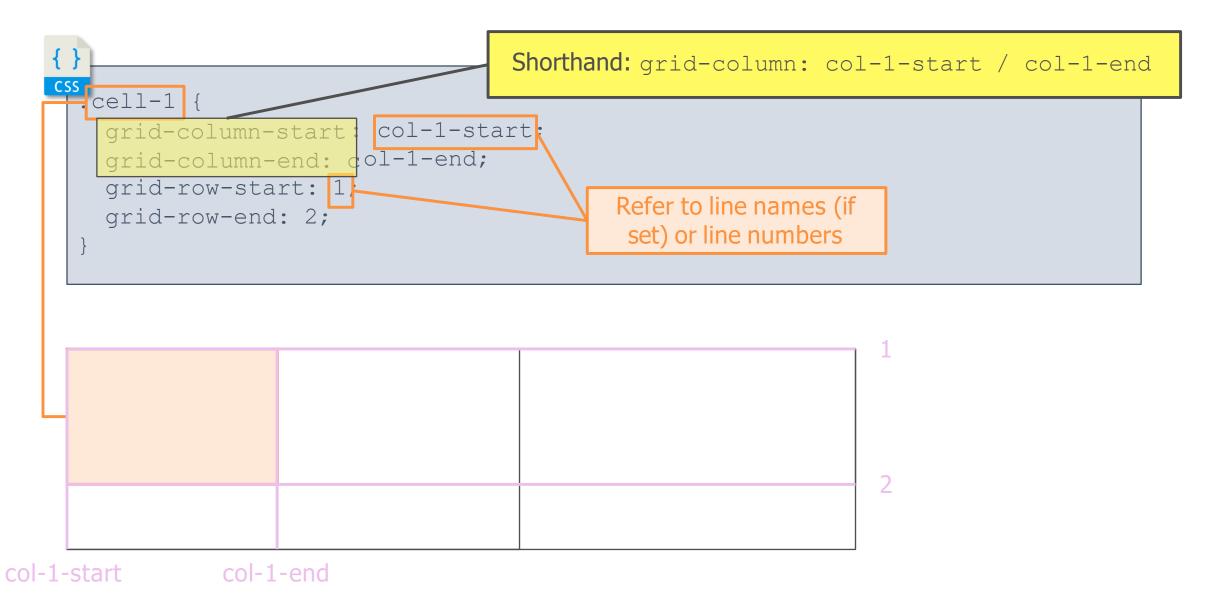
- Align grid items via justify-items (X-axis) and align-items (Y-axis)
- Align the entire grid content via justify-content (X-axis) and align-content (Y-axis)



