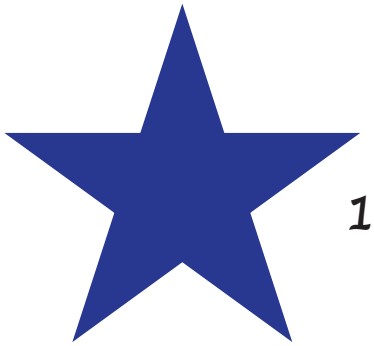
lesson 2

FILL-RULE

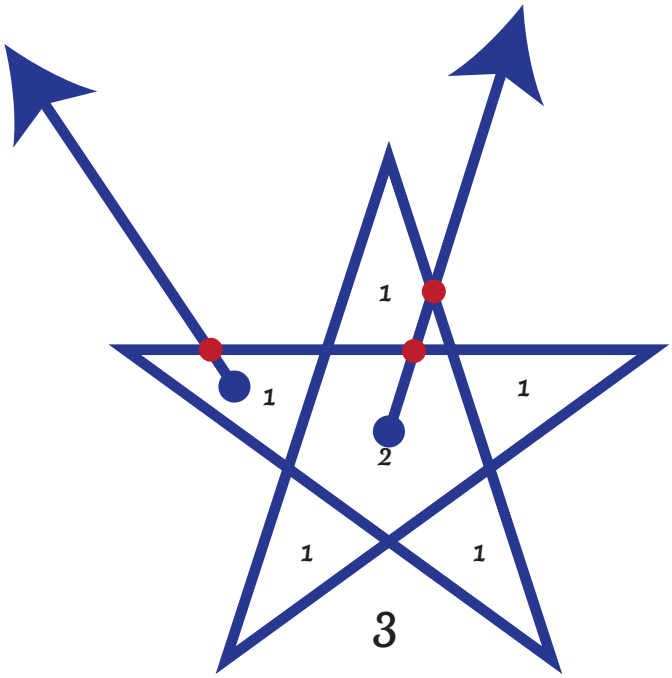


1

2

In the first module, you can see a polygon element that is filled by '#2B3990' hex color.
1.1 Inside style.css file change fill-rule value from nonzero to evenodd. The fill-rule property is inside .st0 class selector.

1.2 Analize the value of the path data attribute. Then draw the arrows that will point out the directions of the path in the third image. Do it the same way as you saw in the lesson's video.



1.3 Fill the fields with the counter's value.

The value of the counter 1.

The value of the counter 2.

1.4 If the aria of the figure will be filled by user-agent then write the word "filled" in the field, if this aria of the figure will be transparent then write "transparent" in the field. The fill-rule is equal to evenodd.

1

2

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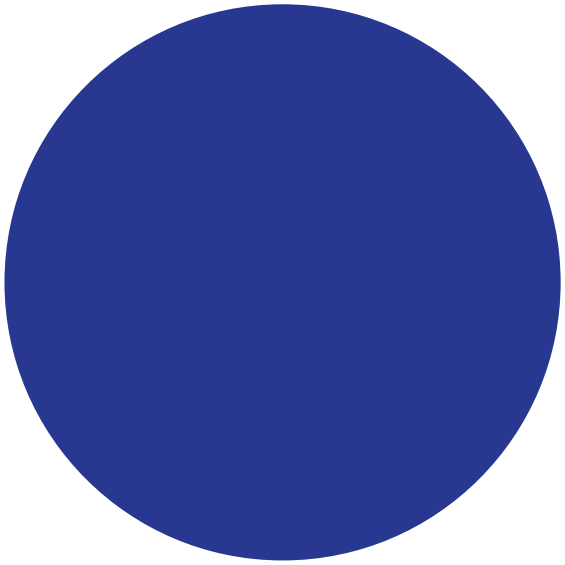
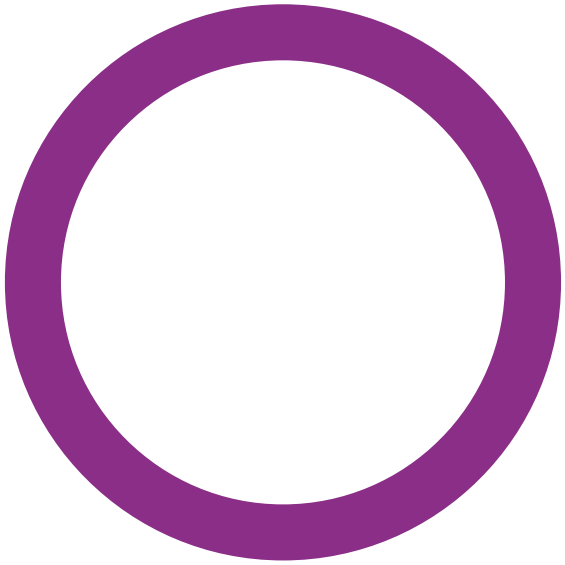
file-rule="nonezero"

