

#5 POSITION

oefening 2

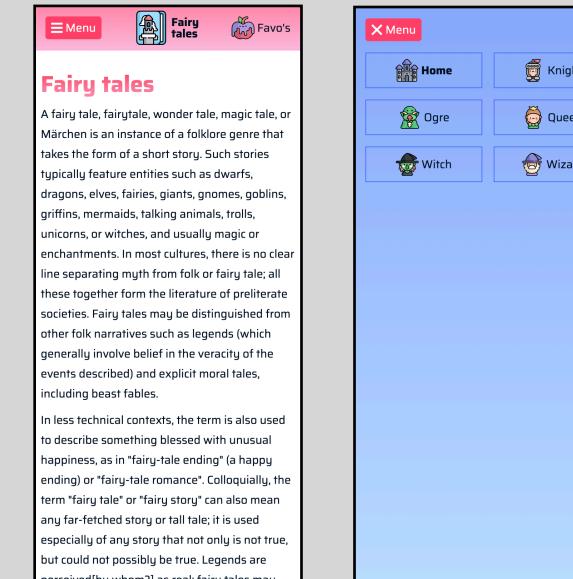
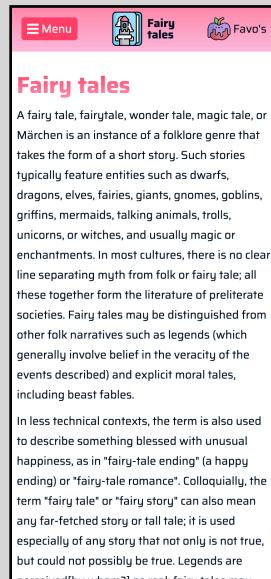
hamburger menu

JS 3-stap

Responsive burgers

Veel websites hebben (zeker op small screen) een hamburger menu. Als het scherm groter wordt, wordt dan vaak (een deel van) het menu direct getoond.

Je kunt oefenen met 3 varianten:



2-buttons
[uiteleg in 10 stappen](#)

fixed-button
[uiteleg in 11 stappen](#)

moving-button
[uiteleg in 11 stappen](#)

Voorbeeld
codepen.io/shooft/live/dy xvZzK

Voorbeeld
codepen.io/shooft/live/eYqvyLP

Voorbeeld
codepen.io/shooft/live/vYoxpwK

Voor de **blauwe**
en **rode** piste

JS 3-stap - Oefening 2

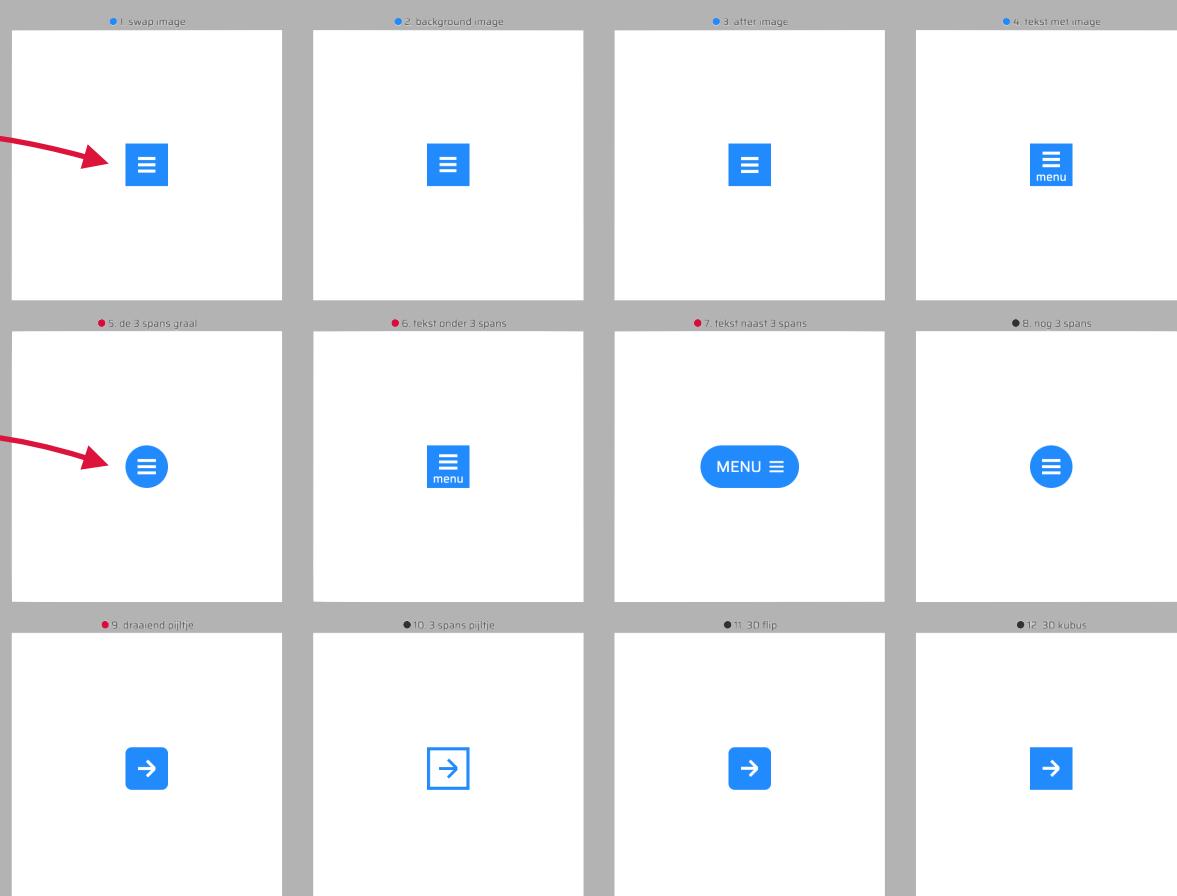
Hamburger buttons

Hamburger menu's zijn niet ideaal. Menu-items in een hamburger menu worden bijv. minder vaak bezocht dan menu-items die direct op het scherm staan (uit zicht maakt onbemind). Maar à la - de site die je na maakt kan een hamburger menu bevatten.

De hamburger button

Er bestaan vele hamburger button varianten. Op codepen.io/shooft/pen/jjQLVeB vind je er twaalf.

Variant 1 en 5 komen het vaakst voor.



Nb. Buttons met **het woord menu** in de button werken het best.

Nb. Gebruikers komen niet voor coole buttons. Ze komen voor content.

Besteed dan ook niet te veel **tijd** aan coole buttons, maar wel **aan de content**.

JS 3-stap - Oefening 2

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

Op small screen

Fairy tales

A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables.

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Fairy tales occur both in oral and in literary form; the name "fairy tale" ("conte de fées" in French) was first ascribed to them by Madame d'Aulnoy in the late 17th century. Many of today's fairy tales have evolved from centuries-old stories that

X Sluit

Home

Knight

Ogre

Queen

Witch

Wizard

Favo's

Vanaf 38em

Fairy tales

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De code voor jou:

codepen.io/shooft/pen/qBerVXx

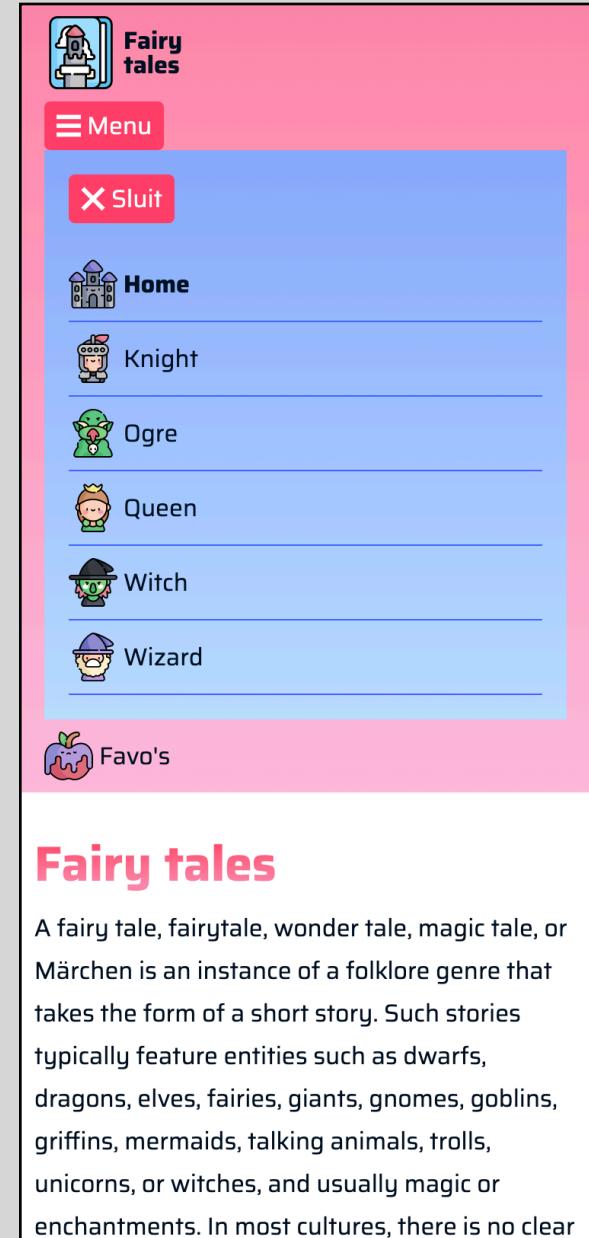
Uitwerking:

codepen.io/shooft/pen/dyxyvZzK

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



De basisvormgeving krijg je cadeau.

nav

1. Positioneer de nav fixed.
2. En dek het hele scherm met de nav af
(hint: left, right, top, bottom).



Voor de **blauwe**
en **rode** piste

De code voor jou:

codepen.io/shooft/pen/qBerVXx

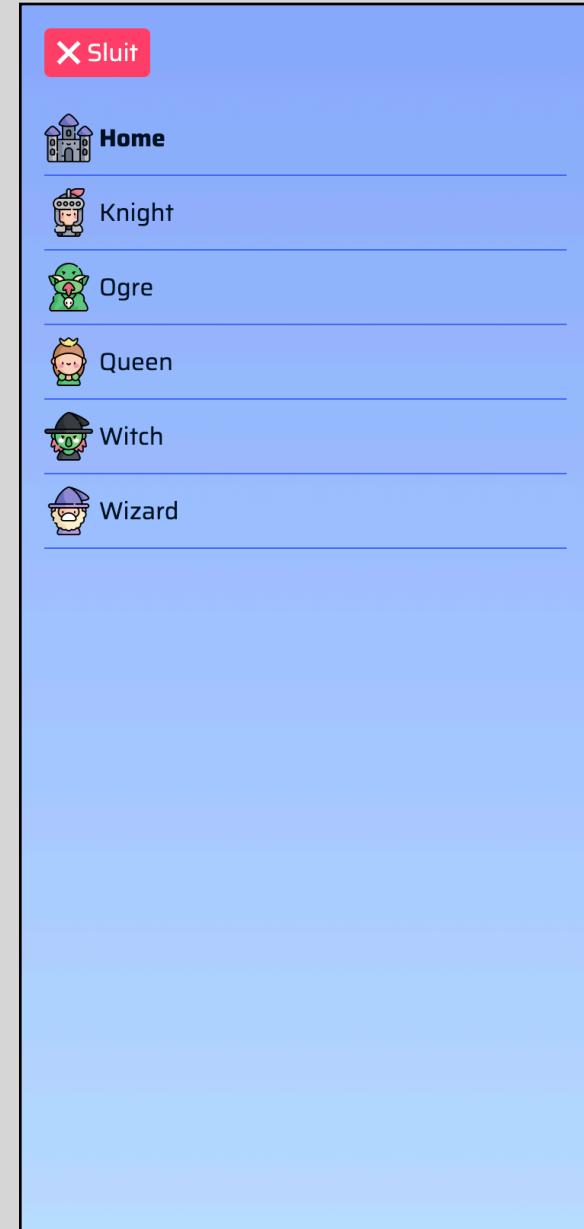
Uitwerking:

codepen.io/shooft/pen/dy xvZzK

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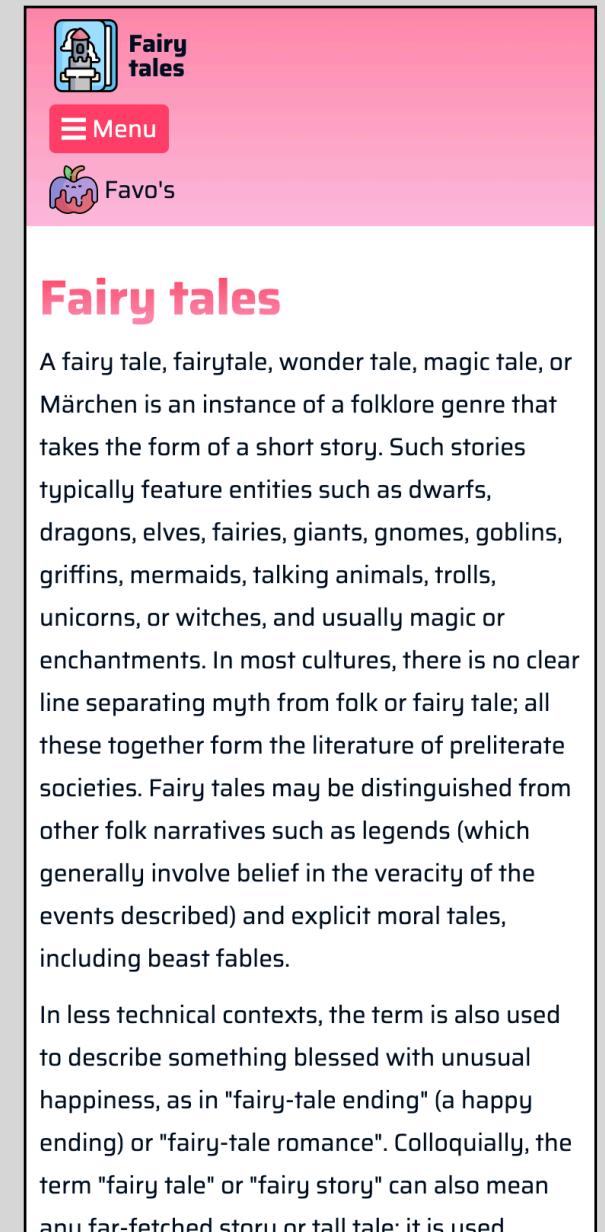


nav

1. Schuif de nav uit beeld met
translate: xxx% yyy%;

Nb. De nav moet zijn eigen breedte (100%)
naar links bewegen.

Nb. Naar links is negatief.