## **Grid Templates**



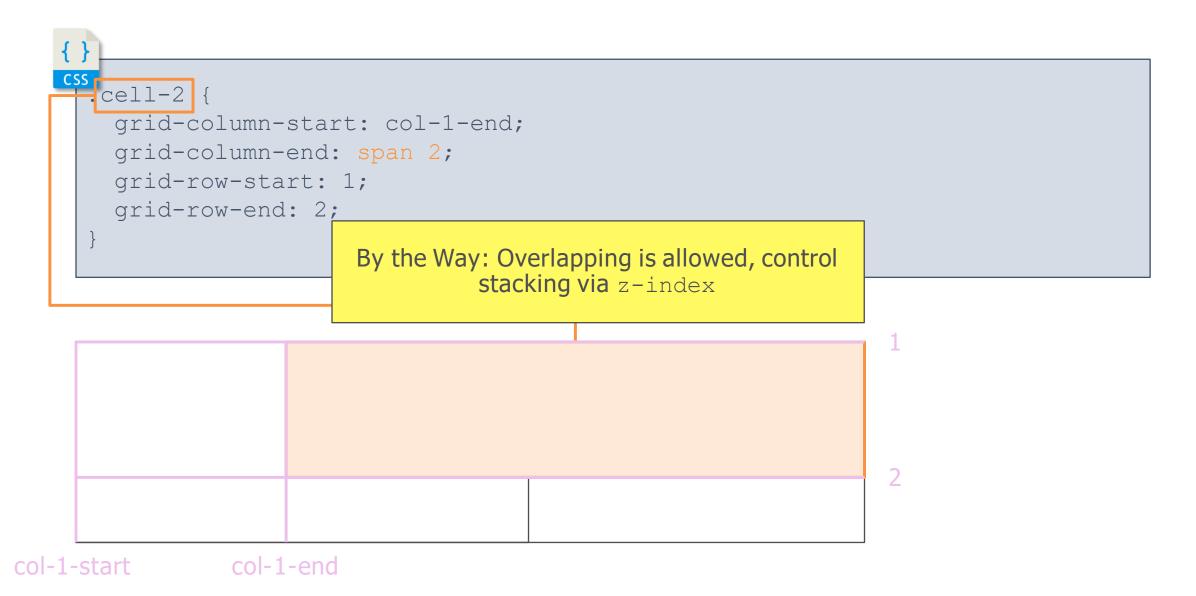
# From a Grid Cell Perspective



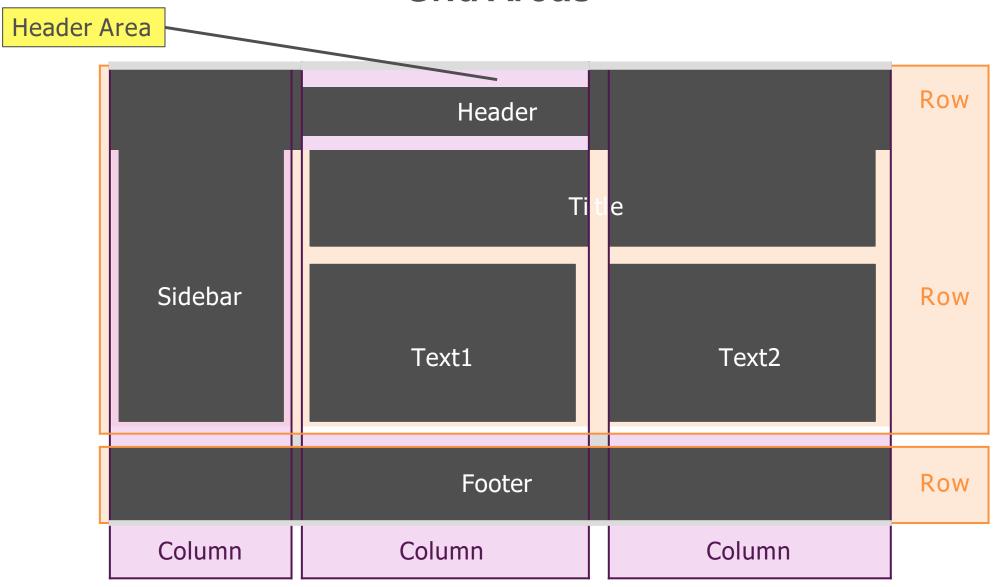
# From a Grid Cell Perspective

```
cell-2 {
       grid-column-start: col-1-end;
       grid-column-end: 4;
       grid-row-start: 1;
       grid-row-end: 2;
col-1-start
                col-1-end
```

# **An Alternative Way**

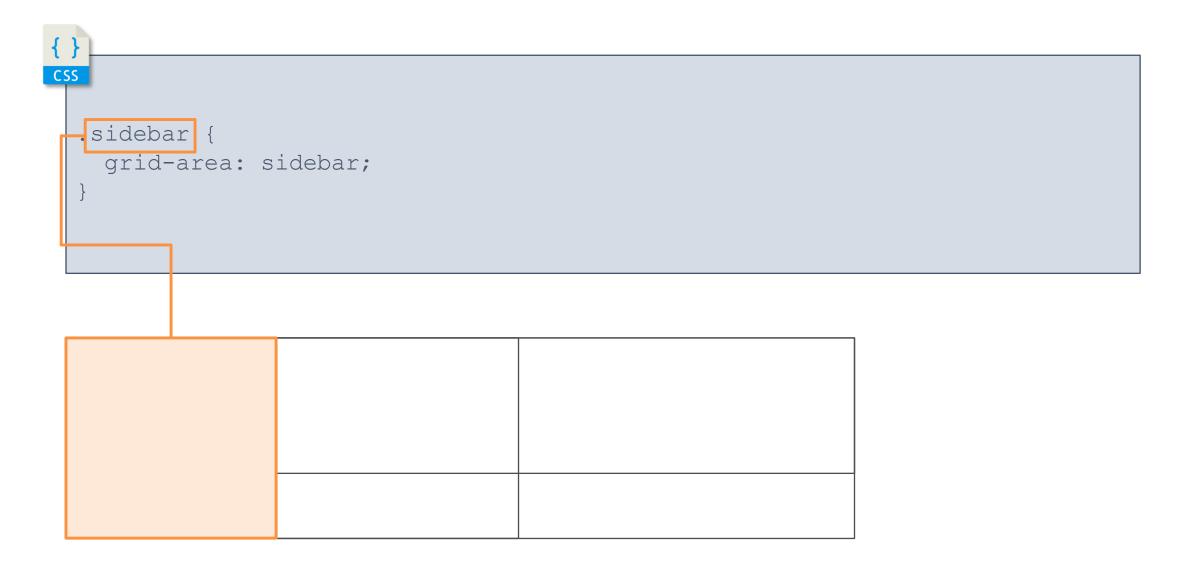


### **Grid Areas**

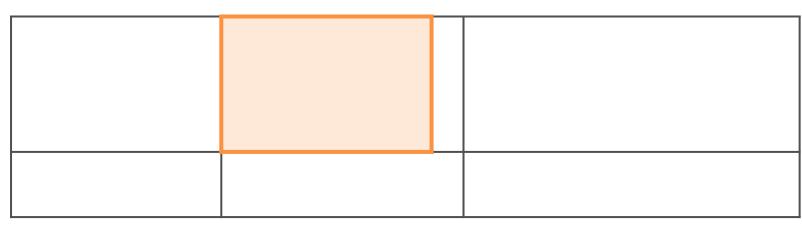




# From a Grid Cell Perspective



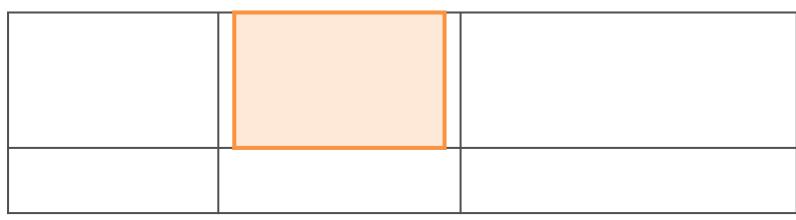
# **Grid Alignment – Horizontal Start**



```
.grid-container {
  justify-items: start;
}
```



