

## Positioning in CSS (cont.) (cont.)

**Static Positioning:** Elements are positioned by the normal flow

**Fixed Positioning:** Relative to the browser window e.g. relative to the top-left corner

**Relative Positioning:** Relative to the normal flow (or to the flow that applies)

**Absolute Positioning:** Relative to the nearest ancestor which is not positioned by the normal flow.

### HTML Positioning

**Inline Element (html):** Occurs inline e.g. `<SPAN>`

**Block Element (html):** Takes up a full new line e.g. `<H1>`, `<H2>`, etc.

## Combinator

`div.fixed {}` This applies styling to any `<div>`s with `class="fixed"`.

## Fixed Positioning

Anything with fixed positioning stays in place onscreen when the page is scrolled.  
If placed poorly it will overlap with other things.

## Relative Positioning

This is often used for indenting lines relative to where they would normally appear.

Might also be used with 0 values



## Absolute Positioning

Positioned relative to the nearest parent/ancestor which is not positioned according to the normal flow. Relative to the browser if there isn't one.  
E.g. might want a box in a bigger box, where the smaller box follows the bigger box when moved.

**Note:** You can use % units for positioning. The % will apply to the parent element with absolute positioning.

## Z-Positioning

You can give any element a z-index, and when elements overlap, the ones with higher z-index will be displayed in front.  
The z-index must be an integer.

## Design Guidelines

(will be repeated around Christmas)

### Technical:

- Use open standards
- Consider all possible devices (screenreaders, phones)
- Keep things simple
- Do not rely on third party software at client side

### Visual:

- Good layout
- Not more than 3 fonts (I dispute this)

## Design Guidelines (cont.)

- Not more than 70 characters per line (big fonts are good!)
- Font size should reflect structure
- Left-aligned text for articles. Don't overuse centre alignment
- Clear and easy navigation
- Menus must not jump (e.g. from page to page)
- Don't make users think
- Don't make users read too much
- Don't expect patient users  
Research has shown people decide whether they like a website in 3s or less.

## Logical:

- Good content tree
- Conflict-free choices
- Don't rely on a particular browsing sequence