Voor de **blauwe**
en **rode** piste

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codepen.io/shooft/pen/qBerVXx

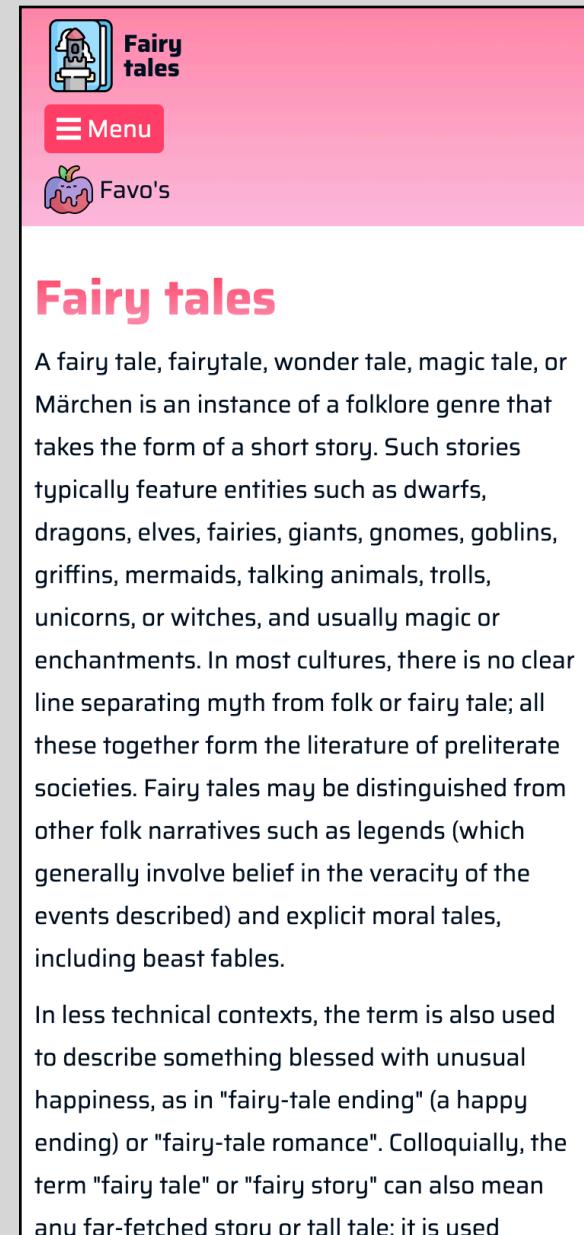
Uitwerking:

codepen.io/shooft/pen/dy xvZzK

JS 3-stap

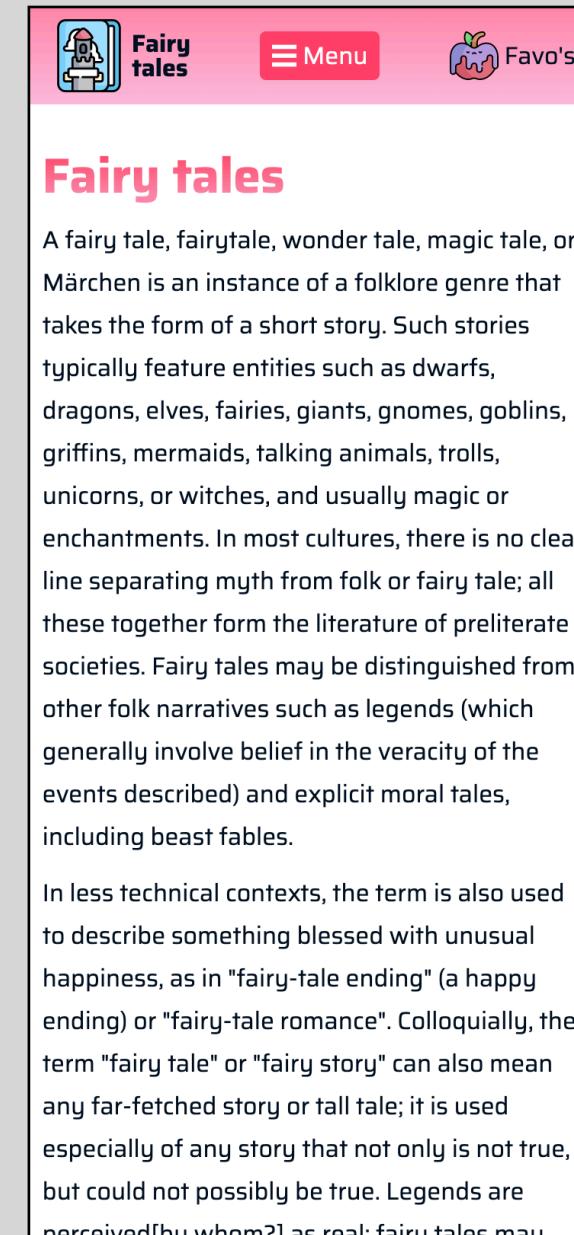
Responsive 2-buttons burger

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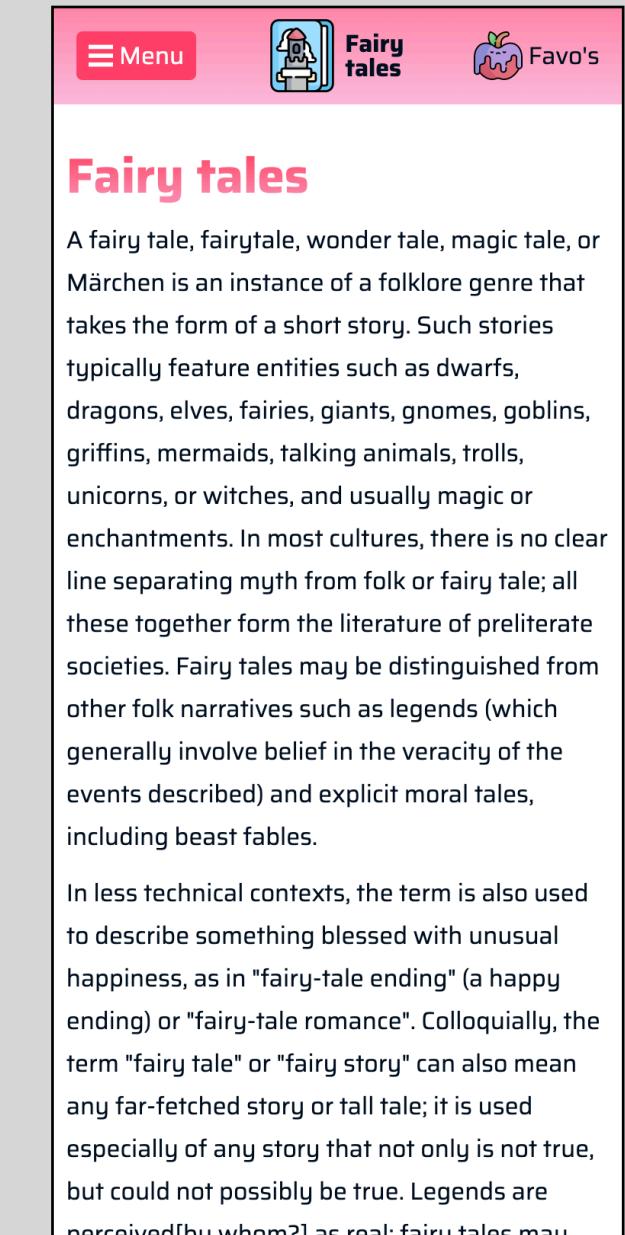
header

1. Flex.
2. Extra ruimte netjes verdelen.
3. Verticaal in het midden.



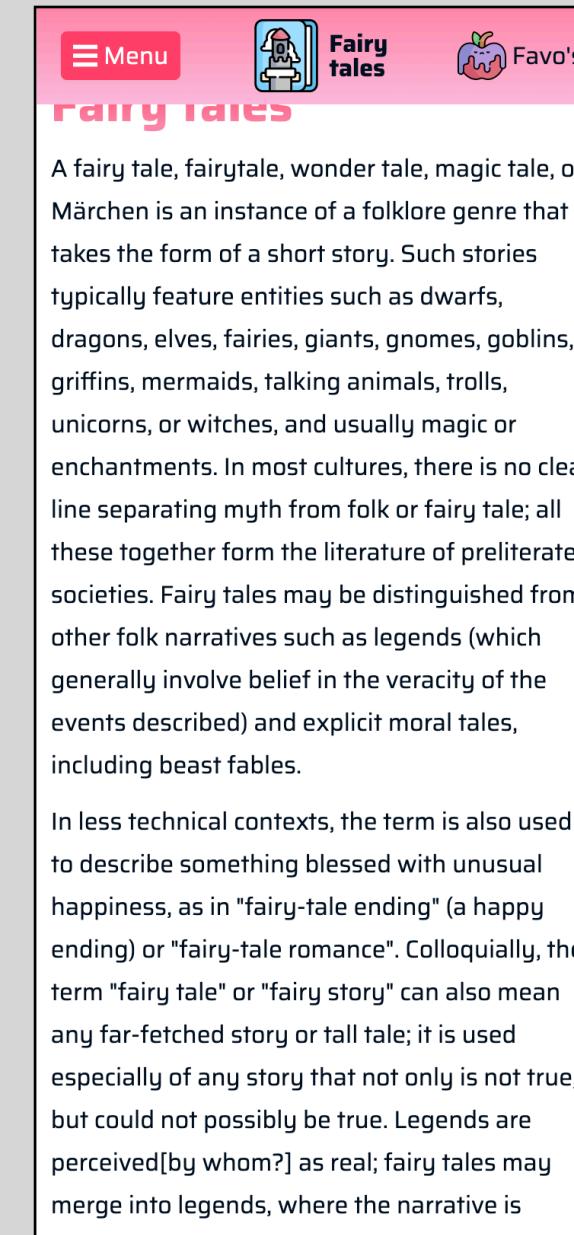
header > button

3. Als eerste in de rij (tip: order).



header

4. Bovenaan laten plakken.



Voor de **blauwe**
en **rode** piste

De code voor jou:

codepen.io/shooft/pen/qBerVXx

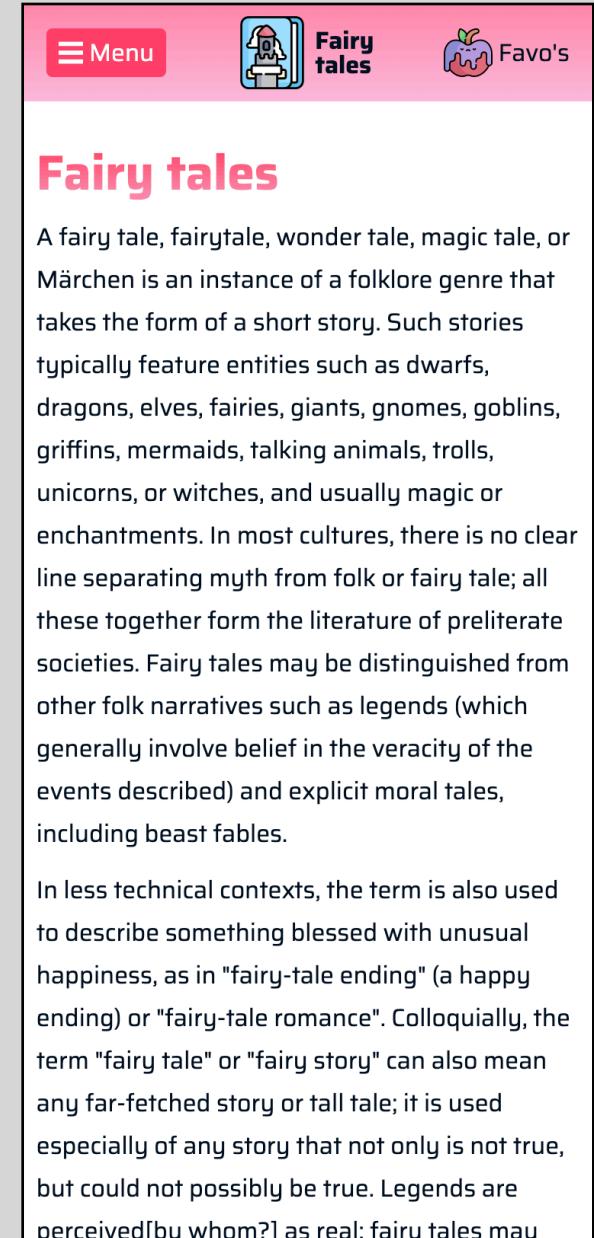
Uitwerking:

codepen.io/shooft/pen/dy xvZzK

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



JS 3-stap 1/2

1. Zoek de "menu" button (querySelector) en sla die op in een variabele.
2. Laat de button naar clicks luisteren (addEventListener) en roep de functie "openMenu" aan als er geklikt wordt.
3. In de functie "toonMenu":
 - Zoek de nav op en sla die op in variabele.
 - Voeg de class "toonMenu" toe aan de nav (classList & add).

Nb. Op het scherm zie je niets veranderen.
In de inspector kun je wel controleren of de class wordt toegevoegd.

Voor de **blauwe**
en **rode** piste

```
<!DOCTYPE html>
<html lang="en" class=">
  <head></head>
  <body>
    <header> (flex)
      <!-- het logo -->
      <a href="#">..</a> grid
      <!-- de open button -->
      <!-- de button is niet relevant voor screenreaders -->
      <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
      <button aria-hidden="true">..</button>
      <!-- het menu -->
    <nav class="toonMenu"> (grid == $0
      <!-- de sluit button -->
      <!-- de button is ook niet relevant voor screenreaders -->
      <button aria-hidden="true">..</button>
      <ul></ul>
    </nav>
    <!-- favo's link -->
    <a href="#">..</a> flex
  </header>
  <main>
    <h1>Fairy tales</h1>
    <p>
      A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables.
    </p>
  </main>
</body>
</html>
```

Verder met de CSS

nav.toonMenu

1. Maak de verschuiving uit stap 2 weer ongedaan met translate: xxx% yyy%; (het menu staat dan weer in beeld).

nav

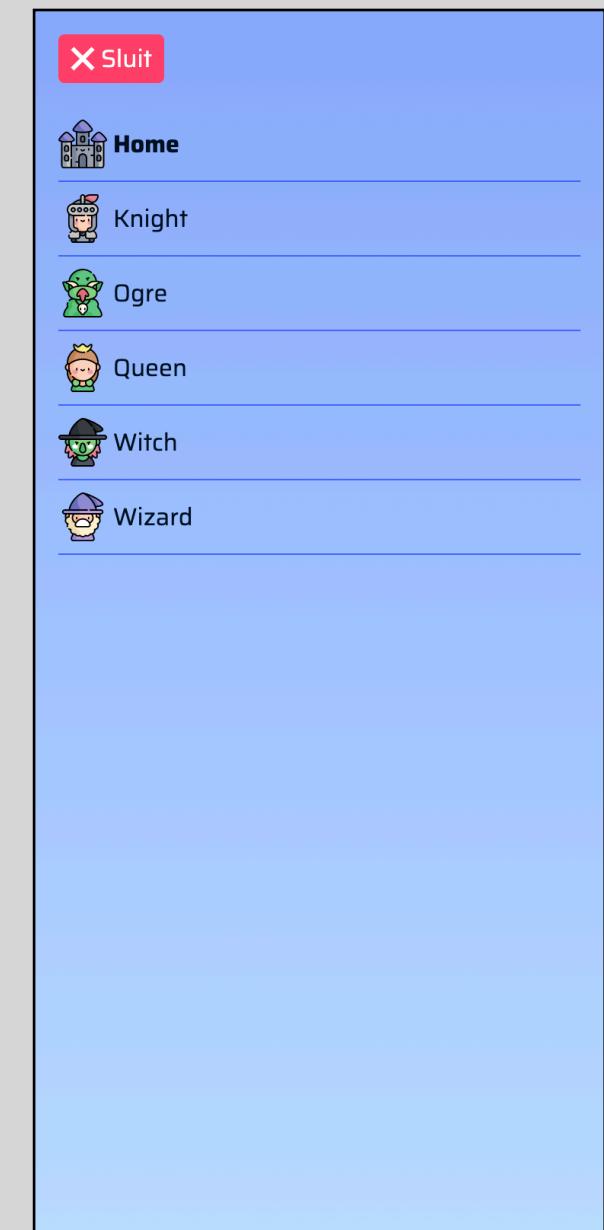
2. Voeg een transitie van 0.3s toe aan de nav om die soepel heen en weer te schuiven.

