

Parts + Functions

h1 heading style (h1 is the largest, h2 is smaller)

p paragraph

br line break

strong bolds text

em italicized text

a a hyperlink

u underlined

blockquote for long quote

q short quote with quotation marks

table for simple tables

tr table row

td table data

li list item

ul unordered list

ol ordered list

hr horizontal line break (command does not need to be closed)

mark highlights

del cross-through text


link other code documents (i.e. CSS external stylesheet files)

vw unit relative to width of view point

vh unit relative to height of view point

div division, has no CSS formatting attached, used mainly on classes

px pixels

fr fraction of remaining space
↳ i.e. **1fr 2fr** → 

% percentage

div division or section
↳ as a container

<!-- | --> comments (text will not be coded)

***** multiply

if statement, tests to see if something is true or false

\$ defines/access jQuery

font-weight italics, normal

text-transform letter case type

letter-spacing (unit is em)

margin-bottom

(when used for a text element it becomes the space between lines of text)

padding adds space in the interior of an element (i.e. box) on all sides (adds to box sized)

border line around shape

box-sizing: border box padding and margin subtracted from box dimensions

position: relative; relative to where it would sit on the page

position: absolute; brakes from the rest of the formatting, allowing you to rearrange however you wish

position: fixed; stays in place relative to the view port

Z-index used to layer items, the larger the number the higher up the level

grid-template-columns used to define number of columns and their size (units px, fr, %)

grid-template-rows functions similarly but defines rows

.action() an action to be performed on the element(s)

(selector) to find HTML elements

.(div name): hover - changes look when the mouse hovers over an element

class element names to style specific parts, can be repeated (when referencing a class name in CSS file, add a dot)

↳ i.e. .open.paragraph

ID works similar to class element, works with Java

↳ i.e. #open.paragraph

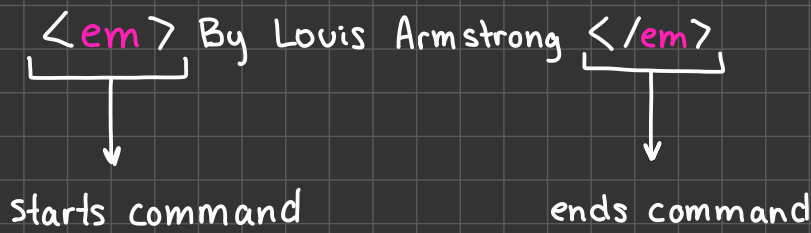
Src source (PNG, JPG, GIF, SVG, BMP)

