**Positions**

**position:relative**

**zindex:1;**

**position:absolute 🡪Viewport[Based On Parent Position]**

**position:sticky 🡪relative+fixed**

**position:fixed**

**position:static 🡪default**

**Flex**

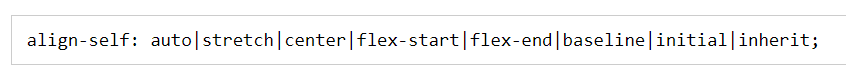
**display:flex**

**flex-direction:row**

**flex-direction:column**

**justify-content:center**

**align-items:center**

****

**Margin**

**margin means it create 🡪It will change distance based on the parent of it**

**padding means 🡪all children in that parent will be effected**

**Linear Radient**

**Top to Bottom**

**background-img:linear-gradient(red,yellow);**

**Left-Right**

#grad {  
  background-image: linear-gradient(to right, red , yellow);  
}

**top-left-bottom-right:**

grad {  
  background-image: linear-gradient(to bottom right, red, yellow);  
}

background-image: linear-gradient(angle, color-stop1, color-stop2);

#grad {  
  background-image: linear-gradient(180deg, red, yellow);  
}

**Repeat Linear Gradient**

#grad {  
  background-image: repeating-linear-gradient(red, yellow 10%, green 20%);  
}

**Error Handling:**

1)Reference Error 🡪When accessed out of the reference

Ex: When something is not defined

2)Type Error 🡪It excepts one type, but u gave another type

Ex: Converting a number to uppercase.

**Handling errors:**

* try
* catch
* finally

Syntax:

try ->Write the code that is risky

{

}

catch()🡪Write code to handle that error

{

}

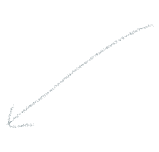
**Js In Development**

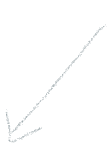
js 1

**Module**

js3

Html

****

** Export to [Js1]**

js1

import[Js3]

**Linking more than two js to html page:**

**using import ,export**

**before importing particular js need to export it own properties.**

**-----------------------------------------------------------------------------------------------**

**Html (Modifications will only last in this doc for imported)**

**<script type=”module”>**



**Importing**

**import x from “path”**

**</script>**

**Js\_1**

**export default x;**

**Html**

**<script type=”module”>**



**Importing**

**import x from “Js\_1.js”[Path]**

**console.log(x[rama]);**

**</script>**

**JS\_1**

**import a from “Js\_2.js”**

**var x=**

**{**

**name:”bhanu”,**

**age:18**

**}**

**x.rama = a ;**

**-------------------------------------------------------------------------------------------------**

**JS\_2**

**-------**

**var a=10;**

**export default a;**

**Animations**