De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

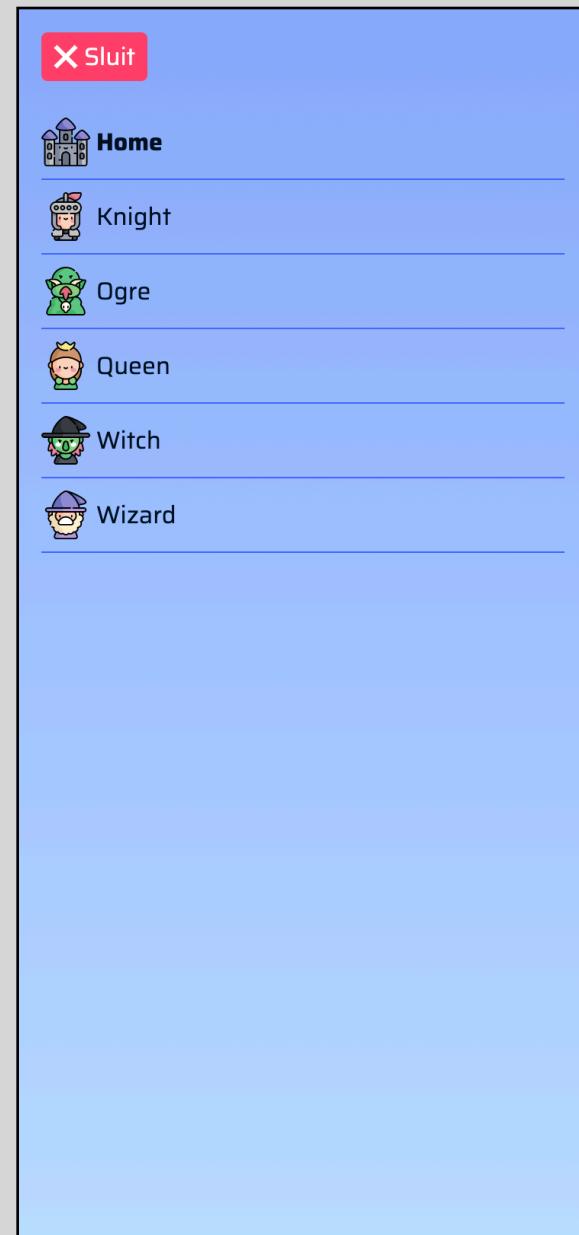
codepen.io/shooft/pen/dy xvZzK



JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



JS 3-stap 2/2

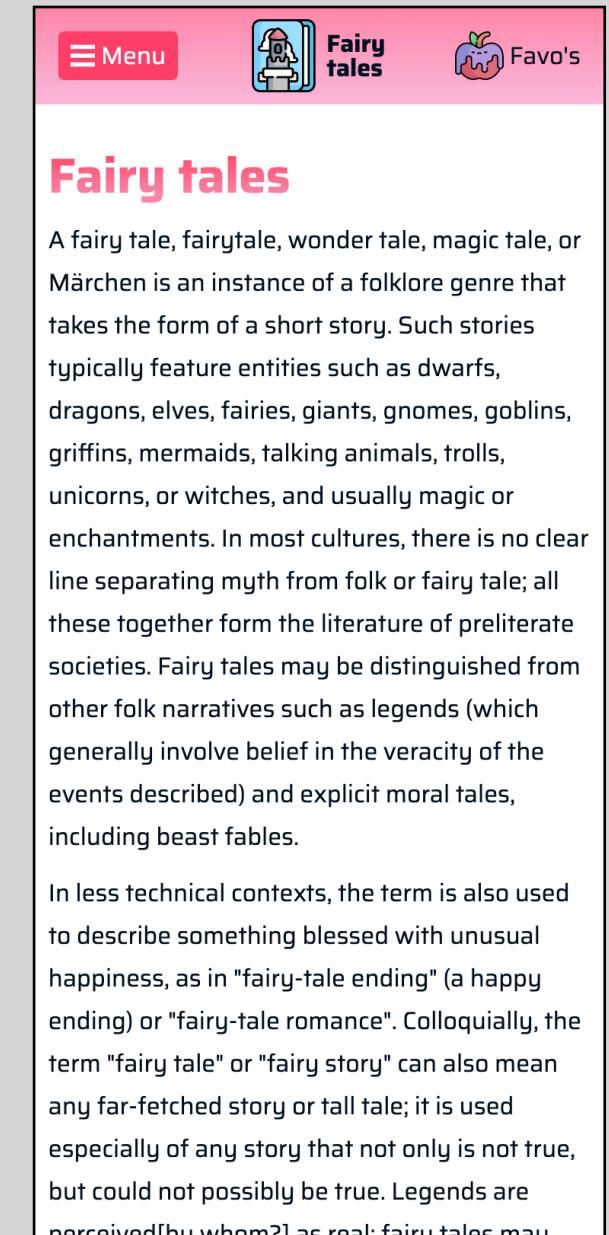
1. Zoek de "sluit" button (querySelector) en sla die op in een variabele.
2. Laat de button naar clicks luisteren (addEventListener) en roep de functie "sluitMenu" aan als er geklikt wordt.
3. In de functie "sluitMenu":
 - Zoek de nav op en sla die op in variabele.
 - Verwijder de class "toonMenu" van de nav (classList & remove).

Bonus: Verwijder de class "toonMenu" ook als je op de Escape toets drukt.

Voor de **blauwe**
en **rode** piste

```
<!DOCTYPE html>
<html lang="en">
  <head></head>
  <body translate="no">
    <!-- het logo -->
    <a href="#">..</a> grid
    <!-- de open button -->
    <!-- de button is niet relevant voor screenreaders -->
    <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
    <button aria-hidden="true">..</button>
    <!-- het menu -->
    ...
    <nav> grid == $0
      <!-- de sluit button -->
      <!-- de button is ook niet relevant voor screenreaders -->
      <button aria-hidden="true">..</button>
      flex
      <ul>..</ul>
    </nav>
    <!-- favo's link -->
    <a href="#">..</a> flex
  </header>
  <main>
    <h1>Fairy tales</h1>
    <p>"A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables."</p>
  </main>
</body>
```

De CSS van nav.toonMenu is niet meer van toepassing. De nav schuift daardoor weer uit beeld.



De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

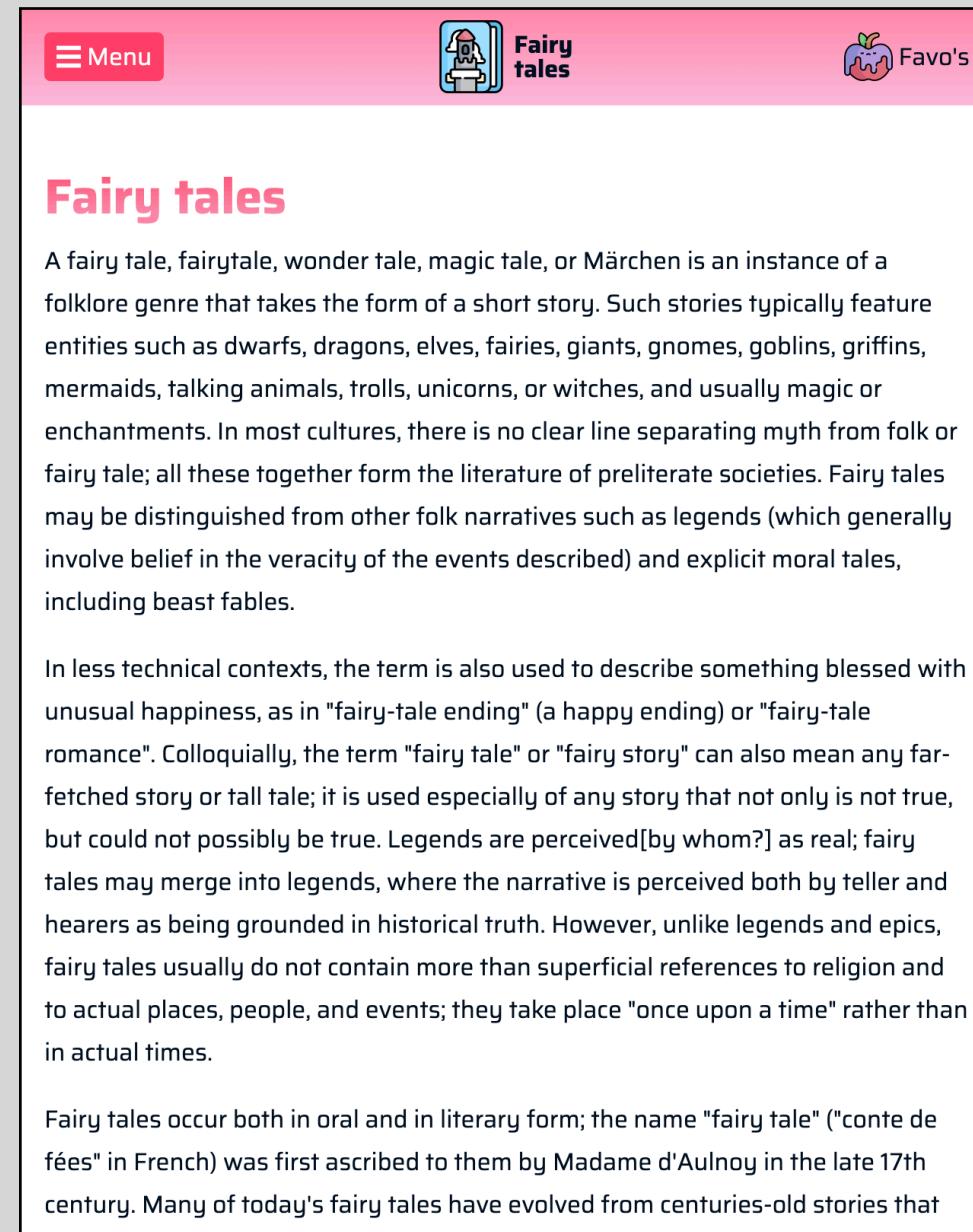
codepen.io/shooft/pen/dy xvZzK

vanaf hier
responsiveness

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

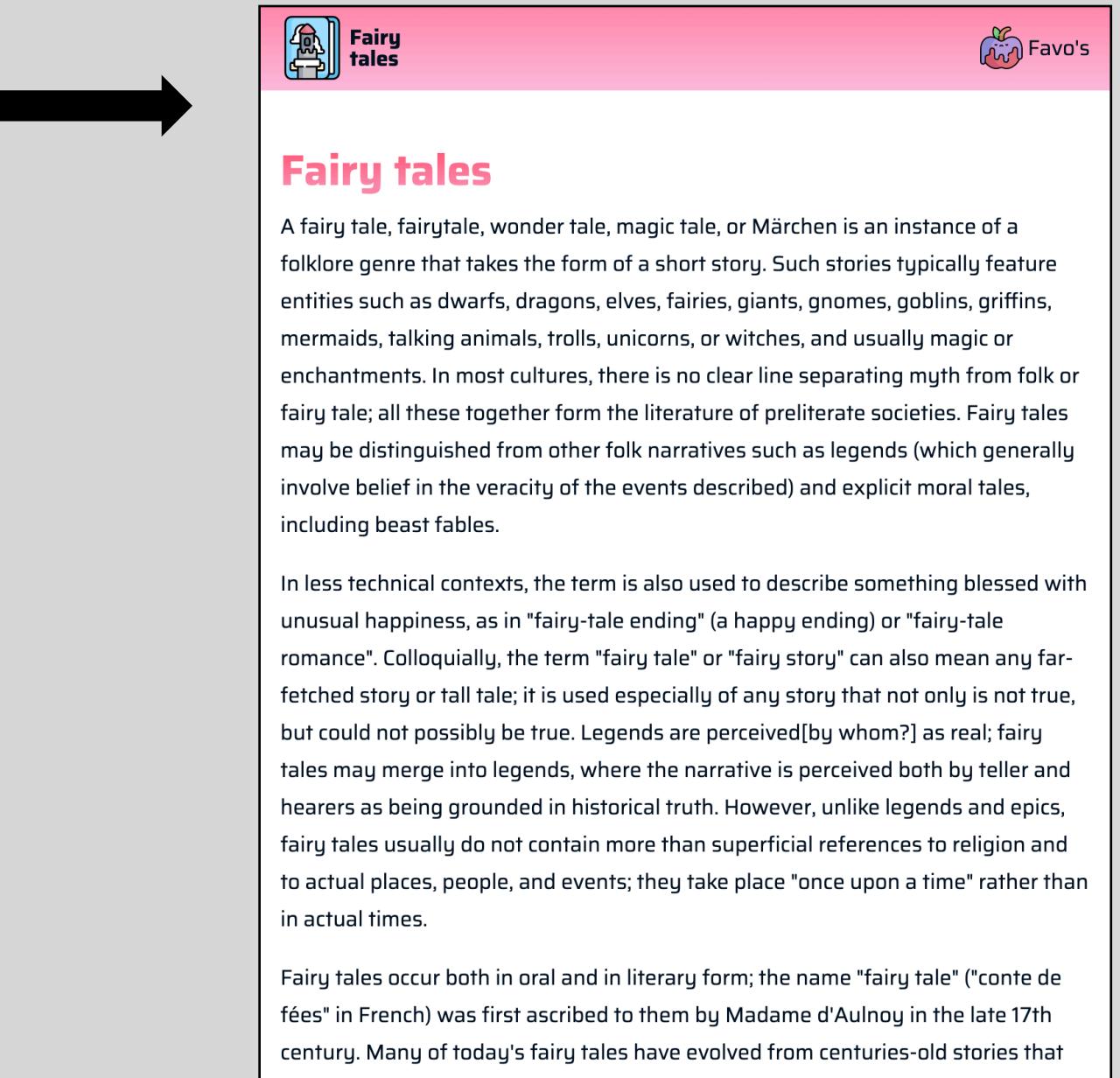


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Nu verder met de responsiveness. Het menu past vanaf 38em in beeld. De buttons zijn dan niet meer nodig. Die als eerste verstopen.

In de 38em media query:

header > button

1. Verstoppen.

nav button

2. Verstoppen.

Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dy xvZzK

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



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De nav weer op zijn 'normale' plek zetten.
Daarvoor moet je in de media query een aantal dingen 'ongedaan' maken.

nav

1. Position (tip: static)
2. Translate (tip: unset)
3. Padding
4. Background

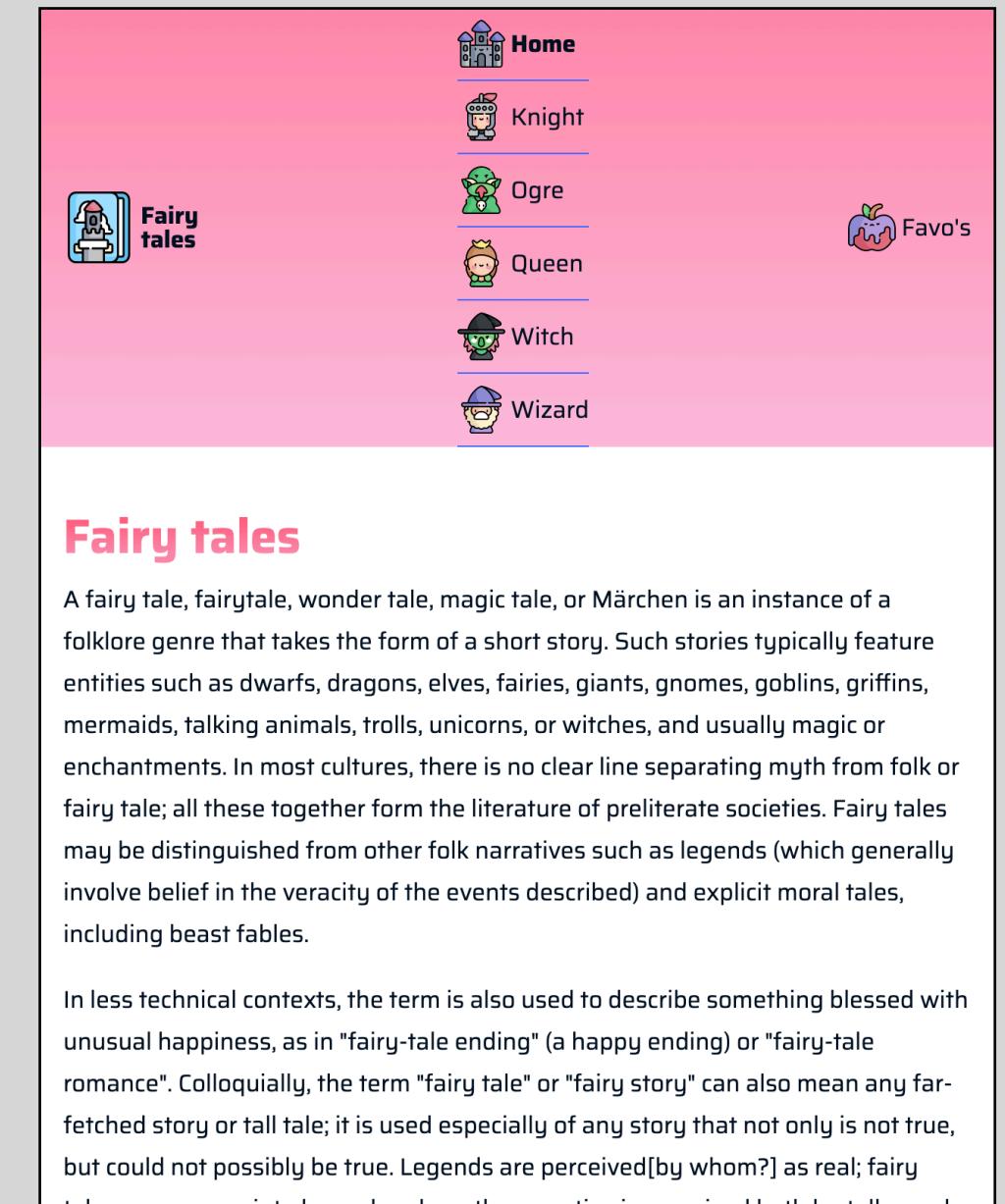
Nb. Het klopt dat het er niet uit ziet. Dat komt zo.

