

CSS

▼ Position property.

Relative Position :

- HTML elements can either be block-level or inline. The former occupy a full line while the latter take place next to other elements on the same line.
- Elements are treated as boxes. Each element is its own box (*CSS Box Model*).
- We can override an element's default position using the `position` property.
- Elements can be positioned relatively to their initial position using `position: relative;` property.
- The position `property` allows us to use the `top`, `bottom`, `left` and `right` offsets to move the element **away** from its initial position.

Absolute Position :

- We can remove elements from the normal flow using `position: absolute;` .
- locks the element in place relative to its parent container and removing it from the normal flow of the document.
- Surrounding elements ignore absolutely positioned ones.
- CSS offset properties are used to move the element around.
- Absolute elements are locked relative to its closest *relatively positioned* ancestor.
- If the parent element isn't positioned relatively. CSS will keep looking up the chain and ultimately default to the `<body>` tag.

Fixed Position :

- Similar to the absolute positioning property in that it removes the element from the normal flow of the document.
- Fixed elements are positioned relatively to the browser window.
- We use CSS offset properties to move the element around.

- Fixed elements retain their position when the browser window is scrolled.
- Media Queries are a new technique introduced in CSS3 that change the presentation of content based on different viewport sizes.
- If the media type matches that of the device the document is being viewed on then the styles are applied.

▼ Viewport Units.

- Relative Units.
- Relative to the viewport dimensions of a device.
- `vw` (viewport width): `10vw` would be 10% of the viewport's width.
- `vh` (viewport height): `3vh` would be 3% of the viewport's height.
- `vmin` (viewport minimum): `70vmin` would be 70% of the viewport's smaller dimension (height or width).
- `vmax` (viewport maximum): `100vmax` would be 100% of the viewport's bigger dimension (height or width).