

✓ Congratulations! You passed!

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

1 / 1 point

- ☐ animation-delay
- ☒ animation-duration
- ☐ animation-timeline
- ☐ animation-timing-function

**Correct**

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

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

1 / 1 point

- ☒ They allow for re-use of values across CSS rules

**Correct**

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

- ☒ They reduce the amount of CSS to maintain

**Correct**

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

- ☒ They provide audit functionality

**Correct**

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

3. The _____ suffix is used to define variables inside SCSS files used for CSS.

1 / 1 point

- ☐ No special characters are needed
- ☐ @
- ☒ \$
- ☐ #

**Correct**

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

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

1 / 1 point

- ☐ transform: rotate(60deg)
- ☐ rotate: 60deg
- ☒ transform: rotate(-60deg)
- ☐ rotate: -60deg

**Correct**

That's right! That is the correct way to rotate.

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

1 / 1 point

- ☐ True
- ☒ False



Correct

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

6. Is this valid code for an animation-name 'animate'?

1 / 1 point

```
1 @keyframes animate {  
2   0% {  
3     transform: rotate(60deg) scale(0.8);  
4   }  
5   25% {  
6     transform: rotate(90deg) scale(1.2);  
7   }  
8 }
```

- ☐ No, the animation transition is not fully defined
- ☐ No, you cannot use the transform inside @keyframes
- ☒ Yes, this should work fine



Correct

Correct! The rules defined for animation sequence are valid.