Href hyper text reference

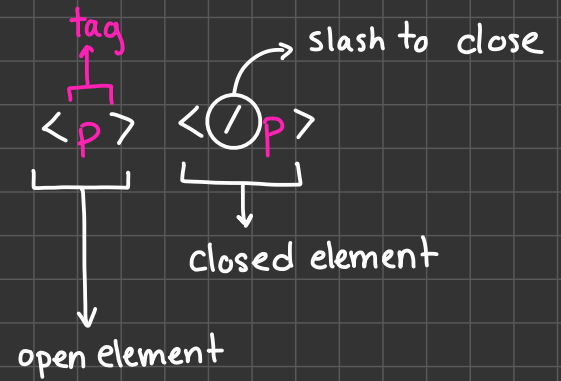
rel relationship

HTML: content/structure

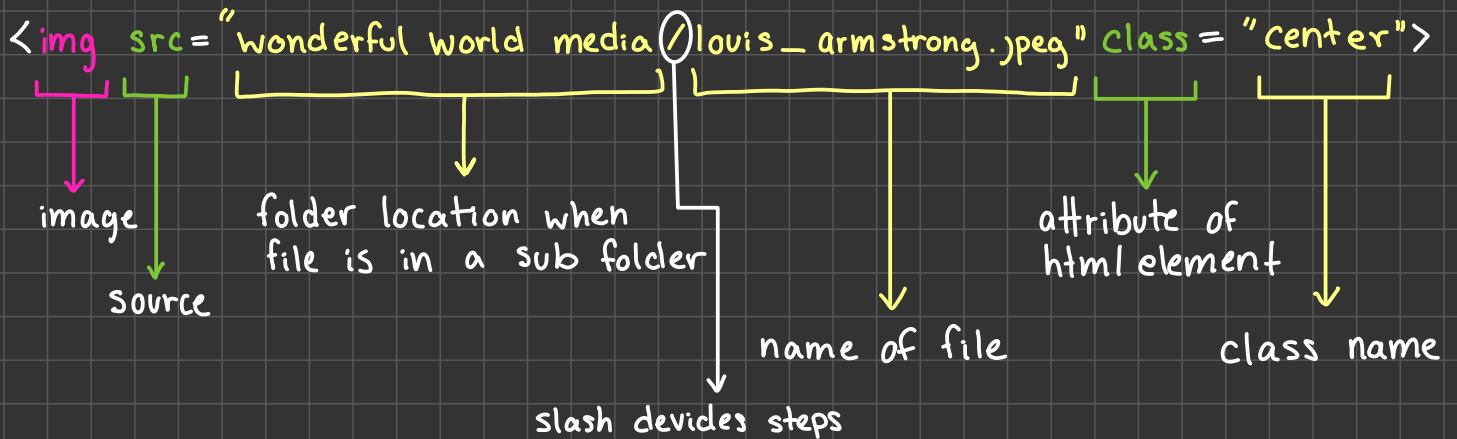
Command Formatting Example



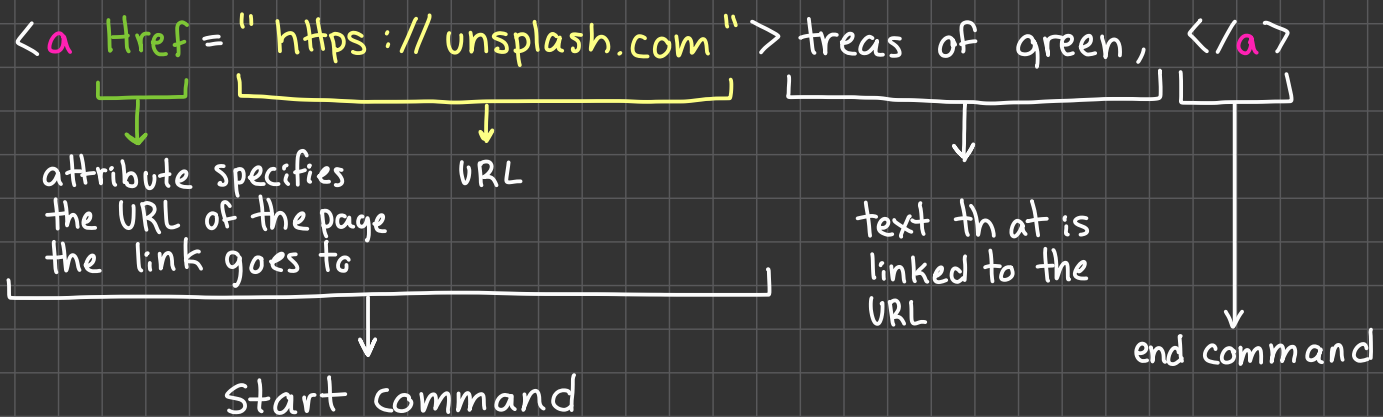
Element Formatting



Images



URL Links

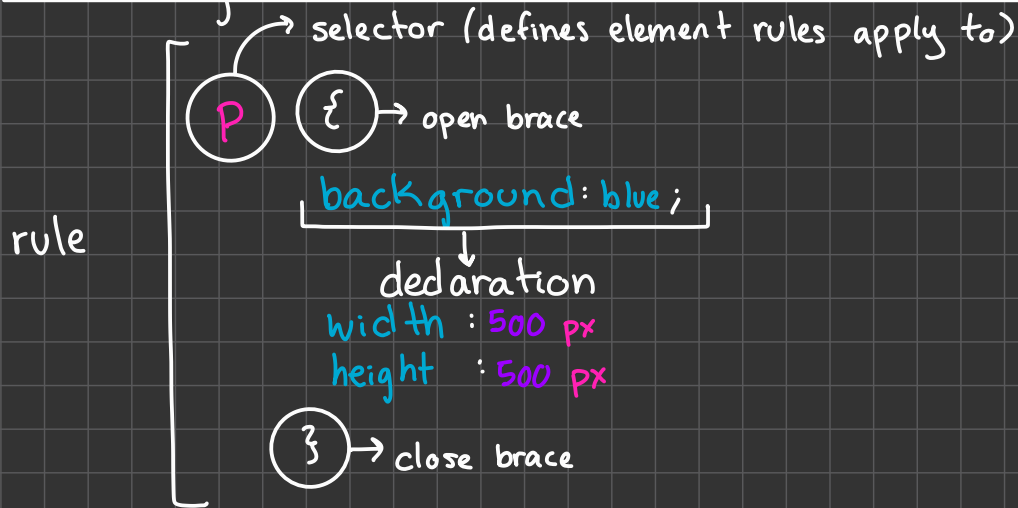


