## CSS (Cascading Style Sheets) in one page

Contents:

Templates: Style sheet into the document. Link to an external style sheet. Syntax:

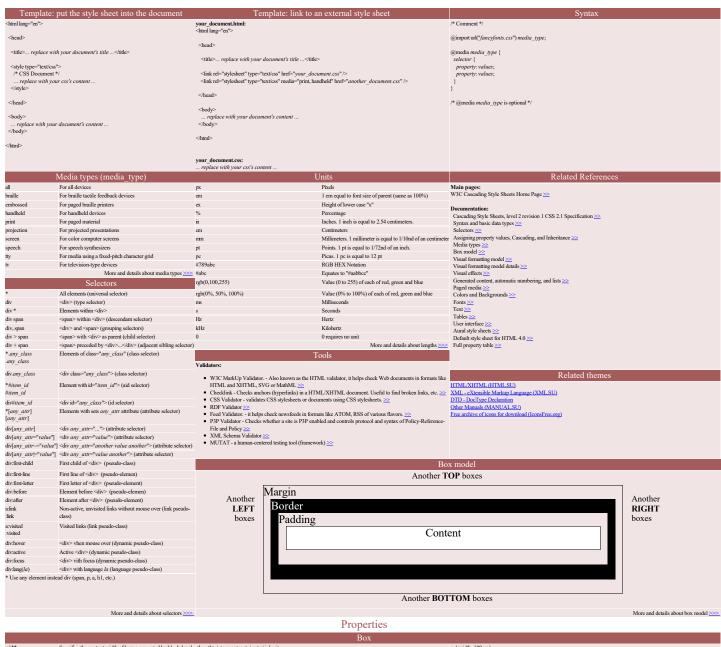
Main elements: Media types. Selectors. Properties:

Properties: Sax, Show boss: (Controlling box generation). Visual superposition of boxes (Positioning schemes). Visual effects. Colors. Background. Fonts. Text. Generated content. Automatic counters and numbering. Lists. Tables:

Supplemental information: <u>Units. Box model</u>:

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Other: Agencia's "CSS Property Index". Related References (Review, Documentation, etc.). Tools (Validators, etc.). Related themes. Miscellaneous:



## Specifies the content width of boxes generated by block-level <length> | percentage> | auto | inherit p { width: 100px } These two properties allow authors to constrain content widths to a certain range dength> | <percentage> | inherit max-width div { max-width: 600px } p { height: 150px } These two properties allow authors to constrain content widths to a certain range max-height <length> | <percentage> | none | inherit div { max-height: 600px } Margin properties specify the width of the margin area of a Settigue | Specience | Note | Note | Note | Note | Species | Note | N stylesheet fragment: margin-botto ul { background: yellow; margin: 12px 12px 12px 12px; padding: 3px 3px 3px 3px; margin-left margin padding-top Padding properties specify the width of the padding area of a "padding-width" | inherit box. The 'padding' shorthand property sets the padding for all four sides while the other padding properties only set their respective side. nadding-botton padding-right padding-left margin: 12px 12px 12px 12px; padding: 12px 0px 12px 12px; list-style: none padding The border properties specify the width, color, and style of the border-top-width border area of a box. These properties apply to all elements. Note. Notably for HTML, user agents may render borders border-right-width border-bottom-width for certain user interface elements (e.g., buttons, menus, etc.) differently than for "ordinary" elements. border-left-width border-width: medium border-color: lime: border-ton-color The border color properties specify the color of a box's #fourth { color: red; background: #ffa500; border-bottom-colo

border-color			padding-top: 0.1em;	
border-color border-top-style	The border style properties specify the line style of a box's	none - no border; the border width is zero.	padding-bottom: 2em; padding-left: 10em;	
	border (solid, double, dashed, etc.)	hidden - same as 'none', except in terms of border conflict resolution for table elements.	padding-right: 1em; border-top-style: dotted;	
border-right-style		dotted - the border is a series of dots.	border-bottom-style: solid; border-left-style: double;	
border-bottom-style		dashed - the border is a series of short line segments.  solid - the border is a single line segment.	border-right-style: groove; border-top-width: thin;	
		double - the border is two solid lines	border-bottom-width: thick; border-left-width: medium;	
border-left-style		groove - the border looks as though it were carved into the canvas	border-right-width: medium; border-top-color: maroon;	
		ridge - the opposite of 'groove': the border looks as though it were coming out of the canvas	border-bottom-color: aqua; border-left-color: fuchsia;	
border-style		inset - the border makes the box look as though it were embedded in the canvas	border-right-color: red;	
border-top	This is a shorthand property for setting the width, style, and	outset - the opposite of 'inset': the border makes the box look as though it were coming out of the canvas  [ border-width>    <border-style>    &lt;'border-top-color'&gt;]   inherit</border-style>	html document fragment:	
border-right	color of the top, right, bottom, and left border of a box.		<ul> <li>di&gt;first box</li> </ul>	
border-bottom border-left			<li><li>second box</li><li>id="third"&gt;third box (with border)</li></li>	
border	Shorthand property for setting the same width, color, and style for all four borders of a box.	[ <border-width>   <border-style>   <border-top-color>]   inherit</border-top-color></border-style></border-width>	<li>div id="fourth"&gt;fourth box  fourth box  fourth box  fourth box</br></br></br></br></br></br></br></br></br></li>	
			<li>Attention! Some properties is not supported some browsers!</li>	
				More and details about box model ≥>>
		Show boxes (Controlling box generation)		
display	The values of this property have the different meanings	$inline \mid block \mid list-item \mid run-in \mid inline-block \mid table \mid inline-table \mid table-row-group \mid table-header-group \mid table-footer-group \mid table-row \mid table-column-group \mid table-column \mid table-cell \mid table-caption \mid none \mid inherit$		
		block - this value causes an element to generate a block box	CSS fragment: em { display: block }	First block
			HTML fragment:	Second block
			<em>First block</em> <em>Second block</em>	
		inline-block - this value causes an element to generate a block box, which itself is flowed as a single inline box, similar to a replaced element. The inside of an inline-block is formatted as a block box, and the element itself is formatted as		First element block block
		an inline replaced element	<pre>First <em>element</em> box Second box</pre>	Second block
		inline - this value causes an element to generate one or more inline boxes	CSS fragment: p { display: inline }	First Second
			HTML fragment: First	
			Second	
		list-item - this value causes an element (e.g., LI in HTML) to generate a principal block box and a list-item inline box. For information about lists and examples of list formatting, please consult the section on lists.	HTML fragment:	First Second
			<span>First</span> <span>Second</span>	
		none - this value causes an element to generate no boxes in the formatting structure (i.e., the element has no effect on layout). Descendant elements do not generate any boxes either; this behavior cannot be overridden by setting the	CSS fragment: h3 { display: none } HTML fragment:	Second
		'display' property on the descendants	<pre><h3>First (hidden)</h3> Second</pre>	
		run-in - this value creates either block or inline boxes, depending on context. Properties apply to run-in boxes based		A run-in heading. And a paragraph of text that follows it.
