* Toulwind Background Position *

- 9+ is gused to give position to see background
- It is replaced by background-position property
- -> clouses.

3> bg-conto. 69 - top 1) bg - left-top 2>

6) bg-bottom. bg-left 5> 4) bg-orighd

Syntax

Lovivelass = " bg - top" > Taimind 2/div

* width in Tailwind *

It is yourd to give width to your class.

-) It is reigniff by w-0, w-1, like

Kynter

(div class:" w-0 "> w-0 2/div)

2 div cass="w-full">w-full 2/div>

* Height in Tailwind * 9+ is used to give height to your tord. 9+ 2s just by h-0, h-1, h-por., h-full. Syntax Lollu class = "h-pri > H-pri L | diu). 2 div Class: " h-24"> H-24 L | div) 3+ is used to give border space between contact * Padding on Tail wind * -) 9+ Bs replaced by padding peroperty. 2 dis class="p-0"> Tail wind 2 Idis Syptan L div day " pa-py"> Tailwind 2/001)

* Margin en Tailmind *

Jo horder.

John trus it will gave spare between screen to horder.

John replaced by margin, and weether like

Syptax

M-0 >> This is defined trumalgin ollars sides.

my-0 = It is used to defined on top.

Ediv class: " om-0"> Tailwind Cldiv)

2 div class: "ml-2" > Toil wind 2/oliv)