IST 363

# Lab 02

## Lab Corrections

1. None

## warmup

You may not use artificial intelligence to answer the questions below.

### Review Transitions

* 1. Property: transition
  2. Value: width 0.3s ease;

### Your turn Transitions

1. https://elliemalcolm.github.io/ist363/lab02/submitbutton

### Review keyframes

1. * 1. If the default value, ease, is used, then the animation will not move evenly (timing wise)/ at the same speed and will instead get faster, then slow down.
     2. Gets the animation’s designated motion to occur at the same speed the entire cycle
     3. animation-timing-function: steps(5, end);
        1. this animation-timing-function can be helpful when showing progress of some sort across the screen that emulates distance being covered , or it can be used for a loading screen that has a circle going across the screen (ex. º º º º, I believe certain video game devices use this loading screen)
     4. %

### Your Turn keyframes

1. A screen shot of a computer screen

   Description automatically generated

## Animated Page

1. https://elliemalcolm.github.io/ist363/lab02/lab02

## challenge ANimated gifs

1. https://elliemalcolm.github.io/ist363/lab02/lab02gif