

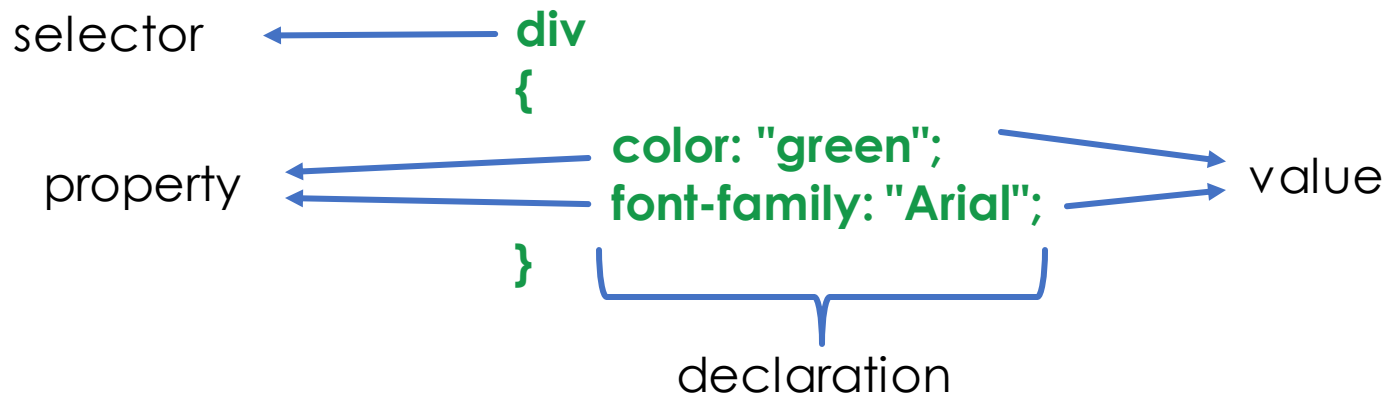
# CSS & HTML DOM

# CSS

## Introduction

- CSS stands for Cascading Style Sheets
- CSS describes how HTML elements are to be displayed on screen, paper, or in other media.
- It is used to style HTML elements.

## Syntax



# How to add CSS

- **Inline CSS**

```
<p style="color: blue;">This is a paragraph.</p>
```

This is a paragraph

- **Internal CSS**

```
<head>  
  <style type = text/css>  
    body {background-color: blue;}  
    p { color: yellow;}  
  </style>  
</head>
```

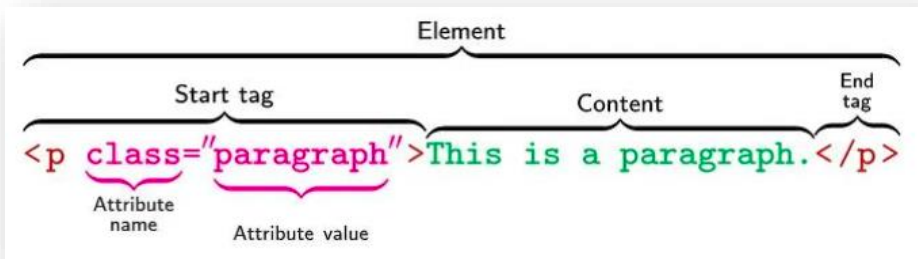
This is a paragraph

- **External CSS**

```
<head>  
  <link rel="stylesheet" type="text/css" href="style.css">  
</head>
```

# Classes

A CSS class is an attribute used to define a group of HTML elements in order to apply unique styling and formatting to those elements with CSS.



## HTML

```
<h2>This is my first heading.</h2>
<p>This is my first paragraph</p>
<h2 class="bright">This is my second
heading.</h2>
<p>This is my second paragraph</p>
<h2 class="bright">This is my third
heading.</h2>
<p class="bright">This is my third
paragraph</p>
```

**This is my first heading.**

This is my first paragraph

**This is my second heading.**

This is my second paragraph

**This is my third heading.**

This is my third paragraph

## CSS

```
.bright {
  color: orange;
  font-family: Avenir;
}
```

# Selectors

A CSS **selector** is the first part of a CSS Rule.

It is a pattern of elements and other terms that tell the browser which HTML elements should be selected to have the CSS property values inside the rule applied to them.

```
/* universal selector */
* {
  margin: 0px;
  padding: 0px;
}

/* element selector */
h1 {
  color: red;
  font-size: 16px;
}

/* class selector */
.profile {
  /* property: value*/
  color: red;
  font-size: 16px;
}

/* id selector */
#profile {
  color: red;
  font-size: 16px;
}
```

# Combinators

A CSS selector can contain more than one simple selector.