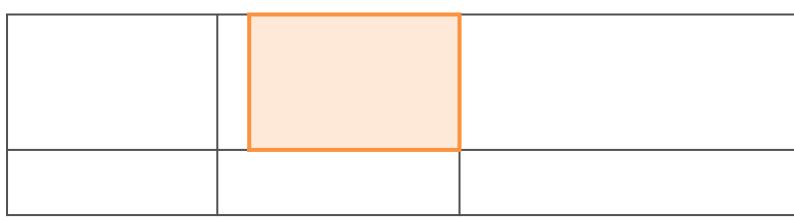
# **Grid Alignment - Horizontal Center**



```
.grid-container {
   justify-items: center;
}
```



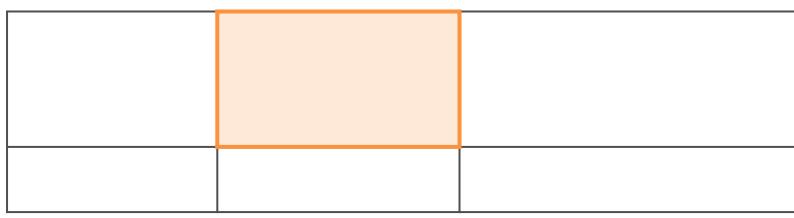
# **Grid Alignment - Horizontal End**



```
.grid-container {
   justify-items: end;
}
```



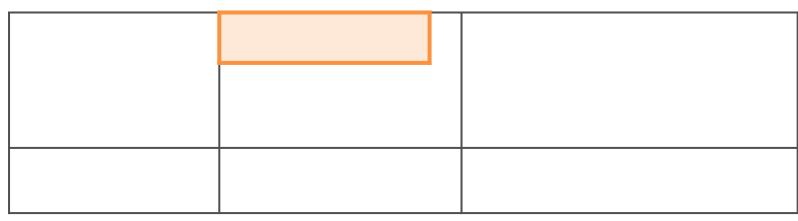
# **Grid Alignment - Horizontal Stretch**



```
.grid-container {
   justify-items: stretch;
}
```



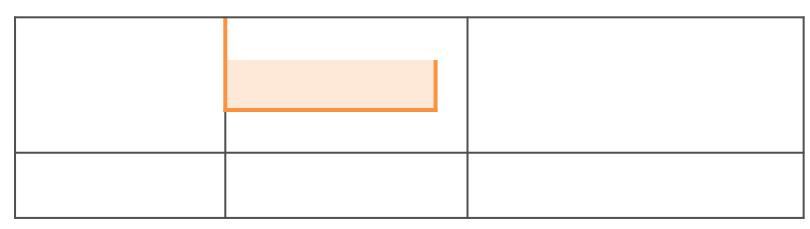
# **Grid Alignment – Vertical Start**



```
.grid-container {
   align-items: start;
}
```



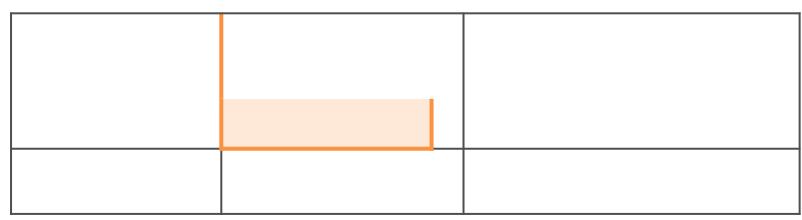
# **Grid Alignment - Vertical Center**



```
.grid-container {
   align-items: center;
}
```



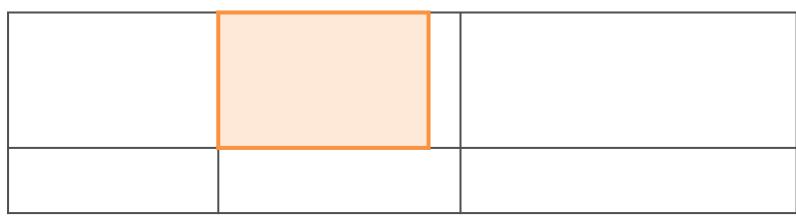
# **Grid Alignment - Vertical End**



```
.grid-container {
   align-items: end;
}
```