		on their final status (inline-level or block-level).	HTML fragment: <h3>A run-in heading.</h3>	
			And a paragraph of text that follows it.	
		table, inline-table, table-row-group, table-column, table-column-group, table-header-group, table-footer-group, table-row, table-cell, and table-caption - these values cause an element to behave like a table element		
			N	fore and details about show boxes (controlling box generation)
		Visual superposition of boyes (Positioning schemes)		
position	The values of this property have the different meanings	Visual superposition of boxes (Positioning schemes static   relative   absolute   fixed   inherit	CSS fragment for all examples: body { display: block;	line-height: 200%; width: 400px; height: 150px }
position	The values of this property have the different meanings	static   relative   absolute   fixed   inherit	CSS fragment for all examples: body { display: block; p { display: block } span { display: inline } CSS fragment: #outer { position: static; color: red }	
position	The values of this property have the different meanings	static   relative   absolute   fixed   inherit  static - the box is a normal box, laid out according to the normal flow. The 'top', 'right', 'bottom', and 'left' properties do not apply.	CSS fragment for all examples: body { display: block; p { display: block } span { display: inline }	line-height 200%; width: 400px; height: 150px } Beginning of body contents. Start of outer contents. Inner contents. End of outer contents. End of body contents.
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position	The values of this property have the different meanings	static   relative   absolute   fixed   inherit  static - the box is a normal box, laid out according to the normal flow. The 'top', 'right', 'bottom', and 'left' properties do not apply.  relative - the box's position is calculated according to the normal flow (this is called the position in normal flow). The the box is offset relative to its normal position. When a box B is relatively positioned, the position of the following box is calculated as though B were not offset. The effect of position:relative' on table-row-group, table-header-group, table-foster-group, table-row, table-column-group, table-column, table-cell, and table-caption elements is undefined.  absolute - the box's position (and possibly size) is specified with the 'top', 'right', 'bottom', and 'left' properties. These properties specify offsets with respect to the box's containing block. Absolutely positioned boxes are taken out of the normal flow. This means they have no impact on the layout of later siblings. Also, though absolutely positioned boxes have margins, they do not collapse with any other margins.  fixed - the box's position is calculated according to the 'absolute' model, but in addition, the box is fixed with respect to some reference. As with the 'absolute' model, the box's margins do not collapse with any other margins. In the cases of handfold, projection, screen, tty, and tw media types, the box is fixed with respect to twe veryour and doesn't	CSS fragment for all examples; body { display; block; p { display; block } spn { display; nilme } CSS fragment #outer { position: static; color red } #inner { position: static; color red } #inner { position: static; color robue; background-color: #FFFF99 } HTML fragment: \$\phi\$-passing of body contents. \$\phi\$-passing of body contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing. Fail of body contents. \$\phi\$-passing. CSS fragment: #outer { position: relative; top: 12px; color: red } #inner { position: relative; top: 12px; color: red } #inner { position: relative; top: 12px; color: bdc; background-color: #FFFF99 } HTML fragment = Contents. \$\phi\$-passing of body contents. \$\phi\$-passing of body contents. \$\phi\$-passing of body contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing of body contents. \$\phi\$-passing of body contents. \$\phi\$-passing ball   Example Na!	Beginning of body contents. Start of outer contents. Inner contents. End of outer contents. End of body contents.  Start of outer contents.  Start of outer contents.  Inner
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position	The values of this property have the different meanings	static   relative   absolute   fixed   inherit  static - the box is a normal box, laid out according to the normal flow. The 'top', 'right', 'bottom', and 'left' properties do not apply.  relative - the box's position is calculated according to the normal flow (this is called the position in normal flow). The the box is offset relative to its normal position. When a box B is relatively positioned, the position of the following box is calculated as though B were not offset. The effect of 'position:relative' on table-row-group, table-header-group, table-foster-group, table-row, table-column-group, table-column, table-cell, and table-caption elements is undefined.  absolute - the box's position (and possibly size) is specified with the 'top', 'right', 'bottom', and 'left' properties. These properties specify offsets with respect to the box's containing block. Absolutely positioned boxes are taken out of the normal flow. This means they have no impact on the layout of later siblings. Also, though absolutely positioned boxes have margins, they do not collapse with any other margins.  fixed - the box's position is calculated according to the 'absolute' model, but in addition, the box is fixed with respect to some reference. As with the 'absolute' model, the box's margins do not collapse with any other margins. In the case of handfield, projection, screen, ty, and Iv modia types, the box is fixed with respect to the viewport and doesn't move when scrolled. In the case of the print media type, the box is rendered on every page, and is fixed with respect to the page box, even if the page is sen through a viewport (in the case of a print-preview, for example). For other media types, the presentation is undefined. Authors may wish to the screen, but not at the top of each	CSS fragment for all examples; body { display; block; p { display; block } span { display; nilme } CSS fragment #outer { position: static; color red } #inner { position: static; color red } #inner { position: static; color robue; background-color: #FFFF99 } HTML fragment: \$\phi\$-passing of body contents. \$\phi\$-passing of body contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing of older contents. \$\phi\$-passing riber of body contents. \$\phi\$-passing contents. \$\phi\$-passing riber of body contents. \$\phi\$-passing body body contents. \$\phi\$-passing body body body body body body body body	Beginning of body contents. Start of outer contents. Inner contents. End of outer contents. End of body contents.  Start of outer contents.  Start of outer contents.  Inner