Command Formatting Example



CSS: styling

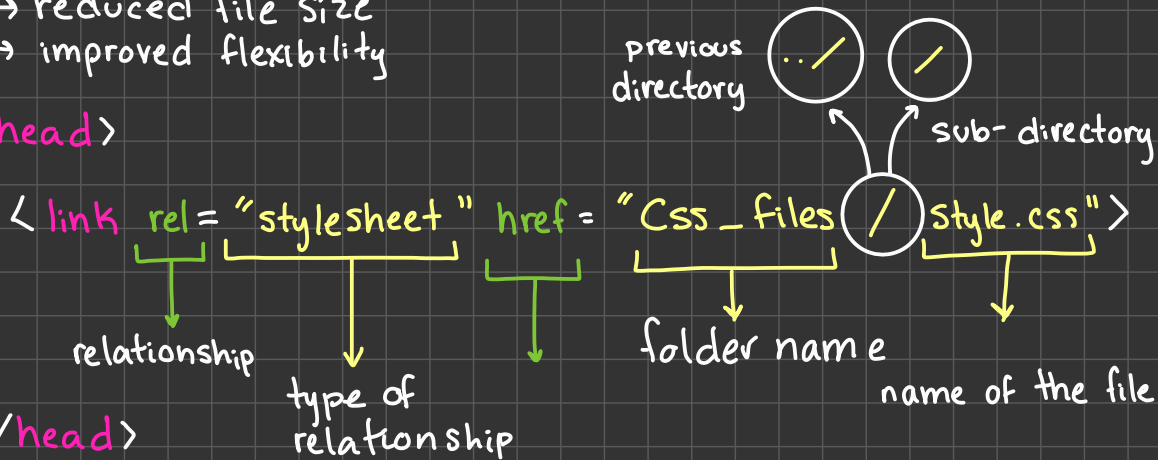
CSS Anatomy



External CSS

- create a file with the extension **.css**
 - ↳ easier maintenance: only need to make changes in one place
 - ↳ reduced file size
 - ↳ improved flexibility

