

Commonly used CSS Stuff

Colours

color: <hexcode>/<rgb>/<rgba>

Hexcodes #xyyzz, where x y and z are hexadecimal numbers from 0 to F representing amount of red, green and blue respectively

rgb(x, y, z), where x y and z are decimal numbers from 0 to 255 representing the amount of red, green and blue respectively

rgba(x, y, z, a), where x y and z are decimal numbers from 0 to 255 representing the amount of red, green and blue respectively, while a is a float between 0 and 1 representing opacity (1 is completely visible).

Fonts

font-family: <font1>, <font2>, <generic family name>

Font names must be enclosed in quotes if the font name contains spaces or numbers.

Font-Family	Description
serif	Glyphs have finishing strokes, flared or tapering ends, or have actual <u>serifed</u> endings.
sans-serif	Glyphs have stroke endings that are plain.
monospace	All glyphs have the same fixed width.
cursive	<i>Glyphs in cursive fonts generally have either joining strokes or other cursive characteristics beyond those of italic typefaces</i>
fantasy	FANTASY FONTS ARE PRIMARILY DECORATIVE FONTS THAT CONTAIN PLAYFUL REPRESENTATIONS OF CHARACTERS.
system-ui	Glyphs are taken from the default user interface font on a given platform.

Other fun text stuff

text-decoration: <line position> <line type> <line colour>;

<line position>: underline, overline or both (underline overline)

<line type>: solid, wavy, dotted, dashed, or double

<line colour>: see colours

font-weight: <normal|bold|bolder|lighter|some number>

Either used predefined keywords or a number between 100 and 900. Normal is 400, Bold is 700. In the current version of CSS it only accepts numbers in hundreds (e.g. 100, 200, 300), but support for any number in between the hundreds is slated to come soon.

Sizes other than px for pixel

Unit symbol	Meaning
%	Percentage of the parent element
em	Multiplier of font-size of the current element
vw	Percentage of the screen's width
vh	Percentage of the screen's height
vmin	Percentage of the screen's smaller dimension (either width or height)
vmax	Percentage of the screen's larger dimension (either width or height)

Internal Stylesheets

Put your CSS declarations inside a `<style>` tag inside your `<head>`.

CSS selectors (common ones)

`tagName` - applies to all elements that have this tag name

`tagName1 tagName2` - applies to all `tagName2` elements that are nested inside `tagName1` elements, regardless of depth.

`tagName1 > tagName2` - applies to all `tagName2` elements that are nested directly below `tagName1` elements.

`#id` - applies to the one element that has this id.

`.className` - applies to all elements that have this classname, regardless of the element type.

`tagName.className` - applies to all `tagName` elements that have this classname.

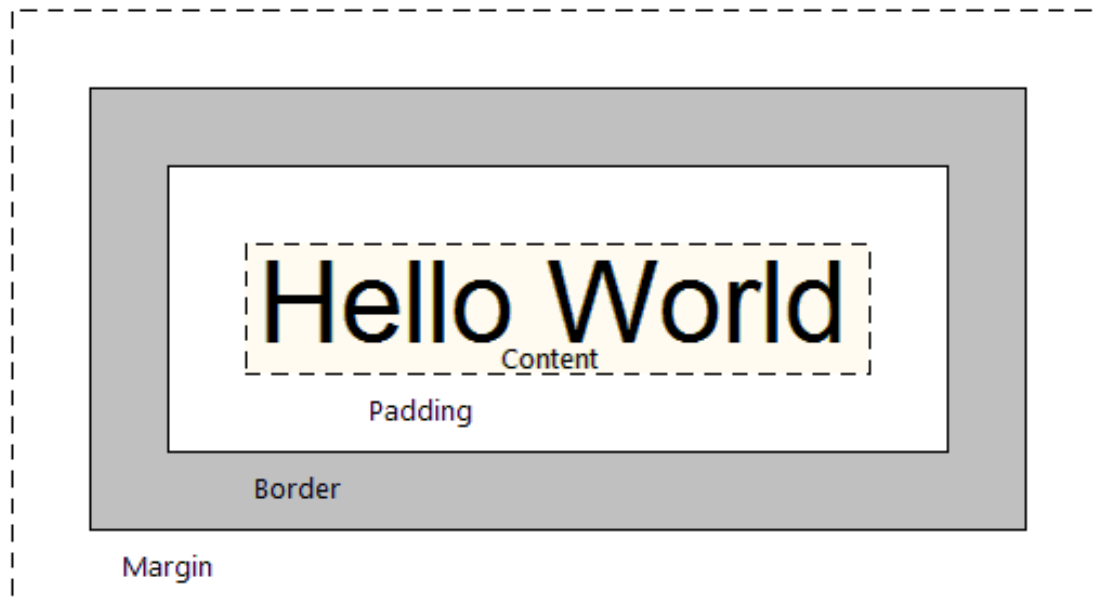
`tagName.className` - applies to all **child elements** of `tagName` that has classname.

`.className1.className2` - applies to all elements that has both `classname1` and `classname2`.

`*` - universal selector, **use with caution**

Full list of selectors can be found [here](#).

Box Model



Set with the following CSS properties:

- padding-top, padding-bottom, padding-left, padding-right, padding (sets all sides)
- border-top, border-bottom, border-left, border-right, border (sets all sides)
- margin-top, margin-bottom, margin-left, margin-right, margin (sets all sides)

Detailed information on [padding](#), [border](#) and [margin](#).

Read the Mozilla Developer Docs on CSS for an extremely detailed reference on every single CSS property available.