position	Specifies how far an absolutely positioned box's top margin	static   relative   absolute   fixed   inherit  static - the box is a normal box, laid out according to the normal flow. The 'top', 'right', 'bottom', and 'left' properties do not apply.  relative - the box's position is calculated according to the normal flow (this is called the position in normal flow). The the box is offset relative to its normal position. When a box B is relatively positioned, the position of the following box is calculated as though B were not offset. The effect of 'position-relative' on table-row-group, table-header-group, table-footer-group, table-row, table-column-group, table-column, table-cell, and table-caption elements is undefined.  absolute - the box's position (and possibly size) is specified with the 'top', 'right', 'bottom', and 'left' properties. These properties specify offsets with respect to the box's containing block. Absolutely positioned boxes are taken out of the normal flow. This means they have no impact on the layout of later siblings. Also, though absolutely positioned boxes have margins, they do not collapse with any other margins.  fixed - the box's position is calculated according to the 'absolute' model, but in addition, the box is fixed with respect to some reference. As with the 'absoluted model, the box's margins do not collapse with any other margins. In the case of handheld, projection, screen, tty, and tv media types, the box is fixed ovid the respect to the viewport and doesn't move when scrolled. In the case of the print media type, the box is rendered on every page, and is fixed with respect to the page box, even if the page is seen through a viewport (in the case of a print-preview, for example). For other media types, the presentation is undefined. Authors may wish to specify "fixed in a media-dependent way. For instance, an author may want a box to remain at the top of the viewport on the screen, but not at the top of each printed page.	CSS fragment for all examples; body { display; block; p { display; block } span { display; nilme } CSS fragment #outer { position: static; color red } #inner { position: static; color red } #inner { position: static; color robue; background-color: #FFFF99 } HTML fragment: \$\phi\$-passing of body contents. \$\phi\$-passing of body contents. \$\phi\$-passing class="inner"> linner contents. \$\phi\$-passing of older contents. \$\phi\$-passing riber of body contents. \$\phi\$-passing contents. \$\phi\$-passing riber of body contents. \$\phi\$-passing body body contents. \$\phi\$-passing body body body body body body body body	Beginning of body contents. Start of outer contents. Inner contents. End of outer contents. End of body contents.  Beginning of body contents.  End of outer contents.  End of outer contents.  End of body contents.  End of body contents.
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Inner Line of body contents.&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;top&lt;br&gt;right&lt;br&gt;bottom&lt;br&gt;left&lt;/th&gt;&lt;td&gt;Specifies how far an absolutely positioned box's top margin edge is offset below the top edge of the box's containing block Specifies how far a box's right margin edge is offset to the left of the right edge of the box's containing block. Specifies how far a box's bottom arragin edge is offset above the bottom of the box's containing block. Specifies how far a box's bett margin edge is offset to the right of the left edge of the box's containing block. This property specifies whether a box should float to the left, right, or not at all It may be set for any element, but only&lt;/td&gt;&lt;td&gt;static   relative   absolute   fixed   inherit  static - the box is a normal box, laid out according to the normal flow. 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Part				CCC for any to the state ( ) leaves ( )	
Manuscraft in the Continue of the Continue o			right - similar to left, except the box is floated to the right, and content flows on the left side of the box, starting at the top.	#inner (float right; width: 130px; color: blue; background-color: #FFFF99 } #abiling (color: marcon } HTML fragment:   *p-Beginning of body contents. <span class="outer">Start of outer contents. <span class="outer">Start of outer contents. <span class="outer">Start of outer contents. <span class="miner"> Inner contents. <span> <span <span="" class="abiling-" contents.="" stabling="">—Fand of outer class="abiling-"Stabling contents. <span>—Tand of outer class="abiling-"Stabling-"Sta</span></span></span></span></span></span></span></span></span></span></span></span>	
Part	clear	adjacent to an earlier floating box. The 'clear' property does not consider floats inside the element itself or in other block	left - the clearance of the generated box is set to the amount necessary to place the top border edge below the	p { clear: left }	
Section of the control of the contro				img { clear: right }	
selection of the select			bottom outer edge of any right-floating and left-floating boxes that resulted from elements earlier in the source	div { clear: both }	
Amount   A			none - no constraint on the box's position with respect to floats.	em { clear: none }	
	z-index	current stacking context and whether the box establishes a	<integer> - this integer is the stack level of the generated box in the current stacking context. The box also establishes</integer>		
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Application of columnia to the			Visual effects	More and o	details about visual superposition of boxes (positioning schemes)
Part	overflow				
April 1997   Apr		WIGH A OPENIOWS HE CAMBRING SOOK	visible, indicates that content is not climed i.e. it may be replered outside the block box	<blockquote> Ididn't like the play, but then I saw it under adve <ti><tie>Croueho Marx</tie></ti></blockquote>	rse conditions - the curtain was up. p>
Part				div { overflow: visible; width : 100px; height: 100px; border: thin solid red; } blockquote { width: 125px; height: 100px; margin-top:	but then I saw it
Marie   Mari				cite { display: block; text-align: right; border: none } CSS fragment:	conditions - the
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Selection of the control of the cont			screen (such as a scroll bar or a panner), that mechanism should be displayed for a box whether or not any of its content is clipped. This avoids any problem with scrollbars appearing and disappearing in a dynamic environment.	div { overflow: scroll; width : 100px; height: 100px; border: thin solid red; }	
dip				50px; margin-left: 50px; border: thin dashed black }	
Selection of vote (15% to 15%				div { overflow: auto; width : 100px; height: 100px;	
CSC 2.1 for any out of selection control of the finant response of the finant response of selection control of the finant response of the fina				50px; margin-left: 50px; border: thin dashed black }	1 dider.