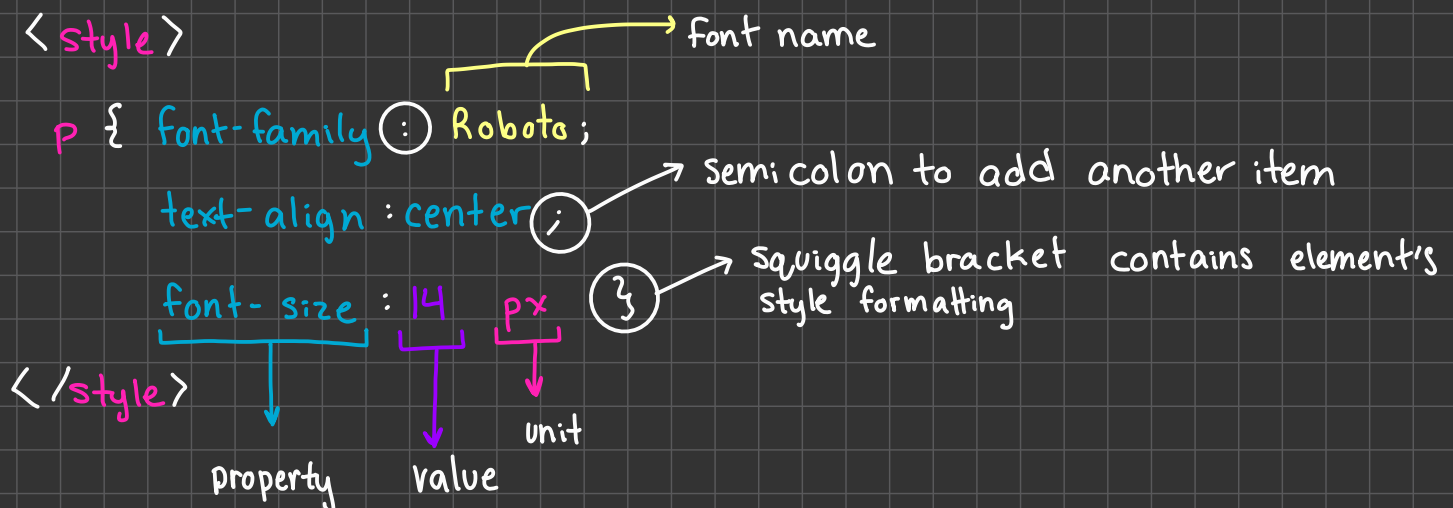
<head>



</head>

Internal CSS

<style>



Formating and Using divs

```
. whole page {  
  background : lightblue;  
  text-align : centre;  
}
```

```
<div class="whole page"> </div>
```

Colour code types

Hex: #00FF00

RGB: rgb(0, 255, 0);

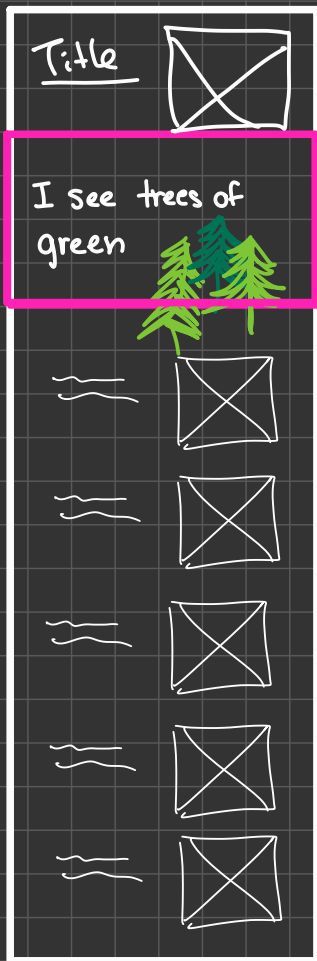
RGBA: rgba(0, 255, 0, 0.5);

← [0-1]
opacity

index.html

(div name) hover:

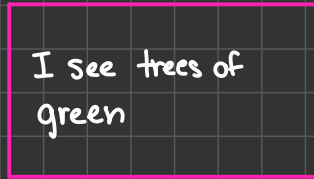
My Website Ideas



Screen page

view port

scroll: words then images slid up to see



1. see text



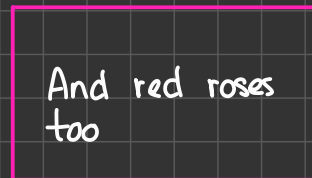
2. scroll, image slides up



3. image aligns in the view port



4. text fades out and slide up with image while new text appears (but smaller)



5. small text expands as it is centered in the view port

* steps 1-5 repeat for every verse

GitHub

- * help with github publishing / updating files
- * create a live link

Site Plan

- develop a wireframe
- list features
 - ↳ text fade out
 - ↳ text enlargement
 - ↳ independently moving images
- provide examples from existing sites
- submit a PDF

example page

text layout

code academy

JavaScript : interaction ,

function: relationship between input and output

script: code that activates

calculate

`$ (".menu") .click`

conditions

word → terms

'word' →

"word" →

Comments

In-line comment: occupies the same line as code

`var number = 5; // in-line comment`

multi-line comments: comment can occupy as many lines as you want, so long as it is properly closed

```
/*  
multi-line comment  
*/
```

Data Types

string: any text

number: number

undefined:

null: nothing

boolean: true/false

symbol: immutable primitive value that is unique

object: store different key value pairs

Variable

var myName = "Beth"

orig

can be used throughout
the whole program

myName = 8

let ourName = "Free Code Camp"

used within the scope
of where you declare

const pi = 3.14

variable that cannot
change