



REVIEW: BUILDING BOUNTY20

OBJECTIVES

- Linking to external files
- Using different fonts on the web
- Revisiting the box model
- Units of measurement on the web
- Working with images
- Colors on the web

EXTERNAL STYLESHEETS

LINKING FILES

```
<head>
...
k rel="stylesheet" href="css/styles.css">
...
</head>
```

LINKING FILES RELATIVELY



index.html → styles.css:

<link rel="stylesheet" href="css/styles.css">

- 1 Start in the folder where the current file is
- 2 Go into the folder called css
- Get the file called **styles.css**



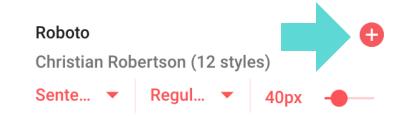
GOOGLE FONTS

USING DIFFERENT FONTS

- We can't be certain which fonts our visitors have, so we need to send the fonts with our site files.
- Font files are big and can slow down the load time of your site.
- The Google Fonts service delivers fonts via a super fast collection of servers called a CDN.
- CDNs check whether a file has been previously downloaded before sending it again.

LOADING GOOGLE FONTS

- 1. Go to https://fonts.google.com.
- 2. Choose a font and click the ⊕.



- 3. In the popup at the bottom of the screen, click the **customize** tab to select the font weights you want to use.
- 4. Next, click back on the **embed** tab and copy the **link** tag.
- 5. Paste the link tag in your HTML page head tag **before** your linked css file.
- 6. Back on Google Fonts, copy the css for the font-family to use in your css file!



UNITS OF MEASUREMENT

UNITS OF MEASURE

- px: A fixed (aka absolute) value in pixels
- **em**: Relative to the font-size of the element (e.g., 2em = 2 x the size of the current font)
- rem: Relative to the root element font-size
- vh: % of the viewport height
 (e.g., 50vh = 50% of the viewport height)
- vw: % of the viewport width
- vmax: % of viewport's larger dimension
- vmin: % of viewport's smaller dimension
- %: It depends

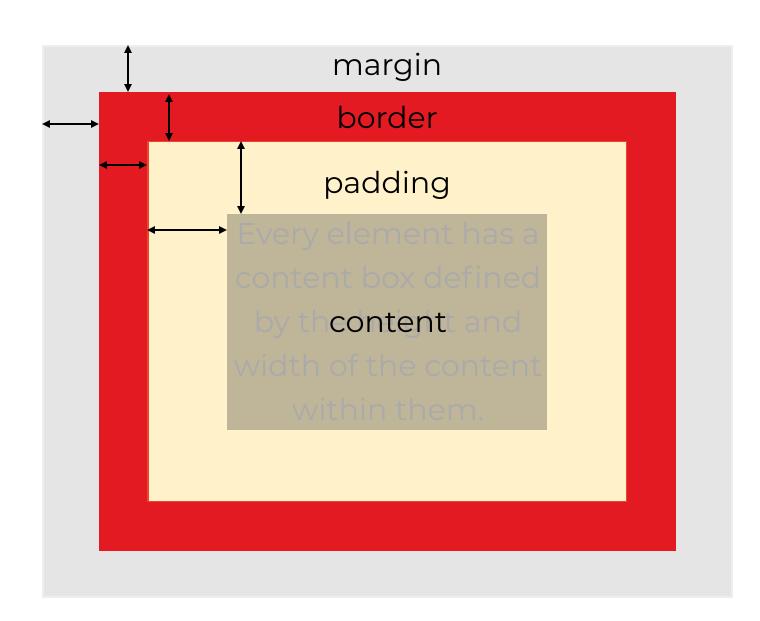


UNITS OF MEASUREMENT

CSS BOX MODEL

CSS BOX MODEL

- The **content box** is defined by the height and width of the elements inside it.
- Adding **padding** creates interior space around the content.
- The background extends to the **border**.
- The **margin** creates space on the outside of the element.



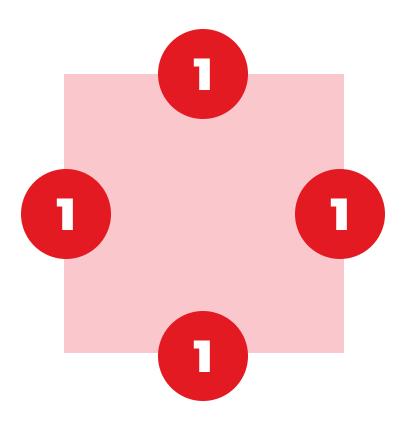
MARGINS & PADDING REFRESHER

```
div {
    padding-top: 16px;
    padding-right: 30px;
    padding-bottom: 16px;
    padding-left: 30px;
}
```

```
div {
    margin-top: 24px;
    margin-right: 16px;
    margin-bottom: 24px;
    margin-left: 16px;
}
```

HEADS UP: Margins can have **negative** values. Padding can only have positive values.