# **Grid Alignment - Vertical Stretch**



```
.grid-container {
   align-items: stretch;
}
```

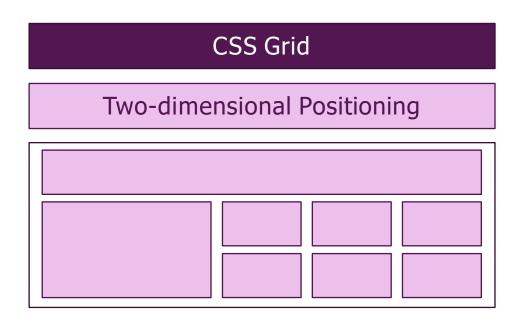


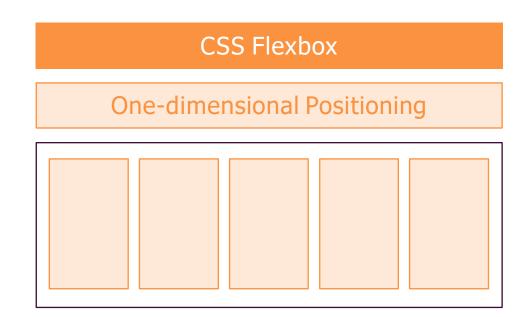
# Grid Alignment – Align Grid Itself

```
css
| .grid-container {
| justify-content: start | end | center | stretch | space-around | space-between | space-evenly;
| align-content: start | end | center | stretch | space-around | space-between | space-evenly;
| }
```