Between the simple selectors, we can include a **combinator**.

There are four different combinators in CSS:

- descendant selector (space)
- child selector (>)
- adjacent sibling selector (+)
- general sibling selector (~)

```
/* Descendant Selector */
/* Select <p> inside <div>*/
div p {
    background-color: yellow;
}

/* Child Selector (>) */
/* Select <p> with direct parent <div>*/
div > p {
    background-color: red;
}

/* Adjacent Sibling Selector (+) */
/* Select adjacent <p> which is a sibling of <div>*/
div + p {
    background-color: blue;
}

/* General Sibling Selector (~) */
/* Select all <p> which are siblings of <div>*/
div ~ p {
    background-color: green;
}
```

# Pseudo Classes

- A CSS **pseudo-class** is a keyword added to a selector that specifies a special state of the selected element(s).
- There are many such pseudo classes, namely, *:active*, *:disabled*, *:focus*, *:hover*, *:first-child*, *:last-child*, *:nth-child*, etc.
- For example, **:hover** can be used to change a button's color when the user's pointer hovers over it.

```
/* Any button over which the user's pointer is hovering */  
button:hover {  
    color: blue;  
}
```

# Padding, Margin

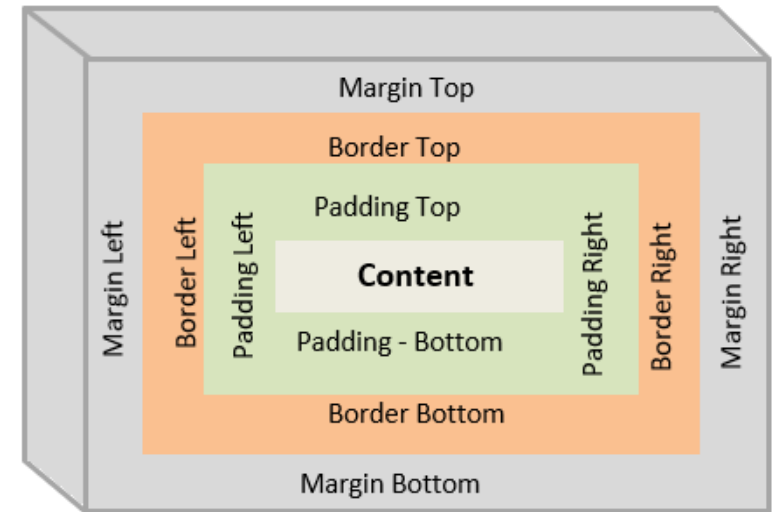
CSS **padding**s are used to create space around the element, inside any defined border.

CSS **margins** are used to create space around the element.

We can set the different sizes of paddings and margins for individual sides (top, right, bottom, left).

Example: padding: 10px; , padding: 5px 2px 5px 2 px; , padding: 5px 10px;

Example: margin: 10px; , margin: 5px 2px 5px 2 px; , margin: 5px 10px;





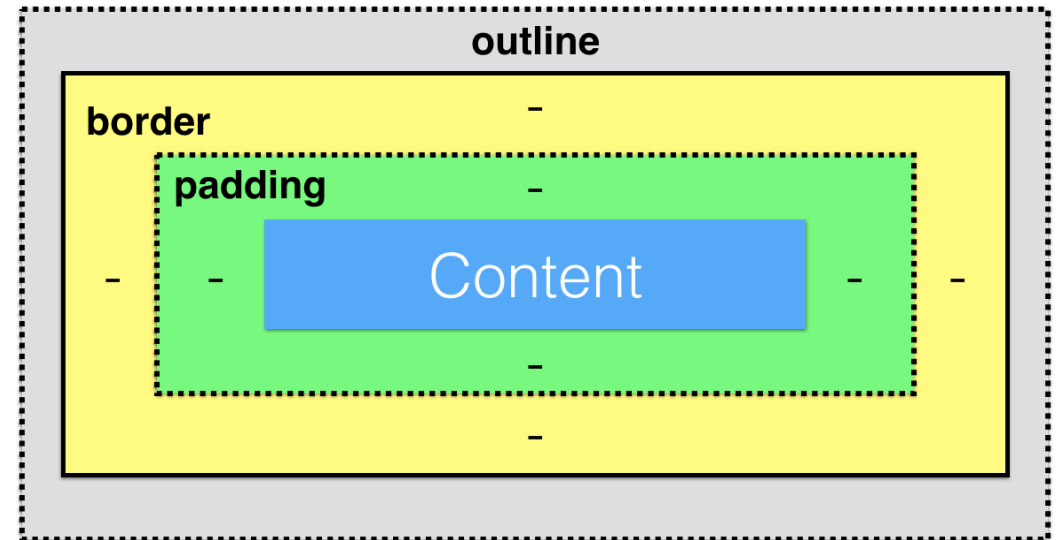
# Border, Outline

The **border** property sets an element's border. It sets the values of border-width, border-style, and border-color.