De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dyxvZzK



Home

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Ogre

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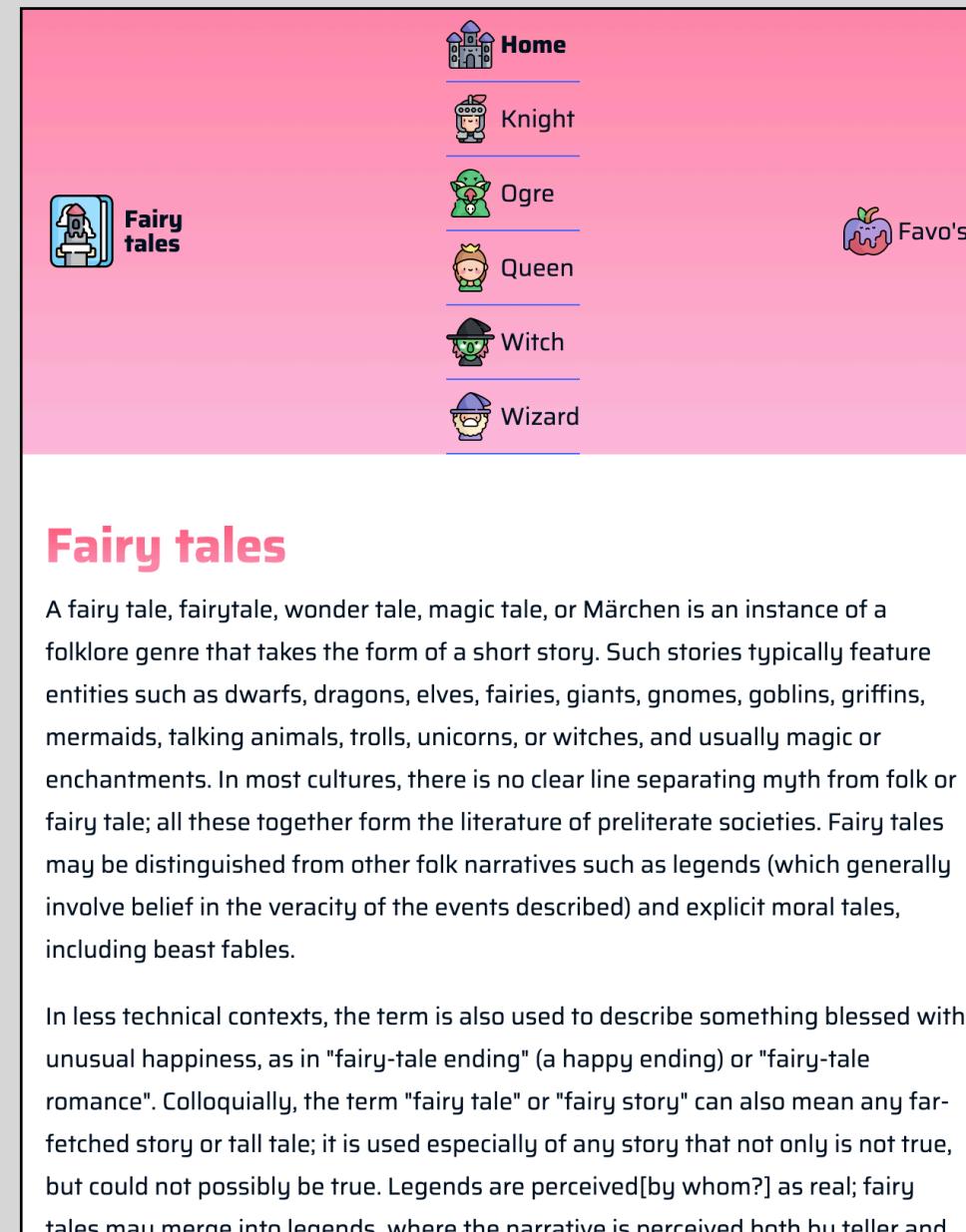
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JS 3-stap

Responsive 2-buttons burger

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ul

1. Zet de li's (in de media query) naast elkaar met 1em ruimte ertussen (tip: flex-en maar).

Nb. Het klopt dat het er nog niet uit ziet.
Dat komt in de volgende stap.



Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/qBerVXx

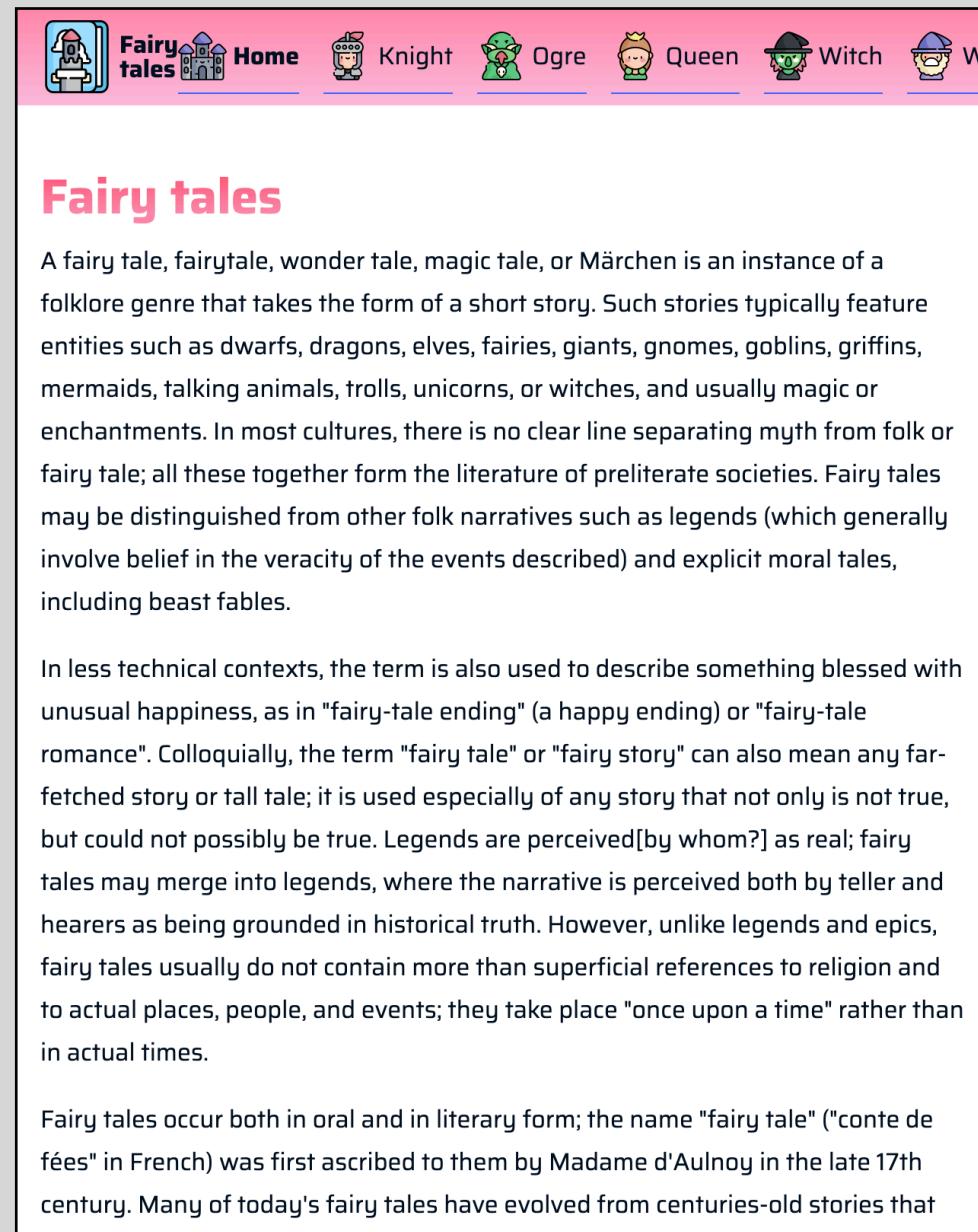
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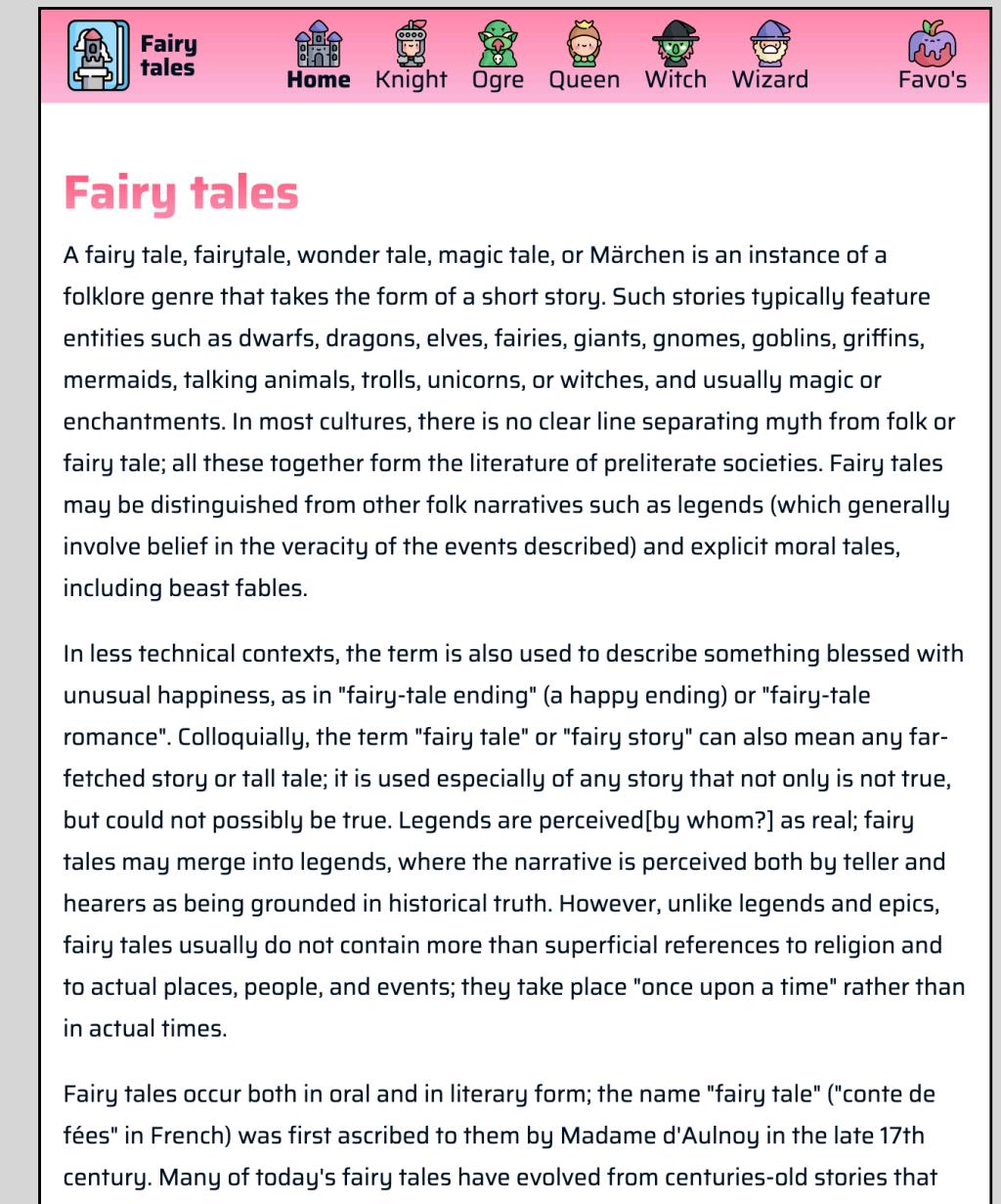


nav a

1. Zet de kinderen van de a's in de nav boven elkaar (tip: flex-en plus flex-direction).
2. Verwijder de border.

header > a:last-of-type

3. Zet de kinderen van de favo's a ook boven elkaar.



Voor de **blauwe**
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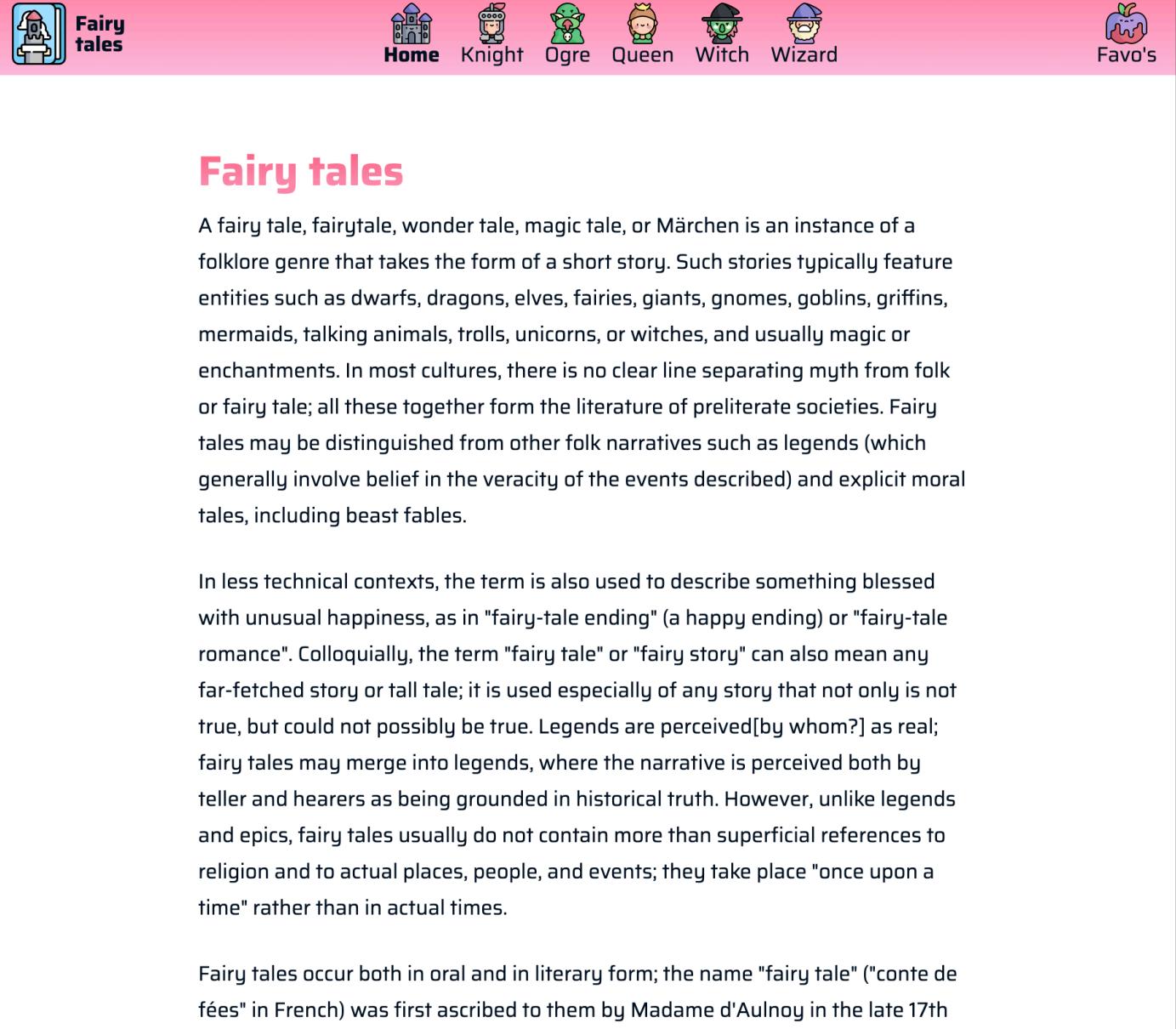
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Home Knight Ogre Queen Witch Wizard Favo's

Fairy tales

A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables.