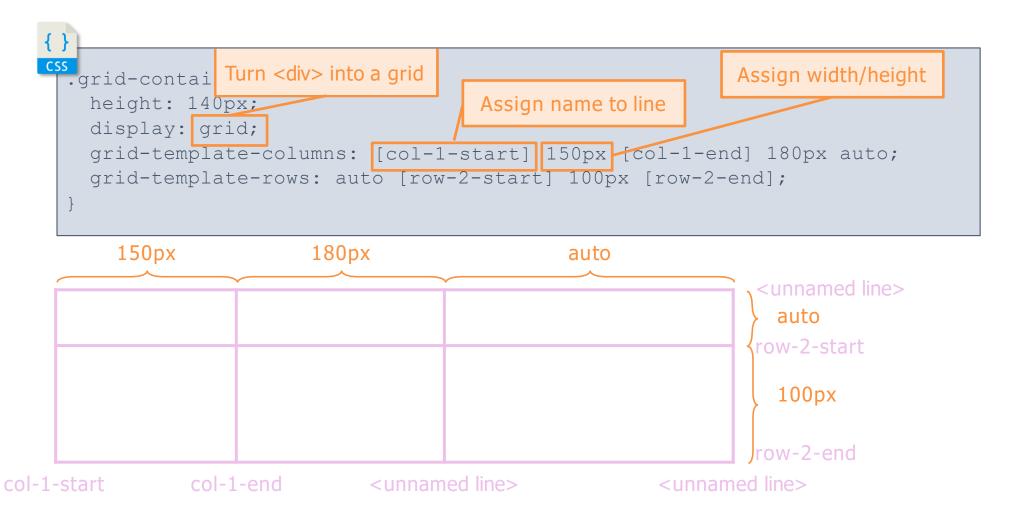


### **CSS Grid vs Flexbox**

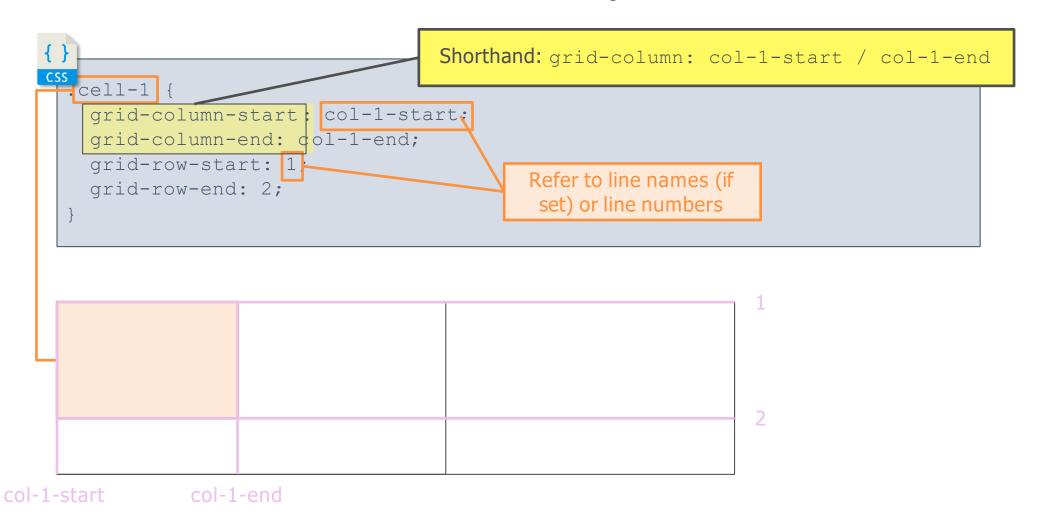




### **Grid Templates**



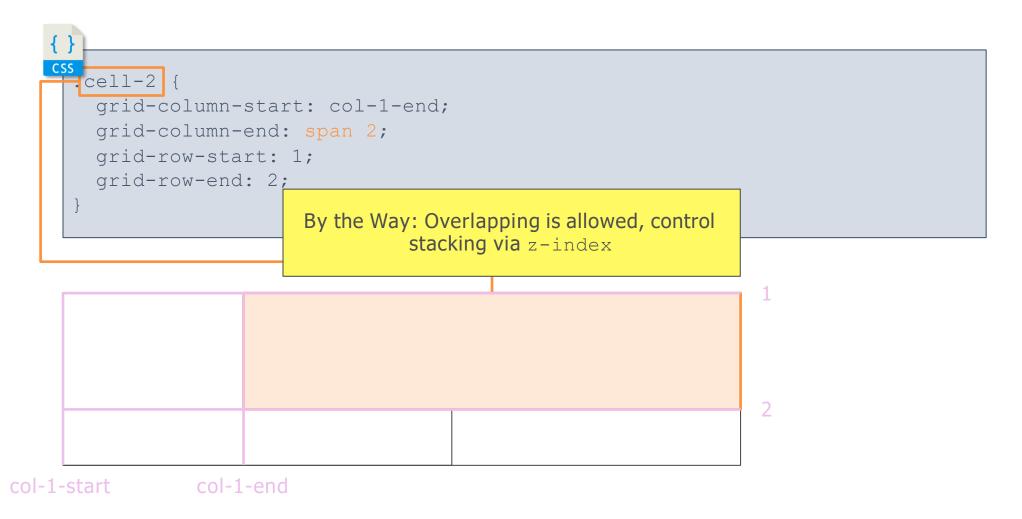
### From a Grid Cell Perspective



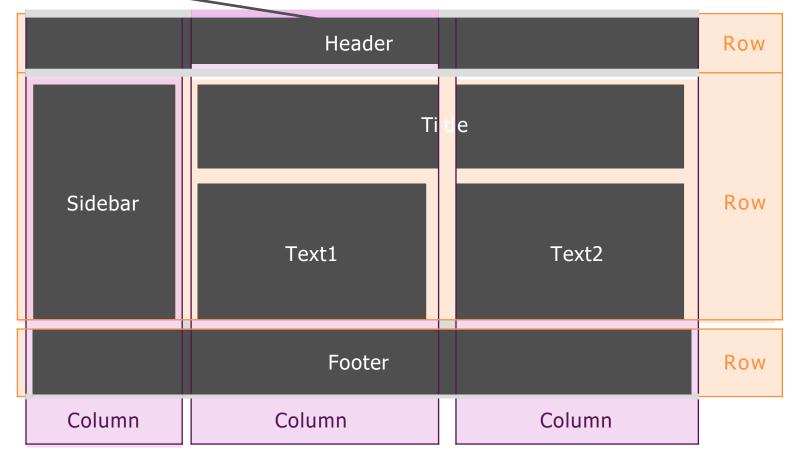
### From a Grid Cell Perspective

```
css
cell-2
       grid-column-start: col-1-end;
       grid-column-end: 4;
       grid-row-start: 1;
       grid-row-end: 2;
col-1-start
                col-1-end
```

### **An Alternative Way**

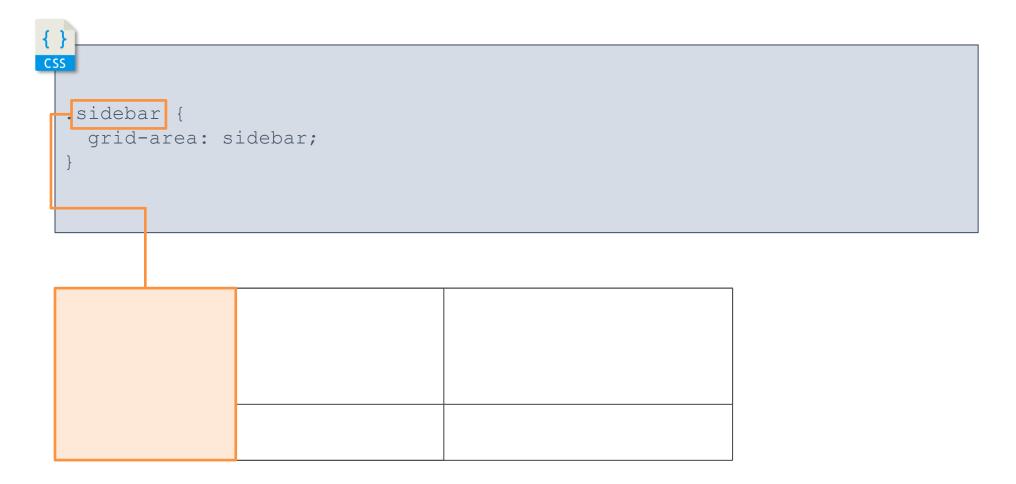


# Grid Areas

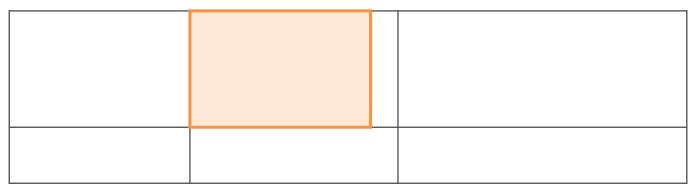


Header Area

# From a Grid Cell Perspective



# **Grid Alignment – Horizontal Start**

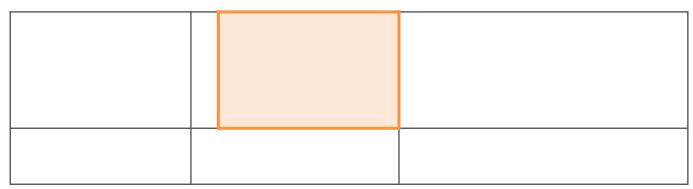


```
.grid-container {
  justify-items: start;
}
```

