UD4. Activity 1

CUSTOMIZING THE USER INTERFACE BY USING CSS STYLES



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UD1. Activity 4

For this first activity, you will continue with the project created in the first unit by creating the registration form page for your blog.

To do this you will need to take the following into account:

- You have to follow your design.
- You have to create a custom font and use it.
- You have to add a background image and a colour using transparencies.
- You have to add an option to choose between 3 avatars. By default, the
 images will have some transparency and on mouse-over they will be
 displayed in their original format. Once the corresponding image is
 selected, the rest will no longer be displayed. There must be an option to
 change that image again (for example a reset button).
- To define the styles, use attribute selectors, for example, to specify the style of a submit input, a text input, on focus, etc.

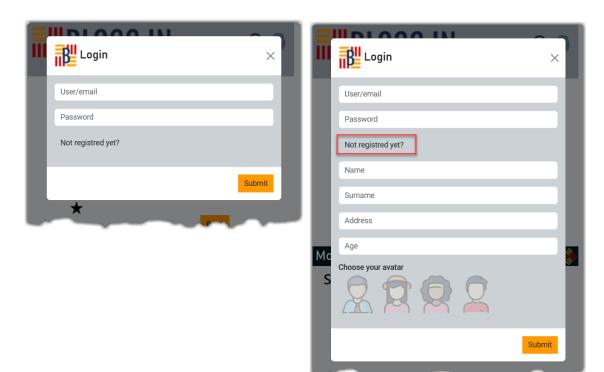


FORM

Source Project: https://github.com/abarcelogarcia/abarcelogarcia.github.io

Style

For the registration form I have kept the modal of the previous design. The user can login or register without changing page.



Font

I have kept the original font of the design. Bahnschrift for titles and headers and Roboto for text.

I have added in the css file the tag @font-face with the two fonts and their sources; Bahnschrift in local source and Roboto as a link to Google fonts.

```
@font-face {
    font-family: 'Bahnschrift';
    src: url(/fonts/BAHNSCHRIFT.TTF);

}

@font-face {
    font-family: 'Roboto';
    src: url(https://fonts.googleapis.com/css?family=Roboto) format('ttf');
}
```



I have added the source to a variable to assign it later to the modal via its class.

```
/* UD4 ACTIVITY 1 */
/* Assign default fonts to the modal*/
.modal {
   font-family: var(--texto);
}
.modal-header {
   font-family: var(--titulo);
}
```

Background and transparency

In modal body, I have used a background color with transparency. I've used the corporate grey color, the same that the navigation bar, with a transparency.

```
.modal-body {

background-color: □rgba(0, 27, 46, 0.2);
}
```



Avatar

For the avatar task, I have used input tags with radio type attribute. With this I achieve two things: Only one of them can be selected and knowing the state of the input (:checked) to be able to define its style according to its state and the rest of the consecutive elements using the combinators.

Transparency

I have used the attribute selector to apply and remove (on mouse hover) transparency to all avatars through the attribute type "name".

```
/* Create avatar transparency */
[name*="avatar"] {
    opacity: 0.25;
}

/* Delete transparency on mouse hover */
[name*="avatar"]:hover {
    opacity: 1;
    transition-duration: 1s;
}
```

Selected avatar

When you select one of the avatars, I hide the rest of the avatars by combining sibling selectors that are not the selected element. To do this, I use the selector attribute "value" and identify the selected element by its ID so that I don't hide it.

I apply this style to each avatar.

```
/* HIDE UNSELECTED AVATARS */
/* AVATAR 1 SELECTED */
/* Remove transparency in avatar 1 */
input[value="1"]:checked~label>#avatar-img1 {
    opacity: 1;
}

/* Hide other avatars */
input[value="1"]:checked~label>:not(#avatar-img1) {
    display: none;
}

/* Show reset button */
input[value="1"]:checked~div>#reset-btn {
    display: block;
}
```

When selecting an avatar, I show a button to reset if necessary.



Reset Action

For this purpose, I have added another input as a button which, when to click it, resets all input states and shows all avatars again (and hide reset button too).

Mouse over



Avatar selected

