Week 08 Notes

* You can use the transform property that allows you to translate, rotate, scale, and skew data or CSS elements.
* Translation is different than transform because it allows you to move up down, left or right.
* This is different than position property because it only allows you to more the element relative to the position of the original element and not relative to any other element on the page.
* QUESTION: What does it mean when it says that position affects the flow of the document but translate doesn’t?
* Scale property is similar in that you can give it an x and y property to scale the document according to your needs
* Rotation is another available and useful property
* Skew is another available and useful property
* You can actually specify the origin of the transform using transform-origin value
* ORDER MATTERS! When using functions in the transform property remember that they will be applied in the order you specify and that affects the final element that is produced
* When using transitions you can specify what property of the element you are wanting to transition.
* Transition duration allows you to specify the time it takes for the transition to complete. If I remember correctly this is just a one way transition and once it is done it is instantly reset. In other words, it does not take the specified amount of time to transition back to its original state, it just immediately resets after the transition is complete and one would need to use the transition reverse property to get the effect of looping correct?
* You can also set a timing and a delay for the transition. Timing is different than duration it allows you to specify how the transition behaves.
* Question: Keyframes if I understand correctly are specified moments in time during the duration of the animation and they can have specified transitions inside the declaration block and each can be specified with what percent of the duration they should take up. Is that understanding correct?
* I did not know that canvas was an API that we could use to draw things on the document using JavaScript. How cool! I think it’s cool canvas has its own properties we can play around with.
* We can use the Raphaël library to draw and animate with SVG so much easier.
* Canvas allows for more pixel manipulation and SBG allows access through DOM.
* Drag and drop library allows us to specify which items are draggable and droppable.