## **Grid Alignment - Horizontal Center**

```
.grid-container {
  justify-items: center;
}
```

## **Grid Alignment - Horizontal End**



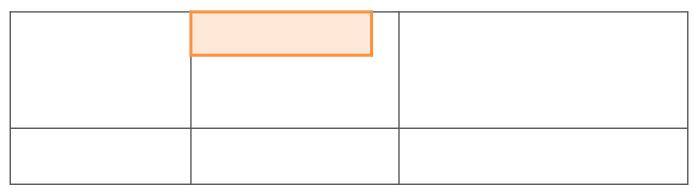
```
.grid-container {
  justify-items: end;
}
```

## **Grid Alignment - Horizontal Stretch**

```
.grid-container {
  justify-items: stretch;
}
```

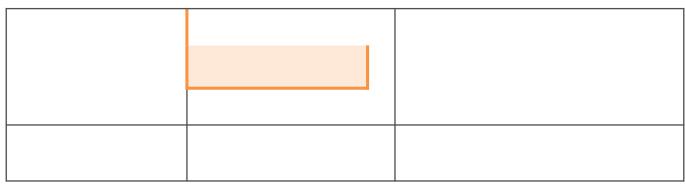


# **Grid Alignment – Vertical Start**



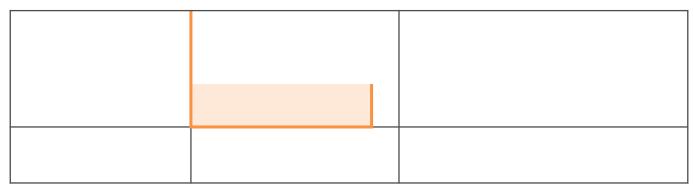
```
.grid-container {
  align-items: start;
}
```

## **Grid Alignment - Vertical Center**



```
.grid-container {
  align-items: center;
}
```

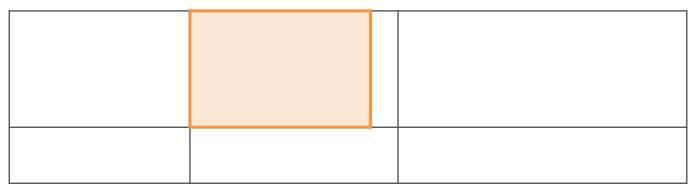
# **Grid Alignment - Vertical End**



```
.grid-container {
  align-items: end;
}
```



# **Grid Alignment - Vertical Stretch**



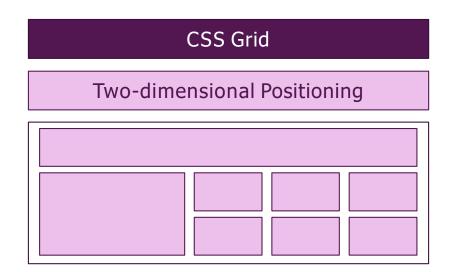
```
.grid-container {
  align-items: stretch;
}
```

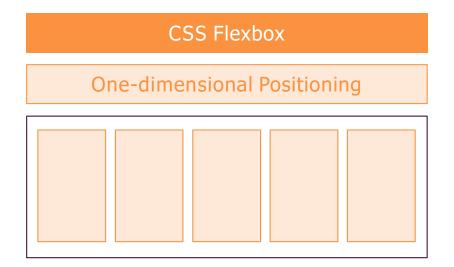
## Grid Alignment – Align Grid Itself

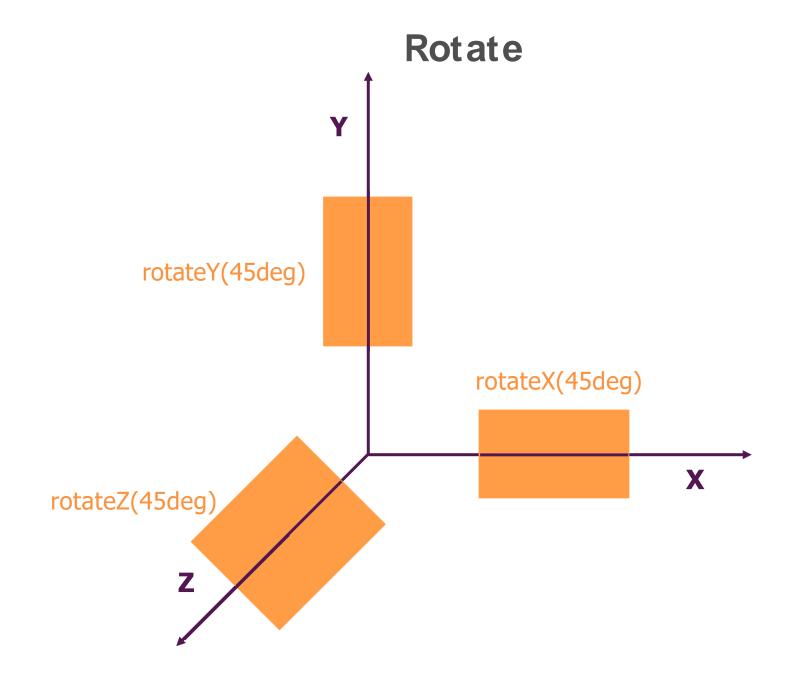
```
css
    .grid-container {
        justify-content: start | end | center | stretch | space-around | space-
        between | space-evenly;
        align-content: start | end | center | stretch | space-around | space-
        between | space-evenly;
    }
}
```