Part   Amount   Part	•		In CSS 2.1, the only valid 'shape' value is rect(*top*, ~right*, bottom>, 'sleft*) where *top* and bottom> specify offsets from the top border edge of the box, and 'sright*, and 'sleft' specify offsets from the left border edge of the box in Felt-he-right text and from the right border edge of the box in Fight-to-left text.	p { clip: rect(5px, 55px, 45px, 5px); }	
The foreground color   The foreground color of an element's text content   The foreground color of an element's text color of text color	visionity	by an element are rendered. Invisible boxes still affect layout (set the 'display' property to 'none' to suppress box generation	visible - the generated box is visible hidden - the generated box is invisible (fully transparent, nothing is drawn), but still affects layout. Furthermore, descendents of the element will be visible if they have 'visibility visible'.	Louige	
The frequency color of an element's set content  Incliganced color of an element's set content  Incliganced color of an element set content  Incliganced color of an element  Incliganced color of an					More and details about visual effects >>>
Set   De budgemend own of an element   Set   De budgemend own of an element   Set   Debugemend own					
	background		red (#ff0000; #f00; rgb(255,0,0); rgb(100%, 0%, 0%))		
Part	background-color				
Section (1990)   Sect					
Section   Sect			fuchsia (#ff00ff; #f0f; rgb(255,0,255); rgb(100%, 0%, 100%))		
Section   Sect			lime (#00ff00; #0f0; rgb(0,255,0); rgb(0%, 100%, 0%))		
Section of the property is a shorthand property for esting the property in the property is a shorthand property for esting the property in t			navy (#000080)	ess file:	Example:
Section   Sect				background: aqua;	This is a color example
Section   Sect				}	
Section   Sect			silver (#c0c0c0)	span { color: #ffa500 }	
Specifies whether the image is repeated (filed), and how repeat					
Specifies whether it is fixed with regard to the viewport attachment (fixed) or scrolls along with the containing block (scroll)					und-repeat: repeat-y; background-position: center; }
The background property is a shorthand property for still   [[ top   center   bottom ]]   sheet	attachment	('fixed') or scrolls along with the containing block ('scroll')			d-repeat: repeat-y; background-attachment: fixed; }
the individual background properties shockground-position*   jimbert			right ]    [ top   center   bottom ] ]   inherit		1)
Font-family Prioritized list of font family names and/or generic family names [[-family-name> -generic-family>]* [-family-name> -generic-family>]* [-family-name* -generic-family>]* [-family-name* -generic-family>]* [-family-name* -generic-family>]* [-family-name* -generic-famil		the individual background properties	 *background-position*>]   inherit	1 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0	
Serif (e.g. Times)   mm { font-family, serif }	font-family	Prioritized list of font family names and/or generic family name		body { font-family: Gill, Helvetica, sans-serif }	
cursive (e.g. Zapf-Choncery) a (font-family: cursive)   Tantasy (e.g. Western   Honorapace)   Honorapace			'serif' (e.g. Times)		
Selects between normal (sometimes referred to as "roman" or normal miles of family in a			'cursive' (e.g. Zapf-Chancery)	a { font-family: cursive }	
"upright", italic and oblique faces within a font family italic of [font-style: italic ]  font-variant  Selects between normal (sometimes referred to as "roman" or normal  "upright", italic and oblique faces within a font family  statut—CAPS  font-weight  Selects between normal (sometimes referred to as "roman" or normal  d [ font-variant: normal }  font-weight  font-weight  Selects between normal (sometimes referred to as "roman" or normal  d [ font-weight: normal ]	Count at-1	Salasta hatrusan nama 16	'monospace' (e.g. Courier)	ul { font-family: monospace }	
font-variant     Selects between normal (sometimes referred to as "roman" or normal     dl { font-variant: normal }       "upright"], italic and oblique faces within a font family     SMALL-CAPS     DD { FONT-VARIANT: SMALL-CAPS }       font-weight     Selects between normal (sometimes referred to as "roman" or     normal     dl { font-weight normal }	iont-style		italic	ol { font-style: italic }	
font-weight Selects between normal (sometimes referred to as "roman" or normal dl (font-weight normal )	font-variant		normal	dl { font-variant: normal }	
	font-weight				

Part					
March			bolder Nobtor	dt { font-weight: bolder }	
Part					
March   Marc				dt { font-weight: 200 }	
Part					
March   Marc					
March   Marc					
# Manual Proposes and improvement of the control informer of the first of the control informer of the			***		
Part	fant size	Salacte batwaan normal (comatimae referred to as "roman" or	~~~		
Service of the control of the contro	iont-size				
Separation of the production o					
Part				h1 {font-size: xx-large }	
Part					
Part			<pre><length>: [ px   pt   pc   ex   in   cm   mm ]</length></pre>		
Property			<pre><percentage>: [ em   % ]</percentage></pre>		
Part					
proportion of control	font	The 'font' property is, except as described below, a shorthand			
March   Professional and Section   Professiona		property for setting 'font-style', 'font-variant', 'font-weight',	?<'font-size'>[/<'line-height'>]?<'font-family'>]	p { font: 80% sans-serif }	
Professional Pro			e   caption   icon   menu   message-box   small-caption   status-bar   inherit	p { font: x-large/110% "New Centus	ry Schoolbook", serif }
Part		traditional typographical shorthand notation to set multiple		p { font: bold italic large Palatino, serif }	
Part		properties related to fonts.			
Part					
Part					
			message-box - The font used in dialog boxes.	span { font: message-box }	
Part					
Part			status-par - The Iont used in Window status bars.	span { Iont: status-bar}	More and details about forte
Part			Text		more and details about folits
Part	text-indent	Specifies the indentation of the first line of text in a block		p { text-indent: 16px }	
After the register deposition granted for both file from in prior the file from incoming to find the register for the contribution of the contribu	P	D. J. L. L. J. L.	1.61.01.41		
Standard	text-align	Describes how inline content of a block is aligned	left   right   center   justify   inherit	p { text-align: left }	m (tout alian aisht)
Section 19				p { te	
Second					,
Marie and Part Section Secti	vertical-align		$baseline \mid sub \mid super \mid top \mid text-top \mid middle \mid bottom \mid text-bottom \mid  \mid  \mid inherit$	div { }	
Section   Sect		generated by an inline-level element	bacaline, align the bacaline of the box with the bacaline of the parent box. If the box doesn't have a bacaline align the	div ( vartical alion: bacalina )	
Act				div { vertical-angli, baseline }	
in the loans of believe the believe of the loans of the color proper position for expendent the position of the loans are delicity of the loans of t			$middle - a lign \ the \ vertical \ midpoint \ of \ the \ box \ with \ the \ baseline \ of \ the \ parent \ box \ plus \ half \ the \ x-height \ of \ the \ parent.$	div ( vertical alien: middle )	
Part				` ' '	
Elicit on this fame and of the content between the content between the content between the process of the pro				div { vertical-align: sub }	
tention of the control of the contro			super - raise the baseline of the box to the proper position for superscripts of the parent's box. (This value has no	div { vertical-align: super }	
Part					
Section 1997   Sect				div { vertical-align: text-top }	
Second				div / vertical-alian: text-hottom 3	
Registrown   Procedure of the second second to be selected to the set of the depth of shows. The what the means the same at the content of the second second to the second seco				div ( ventear-angli. texe-bottom )	
Control of the cont				div { vertical-align: -20% }	
Text-described by the complete of the complete distance with the top of t					
Affairment   Control contention of the content of			<li>length&gt; - raise (positive value) or lower (negative value) the box by this distance. The value 'tcm' means the same as 'baseline'.</li>	s div { vertical-align: 15px }	
Affairment   Control contention of the content of			top - align the top of the aligned subtree with the top	div { vertical-align: top }	
tro-idenomia of the control of the c					
Securious using de ciment color  1				dir (vontinal aliam battom)	
Section of the contract cont	text-decoration	Describes decorations that are added to the text of an element			Help, help!
