Learn CSS By Use Cases

ebook by Joe Harrison

Properties Dadding



padding

Properties

Intro

Padding is the space between an element's content and its border. The main use case for padding is to breathe white space into your UI. Too little and it can look strange, too much and it can look unprofessional. Throughout this ebook I've tried to use consistent padding lengths to give it that clean and elegant look.

Syntax

Like margin, padding has exactly the same syntax - utilising both shorthand and longhand style. Once again, if you are only setting one value I advise to use the longhand syntax, for increased verbosity and readability.

padding

Properties

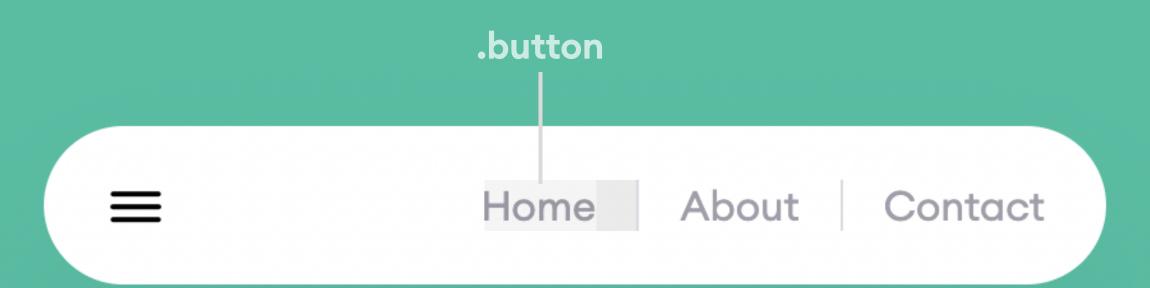
Special Power

My favourite special power is an example in the source code which utilises padding percentages to create responsive squares. In fact, I used this technique to create all of the example web pages in my source code.

Tips

Padding values (as opposed to margin) cannot be negative. If debugging issues with padding, always add a colored background to the element to see where things are at. This is an advantage that padding has over margin as it makes them much easier to work with and debug problems.

Longhand Set individual values



.button { padding-right: 1rem; }

Shorthand

Set all sides to the same value

I am a simple card with a small amount of text and padding Elements will grow/shrink if content size changes but maintain padding

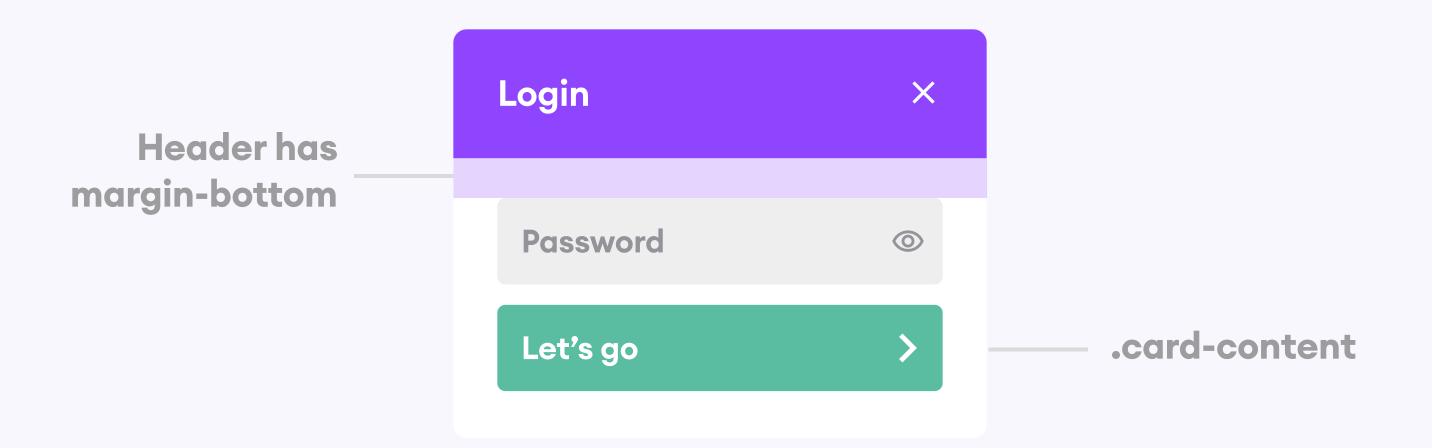
.card { padding: 1rem; }

Shorthand (2) Top/Bottom, Left/Right

Hi Joe, Welcome back!

Shorthand (3)

Top, Left/Right, Bottom



```
.card-content { padding: 0 1rem 1rem; }
```

We do not require any padding-top as the header element above it applies spacing





Shorthand (4) Top, Right, Bottom, Left

Q Search...

```
input {
  padding: 1rem 1.5rem 1rem 5rem;
}
```

It's useful setting all 4 values when 3 or more of the paddings are different

padding Properties

Knowledge Gained

- Padding is the space between an element's content and its border
- Padding adds white space to help us create cleaner and consistent UI
- Padding has both longhand and shorthand syntax which I use regularly
- Padding values cannot be negative
- Padding issues can be a lot easier to debug than margin issues

