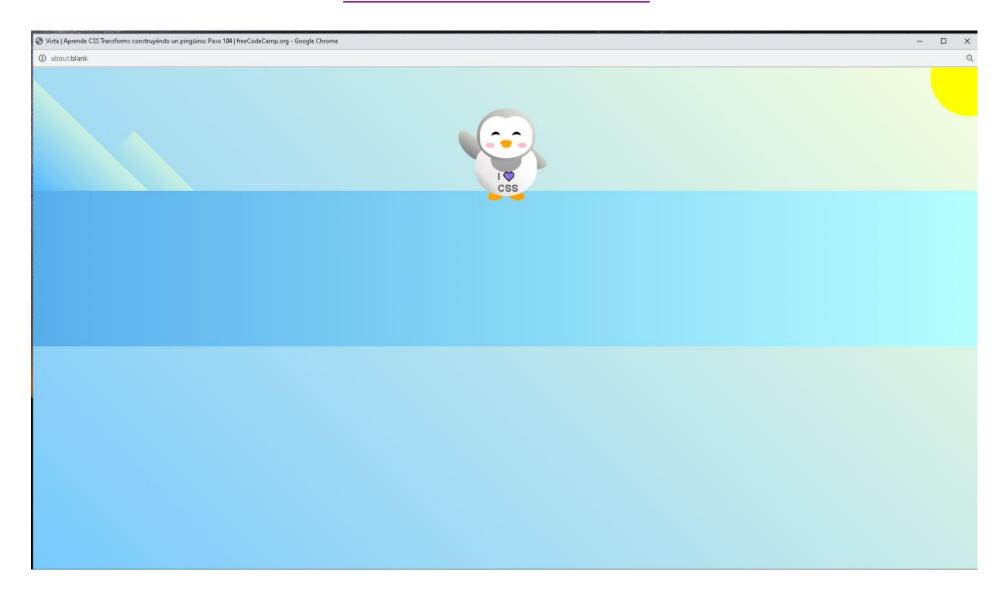
## **CONSTRUYENDO UN PINGÜÍNO 16**



## INDEX.HTML (Pingüíno 16)

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <link rel="stylesheet" href="./styles.css" />
    <title>Penguin</title>
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  </head>
  <body>
   <div class="left-mountain"></div>
    <div class="back-mountain"></div>
    <div class="sun"></div>
    <div class="penguin">
      <div class="penguin-head">
        <div class="face left"></div>
        <div class="face right"></div>
        <div class="chin"></div>
        <div class="eye left">
          <div class="eye-lid"></div>
        </div>
        <div class="eye right">
          <div class="eye-lid"></div>
        </div>
        <div class="blush left"></div>
        <div class="blush right"></div>
        <div class="beak top"></div>
        <div class="beak bottom"></div>
      </div>
      <div class="shirt">
        <div></div>
        I CSS
      </div>
      <div class="penguin-body">
        <div class="arm left"></div>
        <div class="arm right"></div>
        <div class="foot left"></div>
```

## STYLES.CSS (Pingüíno 16)

Para eliminar las barras de desplazamiento horizontal y vertical, usando solo una propiedad, debo hacerlo de la siguiente forma, escribiendo: overflow: hidden;

```
:root {
 --penguin-face: white;
 --penguin-picorna: orange;
  --penguin-skin: gray;
body {
 background: linear-gradient(45deg, rgb(118, 201, 255), rgb(247, 255, 222));
 margin: 0;
 padding: 0;
 width: 100%;
 height: 100vh;
 overflow: hidden;
}
.left-mountain {
 width: 300px;
 height: 300px;
 background: linear-gradient(rgb(203, 241, 228), rgb(80, 183, 255));
 position: absolute;
 transform: skew(0deg, 44deg);
 z-index: 2;
 margin-top: 100px;
.back-mountain {
 width: 300px;
 height: 300px;
 background: linear-gradient(rgb(203, 241, 228), rgb(47, 170, 255));
 position: absolute;
 z-index: 1;
```

```
transform: rotate(45deg);
 left: 110px;
 top: 225px;
.sun {
 width: 200px;
 height: 200px;
 background-color: yellow;
 position: absolute;
 border-radius: 50%;
 top: -75px;
 right: -75px;
.penguin {
 width: 300px;
 height: 300px;
 margin: auto;
 margin-top: 75px;
 z-index: 4;
 position: relative;
 transition: transform 1s ease-in-out 0ms;
.penguin * {
 position: absolute;
.penguin:active {
 transform: scale(1.5);
 cursor: not-allowed;
}
.penguin-head {
```