#### **CSS Grid vs Flexbox**







# Summary

#### The "transform" Property

- Allows you to
   translate(), scale(),
   rotate() and skew()
   elements
- 3D transformations are possible via the Z-axis
- transform-origin and transform-style for customization

#### Perspective

- perspective allows you to define the perspective of the viewer
- perspective-origin allows you to manipulate the origin of the viewer

# Summary

#### Keyframes

- Define all animation steps on your own: Via from and to or % values
- Animate as many properties as you want
- Animate different properties in each keyframe step
- Timing function interpolates transition between keyframes

#### The "animation" Property

- Define which keyframe set should be played
- Set a duration and delay (if wanted)
- Define how many iterations should be played and if the animation should alternate or not
- Set the animation-fillmode to decide whether the properties of the last keyframe should be kept
- Listen to animation events via JavaScript



### **CSS Variables**

```
.element-1 {
 color: #fa923f;
.element-2 {
 color: #fa923f;
.element-3 {
 color: #fa923f;
```

CSS Variables

```
:root {
 --my-color: #fa923f;
.element-1 {
 color: var(--my-color);
.element-2 {
 color: var(--my-color);
.element-3 {
 color: var(--my-color, #fa923f);
```



### **Vendor Prefixes**









Browsers implement new Features Differently and at different Speed

```
css.container {
    display: -webkit-box;
    display: -ms-flexbox;
    display: -webkit-flex;
    display: flex;
}
```



# **Support Queries**

Some Features just aren't implemented (yet) in some Browsers

```
@supports (display: grid) {
    .container {
        display: grid;
    }
}
```



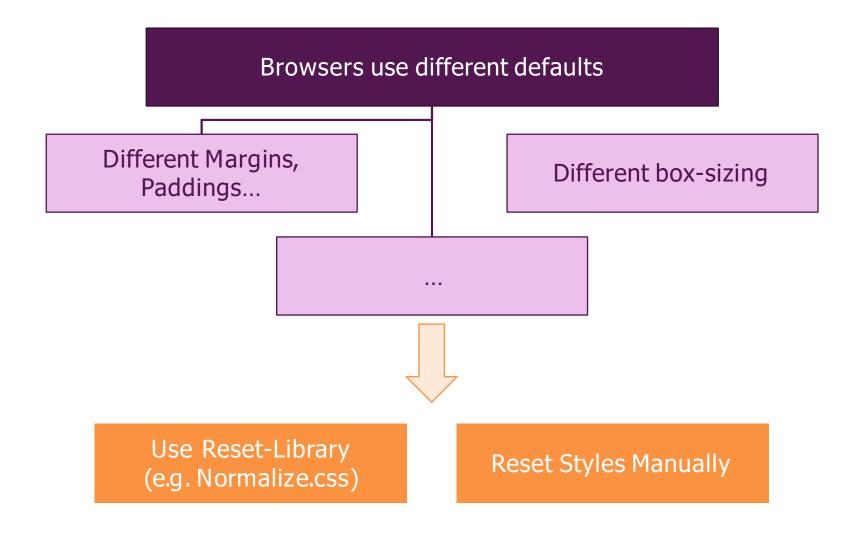
# **Polyfills**

A Polyfill is a JavaScript Package which enables certain CSS Features in Browsers which would not support it otherwise.

Remember: Polyfills come at a cost! The JavaScript has to be loaded and parsed!