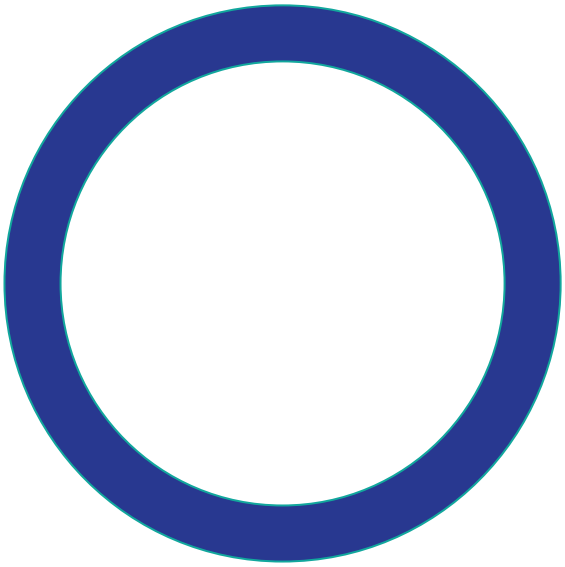
1

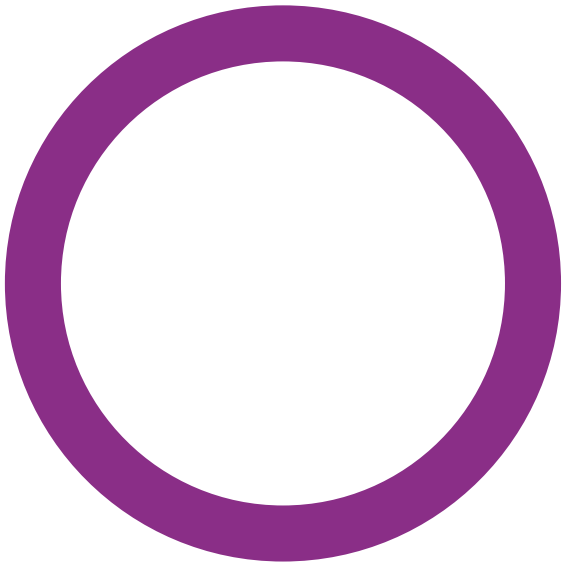


2



file-rule="evenodd"





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In the second module, You can see two paths that consist of two sub-paths. The styles are in the style.css file. We applied the st0 class to the first path element and the st1 class to the second path. The fill-rule is set to a nonzero that is default value.