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Fairy tales occur both in oral and in literary form; the name "fairy tale" ("conte de fées" in French) was first ascribed to them by Madame d'Aulnoy in the late 17th



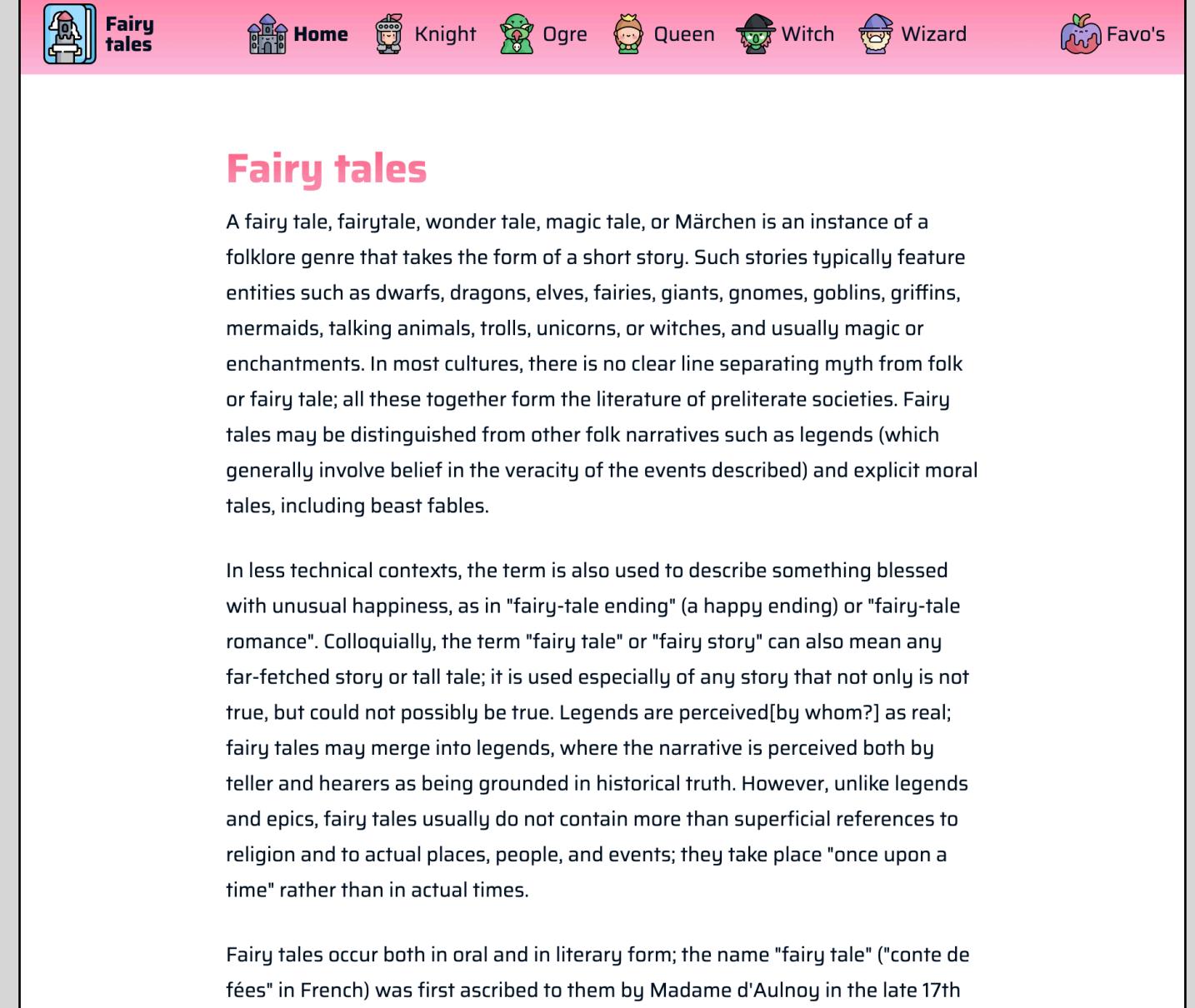
Als het scherm nog groter wordt passen de plaatjes en teksten weer naast elkaar.

In de 57em media query:

nav a, header > a:last-of-type

1. Zet de kinderen van de a's weer naast elkaar (tip: flex-direction).

Et voilà!



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Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dy xvZzK

JS 3-stap - Oefening 2

Responsive fixed-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

Op small screen

Fairy tales

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X Menu

Fairy tales

Home Knight Ogre Queen Witch Wizard Favo's



Vanaf 38em

Fairy tales

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Vanaf 57em

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De code voor jou:

codepen.io/shooft/pen/poMepOV

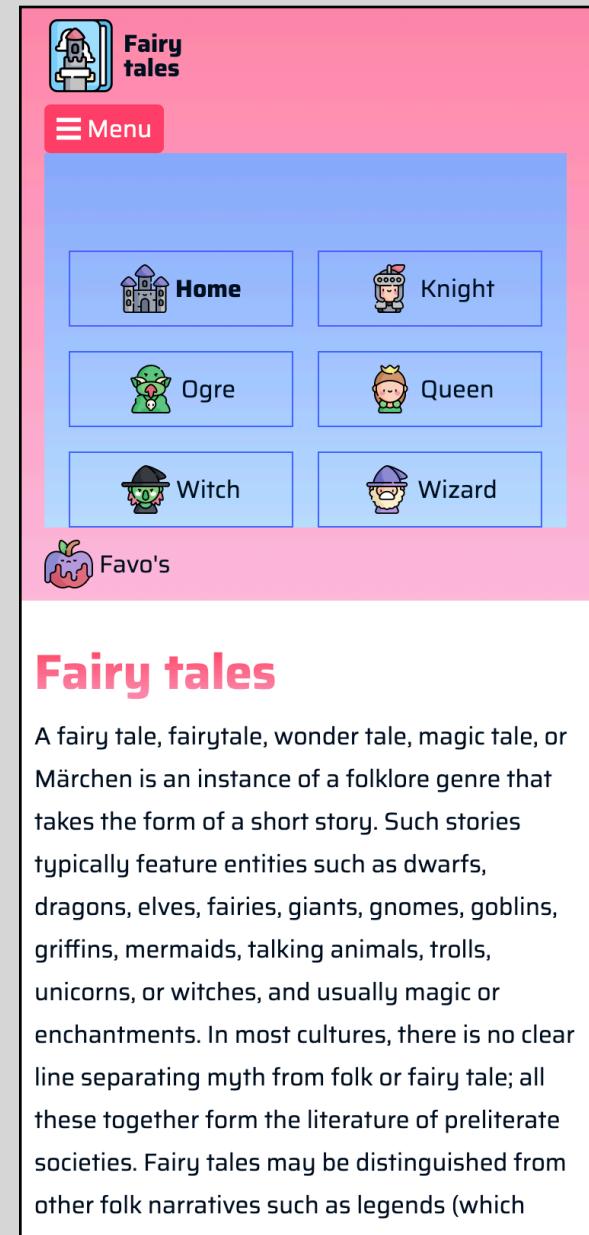
Uitwerking:

codepen.io/shooft/pen/eYqvLP

JS 3-stap

Responsive fixed-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



De code voor jou:
codepen.io/shooft/pen/poMepOV
Uitwerking:
codepen.io/shooft/pen/eYqvLP

De basisvormgeving krijg je cadeau.

ul

1. Positioneer de ul fixed.
2. En dek het hele scherm met de ul af
(hint: left, right, top, bottom).



Voor de **blauwe**
en **rode** piste

JS 3-stap

Responsive fixed-button burger

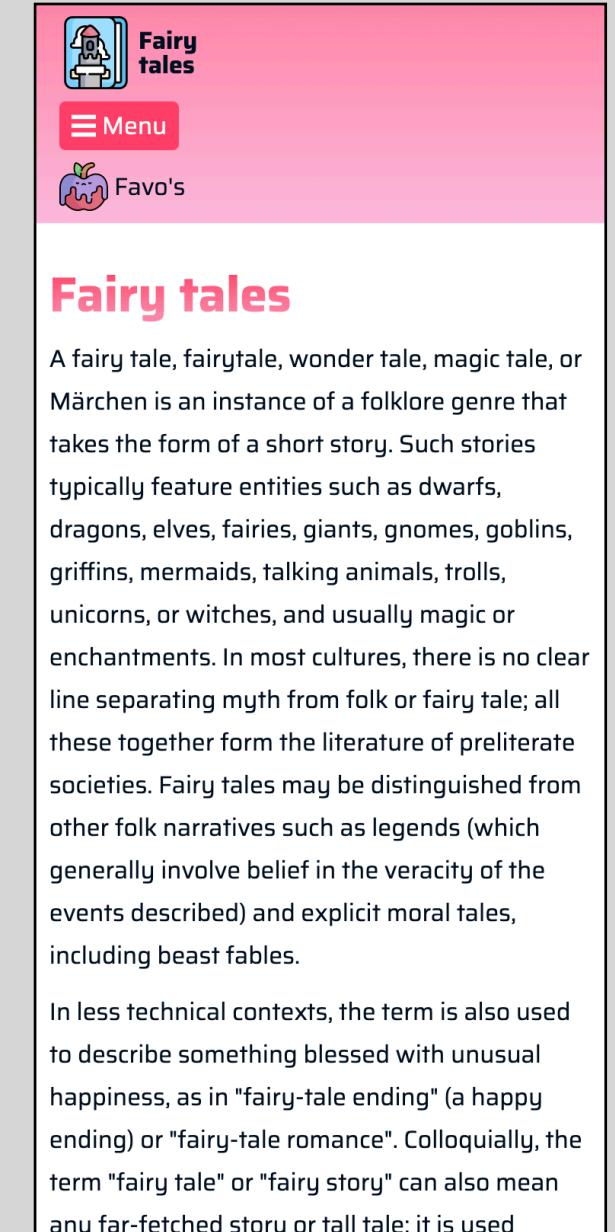
Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



nav

1. Schuif de ul uit beeld met
translate: xxx% yyy%;

Nb. De ul moet zijn eigen breedte (100%)
naar rechts bewegen.



Voor de **blauwe**
en **rode** piste

De code voor jou:

codepen.io/shooft/pen/poMepOV

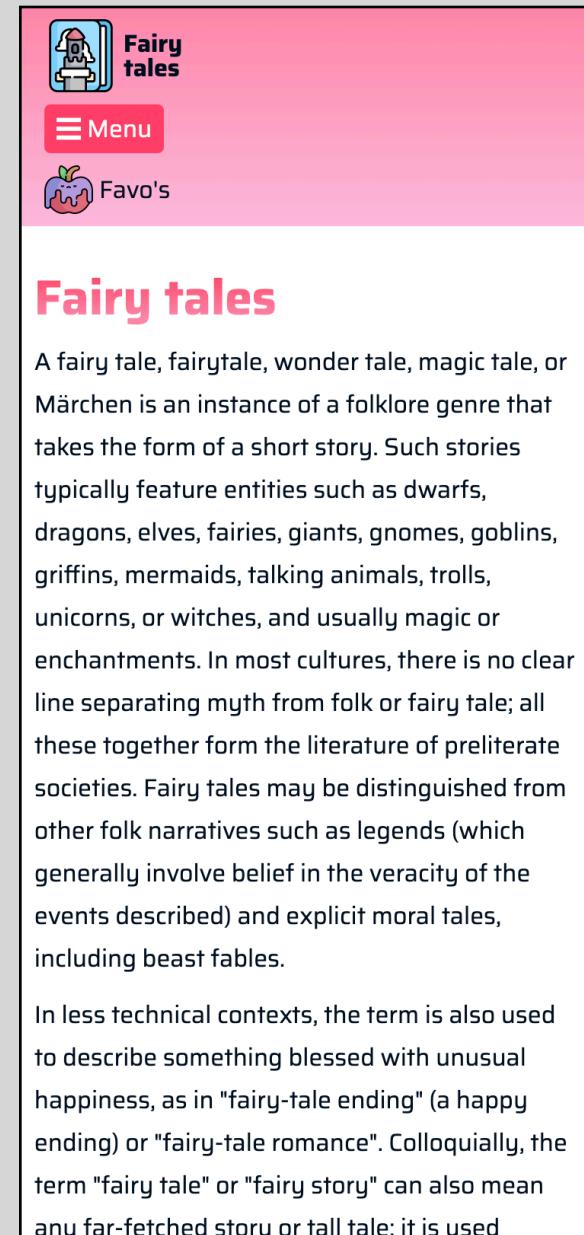
Uitwerking:

codepen.io/shooft/pen/eYqvLP

JS 3-stap

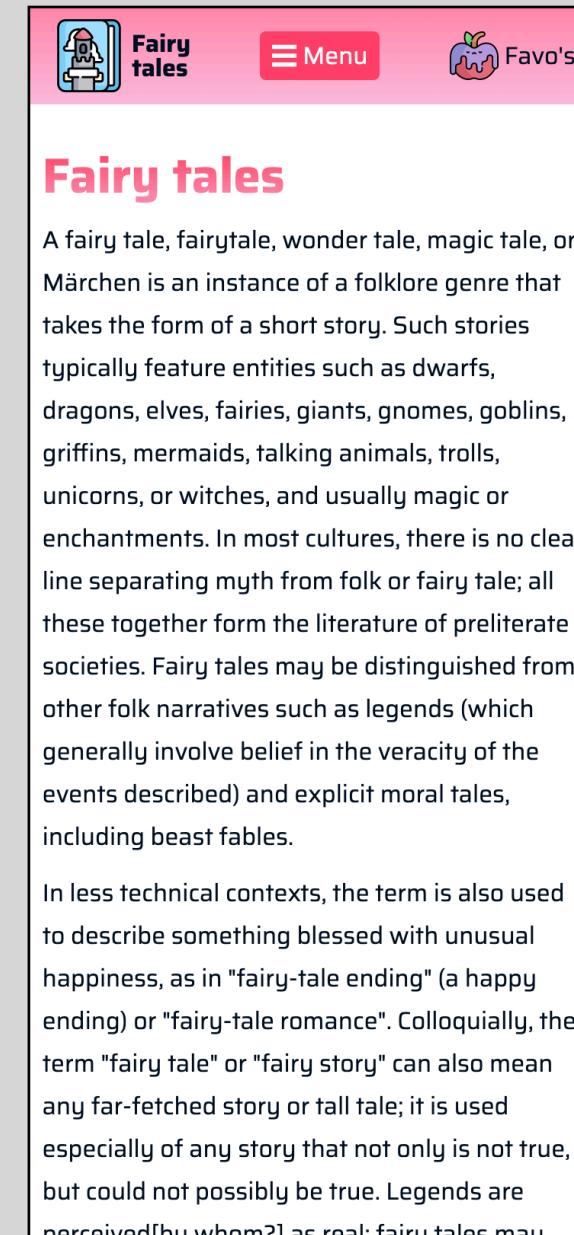
Responsive fixed-button burger

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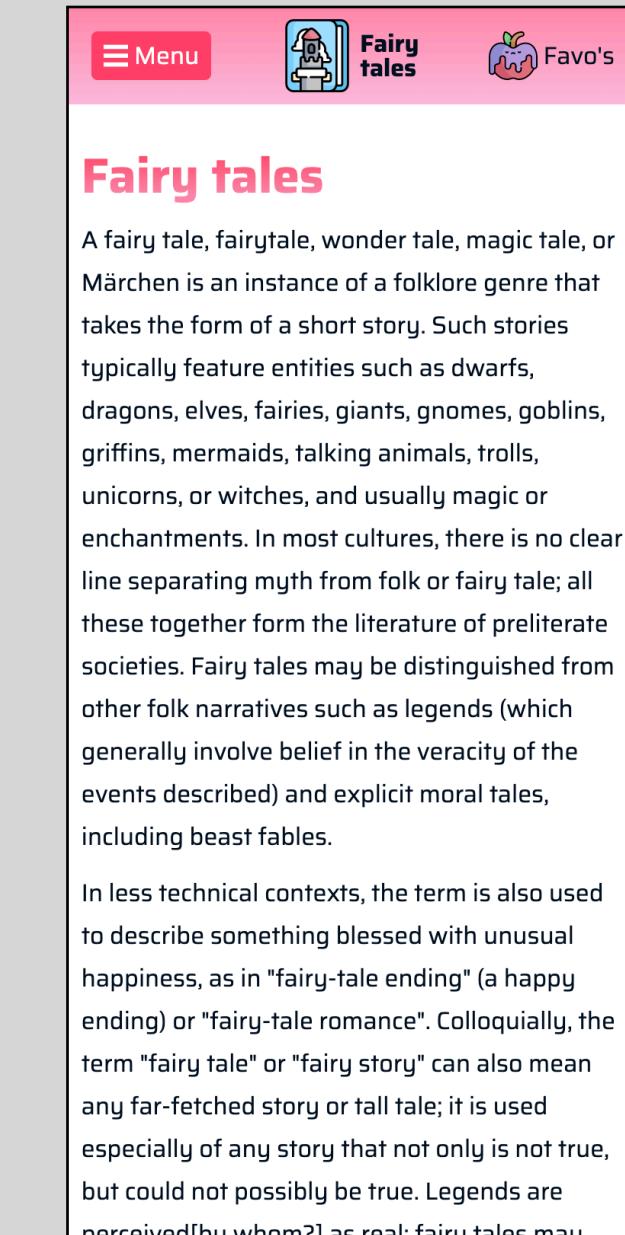
header