Part			none - produces no text decoration		Lam under a hat!
Note   Section spacing behavior between text durations or moral   cloughe  intent   Mark - text binds (demands between violds and mixidle)   cpc   c					<u>—Owier</u>
Mide-test blinks (absentise between visible and minoble)					
Process of the proc			· · · · · · · · · · · · · · · · · · ·		
Section spacing behavior between text characters   section   section   specing behavior between text characters   section   section   specing behavior between text characters   section   section   specing behavior between text characters   section   sect				<span></span>	
Specifies pacing behavior between text characters   Specifies pacing behavior between text characters   Specifies pacing behavior between words   Second   Georgia   Specifies pacing behavior between words   Second   S				<em>I am under a hat!</em>	
Specifies specing belons in between text damaters   memal   daughb*   inherit   mema					
Section species for minimal begins of mote boars within the cleament in clea					
Security					
**command   **co					
**************************************		1 Segment and codes within the certificat	,		
Security			<li><length> - the specified length is used in the calculation of the line box height. Negative values are illegal.</length></li>		
Regula   The computed value of the property in this percentage multiplical by the clement's computed for all zars   Separate   Sep			Southern the read value of the assessment of the read		
Control capitalizes of the companed value of the property is this percentage multiplied by the element's companed fort size.   Separate values are illegal.   Control capitalization effects of an element's text				div { iine-height: 1.2 } /* number */	
Cost-transform   Cost-description   Cost-descript			- the computed value of the property is this percentage multiplied by the element's computed font size.		
UPPERCASE - PUTS ALL CHARACTERS OF EACH WORD IN UPPERCASE   P   [TEXT-TRANSFORM_UPPERCASE   D   [text-transform: howercase   D   [text-transform: home   D   [text-transform: howercase   D   [text-transform: home   D   [text-transform			Negative values are illegal.		
Specifies the base writing direction of blocks and the direction	text-transform	Controls capitalization effects of an element's text			
Note: suer agents to collapse sequences of whitespace, and normal pre-wrap pre-wine j inherit normal - directs user agents from collapsing sequences of whitespace, and break lines as necessary to fill line boxes per-pre-vents user agents from collapses sequences of whitespace. Lines are only broken at newlines in the source, or at occurrences of "A" in generated content, and as necessary to fill line boxes per-lines with the state of the source, or at occurrences of "A" in generated content, and as necessary to fill line boxes.    pre-pre-vents user agents from collapsing sequences of whitespace. Lines are only broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes.    pre-wrap - revents user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes.    pre-wrap - revents user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes.    pre-wrap - revents user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes.    pre-wrap - revents user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes.    pre-wrap - revents user agents to collapse sequences of whitespace.   pre-wrap   white-space: pre-line }					
reak lines as necessary to fill line boxes  reconstruction of blocks an element of metals user agents to collapse sequences of whitespace. Lines are only brother at newlines in the source, of a cocurrence of "A" in generated content user agents from collapsing sequences of whitespace. Lines are only brother at newlines in the source, of a cocurrence of "A" in generated content user agents from collapsing sequences of whitespace.  Increase are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents from collapsing sequences of whitespace.  Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents from collapse sequences of whitespace.  Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents from collapse sequences of whitespace.  pre-wrap   white-space: pre-wrap    pre-wrap					
pre - prevents user agents from collapsing sequences of whitespace. Lines are only broken at newlines in the source, or at occurrences of "A" in generated content nowrap - collapses whitespace as for 'hormal', but suppresses line breaks within text    pre-wrap - revents user agents from collapsing sequences of whitespace.	white-space	Directs user agents to collapse sequences of whitespace, and		( delin )	
only broken at newlines in the source, or a occurrences of "A" in generated content nowarp - collapses whitespace as for 'normal', but suppresses libe breaks within text  pre-wrap - revents user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents for collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  AMI. fragment:  - chebrev> - spar-HEBREW in HEBREW english 3 HEBREW 4 HEBREW 5 - spar spar-HEBREW completed bidirection of blocks and the direction of combeddings and overrides (see 'unicode-bidf') for the Unicode bidirectional algorithm  It - left-to-right direction.  - rl - right-to-left directi		orean times as necessary to fill line boxes	normal - directs user agents to collapse sequences of whitespace, and break lines as necessary to fill line boxes.	p { white-space: normal }	
only broken at newlines in the source, or a occurrences of "A" in generated content nowarp - collapses whitespace as for 'normal', but suppresses libe breaks within text  pre-wrap - revents user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents for collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  AMI. fragment:  - chebrev> - spar-HEBREW in HEBREW english 3 HEBREW 4 HEBREW 5 - spar spar-HEBREW completed in HEBREW 5 - spar spar-HEBREW in english 10 english 11 HEBREW 2 english 3 HEBREW 14 HEBREW 5 - spar spar-HEBREW in english 10 english 11 HEBREW 2 english 3 HEBREW 2 english 3 HEBREW 3 - spar spar-english 1 - che, one-HEBREW in english 1 english 10 english 11 HEBREW 2 english 3 HEBREW 4 - spar spar-english 1 - che, one-HEBREW in english 1 english			pre - prevents user agents from collapsing sequences of whitespace. Lines are	pre { white-space: pre }	
pre-wrap - revents user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents from collapsing sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  AMI. fragment:  **Cherev>			only broken at newlines in the source, or at occurrences of "\A" in generated content		
Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  direction  Specifies the base writing direction of blocks and the direction  It   rtl   inherit  of embeddings and overrides (see 'unicode-bidf') for the Unicode bidirectional algorithm  It - left-to-right direction.  rtl - right-to-left direction.  rtl - right-to-left direction.  rtl - right-to-left direction.  venture of this property have the different meanings  unicode-bidi  Values for this property have the different meanings  normal - the element does not open an additional level of embedding with respect to the bidirectional algorithm. For inline-level elements, implicit roordering works across element boundaries.  Lines are broken at newlines in the source, of coccurrences of "A" in generated content, and as necessary to fill line before, after { white-space: pre-line }  ***ML fragment:  **CML fragment:  **AML fragment:  **Cherew>  **par-HEBREW HEBREW = nglish3 HEBREW HEBREWS-/par-  **par-lightBREW] HEBREW-/emplay-HEBREWS-/par-  **Cherew>  **chere			nowrap - collapses whitespace as for 'normal', but suppresses line breaks within text	td[nowrap] { white-space: nowrap }	
Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  pre-line - directs user agents to collapse sequences of whitespace. Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  direction  Specifies the base writing direction of blocks and the direction  It   rtl   inherit  of embeddings and overrides (see 'unicode-bidf') for the Unicode bidirectional algorithm  It - left-to-right direction.  rtl - right-to-left direction.  rtl - right-to-left direction.  rtl - right-to-left direction.  venture of this property have the different meanings  unicode-bidi  Values for this property have the different meanings  normal - the element does not open an additional level of embedding with respect to the bidirectional algorithm. For inline-level elements, implicit roordering works across element boundaries.  Lines are broken at newlines in the source, of coccurrences of "A" in generated content, and as necessary to fill line before, after { white-space: pre-line }  ***ML fragment:  **CML fragment:  **AML fragment:  **Cherew>  **par-HEBREW HEBREW = nglish3 HEBREW HEBREWS-/par-  **par-lightBREW] HEBREW-/emplay-HEBREWS-/par-  **Cherew>  **chere			pre-wrap - revents user agents from collansing sequences of whitespace.	pre[wrap] { white-space: pre-wrap }	
before, after { white-space: pre-line }  before, after { white-space: pre-line			Lines are broken at newlines in the source, at occurrences of "\A" in generated content, and as necessary to fill	, comp ( come space pre map )	
Lines are broken at newlines in the source, at occurrences of "A" in generated content, and as necessary to fill line boxes  direction  Specifies the base writing direction of blocks and the direction   Ir   rt1   inherit					
Specifies the base writing direction of blocks and the direction   It   It   inherit   It   It   Inherit   It   It   Inherit   It   It   Inherit   It   It   It   It   It   It   It			pre-line - directs user agents to collapse sequences of whitespace.  Lines are broken at newlines in the source at occurrences of "A" in generated content, and as pressyons to fill line.	:before,:after { white-space: pre-line }	
of embeddings and overrides (see 'unicode-bidf') for the Unicode bidirectional algorithm  Ir - left-to-right direction.  Ir - right-to-left direction.  If					
Unicode bidirectional algorithm  Itr - left-to-right direction.  Itr - left-to-left direction.  Iter - lef	direction		ltr   rtl   inherit		
spar-HEBREW < cmph > HEBREW   Member > Cmph > Member > Cmph > HEBREW   Member > Cmph > Member > Member > Cmph > Member >			he have the Production		BREW5
rd - right-to-left direction.  rd - regilate reg			ir - ien-to-right direction.	<pre><par>HEBREW6 <emph>HEBREW7</emph> HEBRE</par></pre>	EW8
unicode-bidi  Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   7-de-quo>HEBREW   8-digish   9-HEBREW   20-dhe-quo>HEBREW   8-digish    Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   7-de-quo>HEBREW   8-digish   9-HEBREW   20-dhe-quo>HeBREW    Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   7-de-quo>HEBREW   8-digish   9-HEBREW   20-dhe-quo>HeBREW    Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   7-de-quo>HEBREW   8-digish   9-HEBREW   20-dhe-quo>HeBREW    Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   9-digish   0-digish   1 HEBREW    Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   9-digish   0-digish   1 HEBREW    Values for this property have the different meanings  Normal   embed   bidi-override   inherit    Spar*-english   9-digish   0-digish   1 HEBREW    HEBREW   1-digish   1-digish   1-digish   1-digish   1-digish    Normal   embed   bidi-override   inherit    Spar*-english   9-digish   0-digish   1-digish   1-digish			rtl - right-to-left direction.		
Spar-english   7 -ke-quo>HEBREW   8 english   9 HEBREW   20 -ke-quo>HeBREW   8 english   9 HEBREW   20 -ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-Ke-quo>Ke-quo-				<par>english9 english10 english11 HEBREW12 HEBRE</par>	W13
ormal - the element does not open an additional level of embedding with respect to the bidirectional algorithm. For inline-level elements, implicit reordering works across element boundaries.  **Temples**    CSS fragment:	unicode-bidi	Values for this property have the different meanings	normal   embed   bidi-override   inherit	<par>english14 english15 english16</par> <pre><pre><pre><pre><pre><pre><pre><p< td=""><td>EW20</td></p<></pre></pre></pre></pre></pre></pre></pre>	EW20
inline-level elements, implicit reordering works across element bounduries. hebrew, he-quo (direction: rtl; unicode-bidi: embed) english10 english11 HEBREW1 english16					
inline-level elements, implicit reordering works across element bounduries. hebrew, he-quo (direction: rtl; unicode-bidi: embed) english10 english11 HEBREW1 english16					HEBREW1 HEBREW2 english3 HEBREW4 HEBREW5
endish17 HERREW18 endish19 HERREW20				hebrew, he-quo {direction: rtl; unicode-bidi: embed}	english9 english10 english11 HEBREW6 HEBREW7 HEBREW8
emoned - if the element is mine-jevel, this value opens an additional level of embedding with respect to the bidirectional			and all if the element is in line hard this yellow the second of the sec		
			canoca - it use element is inline-sever, this value opens an additional level of embedding with respect to the bidirectional		

		algorithm. The direction of this embedding level is given by the 'direction' property. Inside the element, reordering is		
		done implicitly.  bidi-override - for inline-level elements this creates an override. For block-level, table-cell, table-caption, or inline-	CSS fragment: hebrew, english, par {display: block}	HEBREW1 HEBREW2 english3 HEBREW4 HEBREW5 HEBREW6 HEBREW7 HEBREW8
		block elements this creates an override for inline-level descendents not within another block-level, table-cell, table-caption, or inline-block element. This means that inside the element, reordering is strictly in sequence according to the	emph {font-weight: bold}	english9 english10 english11 HEBREW12 HEBREW13 english14 english15 english16
		caption, or minic-nock element. I first means that inside the element, reordering is strictly in sequence according to the 'direction' property; the implicit part of the bidirectional algorithm is ignored.		english17 HEBREW18 english19 HEBREW20
		-	el ('width', 'height', 'line-height' and 'vertical-align' properties	>>> about direction ('direction' and 'unicode-bidi' properties)
		Generated content		
	This property is used with the :before and :after pseudo- elements to generate content in a document.	normal   none   [ <string>   <uri>   <counter>   attr(<identifier>)   open-quote   close-quote   no-open-quote   no-close-quote ]+   inherit</identifier></counter></uri></string>		
		none - the pseudo-element is not generated	span:before { content: none }	
		normal - computes to 'none' for the :before and :after pseudo-elements. <string> - text content (see the section on strings).</string>	li:before { content: normal } CSS fragment:	Chapter: this is a chapter
			span:before { content: "Chapter: "; }	
			HTML fragment: <span>this is a chapter</span>	
		<ur> <li><ur> <li><ur> <li>description</li> </ur></li> </ur></li></ur>	CSS fragment:	
		resource it must ignore it.	HTML fragment:	
		<counter> - counters may be specified with two different functions: 'counter()' or 'counters()'. The former has two forms: 'counter(name)' or 'counter(name, style)'. The generated text is the value of the innermost counter of the given</counter>	CSS fragment:	
		name in scope at this pseudo-element; it is formatted in the indicated style ('decimal' by default). The latter function also has two forms: 'counters(name, string)' or 'counters(name, string, style)'.	HTML fragment:	
		open-quote and close-quote - these values are replaced by the appropriate string from the 'quotes' property.	CSS fragment:	"Quote me!"