### **Eliminate Cross-Browser Inconsistencies**





# **Choosing Class Names Correctly**

Do

Use kebab-case

Because CSS is case-insensitive

Name by feature

For example .page-title

Don't

Use snakeCase

Because CSS is case-insensitive

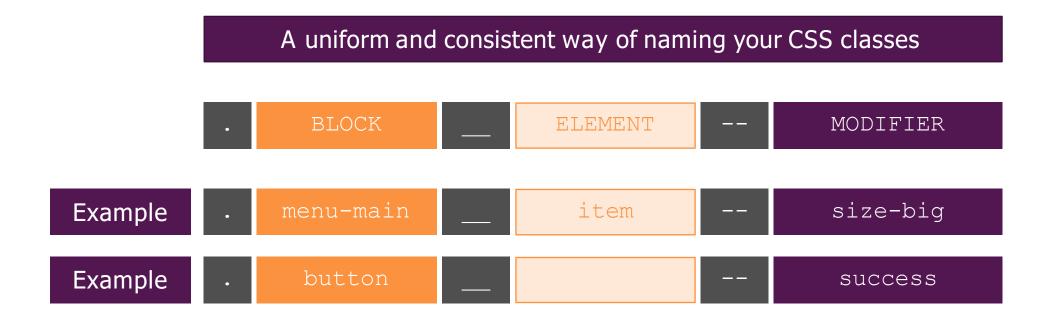
Name by style

.title-blue





# **Block Element Modifier (BEM)**



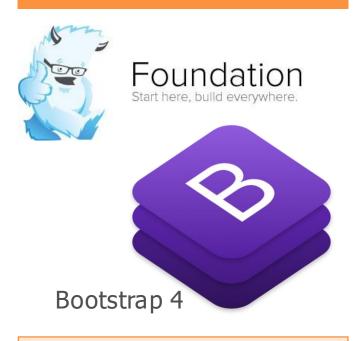
### "Vanilla CSS" vs CSS Frameworks

#### Vanilla CSS



Write all your styles and layouts on your own

#### Component Frameworks



Choose from a rich suite of pre-styled components & utility features/ classes

#### **Utility Frameworks**



Tailwind CSS

Build your own styles and layouts with the help of utility features and classes



## "Vanilla CSS" vs CSS Frameworks

Vanilla CSS

**Full Control** 

No unnecessary Code

Name Classes as you like

Build everything from Scratch

Danger of "bad code"

**Component Frameworks** 

Rapid Development

Follow Best Practices

No Need to be an Expert

No or Little Control

Unnecessary Overhead Code

"All Websites Look the Same"

**Utility Frameworks** 

Faster Development

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No Expert Knowledge Needed

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# **Summary**

#### **CSS Variables**

- --your-name: 1rem;
- Define values once, use them multiple times
- Only supported in modern browsers

#### Naming CSS Classes

- Use kebab-case (e.g. pagetitle) and name classes
   by feature not by style (e.g. title-blue)
- Avoid class name collisions, for example by using BEM class names

#### **Cross-Browser Support**

- Browser implement new features differently and with different speed
- Use vendor-prefixes to use cutting-edge features AND support older browsers (partly)
- @supports allows you to check for feature-support before using a property
- Polyfills can enable some CSS features which wouldn't work otherwise
- Consider normalizing CSS defaults across browsers

#### Vanilla CSS vs Frameworks

- Writing all styles from scratch gives you full control but comes with more work and responsibility
- Component frameworks
   (e.g. Bootstrap 4) allow you
   to build web pages rapidly
   but with less control
- Utility frameworks can be a good compromise



### **CSS Variables**

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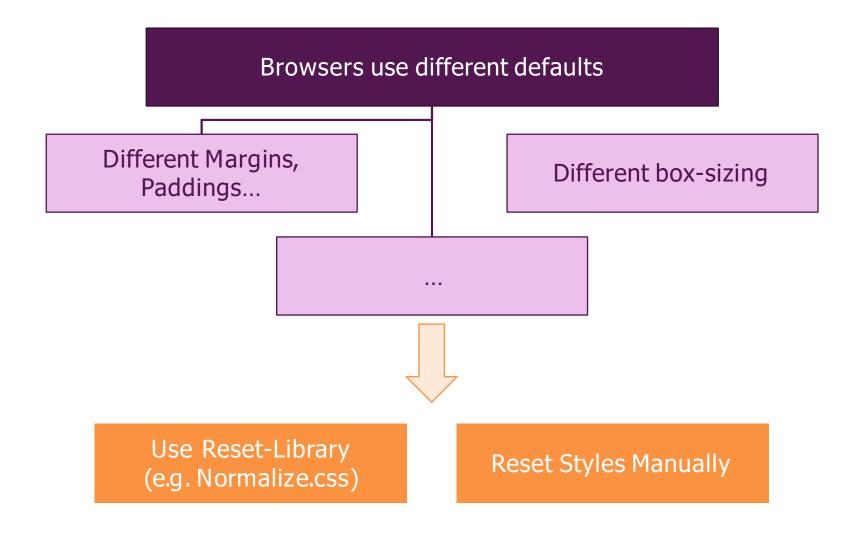
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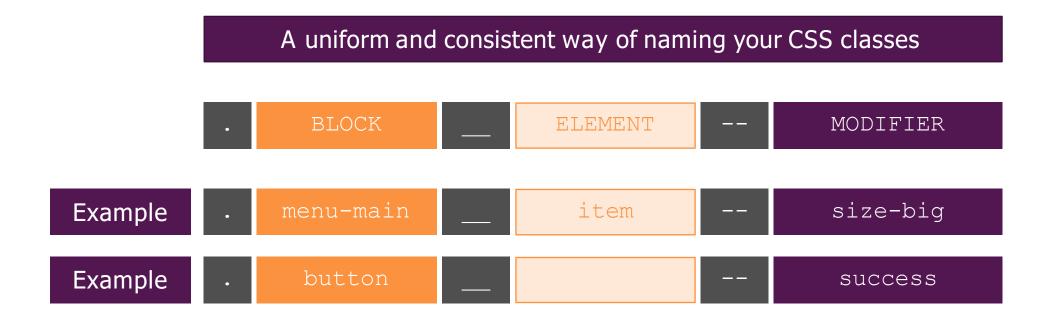
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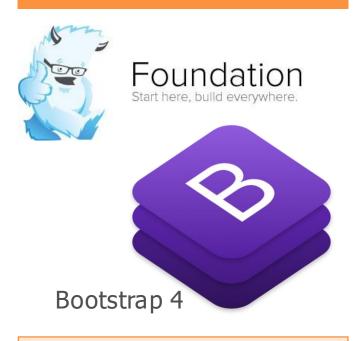
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