



# Web Programming and Problem Solving CSS (part 2)

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#### Content



- CSS selectors
  - DOM-based
  - Pseudo-class
  - Pseudo-elements
- Conflict Resolution



## **CSS Selectors**



- What if we want to change a particular paragraph?
  - How do we select a specific element?

- What if one element is changed in several places?
  - How to resolve the conflicts?

## Hello, World!

Paragraph 1

#### Paragraph 2

- Item1
- Item2
- Item3

#### Paragraph 3



## **CSS Selectors**



- To distinguish between elements, we use selectors:
  - Element Types (Tags)
  - Element Classes
  - Element Attributes
  - Element IDs
  - DOM-based
  - Pseudo-class
  - Pseudo-elements



## **Element Selectors**



#### Selection of one or more elements:

```
body {
  margin: 0;
  padding: 0;
}

h1, p {
  color: blue;
  font-size: 12pt;
}
```

Selects and changes the properties of body element

Selects and changes the properties of h1 and p elements (Note the comma in between)



## Class Selectors



#### Class is an identifier that can group together multiple elements

```
 ... 
 ...
```

Definition of the class **second** for two elements. Elements can belong to **several** classes.

```
.second {
  color: red;
}

li.item {
  color: purple;
}
```



Selects the elements with the specified class (second or item) Note a dot before class name



## **Attribute Selectors**



#### Selection of the elements by their attributes

```
h1[style] {
  text-align: center;
li[name] {
  color: gray;
li[name="item1"] {
  color: orange;
```

Selects all h1 tags with their style attribute defined

Selects all li elements with their name attribute defined as well as those which have specific value for name attribute



## **ID** Selectors



ID is an identifier of an element <u>unique</u> within the document

```
 ...
```



```
#last {
  color: red;
  font-size: 15pt;
}
```

Selects the elements by its **ID**Note a <u>hash</u> before the ID



#### DOM



- HTML document can be viewed as a tree-like structure.
- This structure is represented as Document Object Model (DOM) in memory
- Elements are called nodes, such as:
  - Root (Document)
  - Parent
  - Child/Children
  - Siblings (head, body)

```
HTML Document

orindex.html ×

thml>

chead>

chead>

chead>

chi>HTML Document</title>

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```

```
Document

Document

HTML

head

body

title

h1 div id = "div1" div id = "div2"

P Tag 1 P Tag 2
```



## Children Selectors



#### To select direct children of some element, use >:

```
Selects only the <u>direct</u> li color: red; elements of ul
```

To select any other direct child of some element:

```
body li {
  color: green;
}

Selects all li
  elements of body
```



#### Pseudo-Class Selectors



A pseudo-class is used to define a special <u>state</u> of an element.

#### The syntax:

```
selector:pseudo-class {
  property: value;
}
```

```
/* unvisited link */
a:link {
  color: red;
/* visited link */
a:visited {
  color: green;
/* mouse over link */
a:hover {
  color: hotpink;
/* selected link */
a:active {
  color: blue;
```

a tag's states



## Pseudo-Class Selectors



#### To select the first child of an element:

```
ul li:first-child {
  color: blue;
}
```

#### To select the n-th child of an element:

```
ul li:nth-child(3) {
  color: green;
}
```



#### Pseudo-Element Selectors



A pseudo-element is used to style specified parts of an element.

#### The syntax:

```
selector::pseudo-element {
  property: value;
}
```

Note double colon in syntax

```
p::first-letter {
  color: red;
p::first-line {
  color: black;
p::selection {
  color: red;
  background: yellow;
::marker {
  color: orange;
```



## Conflict Resolution



Application of CSS rules depends on three main concepts:

- Cascade
- Inheritance
- Specificity

To resolve the conflicts, we need to understand them well.



## Cascade



Cascade is a concept which means that the origin and the order of CSS rules matter, i.e. the latest rules is applied

```
h1 {
  color: blue;
}
/* this rule overrides
  the previous rule */
h1 {
  color: green;
}
```

Source <u>order</u> only matters when the specificity weights of the rules are the same!



# Specificity



**Specificity** is the <u>weight</u> that the browser uses to decide which property value is applied to an element.

Weight is composed of 4 numbers based on the <u>location</u> of a rule and the <u>number</u> of appearance of the selectors

Inline style	ID selector	Class, pseudo-class,	Element, pseudo-
		attribute selectors	element selectors

**More** important

**Less** important



# Specificity



Selector	Inline	ID	Class	Element	Specificity
h1	1	0	0	1	[1,0,0,1]
p	0	0	0	1	[0,0,0,1]
p.second	0	0	1	1	[0,0,1,1]
ul li:first-child	0	0	1	2	[0,0,1,2]
#last	0	1	0	0	[0,1,0,0]

```
#last{
  color: blue;
}
```

VS

```
body p:last-child{
  color: green;
}
```



#### Inheritance



Inheritance means that elements <u>can</u> inherit the properties defined in their parents or ancestors.

- Some properties can't be inherited like weight or margin.
- CSS provides five special property values for elements:
  - inherit turn on inheritance
  - initial property's default
  - revert browser's default
  - revert-layer previous layer
  - unset set to inherit or initial

```
body {
   color: blue;
}
/* revert to browser's
   default value*/
h1 {
   color: revert;
}
```



# Important



Importance is the mechanism to apply a rule no matter what the order, specificity or inheritance of other rules

```
h1 {
  color: blue !important;
}
/* this rule is not applied */
h1 {
  color: green;
}
```

However, it is **not** recommended to use it unless really necessary



## Summary



#### Key takeaways:

- The selection can be done:
  - using element's type, class, attributes and ID
  - based on DOM (structure of HTML)
  - Using psedo-classes and pseudo-elements
- Three concepts are important in conflct resolution
  - Cascade
  - Specificity
  - Inheritance
- Use important keyword only when really necessary

Thanks for Attention!