Unfamiliar/Important CSS terms

CSS Syntax - CSS rule-set consists of a selector and a declaration block that sets values.
CSS Cascading and Inheritance - style for an element is applied using defaults and selectors. If no selector is chosen, defaults will be used. Child elements will inherit the styles of their parents.
Selectors - different patterns used to select the elements you want to style
CSS Values and Units - relative or absolute
CSS Basic User Interface - Interface features like resizing elements, outlines, and box sizing.
CSS Transforms - used for 2D or 3D transformation (rotation, move, skew, scale, etc.)
Prefixes - CSS browser prefixes that can be used for different browsers (e.g., -moz- for Firefox)
DRY - don't repeat yourself. Software dev principle meant to reduce duplication of effort.
Maintainable - minimizing the amount of edits necessary to make a change. This may include reflecting relationships in code when there's a relationship between values (e.g., font-size and line-height).
Inherit - basically what it sounds like. Will inherit the font or color or value of the parent.
Liquid - a layout that will move in and out when you resize your browser window
Relative - positioning used for an element that is relative to other elements
Responsive - design and development should respond to the user's behavior based on screen size, platform and orientation.
Thresholds - specific widths that media queries are applied to (max-width, min-width, etc)
Media queries - CSS applied to specific thresholds to aid responsiveness
Shorthands - shorter ways of referencing certain properties. Use to reset all corresponding longhand values. Good defensive tactic for future additions of longhands.
Longhands - full reference of a property.
CSS preprocessors - LESS, SASS, Stylus. Useful to keep code flexible in large projects, but you lose control of file size and complexity
Polyfill - a code that implements a feature on web browsers that do not support the feature.

I thought it was interesting how standards are made. W3C member companies who are interested in the common good have a large say, followed by experts that know what they're doing, and then higher up staff members of W3C. Also I learned about the origins of CSS. It was a single specification that eventually grew too large, and therefore was broken into smaller modules. Technically CSS3 doesn't exist because different modules evolve at different rates over the years.

I learned that using HSLa over RGBa is a good idea for white semi-transparent backgrounds. I learned a few things about writing more maintainable code, including using percentages and ems. I also learned that using more media queries results in breakage, and that they should only be used as a last resort after all other attempts to make the website flexible fail. In general, the idea is to strive for liquid layouts and relative sizing between media query breakpoints. When a design is sufficiently flexible, making it responsive shouldn't take more than a few short media queries. If I use a boatload of media queries to solve layout issues, I need to take a step back and look at the code structure.