			q:before { content: open-quote } q:after { content: close- quote }	
			HTML fragment:	
		no-open-quote and no-close-quote - introduces no content, but increments (decrements) the level of nesting for	<q>Quote me!</q> CSS fragment:	No quote me!
		quotes.	q:before { content: no-open-quote } q:after { content: no-close-quote }	
			HTML fragment:	
		$\operatorname{attr}(X)$ - this function returns as a string the value of attribute $X$ for the subject of the selector. The string is not parsed	<q>No quote me!</q> CSS fragment:	
		by the CSS processor. If the subject of the selector doesn't have an attribute X, an empty string is returned. The case-sensitivity of attribute names depends on the document language.		
		case-sensitivity of antinoute names depends on the document ranguage.	HTML fragment:	
	This property specifies quotation marks for any number of	[ <string><string>]+   none   inherit</string></string>	q:lang(en) { quotes: == == == }	
	embedded quotations.	none - the 'open-quote' and 'close-quote' values of the 'content' property produce no quotation marks.	CSS fragment: q:lang(no) { quotes: "«" "»" "" "" }	"Trøndere gråter når 'Vinsjan på kaia' blir deklamert."
		[ <string> <string>]+ - values for the 'open-quote' and 'close-quote' values of the 'content' property are taken from</string></string>	HTML fragment:	
		this list of pairs of quotation marks (opening and closing). The first (leftmost) pair represents the outermost level of quotation, the second pair the first level of embedding, etc.	<q>Trøndere gråter når <q>Vinsjan på kaia</q> blir deklamert.</q>	
		Automotic countage and numbering		More and details about generated content >>>
counter-increment	Accepts one or more names of counters (identifiers), each one	Automatic counters and numbering	CSS fragment:	Chapter 1. First chapter
	optionally followed by an integer. The integer indicates by how much the counter is incremented for every occurrence of the		h3:before { content: "Chapter " counter(chapter) ". "; counter-increment: chapter; }	0.1 First section
	element. The default increment is 1. Zero and negative integers		h3 { counter-reset: section: }	
			h4:before { content: counter(chapter) "." counter(section) " "; counter-increment: section; }	0.2 Second section
	contains a list of one or more names of counters, each one optionally followed by an integer. The integer gives the value	[ <identifier><integer>?]+  none   inherit</integer></identifier>	HTML fragment: <h3>First chapter</h3>	Chapter 1. Second chapter
	that the counter is set to on each occurrence of the element. The default is 0.		<h4>First section</h4> <h4>Second section</h4> <h3>Second chapter</h3>	0.1 First section
			<h4>First section</h4> <h4>Second section</h4>	0.2 Second section
				More and details about automatic counters and numbering >>>
		Lists		
	Specifies appearance of the list item marker if 'list-style-image has the value 'none' or if the image pointed to by the URI	' disc   circle   square   decimal   decimal-leading-zero   lower-roman   upper-roman   lower-greek   lower-latin   upper- latin   armenian   georgian   lower-alpha   upper-alpha   none   inherit	HTML fragment for all examles: <ol> <li><li><li><li>First</li> <li><li>Second</li> <li><li>Third</li> </li></li></li></li></li></ol>	li>Fourth
	cannot be displayed. The value 'none' specifies no marker,	1 10 0 1 1 111 1 1		
	otherwise there are three types of marker: glyphs, numbering			
	otherwise there are three types of marker: glyphs, numbering systems, and alphabetic systems.	disc - rendering depends on the user agent.	CSS fragment: ol { list-style-type: disc}	First Second
	otherwise there are three types of marker: glyphs, numbering systems, and alphabetic systems.	disc - rendering depends on the user agent.		Second     Third
	otherwise there are three types of marker: glyphs, numbering systems, and alphabetic systems.		ol { list-style-type: disc}	Second     Third     Fourth
	otherwise there are three types of marker: glyplas, numbering systems, and alphabetic systems.	disc - rendering depends on the user agent.  circle - rendering depends on the user agent.		Second Third Fourth  First Second
	otherwise there are three types of marker: glyplis, numbering systems, and alphabetic systems.		ol { list-style-type: disc}  CSS fragment:	Second Third Fourth  First
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.		ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment:	Second Third Fourth First Second Third Third First
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }	Second Third Fourth  First Second Third Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment:	Second Third Fourth  First Second Third Fourth  First Second Third Fourth  First Second
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment:	Second     Third     Fourth      First     Second     Third     Fourth      Third     Fourth      Third     Fourth  I First     Second     Third     Fourth  I. First
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth  I First     Second     Third     Fourth  1. First 2. Second 3. Third
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }	Second     Third     Fourth      First     Second     Tourth      First     Second     Tourth      First     Second     Third     Fourth  I First     Second     Third     Third     Fourth  1. First 2. Second 3. Third 4. Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment:	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Intid     Fourth  Intid     Fourth  I. First     Second I. Third I. First II
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      Fourth      Second     Third     Fourth      Third     Fourth      Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      First     Second     Third     Fourth      Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment:	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fo
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment:	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth  I. First
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment:	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth  I. First     Second     Third     Fourth  OI. First     Second     Third     Fourth  I. First     Second     Third     Third     Second     Third     Third     Third     Third     Third     Third     Second     Third     Third
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }	Second     Third     Fourth      Furt     Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal -leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment:	Second     Third     Furth     Furth     Furth     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth  I. First     Furth  I. First     Second     Third     Fourth  I. First     Fourth  I. First     Second     Third     Second     Second     Third     Second     Third     Second     Second     Third     Second
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: upper-roman }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     First     Second     Se
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }	Second     Third     Furth      Furth      Furth      Furth      Furth      Fourth      Furth      Fourth      Furth      Fourth      Furth      Furt
