

Web Development & Consulting Club Workshop One, Session Two







# **CSS** Positioning





# CSS positioning

Up until now, all of our CSS has been positioned in **normal flow** 

What this means for **block** elements is that they have been laid out vertically as boxes placed one after the other, top-to-bottom. Distance between other box is based on the margin properties of each, and the left edge of each box touches the left edge of its parent

For our **inline** elements, they have been laid out horizontally, left-to-right, separated by their margins, padding and borders. Vertical alignment can be by the element tops, bottoms or text baseline

## CSS positioning - Normal flow

```
<h1>Heading 1</h1>
...

<img src="duck.png">
...
<h2>Heading 2</h2>
```

#### **Heading 1**

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#### Heading 2

# CSS positioning

The way an element is positioned is controlled by the position property, and this can be set to one of 5 values

static	(default) Positioned using normal flow
relative	Positioned relative to where it would be using normal flow by providing an offset
absolute	Removed from normal flow and positioned by coordinates relative to the containing block  Note: you may need to add position relative to the containing/parent element for this to work
fixed	A constant position relative (normally) to the window i.e. not affected by scrolling
sticky	Toggles between relative and fixed depending on scroll position

## CSS positioning - Relative

```
img {
  position: relative;
  left: -40px;
  top: 40px;
  /* Could use right or bottom */
}
```

#### **Heading 1**

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**Heading 2** 

## CSS positioning - Absolute

```
img {
  position: absolute;
  left: 40px;
  top: 60px;
  /* Could use right or bottom */
}
```

#### **Heading 1**

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#### Heading 2

Absolute positioning positions within the first containing element that is not in **normal flow**. In this case, the paragraph where the image is placed is in the normal flow. The closest container that would make sense would be the body element

## CSS positioning - Fixed

```
img {
  position: fixed;
  right: 20px;
  top: 60px;
}
```

#### **Heading 1**

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#### Heading 2

Fixed positioning is used when you want something to always stay at the same position on the screen. A fixed position element will not scroll with the page

# CSS positioning - Sticky

```
img {
  position: -webkit-sticky;
  position: sticky;
  top: 0px;
}
```

Sticky is difficult to visualize with a static image, but when the image reaches the top of the page due to scrolling, it will 'stick' to it, acting like a fixed positioned element

#### Heading 1

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#### Heading 2

# CSS positioning - Float

Sometimes, we want to be able to remove elements from the normal flow. This is known as **floating** an element. When an element is floated, it moves to the left or right side of its container, and all other content will flow around it. The float property controls the floating state of an element

After an element has been floated, all other content in the normal flow will flow around the element. If this is not what is wanted, you can correct this by clearing the float with the clear property

# CSS positioning - Float

```
img {
  float: left;
  margin: 5px 5px 5px 0px;
}
```

Even though the image has been floated, we can still use box-model properties such as margin to affect how they interact with other elements. In this case a margin has been added to keep the wrapped text a short distance from the image

#### **Heading 1**

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### CSS units

**Absolute** units are useful assuming you know the characteristics of the device you are displaying on

in	Inches
cm	Centimetres
mm	Millimetres
pt	Points (1/72 <sup>nd</sup> of an inch)
рс	Picas (1/6 <sup>th</sup> of an inch, 12 points)
vw, vh, vmin	Percentage of viewport width, height, or min(width, height)

### CSS units

**Relative** units are useful if you want your elements to be sized relative to some other length property in the document. Relative units scale better than absolute units when displaying across different devices

рх	Pixels. Depends upon the resolution of the viewing device
em	Relative to the font-size of the element (2em means 2 times the size of the current font)
ex	x-height, relative to the size of a lower-case "x" in the font being used



# **Filters**





### **CSS** filters

- Graphical effects, applied to elements after they have been placed on the page
  - that change their appearance in a number of ways
- Most commonly used on images due to the supported operations, which include blurring, contrast shifting, brightness adjustment and greyscaling
- Controlled with the filter property. More than one effect can be specified in the same statement, and will be evaluated left-to-right