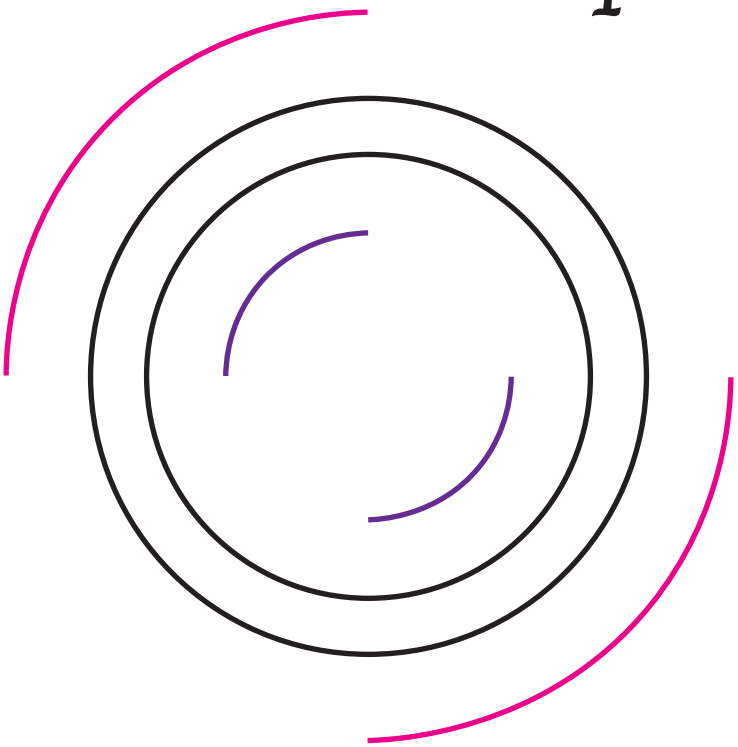
2.1 Let's change the value of the fill rule property to "evenodd". We can see the changes in the first path element but we cannot see the changes in the second one. It looks like the fill-rule doesn't work for the second path, but actually, it works properly.

2.2 Explain why we got this result? To do so you should write the directions of every subpath in the first and the second path.

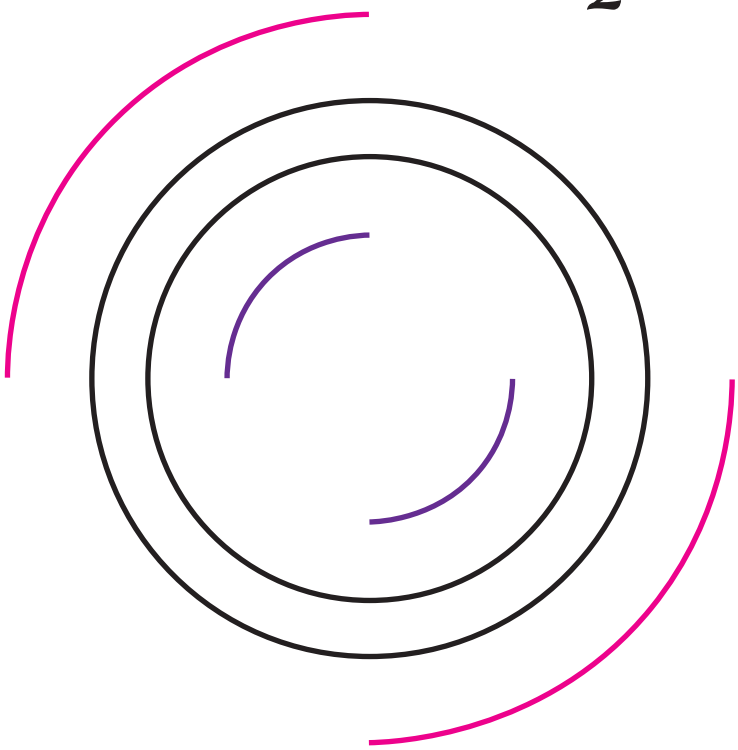
The curves stroked by #EC008C hex color demonstrate the direction of the external sub-path, and the curves stroked by #662D91 hex color demonstrate the direction of the internal sub-path.

Analyze the sub-paths of each path and draw the arrows on external and internal curves.

