2022 퍼블리셔 부트캠프 007

- MediaQuery / Animate.css사용법 정리

!Tips & Links

- ※ 강의 https://www.udemy.com/course/the-complete-web-development-bootcamp/
- X Code Golf https://code.golf/
- ※ box-shadow로 원 3개 만들기=> 0 0 0 0px(크기) #000, 25px 0 0 0px #000, 50px 0 0 0px #000;

X Dependencies

 $Animate.css \qquad \text{에니메이션} \qquad \\ \\ \text{link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/animate.css/3.7.2/animate.min.css"} \\ \\ \text{Note: The properties of the pr$

PopperJS 말풍선 https://popper.js.org/ wowJS 애니메이션 https://wowjs.uk/

Github:button 깃헙버튼 https://buttons.github.io/

Animate.css : CSS 애니메이션 라이브러리 https://animate.style/ << animation list참조

	사	HTML	class에 .animate_animated.animate_애니메이션
	· 용 법	CSS	CSS에 animation: 이름; animation-duration: 1s;
		CSS v	:root에animate-delay: 0.9s 또는 .animate_animated.animate_이름 {animate-delay: 1s;}
		JS	js에 ~.style.setProperty('animate-duration', '1s')

util	delay	animate_delay-1s 1s, 2s, 3s, 4s, 5s	animate-delay로 조정가능
classes	speed(기본1s)	animate_slow, _slower, _fast, _faster	slow:2s, slower:3s, fast:0.8s, faster:0.5s
Classes	repeat	animate_repeat-1, -2, -3, _infinite	animate-repeat: 4;

_			,		
		애니메이션end	el.addEventListener('animationend', ~~)	< detect event	
		Prop변경	el.style.setProperty('~~', '1s')	animate-duration,animate-dealy	
			const animateCSS = (element, animation, prefix = 'animate') =>		
		ani추가/삭제 (use Promise)	TSF	el: <u>선택자로</u> , 애니메이션 이름, "animate <u>"</u>	
			new Promise((resolve, reject) => {		
			const <u>animationName</u> = `\${prefix}\${animat	tion}`; // "animate"+"bounce"	
			const <u>node</u> = document. <u>querySelector(ele</u>	<u>ment)</u> ; // 이게 되네	
	JS	animateCSS ('.el, 'bounce');	<u>node</u> .classList.add(`\${prefix}animated`, animationName); // node에 +class		
		(.ei, bounce),	function handleAnimationEnd(event) {		
		animateCSS	event.stopPropagation();	// 이벤트 죽임	
		('.el, 'bounce').then	node.classList.remove(`\${prefix}animated`,	.,	
		((message)=>{	resolve('Animation ended');	// resolve	
		~~~	}		
		})	node.addEventListener('animationend', han	ndleAnimationEnd, { <u>once: true</u> });	
			});	ONCE/ 이벤트를 한 번 쓰고 리스너 삭제	
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※ tip: need의미, [큰 요소, root_El(html, body), infinite]>NO, initial to final state 고려, inline안됨, overflow:hidden 사용

Media Query : @media<type><feature> codeply estimates >> laptop: 1200, tablet: 880(992~578), mobile: 360

```
/* -----<lang: en>-------*/
CTA: call to actions / hierarchical selectors계층 선택자 / deteriorate악화
```