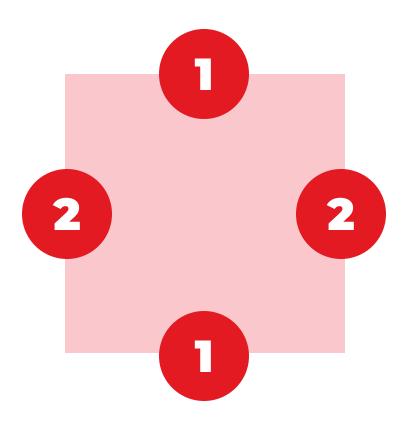
with 1 value



```
div {
    margin: 20px;
    padding: 20px;
}
```

All sides are the same.

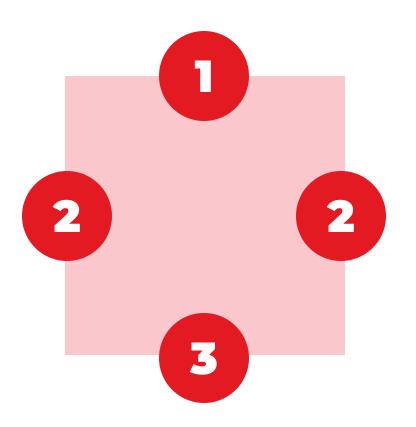
with 2 values



```
div {
    margin: lem 20px;
    padding: lem 20px;
}
```

Top/Bottom are lem Right/Left are 20px

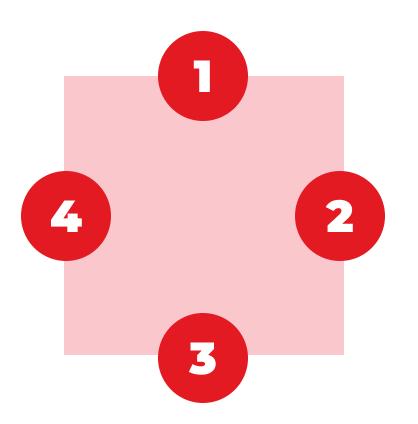
with 3 values



```
div {
  margin: 0 1rem;
  padding: 20px 50px 10px;
}
```

Top padding is 20px
Right/Left padding is 50px
Bottom padding is 10px

with 4 values



```
div {
  margin: 0 0 1rem 1rem;
}
```

Trouble remembering?

Top - Right - Bottom - Left

HEIGHT & WIDTH

Height and width can only be applied to **block** elements.

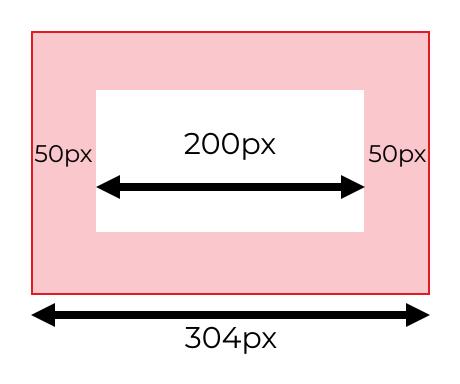
```
div {
    height: 50vh;
    width: 100%;
}
span {
    height: 50px; /* HAS NO EFFECT */
}
```

APPLYING HEIGHT & WIDTH

- Height and width are applied to the size of the content box by default.
- If the element has borders, padding and margin, that is added to the height and width values provided.
- We can fix this by setting the box-sizing property in css to border-box.

BOX-SIZING: CONTENT-BOX

```
div {
  border: 2px solid;
  padding: 50px;
  width: 200px;
  box-sizing: content-box;
}
```



CONTENT-BOX (DEFAULT)

PADDING LEFT: 50PX

PADDING RIGHT: SOPX

BORDER LEFT: ZPX

BORDER RIGHT: ZPX

+ WIDTH (CONTENT): ZOOPX

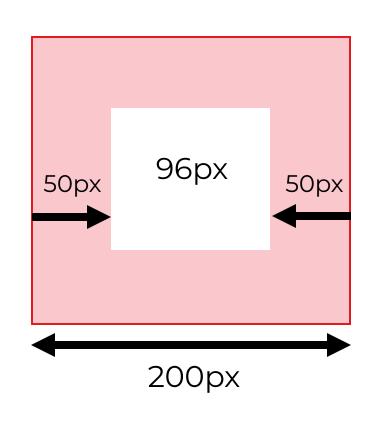
TOTAL SIZE: 304PX



HEADS UP: content-box is the default value.