1. Flex.
2. Extra ruimte netjes verdelen.
3. Verticaal in het midden.



nav

4. Als eerste in de rij (tip: order).



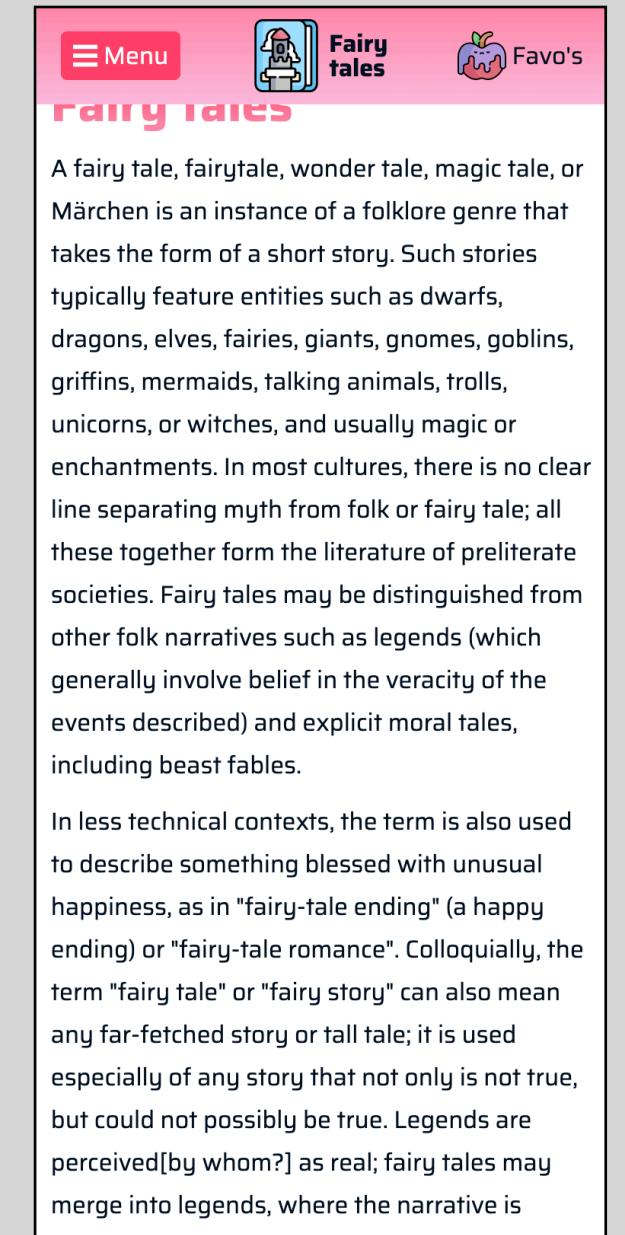
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Uitwerking:
codepen.io/shooft/pen/eYqvLP



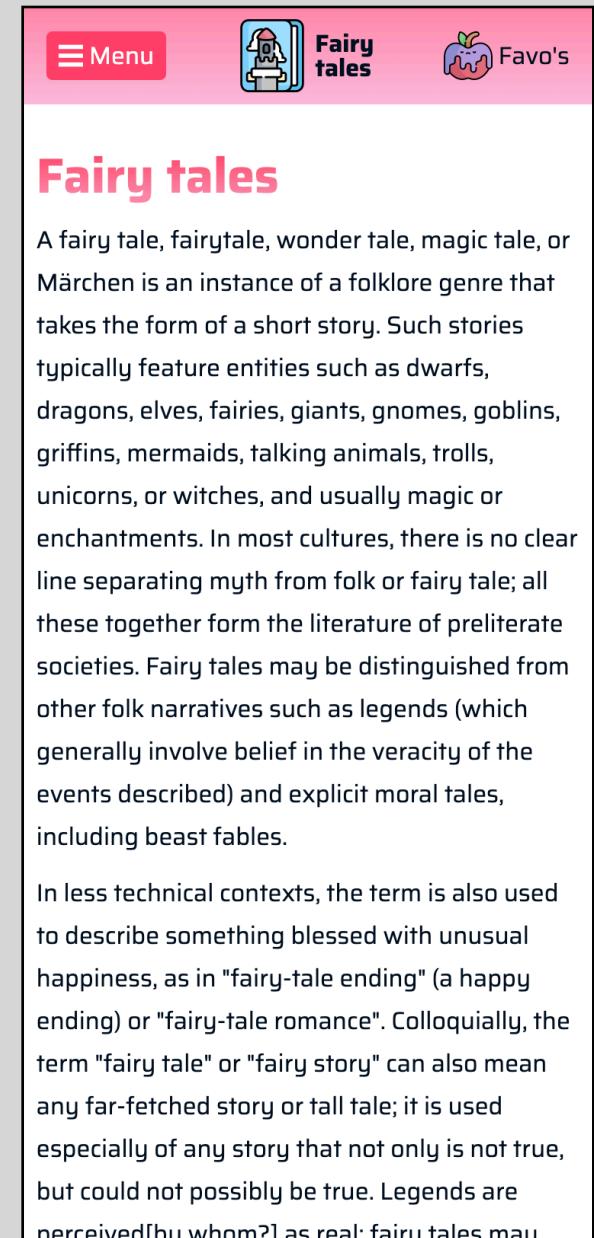
header

5. Bovenaan laten plakken.

JS 3-stap

Responsive fixed-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



JS 3-stap 1/2

1. Zoek de "menu" button (querySelector) en sla die op in een variabele.
2. Laat de button naar clicks luisteren (addEventListener) en roep de functie "openMenu" aan als er geklikt wordt.
3. In de functie "toonMenu":
 - Zoek de nav op en sla die op in variabele.
 - Voeg de class "toonMenu" toe aan de nav (classList & toggle).

Nb. Op het scherm zie je niets veranderen. In de inspector kun je wel controleren of de class wordt toegevoegd.

Bonus: Verwijder de class "toonMenu" ook als je op de Escape toets drukt.

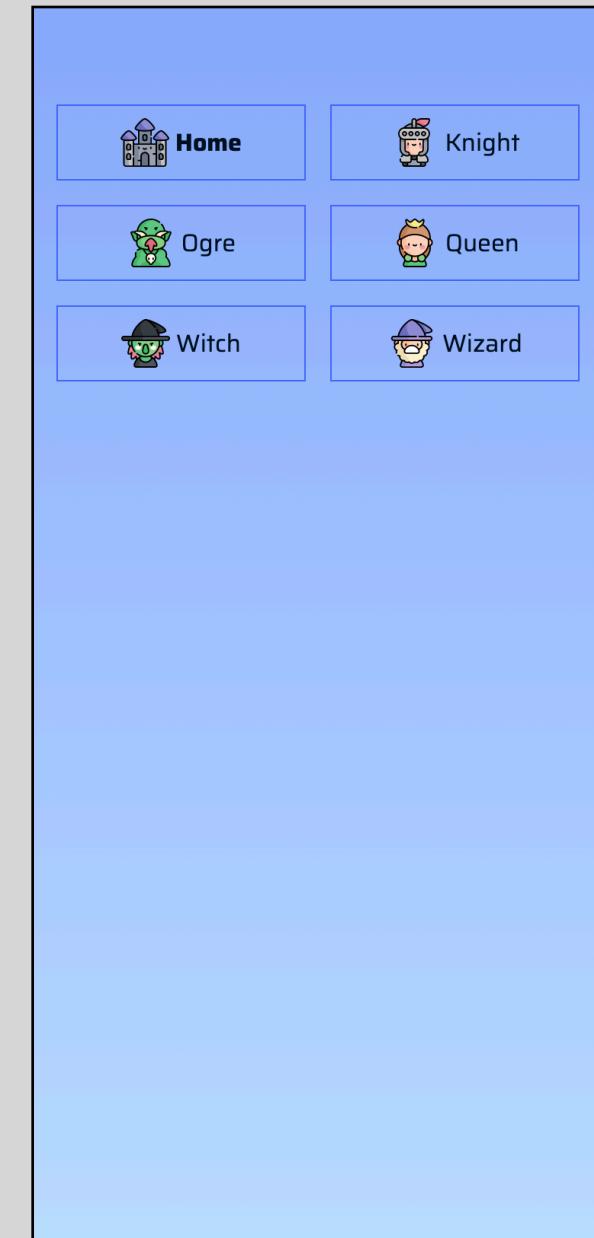
Voor de **blauwe**
en **rode** piste

```
<!DOCTYPE html>
<html lang="en" class=">
  <head></head>
  <body>
    <header> (flex)
      <!-- het logo -->
      <a href="#">...</a> grid
      <!-- het menu -->
      <nav class="toonMenu"> == $0
        <!-- de button is niet relevant voor screenreaders -->
        <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
        <button aria-hidden="true">...</button>
      (flex)
      <ul></ul>
    </nav>
    <!-- favo's link -->
    <a href="#">...</a> flex
  </header>
  <main>
    <h1>Fairy tales</h1>
    <p>
      "A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables."
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    </p>
  </main>
</body>
```

Verder met de CSS

nav.toonMenu ul

1. Maak de verschuiving uit stap 2 weer ongedaan met translate: xxx% yyy%; (het menu staat dan weer in beeld).
2. Voeg een transitie van 0.3s toe aan de ul om die soepel heen en weer te schuiven.



Nb. De class wordt toegevoegd aan de nav. Zo kunnen de ul en de button beide veranderen (allebei kinderen van de nav).

JS 3-stap

Responsive fixed-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



De button is onder de ul gepositioneerd.
Dat is onhandig ;-)

nav button

1. Positioneer de button boven de ul.
(tip: z-index & position:relative;)



Het is ook een goed idee om de
hamburger in een kruis te veranderen.

nav.toonMenu button img

1. Wijzig de content van de img naar het
kruis.

Nb. De url voor het kruis staat in je code.

De code voor jou:

codepen.io/shooft/pen/poMepOV

Uitwerking:

codepen.io/shooft/pen/eYqvLP



Voor de **blauwe**
en **rode** piste

vanaf hier
responsiveness

JS 3-stap

Responsive fixed-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

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Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/poMepOV

Uitwerking:

codepen.io/shooft/pen/eYqvLP

JS 3-stap

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Home

Knight

Ogre

Queen

Fairy tales

Favo's

Witch

Wizard

De ul weer op zijn 'normale' plek zetten.
Daarvoor moet je in de media query een aantal dingen 'ongedaan' maken.

nav ul

1. Position (tip: static)
2. Translate (tip: unset)
3. Padding
4. Background

Nb. Het klopt dat het er niet uit ziet. Dat komt zo.

Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/poMepOV

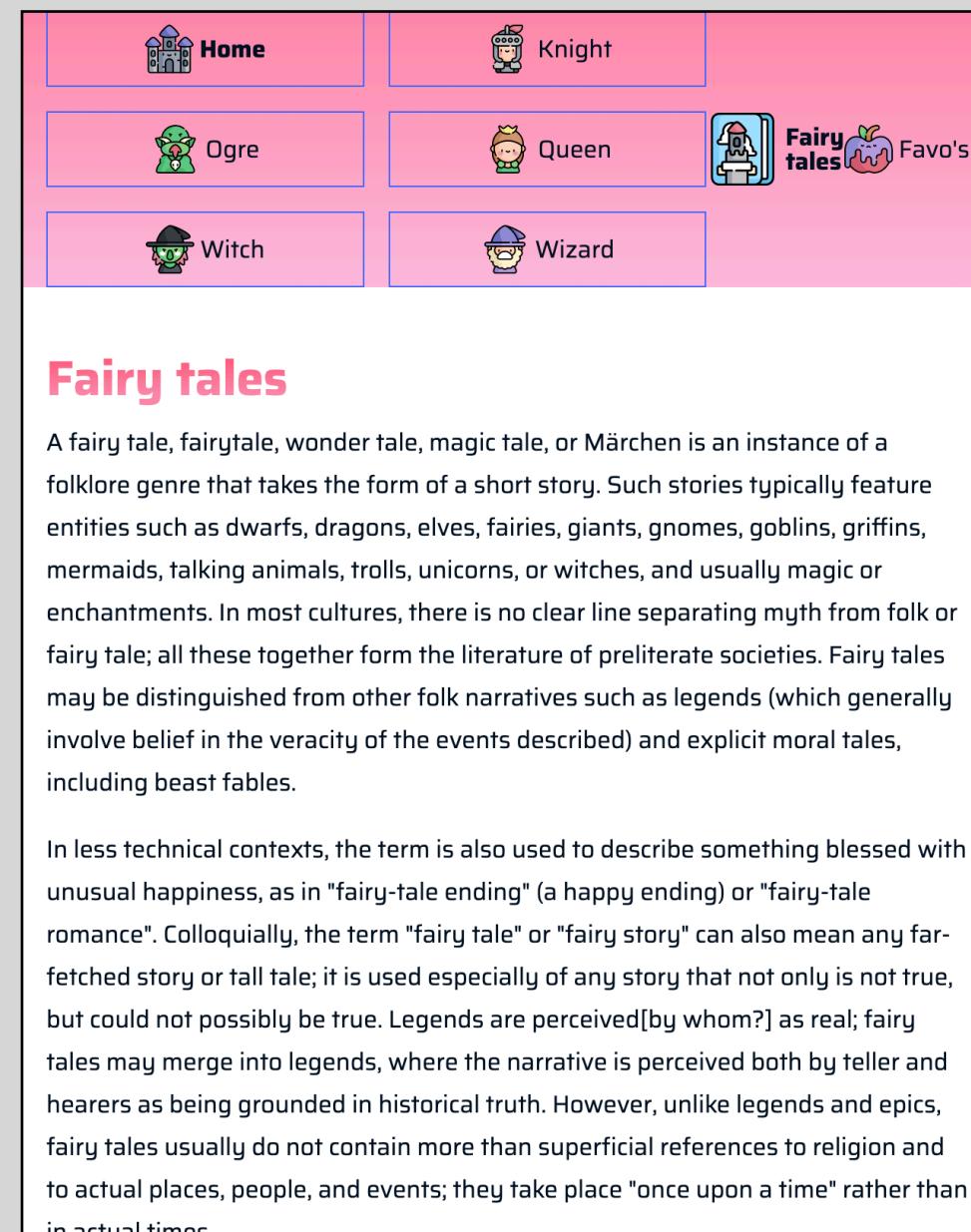
Uitwerking:

codepen.io/shooft/pen/eYqvLP

JS 3-stap

Responsive fixed-button burger

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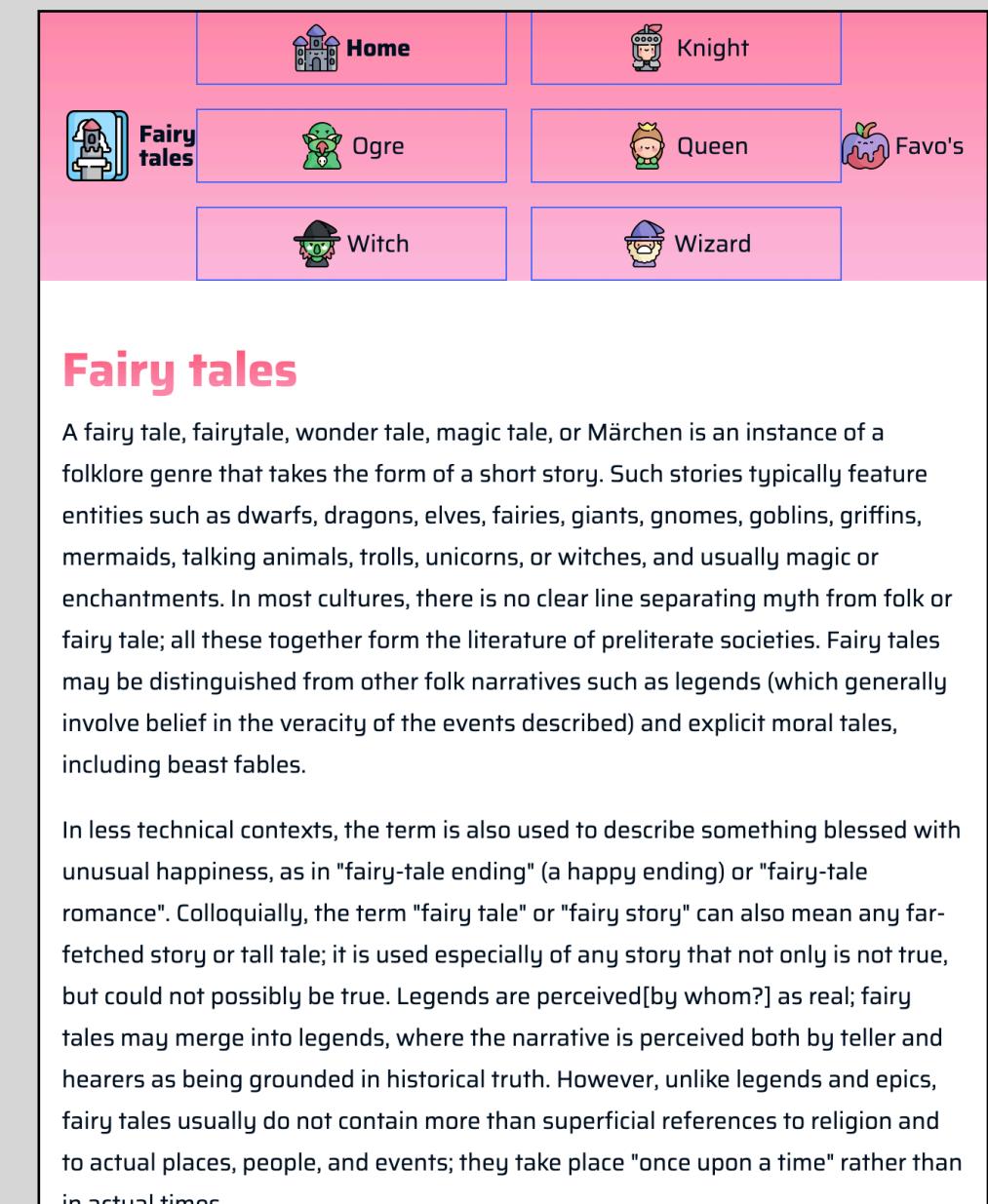
De nav weer op zijn normale plek zetten, zodat die in het midden staat.

nav

1. Midden in de rij (tip: order).

Nb. Het klopt dat het er nog niet uit ziet.

Dat komt zo.



Voor de **blauwe**
en **rode** piste



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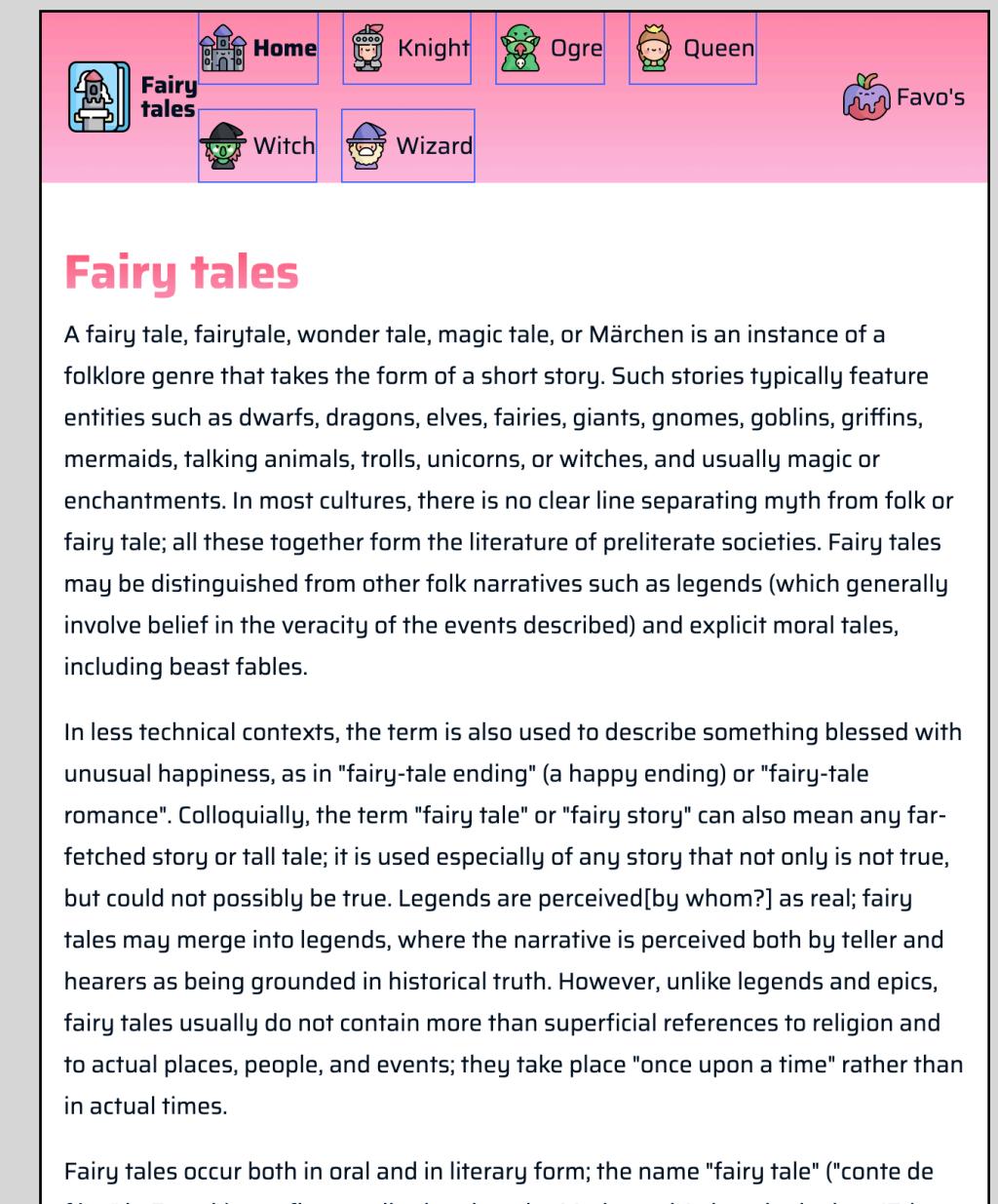
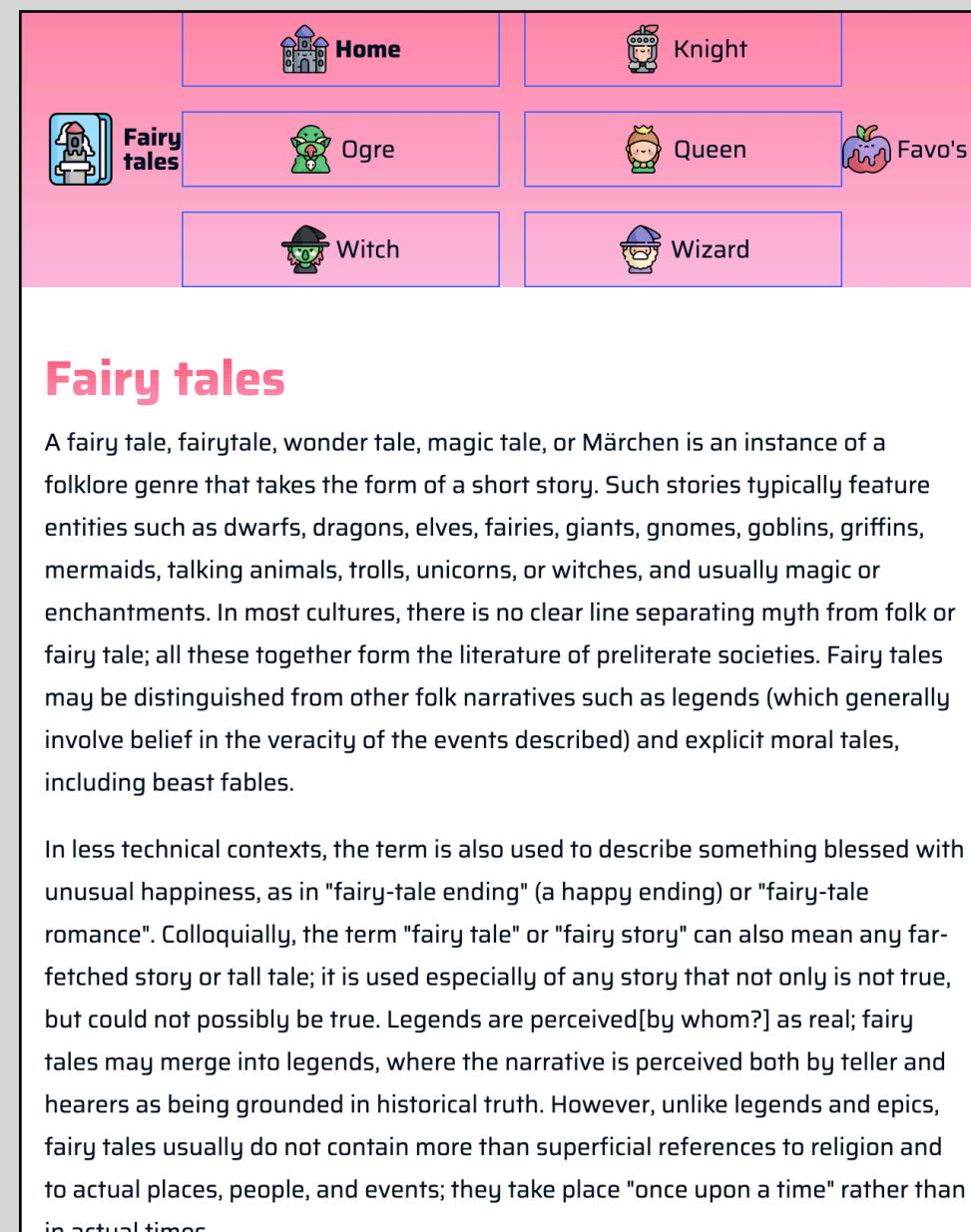
Uitwerking:

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JS 3-stap

Responsive fixed-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



De li's hebben een minimale breedte en vullen samen de hele breedte als er ruimte over is.

li

1. Zorg in de media query dat de li's geen minimale breedte meer hebben
(tip: flex-basis).
2. Zorg in de media query dat de li's niet meer groeien als er ruimte over is
(tip: flex-grow).

Nb. Het klopt dat het er nog steeds niet uit ziet. Dat komt in de volgende stap.

Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/poMepOV

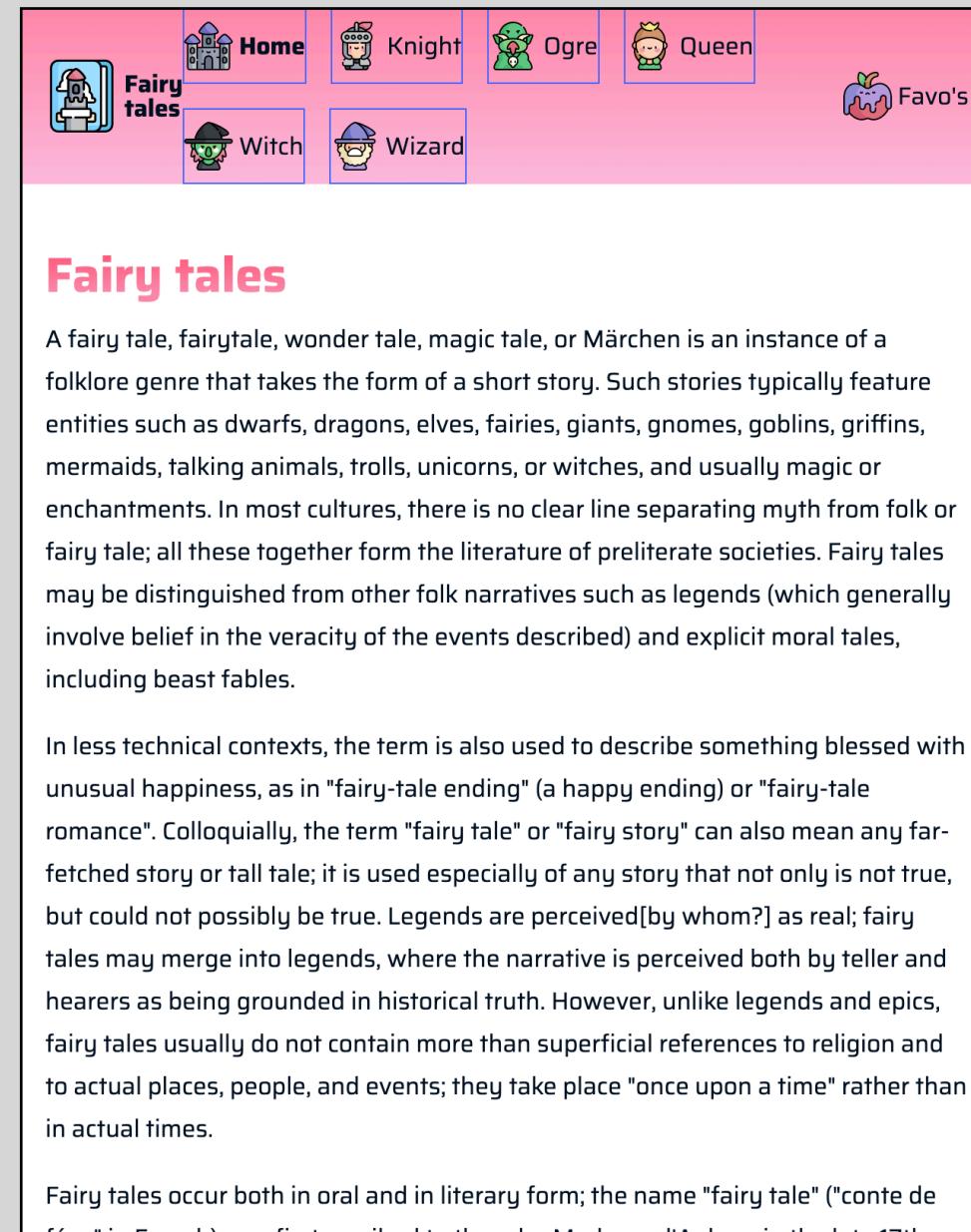
Uitwerking:

