@CODE.CLASH

CSS Cheat Sheet



Selectors

```
Universal Selector
#id {}
                            ID Selector
.class {}
                            Class Selector
h1, h2{}
                            Type Selector
                            Adjacent Sibling Selector
h1+p {}
ul > li{}
                            Child Selector
h1 \sim p \{\}
                            General Sibling Selector
p a{}
                            Descendant Selector
div[att="val"]{}
                            Attribute Selector
```

Units

```
Percentage
           Centimeter
cm
in
           Inch
           Millimeter
mm
           Pica (1 pica = 12 points)
pc
           Point (1 point = 1/72 inch)
pt
           Pixel (1 pixel = 1/96 inch)
px
           Width of the "0" glyph in the font size
ch
           1em = Current font size
em
           X-height of the element's font
ex
           Grid defined by 'layout-grid'
gd
           Font size of the root element
rem
           Viewport's height
vh
           Viewport's width
VW
           Smaller of viewport's height or width
VM
```

Pseudo Selectors

Activated element :active Focused element :focus :hover Hovered element :link Unvisited link :disabled Disabled element :enabled Enabled element :checked Checked element :nth-child(n) N-th sibling :nth-last-child(n) N-th sibling from the end First sibling :first-child :last-child Last sibling :only-child Only child :nth-of-type(n) N-th sibling of its type :nth-last-of-type(n) N-th sibling of its type from end :last-of-type Last sibling of its type First sibling of its type :first-of-type Only child of its type :only-of-type Element with no children :empty Root element root :not(x) Element not matching 'x' Target element specified by a URI :target Style for the first letter of text ::first-letter Style for the first line of text ::first-line ::before Insert content before an element ::after Insert content after an element

List Styling

```
// List Style
list-style-type: disc | circle | square | none;

// List Position
list-style-type: inside | outside;

// List Image
list-style-img: url()
```

Position

```
// Position
position: static | relative | absolute | fixed | sticky;

// Position Element
top | right | bottom | left

// Float Element
float: left | right | none

// Z-index
z-index: 3 | auto | none

// Clear Floating
clear: none | left | right | both
```

Background

```
background-color: #FFF2EB

background-image: url()

background-repeat: repeat-x | repeat-y | repeat | space | round | no-repeat

background-attachment: scroll | fixed | local | intial | inherit | background-position: top | right | bottom | left | center
```

Font Properties

```
font-style: normal | italic | oblique

font-variant: normal | small-caps

font-size: 13px | 0.8rem | 80%

font-weight: normal | bold | bolder | lighter | 100-900

letter-spacing: normal | 4px

line-height: normal | 3rem | 34%

font-family: 'Open sans', sans-serif
```

Text Properties

```
text-align: left | right | center | justify

text-transform : capitalise | lowercase | uppercase

text-indent: 23px

vertical-align: baseline | 10px | sub | super | top | text-top | middle | bottom | text-bottom | initial

text-align-last: auto | left | right | center | justify | start | end | initial | inherit

text-decoration: none | underline | overline | lint-through

text-justify: auto | inter-word | inter-character | none | initial | inherit

text-overflow: clip | ellipsis | string | initial | inherit

text-shadow: h-shadow v-shadow | blur-radius color | none | initial | inherit
```

Transition

Animation

```
animation-timing-function: ease | linear | ease-in | ease-out | ease-in-out | cubic-Bezier (number, number, number, number)

animation-name: none | IDENT;

animation-duration : time;

animation-iteration-count : inherit | number;

animation-direction: normal | alternate;

rotation: angle rotation-point position;

animation-play-state: running | paused;

// shorthand
animations: animation-name animation-duration animation-timing-function animation-delay animation-iteration-count animation-direction
```

Transform

```
// 2D Transform
transform: translate(x, y):
                               Translate (move) element
                               Rotate element around a specified angle
transform: rotate(angle):
transform: scale(x, y):
                               Scale element
transform: skew(x-ang,y-ang):
                               Skew (slant) element
                               Skew (slant) element along the X-axis
transform: skewX(angle):
transform: skewY(angle):
                               Skew (slant) element along the Y-axis
// 3D Transform
transform: translate3d(x, y, z): Translate (move) element
transform: rotateX(angle):
                                 Rotate element around the X-axis
transform: rotateY(angle):
                                 Rotate element around the Y-axis
                                 Rotate element around the Z-axis
transform: rotateZ(angle):
transform: scale3d(x, y, z):
                                 Scale element
transform: perspective(value):
                                 Set the perspective view
```

Thanks For Your Attention



