

CSS → Cascading Style Sheet

Element selector / type selector / tag selector

↳ particular tag ki property change karna

Class Selector

→ (.) → se access

↳ particular class name dena

Id Selector

→ Id is unique

→ (#) → se access

Pseudo-classes Selector

→ button : active

↳ special state to

↳ button : hover change particular prop

Universal Selector

→ (*) is used to cover entire

thing jisme bhi lagane

↳ (*) → only this means fullpage

Inline CSS

→ jab tags ke ander li styles

implemented kardo

Internal CSS

→ jab <head> tag ke ander <style> declare kiya ho.

External CSS

→ jab alog se .css file banke

<link> tag mai dale.

↳ <link rel="stylesheet" href="style.css" />

relationship

path of CSS
file

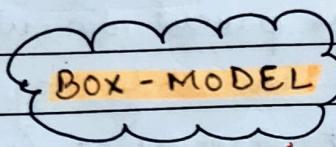
specificity

bad practice)

- tag Selector
- class Selector
- Id Selector
- Inline CSS

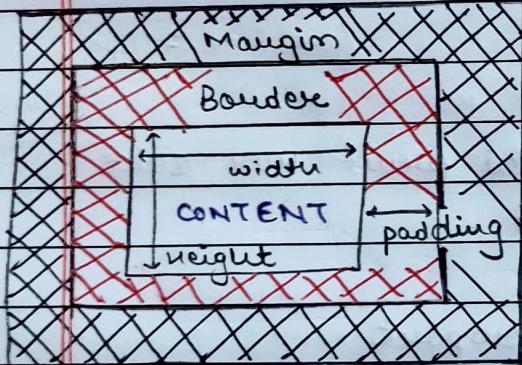
nice aata hue
importance increase

** !important → jismai ye lag gaya vlo hi sab kuch



→ Koi bhi chiz page mai add karoge
us rectangular form mai ayege

↳ may have → margin, border, height,
width, padding



Margin → 2 dir ya element
ke beech ka gap

Padding → Border or content
ke beech ka gap

* By default margin is 8px.

Color → Hexadecimal (# --- --- ---)

values from 0 → f

(red) ↓ (green) ↑ (blue) (RGB)

→ RGB (rgb(---, ---, ---))

(red) ↓ (green) ↓ (blue)

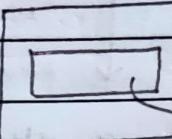
* 146 predefined colors

padding → add karne se
content ki width size
same rhta hai box bada
nai jata nai

box-sizing: border-box

↳ ye karne se content
ka size kam ho jata
hai box ka size same
rhta hai

Unit → **em** → relative to parent element
font size.

 div → font size → 18px

 div → font size → 1em = 18px
2em = 2 × 18px

rem

relative to root * agar parent div ki
mai thi body tag ke
font size → 16px lega.

→ jo value html tag
mai hogi voi hogi

→ 1rem = 16px → ye value html ke
font size = 16px;

vw

(viewport)

↪ jisme area mai phir kar sake

$\frac{1}{100} \times \text{width of viewport}$

vh

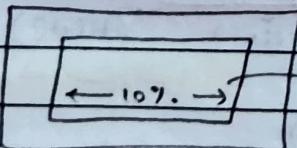
→ $\frac{1}{100} \times \text{height of viewport}$

percentage unit

→ width: 10%

↪ parent div ke dimension

ka % nikalo voi answer



$$10\% \text{ of } 600 \text{ px} = \frac{10}{100} \times 600 = 50 \text{ px}$$

← 600px →

*** **Q** diff b/w 1% and 1vw??

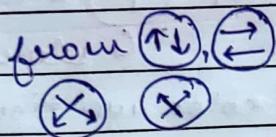
→ 1% is relative to the parent container
while 1vw is relative to the viewport

css gradient

→ smooth transition b/w two or more colours

Linear

movement



Radial

movement

blue ki side

colour change

Conic

cone ke top

view ke

colours

* Linear gradient

→ background-image : linear gradient
by default top to bottom $(-, -, -)$;

→ background-image : linear gradient (to right, -, -, -)

→ " " " " " (to left, -, -, -)

→ (to bottom right, -, -, -) → (to bottom left, -, -, -)

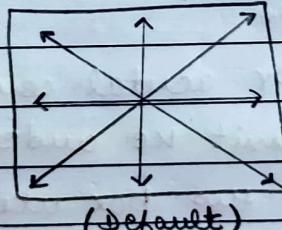
→ (to top right, -, -, -) → (to top left, -, -, -)

top-left

to top

top-right

to left
bottom-left



bottom-right

can use
multiple
colours.

