Tutorial 4 Quick Check Answers

Session 4.1 Quick Check

1. <figure>

   <figcaption>Tree and Book</figcaption>
   </figure>

2. A vector image is an image in which the lines and curves that comprise the image are based on mathematical functions, while a bitmap image is comprised of individual pixels set to specific colors.

3. body {
   background: url(sidebar.png) left top repeat-x;
   }

4. header {
   background-image: url(back.png);
   background-repeat: repeat;
   background-clip: content-box;
   }

5. body {
   background: url(logo.png) top-left no-repeat,
   url(side.png) top-left repeat-y,
   ivory;
   }

6. aside {
   border: 5px dotted brown;
   }

7. header {
   border: 3px solid blue;
   border-radius: 15px;
   }

8. aside {
   border: 5px inset gray;
   border-radius: 10px/5px;
   }

9. article {
   border-width: 10px;
   border-style: solid;
   border-image: url(border.png) 30 stretch;
   }

Session 4.2 Quick Check

1. h1 {
   text-shadow: red -5px 10px 7px;
   }

2. aside {
   box-shadow: gray -2px -5px 10px;
   }

3. footer {
   box-shadow: gray inset 10px -15px 5px;
   }

4. main {
   box-shadow: red 0px 0px 15px 10px;
   }

5. linear-gradient(to left bottom, orange, yellow, green)

6. linear-gradient(15deg, orange 10%, yellow 50%, green 55%)

7. radial-gradient(farthest-corner, orange, yellow, green)

8. repeating-radial-gradient(circle at right center, orange 10%, yellow 20%, green 30%)

9. img {
   opacity: 0.75;
   }

Session 4.3 Quick Check

1. transform: translate(5px, -10px);

2. transform: scale(0.5, 0.5);

3. transform: rotateX(-30deg);

4. You use the `perspective` property when you want to apply the same perspective to all objects within a container; you use the `perspective` function to set the perspective for a single object.

5. filter: brightness(1.2);

6. filter: contrast(0.7) rotate-hue(180deg);

7. <area type="circle" coords="150, 220, 60" href="help.html" />

8. <area type="poly" coords="200, 5, 300, 125, 100, 125" href="info.html" />

9.