BOX-SIZING: BORDER-BOX

```
div {
  padding: 50px;
  border: 2px solid;
  width: 200px;
  box-sizing: border-box;
}
```



BORDER-BOX

WIDTH (TOTAL): 200PX

- BORDER-LEFT: ZPX

- BORDER-RIGHT: ZPX

- PADDING LEFT: 50PX

- PADDING RIGHT: 50PX

CONTENT: 96PX

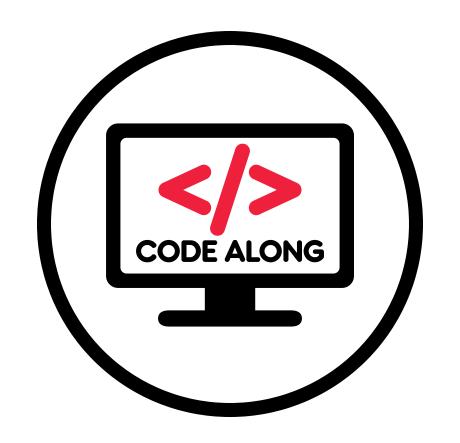
HEADS UP: border-box is the preferred value.

FIXING THE BOX MODEL

We use a **reset** to apply the box-sizing to everything with the universal selector.

```
/* This special selector means apply this to everything! */

* {
  box-sizing: border-box;
}
```

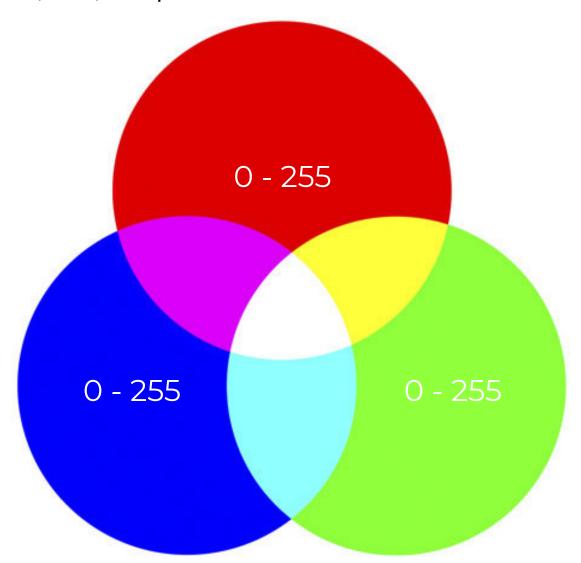


BOX-SIZING, HEIGHTS & WIDTHS, AND PADDING

COLORS

RED * GREEN * BLUE

16,777,216 possible color combinations



COLOR VALUES IN CSS

- Keyword
- Hexidecimal
- RGB & RGBA
- HSL & HSLA



```
/* Keyword Syntax */
h1 {
  background-color: gray;
/* RGB & HSL Syntax */
  color: rgba(0,0,0,1);
  border: 2px solid hsl(0,0\%,0\%);
/* Hexadecimal Syntax */
div {
  background: #ff0000;
```



IMAGES

ADDING IMAGES TO YOUR PAGE

- Images can be added with the tag in HTML or in the background via CSS
- Background images are design elements only and are ignored by screen-readers

IMAGE TYPES

- JPG: A *lossy* format that is great for small file sizes of raster images (like photos), but it doesn't have transparency.
- PNG: A lossless raster format that has transparency.
- SVG: A vector file format that is great for images that can be drawn.
- GIF: A *lossy* format that can make one color transparent and can store multiple images for animation.

CONTENT IMAGES

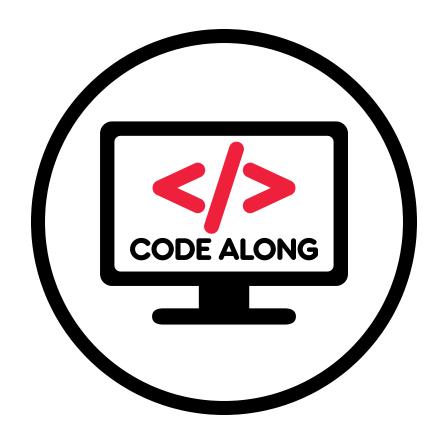
- The tag has no closing tag
- The src attribute links the file and is required
- The alt attribute is used by screenreaders and for SEO

LINKING FILES RELATIVELY



index.html → logo.png:

- Start in the folder where the current file is
- 2 Go into the folder called **imgs**
- Get the file called logo.png



ADDING AN IMAGE

BACKGROUND IMAGES

Background images are added through CSS

```
/* Use the background-image or
    shorthand background property */
selector {
    background-image: url('path/to/file');
}
```



LINKING FILES RELATIVELY



styles.css → logo.png:

```
div {
  background-image: url("../imgs/logo.png");
}
```

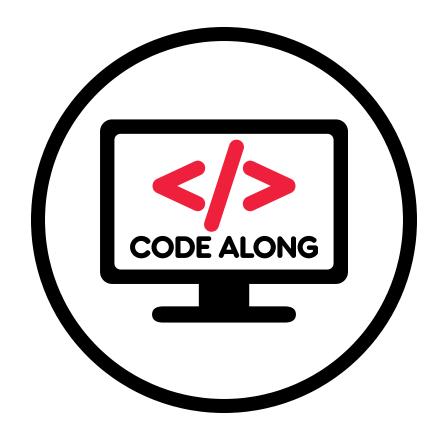
- Start in the folder where the current file is
- 2 Go back one folder (to **website**)
- Go into the **imgs** folder
- Get the logo.png file

BACKGROUND PROPERTIES

- background-repeat: tile the image or place once
- background-position: position the image in its containing element
- background-attachment: scroll with the page or remain fixed in one place
- background-size: the size of the image in the background
- background-clip: crop the image at the content-box, border-box or padding-box
- **background-origin**: place the image origin at the content-box, border-box or padding-box

BACKGROUND IMAGE SYNTAX

```
header {
  background-image: url('../images/bg.jpg');
  background-size: cover;
section { /* Multiple Backgrounds */
  background-image: url('../images/logo.png'),
                    url('../images/bg.jpg');
  background-repeat: no-repeat, repeat;
  background-position: bottom right, top left;
main { /* Shorthand Format */
  background: url('../images/logo.png')
              no-repeat
              bottom right / 30%
              fixed;
```



BACKGROUND IMAGES

CLASSES & ID

CSS SELECTORS

- 1. Element Tags
- 2. Classes & IDs
- 3. Combinators
- 4. Attributes
- 5. Pseudo Classes

CLASSES & IDS

- Classes and IDs give us more flexibility to target elements on our page and apply styles to them
- They also make it easier for us to develop and manage our webpages
- You can combine them with other selectors



- An ID name is unique. It may only be used once on a page.
- An element may only have one ID

```
<div id="extra-special">

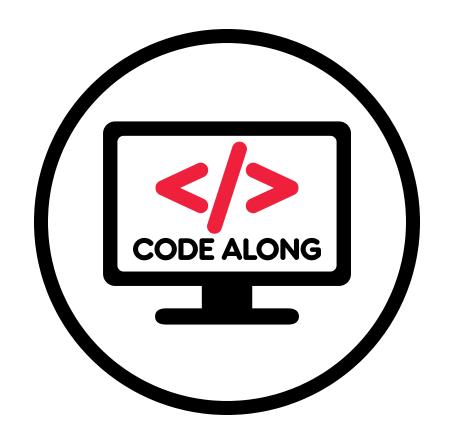
#extra-special {
    ...
}
```

CLASSES

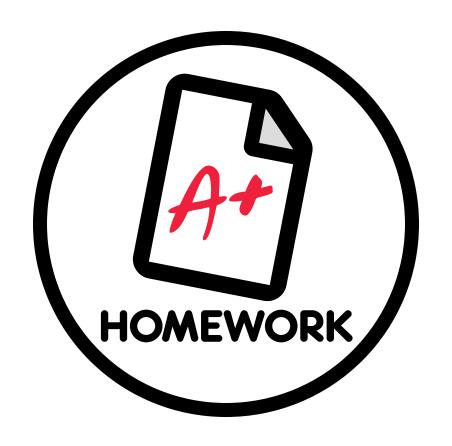
- Classes are reusable as many times as you want
- An element can have as many classes as you want

```
<div class="big primary">
```

```
.primary {
    ...
}
.big {
    ...
}
```



CLASSES & IDS



WEEK 1 HOMEWORK

https://github.com/jmeadell/FEWD/Class2/homework

HOMEWORK FOR NEXT CLASS

- Complete the tasks to build your personal website.
- Use the Bounty20 website as a guide. All of the techniques are there!
- Use the hints only if you need them. (Try first!)
- Make it your own... I can't wait to see it.

EXIT SURVEY

https://goo.gl/EB4XFw

GO BUILD AWESOME THINGS!