```
width: 50%;
 height: 45%;
 background: linear-gradient(
   45deg,
   var(--penguin-skin),
   rgb(239, 240, 228)
 );
 border-radius: 70% 70% 65% 65%;
 top: 10%;
 left: 25%;
 z-index: 1;
.face {
 width: 60%;
 height: 70%;
 background-color: var(--penguin-face);
 border-radius: 70% 70% 60% 60%;
 top: 15%;
}
.face.left {
 left: 5%;
}
.face.right {
 right: 5%;
}
.chin {
 width: 90%;
 height: 70%;
 background-color: var(--penguin-face);
 top: 25%;
 left: 5%;
 border-radius: 70% 70% 100% 100%;
```

```
}
.eye {
 width: 15%;
 height: 17%;
 background-color: black;
 top: 45%;
 border-radius: 50%;
}
.eye.left {
 left: 25%;
}
.eye.right {
 right: 25%;
.eye-lid {
 width: 150%;
 height: 100%;
 background-color: var(--penguin-face);
 top: 25%;
 left: -23%;
 border-radius: 50%;
.blush {
 width: 15%;
 height: 10%;
 background-color: pink;
 top: 65%;
 border-radius: 50%;
}
```

```
.blush.left {
 left: 15%;
}
.blush.right {
 right: 15%;
}
.beak {
 height: 10%;
 background-color: var(--penguin-picorna);
 border-radius: 50%;
}
.beak.top {
 width: 20%;
 top: 60%;
 left: 40%;
}
.beak.bottom {
 width: 16%;
 top: 65%;
 left: 42%;
}
.shirt {
 font: bold 25px Helvetica, sans-serif;
 top: 165px;
 left: 127.5px;
 z-index: 1;
 color: #6a6969;
}
.shirt div {
```

```
font-weight: initial;
 top: 22.5px;
 left: 12px;
.penguin-body {
 width: 53%;
 height: 45%;
 background: linear-gradient(
   45deg,
   rgb(134, 133, 133) 0%,
   rgb(234, 231, 231) 25%,
   white 67%
 );
 border-radius: 80% 80% 100% 100%;
 top: 40%;
 left: 23.5%;
}
.penguin-body::before {
 content: "";
 position: absolute;
 width: 50%;
 height: 45%;
 background-color: var(--penguin-skin);
 top: 10%;
 left: 25%;
 border-radius: 0% 0% 100% 100%;
 opacity: 70%;
.arm {
 width: 30%;
 height: 60%;
 background: linear-gradient(
   90deg,
```

```
var(--penguin-skin),
    rgb(209, 210, 199)
 );
 border-radius: 30% 30% 30% 120%;
 z-index: -1;
}
.arm.left {
 top: 35%;
 left: 5%;
 transform-origin: top left;
 transform: rotate(130deg) scaleX(-1);
 animation: 3s linear infinite wave;
}
.arm.right {
 top: 0%;
 right: -5%;
 transform: rotate(-45deg);
@keyframes wave {
 10% {
   transform: rotate(110deg) scaleX(-1);
  20% {
   transform: rotate(130deg) scaleX(-1);
  30% {
   transform: rotate(110deg) scaleX(-1);
  }
 40% {
   transform: rotate(130deg) scaleX(-1);
}
```

```
.foot {
 width: 15%;
 height: 30%;
 background-color: var(--penguin-picorna);
 top: 85%;
 border-radius: 50%;
 z-index: -1;
.foot.left {
 left: 25%;
 transform: rotate(80deg);
}
.foot.right {
 right: 25%;
 transform: rotate(-80deg);
}
.ground {
 width: 100vw;
   ****
height: calc(100vh - 300px);
 background: linear-gradient(90deg, rgb(88, 175, 236), rgb(182, 255, 255));
 z-index: 3;
 position: absolute;
 margin-top: -58px;
```

\*\*\*\* Finalmente, calculo que el height del elemento .ground sea el alto de la ventana gráfica, menos el alto del elemento .penguin. Para ello utilizo calc(100vh - 3000px).