### CSS filters

```
filter: brightness(40%);
Decrease the brightness of an image to a
percentage of the original
filter: contrast(200%);
Tweak the contrast to over-saturate an
image
filter: blur(2px) sepia(70%);
Slightly blur an image, then apply a strong sepia
filter to it
```





# **Transformations**





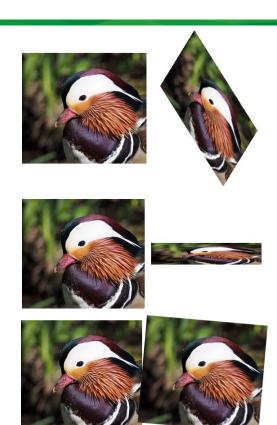


### **CSS** transformations

- Transformations allow us to perform certain operations such as rotation or scaling - of HTML elements
- 2D & 3D transformations are supported
- Controlled with the transform property.
- Multiple transformations can be specified at once
- If built-in transform functions are insufficient, we can use the matrix()
  or matrix3d() functions to specify arbitrary mathematical
  transformations

### **CSS** transformations

```
transform: rotate3d(1, 1, 1, 75deg);
Rotate 75 degrees on all 3 axis
transform: scale(0.9, 0.2);
Scale the image to 90% width, 20% height
transform: rotate(5deg);
Rotate the image 5 degrees clockwise
Can combine transformations: e.g.
transform: rotate(5deg) scale(0.9, 0.2);
```





# **Transitions**





### **CSS** transitions

- Using transitions, we can change CSS properties over a given time period
  - Gives a smoother feeling to a user experience.
- Simple to specify
  - Just indicate which property to watch, and how long the change should take.
- Transitions don't run immediately, they run once the property they are watching has changed.
  - Typically used with pseudo class selectors like :hover
- Controlled with the transition property. As with filters, more than one property can be watched in the same statement

### **CSS** transitions

```
#input[type=text] {
    width: 100px;
    transition-property: width;
    transition-duration: 2s;
    transition-timing-function: linear;
    transition-delay: 0.5s;
}

#input[type=text]:hover {
    width: 200px;
}
```

0.5 seconds after a text input gets focus, it will expand to 200px wide over 2 seconds

```
#identifier {
    width: 50px;
    transition: width 2s ease;
}

#identifier:hover {
    width: 200px;
}
```

When hovered over, this element will widen by 150px over 2 seconds, with the change happening slightly faster at the start and end of the transition.



# **Animations**



### **CSS** animations

- Allow us to specify more complex visual effects compared with transitions
- Introduced to save animators from needing to write complex JavaScript code
  - Can still augment animations using JavaScript if CSS animations themselves aren't enough
- Animations are made up of a @keyframes block, as well as a collection of animation-\* properties to control the behaviour of the defined animation

### **CSS** animations

```
h1 {
  animation-duration: 3s;
  animation-name: slide-right;
akeyframes slide-right {
  from {
    margin-left: 100%;
    width: 300%
  to {
    margin-left: 0%;
    width: 100%;
```

This animation starts with its target off screen, accomplished by setting its left margin to 100%, then slides towards the left of the screen until its left side is touching the left of its container.

The h1 element in this case uses this animation and executes it over the course of 3 seconds

### **CSS** animations

```
akeyframes hrmm {
  from {
     width: 50px;
     margin-left: Opx;
      background-color: blue;
  } 25% {
     width: 150px;
     margin-left: Opx;
  } 50% {
     width: 50px;
     margin-left: 100px;
      background-color: red;
  } 75% {
     width: 150px;
     margin-left: 100px;
  } to {
     width: 50px;
     margin-left: 200px;
      background-color: green;
```

```
#blue {
  width: 50px;
  height: 50px;
  background-color: blue;
  animation-duration: 3s;
  animation-name: hrmm;
  animation-iteration-count: infinite;
  animation-direction: alternate;
}

<div id="blue"></div>
```

Any guesses as to what this will do?