* angle bhi use kar sakte hain → (90 deg, -, -, -)
→ (210 deg, -, -, -)

for transparency

→ rgba (-, -, -, -) → (0 to 1)

Syntax

ye hai for transp

↳ background-image : linear gradient (rgba(-, -, -, -))

↳ background-image : radial gradient (rgba(-, -, -, -))

↳ background-image : conic gradient (-, -, -, -)

Shadows**→ text shadow****Box-shadow**

→ text-shadow : 3px 3px red;

vertical

Multiple shadow ↗

Horizontal

→ text-shadow : 3px 3px 3px red ,

6px 6px 6px blue ;

box-shadow : 10px 10px ;

6px 6px blue ;

→ jo text ka colour

voi shadow ka colour if no color mentioned.

→ rest same as text shadow → blue and all

→ to change position use (-) signs

Dimension properties**Solution**

→ max height } iss limit ke

→ max width } baad content ;

overflow hoga

overflow: scroll

* min height } agr actual content

* min width } limit ke ander hoga

the two box utna hi rhega lekin

agar content zada hua the box apne ap int

Overflow property

visible hoga

(default)

→ overflow: visible (overflow content box ke bar)

→ overflow: hidden (overflow content not visible)

→ overflow: scroll (overflow mai scroll add)

→ overflow: auto

if content more

the "scroll" ke

utna behave hoga

if content is less

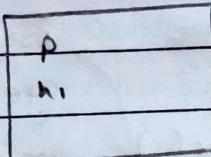
the behave like

visible.

Position Property

→ Position : _____

→ * **static** (by default) → jaise chize add karoge waise aye ga.



```
<div>
  <p>
    <h1>
  </p>
</div>
```

→ * **relative** (top, bottom, left, right)

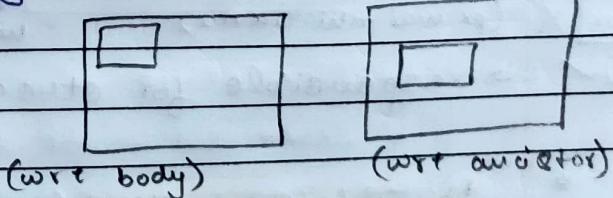
→ Eg: position: relative;

```
top: 100px;      right: 70px;
left: 50px;       bottom: 60px;
```

→ * **fixed** → apne position se nilega nahi
 → scroll karne pe bhi vhi rhega
 generally use view port (vw)

→ * **absolute** → ye position kota hai nearest ancestor
 ke according ore vho bhi tab jab
 uski position: static na hoga.
 if position: static to vo body ke
 according position karta hoga

→ Eg :- <div> ← ancestor
 (2nd) <div> </div>
 </div>



→ * **sticky** → toggle b/w relative and fixed

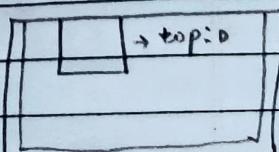
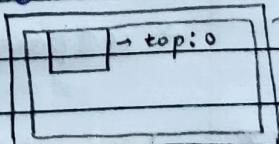
scroll karne se
 phle behave like

relative (top, left, right, bottom)

scroll karne ki fixed

no jata hoga

→ top
 → left
 → right
 → bottom



2-D transforms

→ translate (for movement)

→ rotate()

→ scaleX()

→ scaleY()

→ scale()

→ skewX()

→ skewY()

→ skew()

} matrix()

use
ye sari
property
use ho.
jaisegi

* transform : translate (\downarrow , \rightarrow);
 X-axis Y-axis

→ responsible for movement.

transform : rotate (\downarrow);

angle \rightarrow (+) clockwise
 \rightarrow (-) anti-clockwise

→ rotate karta hai.

transform : scale (\downarrow , \rightarrow)

(px mai mki likha)

horizontal

vertical

{ point values
 blur use kar sake
 hai isko

→ responsible for stretching

transform : skew (\downarrow)

angle

(45deg, 37deg etc)

→ responsible for tilting

transform : matrix (\downarrow , \downarrow , \rightarrow , \downarrow , \rightarrow , \downarrow , \rightarrow)

scaleX

skew(r, x)

scaleY

trans(x, y)

3D Transformation → Same as 2D basic
 'z' axis add ho gaya

for this we need to turn on perspective

→ transform: perspective(); translate();

