

- property for it to have a value.
10. It is an icon on which you put or place any value whenever a pseudo-class property is performed.

ACTIVITY 2

Write **T** if the statement is true and **F** if not. Underline the incorrect word in statement and write the correct word to make the statement true.

1. A code is a user-defined selector.
2. Classes are defined by dots (.).
3. One way to write a class is by writing the class name as preceded by a colon.
4. There are three ways to write a class.
5. Class selector is applied to a particular set of elements.
6. Multiple-selector is a style applied to one element per page.
7. You can write a class by indicating the header element followed by a colon.
8. You may always run the case where two or more selectors might justify the same properties and values.
9. With the use of classes, you can control individual HTML element for a particular style.
10. You can call a class by putting the selector attribute in the tag with a class attribute.

ACTIVITY 3