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: upper-roman }	Second     Third     Fourth      Furt     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      Fourth      First      Second     Fourth      First      Second     Third     Fourth      First      Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      First      Second     Third     Fourth      Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: upper-roman }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      First     Second     Third     First     Second     Third     Fourth      First     Second     Third     First
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fou
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      First     Second     Third     Fourth      Fou
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: armenian }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fo
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: armenian }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      Fourth      Fourth      First     Second     Third     Third     Fourth      First     Second     Third     Third     Third     Fourth      Fourth      First     Second     Third     Third     Third     Third     Fourth      Fourth      First     Second     Third
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, he, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: armenian }  CSS fragment: ol { list-style-type: armenian }  CSS fragment: ol { list-style-type: lower-latin }	Second     Third     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      First     Second     Third     First     Second     Third     Fourth      Fourth      First     Second     Third     First
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, he, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: armenian }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, he, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: amenian }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: upper-alpha }  CSS fragment:	Second     Third     Fourth     First     Second     Third     First     Second     Third     Fourth     Fourth     Fourth     Fourth     Fourth     Fourth     First     Second     Third     Fourth
	otherwise there are three types of marker: glypts, numbering systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: upper-latin }  CSS fragment: ol { list-style-type: upper-latin }  CSS fragment: ol { list-style-type: upper-alpha }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      Fourth      First     Second     Third     First     Second     Third     Fourth      Fourth      First     Second     Third     First     Second     Third     Fourth      Fou
	systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).  upper-latin or upper-alpha - uppercase ascii letters (A, B, C, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: upper-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: ammenian }  CSS fragment: ol { list-style-type: lower-latin }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     First     Second     Third     Fourth      Fourth      Fourth      First     Second     Third     Fourth      Fourth      Fourth      First     Second     Third     First     Second
list-style-image	Sets the image that will be used as the list item marker	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).  upper-latin or upper-alpha - uppercase ascii letters (A, B, C, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: square }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: ammenian }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-greek }  ul { list-style-type: lower-greek }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth
list-style-image	systems, and alphabetic systems.	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, he, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).  upper-latin or upper-alpha - uppercase ascii letters (A, B, C, z).  lower-greek - lowercase classical Greek alpha, beta, gamma, (α, β, γ,)	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-greek }  LSS fragment: ol { list-style-type: lower-greek }  LSS fragment: ol { list-style-type: lower-greek }  LSS fragment: ol { list-style-type: lower-greek }	Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     Fourth      First     Second     Third     First     Second     Third     Fourth      Fourth      First     Second     Third     Fourth      First     Second     Third     First     Second     Third     Fourth      Fourth      Fourth      First     Second     Third     Fourth      Fourth      Fourth      First     Second     Third     First     Second
list-style-image	Sets the image that will be used as the list item marker  Specifies the position of the marker box in the principal block	circle - rendering depends on the user agent.  square - rendering depends on the user agent.  decimal - decimal numbers, beginning with 1.  decimal-leading-zero - decimal numbers padded by initial zeros (e.g., 01, 02, 03,, 98, 99).  lower-roman - lowercase roman numerals (i, ii, iii, iv, v, etc.).  upper-roman - uppercase roman numerals (I, II, III, IV, V, etc.).  georgian - traditional Georgian numbering (an, ban, gan,, be, tan, in, in-an,).  armenian - traditional Armenian numbering  lower-latin or lower-alpha - lowercase ascii letters (a, b, c, z).  upper-latin or upper-alpha - uppercase ascii letters (A, B, C, z).	ol { list-style-type: disc}  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: circle }  CSS fragment: ol { list-style-type: decimal }  CSS fragment: ol { list-style-type: decimal-leading-zero }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: lower-roman }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: georgian }  CSS fragment: ol { list-style-type: amenian }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-latin }  CSS fragment: ol { list-style-type: lower-greek }  ul { list-style-type: lower-greek }  ul { list-style-image: url("http://www.iconsfree.org/iconfu design.thesign.ro, tkcPainter_images_cllipse.png") }  CSS SFragment: ol { list-style-image: url("http://www.iconsfree.org/iconfu design.thesign.ro, tkcPainter_images_cllipse.png") }	

			<ul> <li><ul> <li><ul><ul> <li><ul> <ul> <li><ul> <ul><ul> <ul><ul> <ul> <ul><ul> <ul>                                   &lt;</ul></ul></ul></ul></ul></ul></ul></ul></ul></li></ul></ul></li></ul></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul></li></ul>	first list item second list item	
list-style	Is a shorthand notation for setting the three properties 'list- style-type', 'list-style-image', and 'list-style-position' at the same place in the style sheet	$ \label{eq:continuous} $$ [<  ist-style-image>   <  ist-style-image>     inherit                                      $	ul > li > ul { list-style: circle outside }		
					More and details about lists >>>>
		Tables			
caption-side	Specifies the position of the caption box with respect to the table box.	top   bottom   inherit	caption { caption-side: bottom; width: auto; text-align: left }		
table-layout	Controls the algorithm used to lay out the table cells, rows, and columns.	auto   fixed   inherit	table { table-layout: fixed; margin-left: 2em; margin-right: 2em }		
border-collapse	Selects a table's border model.	collapse   separate   inherit	table { border: outset 10pt; border-collapse: separate; border-spacing: 15pt }		
border-spacing	Selects a table's border model.	<length>&lt; ength&gt;? inherit</length>			
empty-cells	Controls the rendering of borders and backgrounds around cells that have no visible content	show   hide   inherit	table { empty-cells: show }		
					More and details about tables >>>
Miscellaneous					
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	W3C COS.				
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