→ transform: perspective(); rotate();

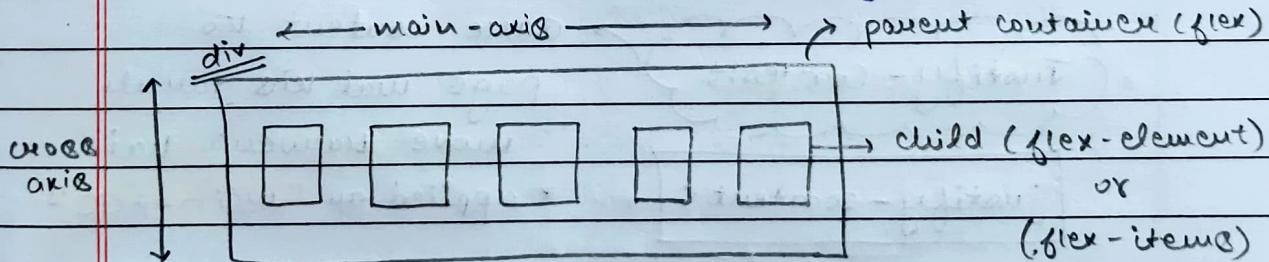
→ transform: perspective(); scale();

ismai bina perspec

ke bhi chlega. ismai scaling z mai hui hai so dikhaye
 nahi dega if huma rotate karenge (x, Y) mai
 the we can see the change.

perspective → humare eyes aur screen ke beech dekhne
 wala gap (consider this)

FLEX BOX → Layout model → space distribution
 ↳ alignment capabilities



display: flex → isko karne se main axis ke
 along align ho jata hai.

flex-direction: column → ek ke upper ek stack.

flex-direction: row → normal main axis ki trah.

flex-direction: column-reverse

bottom m set

flex-direction: row-reverse

kar deta hai

right m set

flex-wrap → To fix the width take & stretch karo
time utna hi raho

→ **flex-wrap: wrap** → jaise width se kam ho
element niche shift

→ **flex-wrap: no-wrap** → NO CHANGE

→ **flex-wrap: wrap-reverse** → jaise width se kam ho
element upper shift

flex-flow → Shortcut for flex-direction
and flex-wrap doos ek sathe
use karne ke liye

* **flex-flow: row wrap**
(direction)

Justify-content

→ same content ko
page mai kis tarah
move karwana hai
* applied on "main-axis"

justify-content:

- **flex-start** → all elements start mai ayege
- **flex-end** → all elements end mai ayege
- **space-around** → elements ke beech even spaces
lekin both corner not equal
- **space-equal** → &b jagha equal space
- **center** → all element center mai ayege
- **space-between** → elements ke beech mai gap
hoga aur element jo edge mai
mai vlo border se touch karenge.

* align-item : stretch → by default

baki sab same relata hui hain property
w.r.t cross-margin (vertical)

* align-item : baseline → sabko baseline mai align karne deta hain

** for fully centre → align-item : center ;
justify-content : center ;

gap → to have gap b/w elements.

→ row gap → row mai alegie gap.

→ column gap → column mai alegie gap.

→ iski bhi same property same as phle wala

Flex items properties

→ order → to change ordering of items

→ By default order: 1 → * agr posi piche karna hai to

* agr posi aage karna
hai increase mo.

no. same ya
kam kardo

→ flex-grow → By default 0.

→ value set karne mai width grows

* **flex-shrink**

→ by default 1

decides speed by which item will shrink

Jitna zada value utni terz shrink speed.

→ flex-shrink : 4 → on all box same speed

box'1 of flex-shrink : 5}

→ ye baki box se terz speed mai shrink hoga.

* **flex-basis**

→ responsible for width but in responsive manner.

agr content zada hua tho auto adjust

!! Normal width set karne pe zada

content cut ho jata hai.

flex-basis: 100px; [abcdef] → adjust

width: 100px; [abc def] → cut

* **flex**

→ order

→ grow

→ flex-shrink

→ flex-basis

4 ro ek bathi ek

hi bari mai set hoga

→ **flex**: $\frac{\text{grow}}{\text{order}} - \frac{\text{shrink}}{\text{basis}}$

* **align-self**

→ ek single element par use
none wali property.

box'2 of

align-self: $\frac{\text{flex-start}}{\text{flex-end}} - \frac{\text{center}}$

~~space-around~~
~~space-between~~
stretch