An **outline** is a line drawn outside the element's border.

Example: *border: 1px solid black;*

Example: *outline: 2px solid green;*



This element has a black border and a green outline with a width of 10px.

# Shadow-Box, Z-Index

- **box-shadow** attaches shadows to the elements.

Syntax: `box-shadow: <h-offset v-offset blur spread color> | none;`

Example: `box-shadow: 5px 10px 8px 10px #888888;`

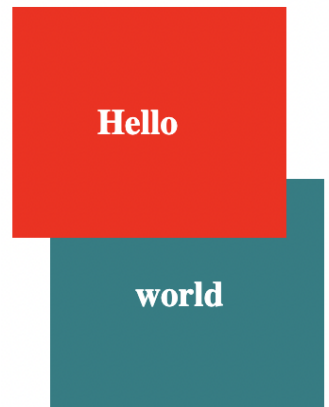
- **z-index** specifies the stack order of an element. Elements with greater value will be in front of the elements with lower value.

Example: `z-index: 100;`

box-shadow



z-index



# Displays, Position

- **Display:** specifies the display behavior of an element. You can hide or show the specific element.

Example: `display: block;`, `display: none;`, `display: inline;`

- **Position:** specifies the positioning behavior of an element.

Example: `position: relative;`, `position: absolute;`, `position: sticky;`

`display: block;`

Hello 1

Hello 2

Hello 3

`display: inline;`

Hello 1

Hello 2

Hello 3

`position: relative;`

Hello 1

Hello world

`position: absolute;`

Hello world

# Attribute Selectors

To style elements having some specific attribute or attributes value.

Example:

```
input[type="text"] // changes all input element having type="text"  
div [title~="hello"] // selects elements having "hello" word present in their attribute's value  
div [title^="hello"] // selects elements having attribute's value starting with "hello"  
div [title$="hello"] // selects elements having attribute's value ending with "hello"  
div [title*="hello"] // selects elements having "hello" as substring in its value
```

```
<h3 class="top header">Hello</h3>  
<h3 class="top-top">world</h3>  
<h3 class="content">CSS</h3>
```

CSS [attribute~="value"] Selector

Hello

world

CSS

CSS [attribute^="value"] Selector

Hello

world

CSS

CSS [attribute~="value"] Selector

Hello

world

CSS

# Flex Box

- Easy way to build flexible responsive layout structure.
- Properties:
  - **flex-direction**: direction to stack the items.
  - **flex-wrap**: whether to wrap items.
  - **justify-content**: align items horizontally if flex-direction is 'row'.
  - **align-items**: align items vertically if flex-direction is 'row'.

Wider Screen



Smaller Screen



# Animations

- It allows elements to gradually change from one set of styles to another. It is a combination of multiple animation properties.

- *Properties:*

- **@keyframes**: define set of styles to change for an animation.
- **animation-duration**: time animation takes to complete its cycle.
- **animation-delay**: delay for the animation to start.
- **animation-iteration-count**: number of times an animation must run.
- **animation-direction**: whether animation to be displayed forward, backward or alternate cycles.
- **animation-timing-function**: specifies speed curve of animation.

- *Example:*

```
animation: example 5s linear 2s infinite alternate;  
    @keyframes example {  
      from { background-color: red; },  
      to { background-color: yellow; }  
    }
```



# Miscellaneous

- **!important**

- It is used to add *more importance* to a property/value than normal.
- It will **override ALL** previous styling rules for that specific property on that element.

Example: `width: calc(100% - 100px);`

- **calc() function**

- The `calc()` function performs a calculation to be used as the property value.

