**Congratulations! You passed!**

Grade received 83.33%

To pass 80% or higher

**1.**

Question 1

Which of the following properties is used to set the length of time in seconds for one iteration of animation in CSS?

1 / 1 point



animation-timeline



animation-duration



animation-delay



animation-timing-function

Correct

That’s right! Animation-duration is used to set the time duration for one iteration.

**2.**

Question 2

What are the benefits of using preprocessors such as SASS and SCSS? Select all that apply.

1 / 1 point



They allow for re-use of values across CSS rules

Correct

That's correct! Values are be used across multiple rules through variables.



They reduce the amount of CSS to maintain

Correct

That's correct! Using variables and loops in a preprocessor allows you to reduce the amount of CSS to maintain.



They provide audit functionality

Correct

That's correct! Preprocessors can audit and validate the correctness of your code.

**3.**

Question 3

The \_\_\_\_\_\_ suffix is used to define variables inside SCSS files used for CSS.

1 / 1 point



$



@



#



No special characters are needed

Correct

Correct! That is the correct special character used to define variables.

**4.**

Question 4

What styling property will you apply if you want to rotate an object 60 degrees in counter clockwise direction?

0 / 1 point



rotate: -60deg



transform: rotate(-60deg)



transform: rotate(60deg)



rotate: 60deg

Incorrect

Not quite. rotate() must have a negative value for counter-clockwise rotation for given value.

**5.**

Question 5

You cannot apply more than one property inside a single ‘transform’ declaration rule in CSS.

1 / 1 point



True



False

Correct

That’s right. You can apply more than one transformation inside a single property-value pair.

**6.**

Question 6

Is this valid code for an animation-name ‘animate’?

3

4

5

6

7

8





1 / 1 point



No, the animation transition is not fully defined



No, you cannot use the transform inside @keyframes



Yes, this should work fine

Correct

Correct! The rules defined for animation sequence are valid.