1



2



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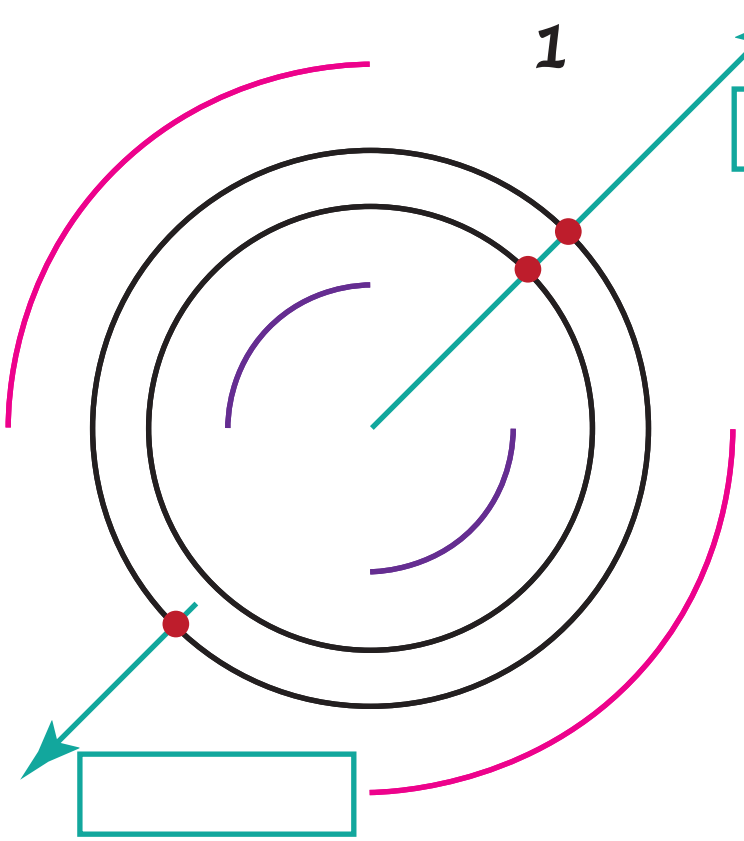
1

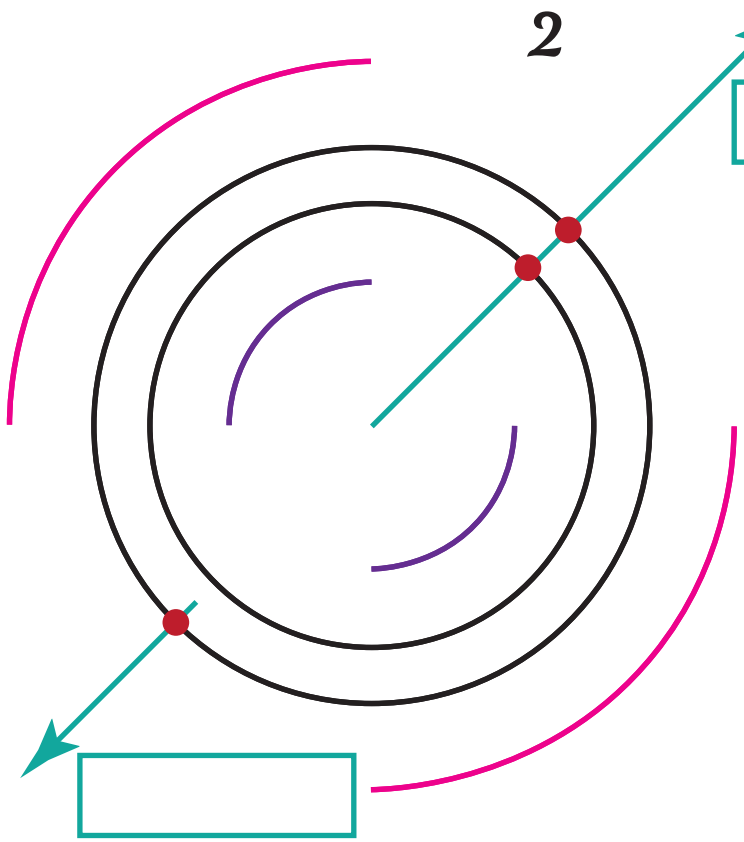


counter 1 value

counter 2 value

2.3 Add the value near the red circle. The red circle indicate the intersection of the path segment with the ray. You should choose from two possible values +1 and -1., then You should calculate the counter's value and write the result in the field.

2



counter 1 value

counter 2 value

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2.4 Explain why applying the different values of the fill-rule have no effects for the second path and why it affects on the first path?