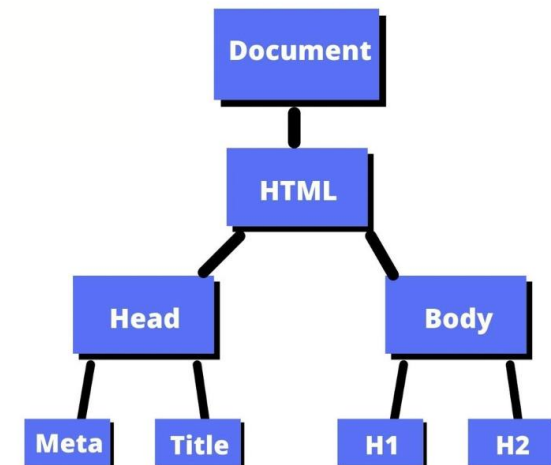
Example: `width: calc(100% - 100px);`

# HTML DOM

- **DOM** stands for Document Object Model.
- **W3C** (*World Wide Web Consortium*) standard.
- A Programming Interface that allows us to
  - create,
  - change, or
  - remove elements from the document, and
  - even associate events to these elements.
- The DOM views an HTML document as a tree of nodes. A node represents an HTML element.

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>DOM tree structure</title>
  </head>

  <body>
    <h1>DOM tree structure</h1>
    <h2>Learn about the DOM</h2>
  </body>
</html>
```





# HTML DOM Methods

- HTML DOM methods are **actions** you can perform on HTML Elements.
- HTML DOM properties are **values** of HTML Elements that you can set or change.
- **getElementById(id)**
  - Returns the element that has the ID attribute with the specified value.
  - Returns **null** if no matching element found.
  - Syntax – **document.getElementById(elementID)**
  - Example:
    - `var elem = document.getElementById("myList");`
    - This will access the element having value of its ID attribute as "myList".

# HTML DOM Methods (Cont.)

- **getElementsByTagName(tag\_name)**
  - Returns the collection of all the elements in the document with the given tag name.
  - Syntax – **document.getElementsByTagName(tagname)**
  - Example:
    - `var itemsLength = document.getElementsByTagName("li").length;`
    - This will find out the number of list items present in the document.
- **querySelectorAll(pattern)**
  - Returns a **NodeList** object, representing all elements that matches the specified CSS selector(s).
  - Syntax - **document.querySelectorAll(CSS selectors)**
  - Example:
    - `var para = document.querySelectorAll("p.example");`
    - This will get all <p> elements having class as "example".

# HTML DOM Methods

- **getElementsByTagName(class\_name)**
  - Returns an HTMLCollection object, representing a collection of elements with the specified class name.
  - To search for multiple class names, separate them with spaces, like "class1 class2"
  - Syntax – **document.getElementsByTagName(classname1 classname1 ...)**
  - Example:
    - To change the font color of all the element with class "example" to blue:

```
var elements = document.getElementsByTagName("example");
for (let i = 0; i < elements.length; i++) {
    elements[i].color = "blue";
}
```
- **createElement(name)**
  - Creates an Element Node with the specified name.
  - Syntax – **document.createElement(name)**
  - Example:
    - ```
var newElem = document.createElement("p");
newElem.innerHTML = "Hello World...";
```

# HTML DOM Methods

- **appendChild(node)**

- Adds a node to the end of the list of children of a specified parent node.
- Syntax – **element.appendChild(node)**
- Example:
  - Add a new list item to the existing list:

```
var item = document.createElement("li");  
item.textContent = "item2";  
document.getElementById("list").appendChild(item);
```

- **replaceChild(node, node)**

- Replaces a child node with a new node.
- Syntax – **element.replaceChild(newElem, oldElem)**
- Example:
  - Replace first item in a list with another item.

```
var list = document.getElementById('list');  
var newItem = document.createElement('li');  
newItem.textContent = 'New item';  
list.replaceChild(newItem, menu.firstElementChild);
```

# HTML DOM Methods

- **removeChild(node)**
  - Removes a specified child node of the specified element.
  - Syntax – **`element.removeChild(node)`**
  - Example:
    - Remove all the items in a list:

```
var list = document.getElementById('list');
while (list.firstChild) {
    list.removeChild(list.firstChild);
}
```

# Example

Adding a new child `<p>` element to a `<div>` element on click of a button.

```
<html>
  <head>
    <script>
      function addNewParaElement(){
        var mainDiv=document.getElementById("main");
        var newPara = document.createElement("p");
        newPara.innerHTML = "New Child";
        mainDiv.appendChild(newPara);
      }
    </script>
  </head>
  <body>
    <div id="main">
    </div>
    <button onclick="addNewParaElement()"> Add Child</button>
  </body>
</html>
```