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JS 3-stap

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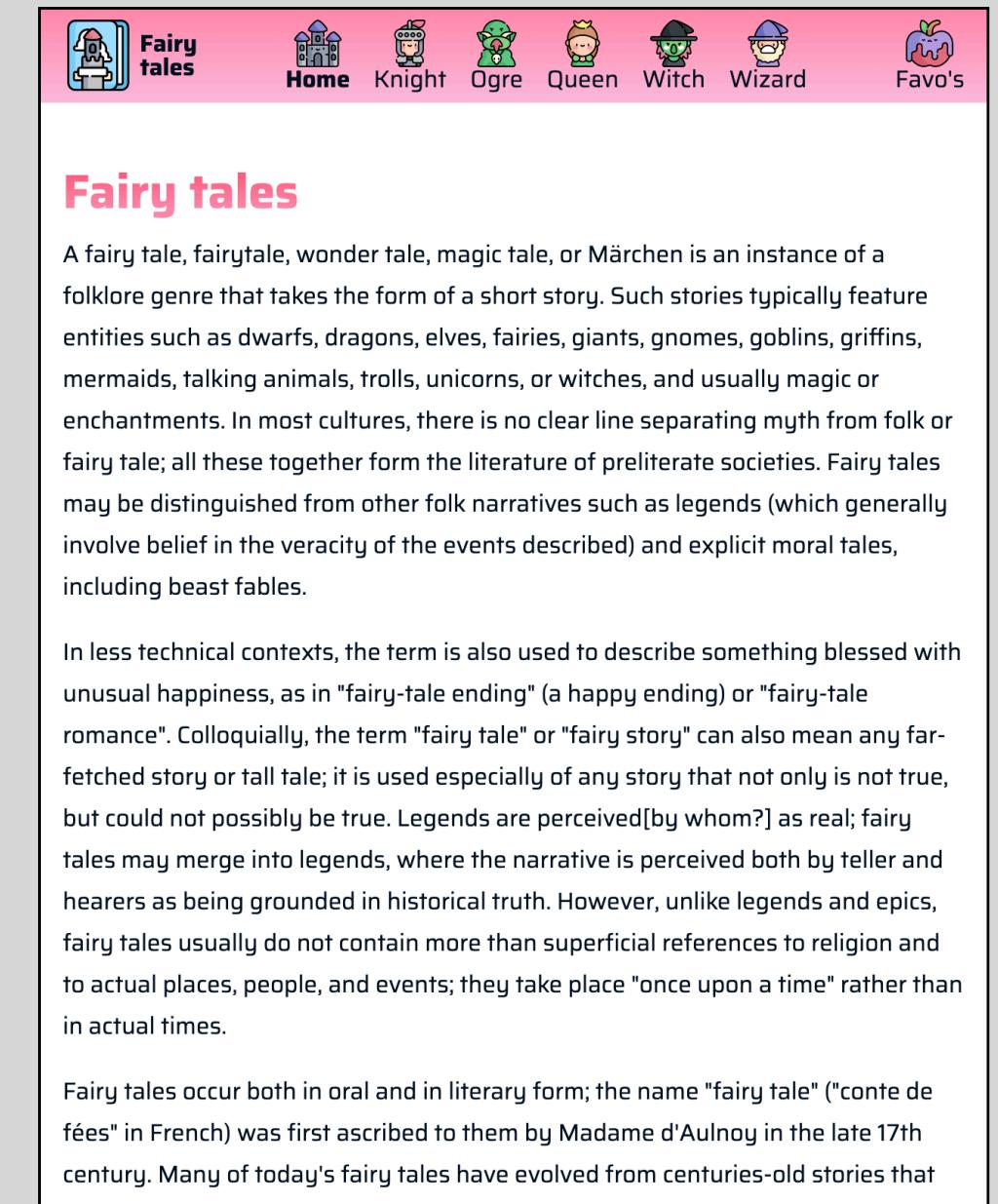


nav a

1. Zet de kinderen van de a's in de nav boven elkaar (tip: flex-en plus flex-direction).
2. Verwijder de border.

header > a:last-of-type

3. Zet de kinderen van de favo's a ook boven elkaar.



Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/poMepOV

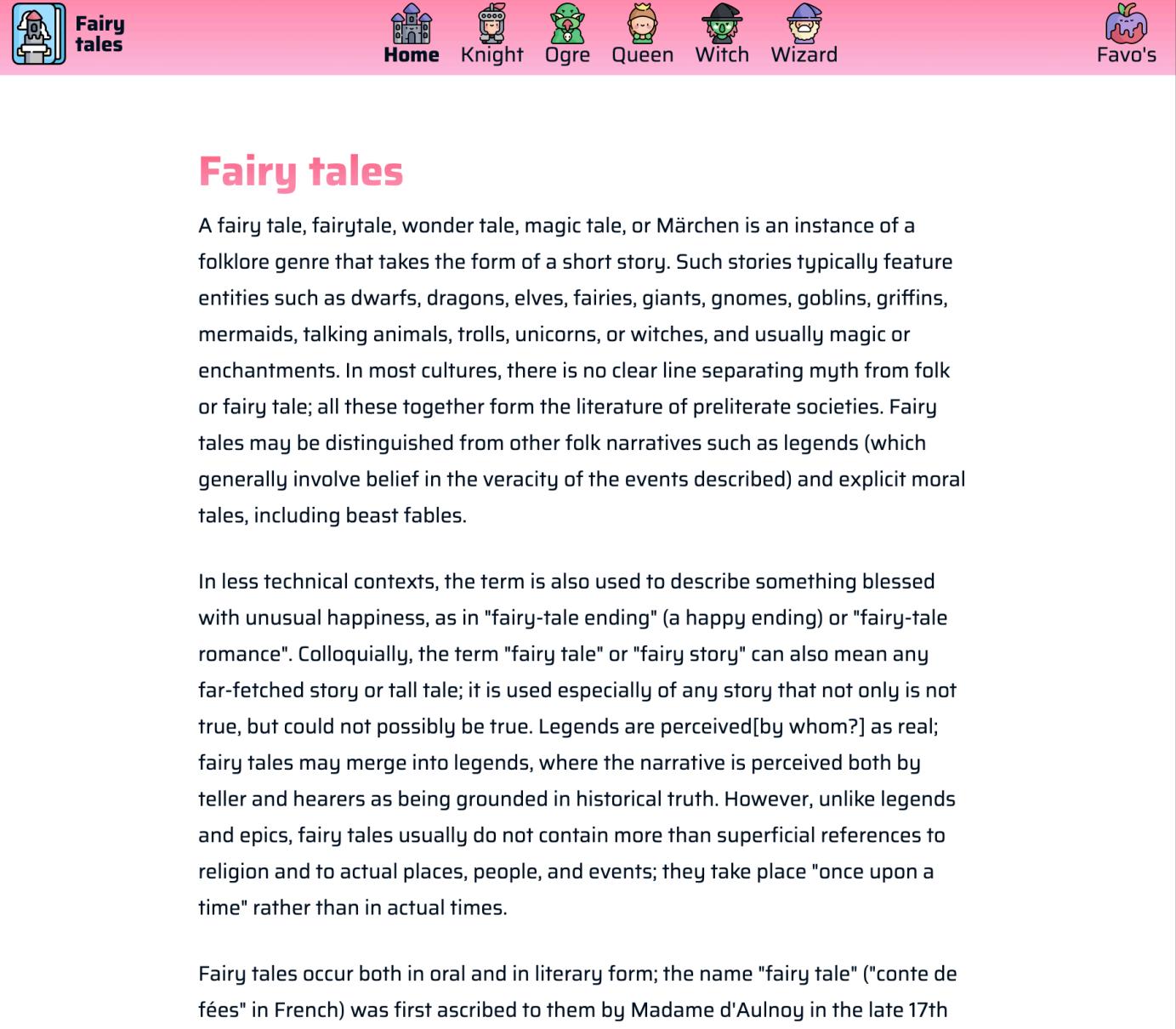
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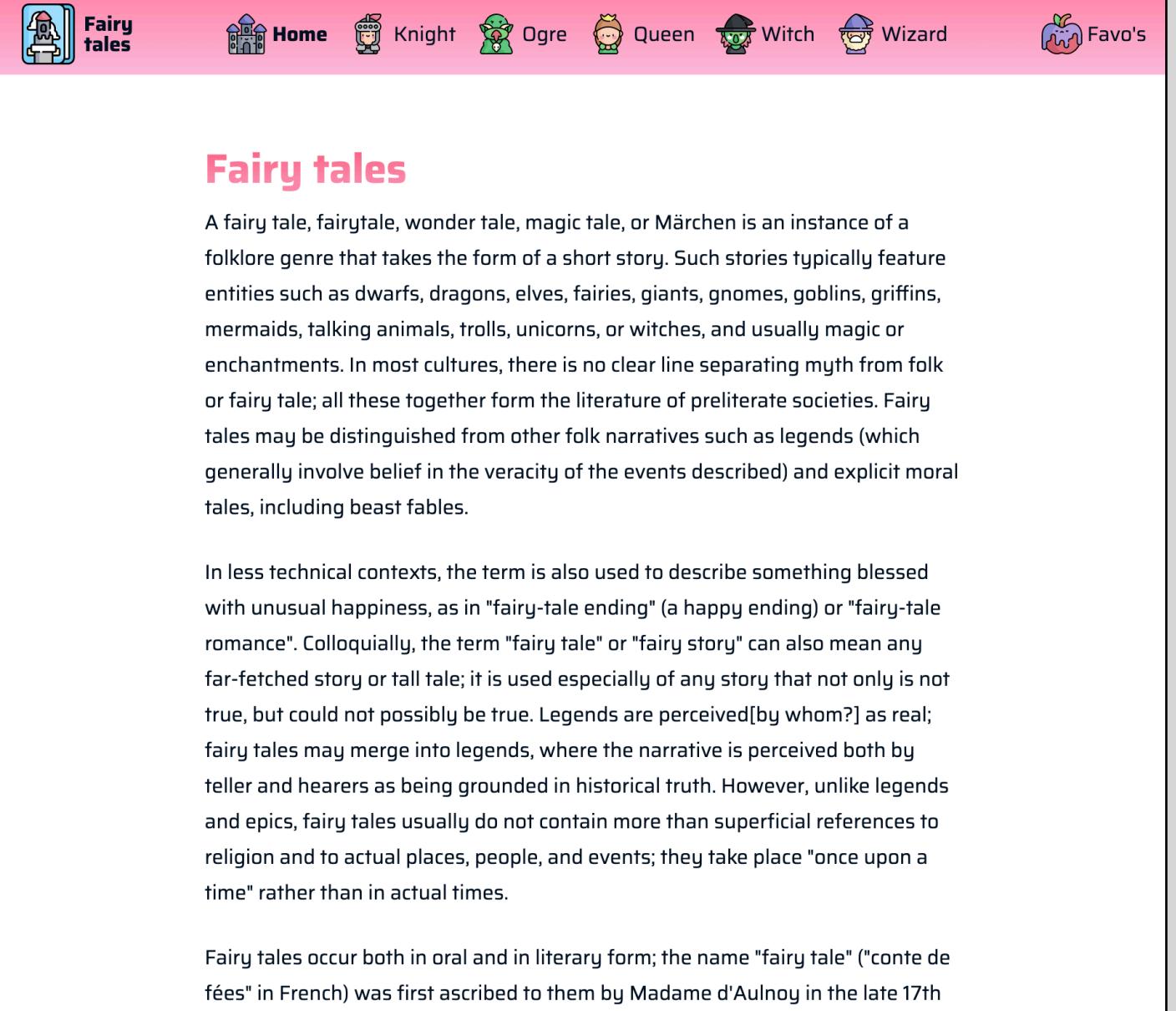
Als het scherm nog groter wordt passen de plaatjes en teksten weer naast elkaar.

In de 57em media query:

nav a, header > a:last-of-type

1. Zet de kinderen van de a's weer naast elkaar (tip: flex-direction).

Et voilà!



Fairy tales

Home Knight Ogre Queen Witch Wizard Favo's

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Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/poMepOV

Uitwerking:

codepen.io/shooft/pen/eYqvLP

JS 3-stap - Oefening 2

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

Op small screen

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Home

Knight

Ogre

Queen

Witch

Wizard



Vanaf 38em

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De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



De basisvormgeving krijg je cadeau.

ul

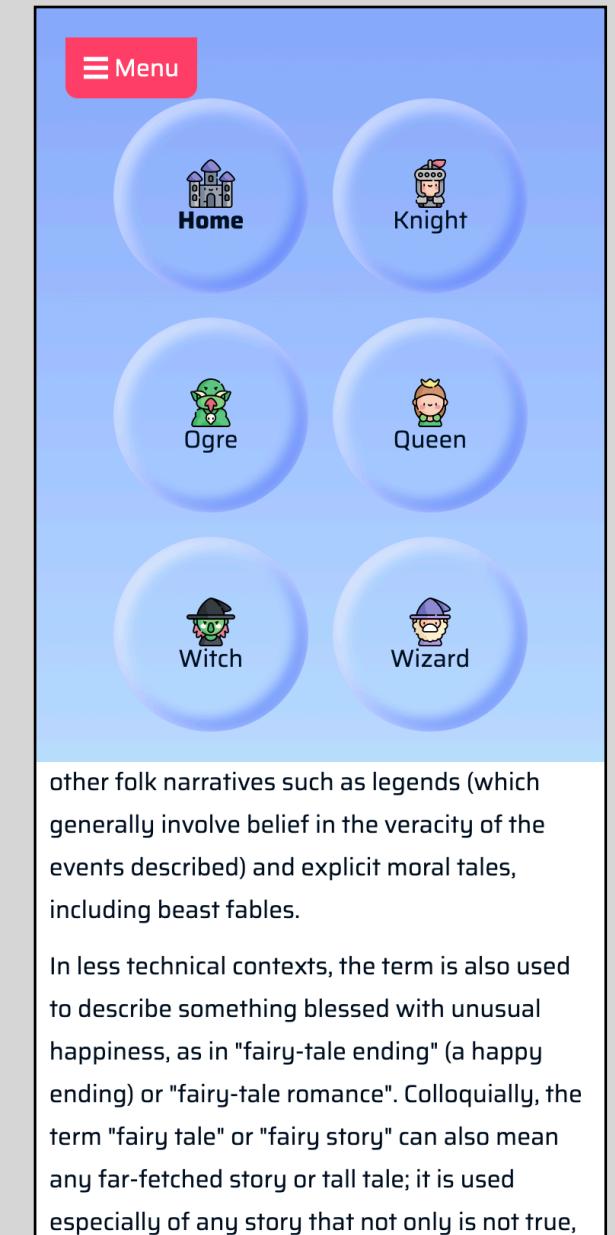
1. Positioneer de ul fixed.
2. Over de hele breedte bovenaan het scherm (hint: left, right, top).

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK

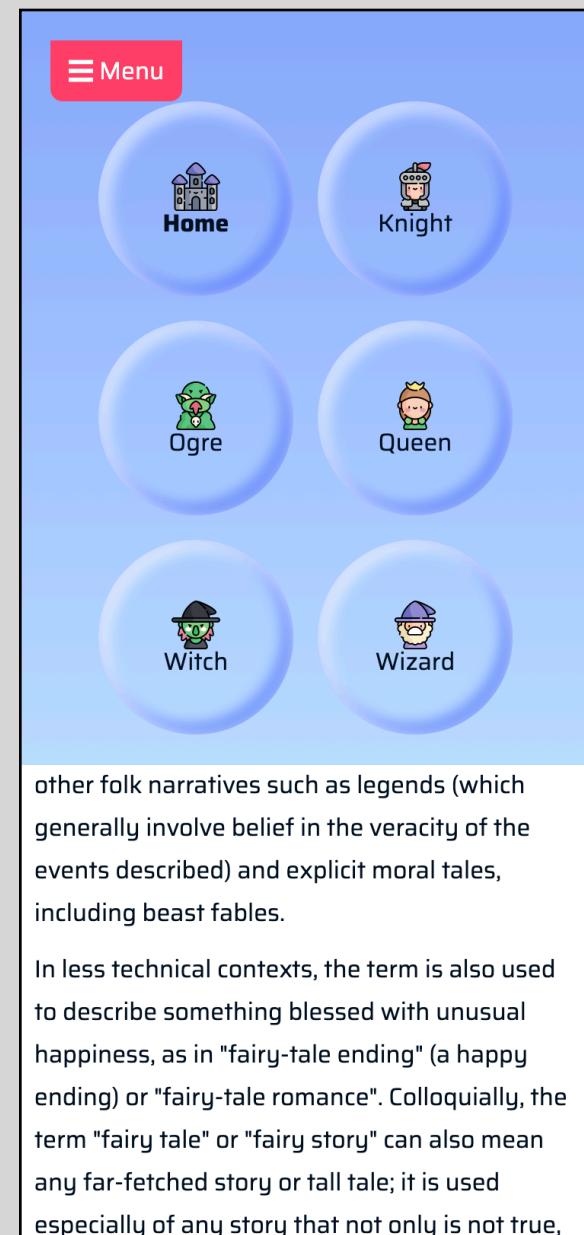


Voor de **blauwe**
en **rode** piste

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



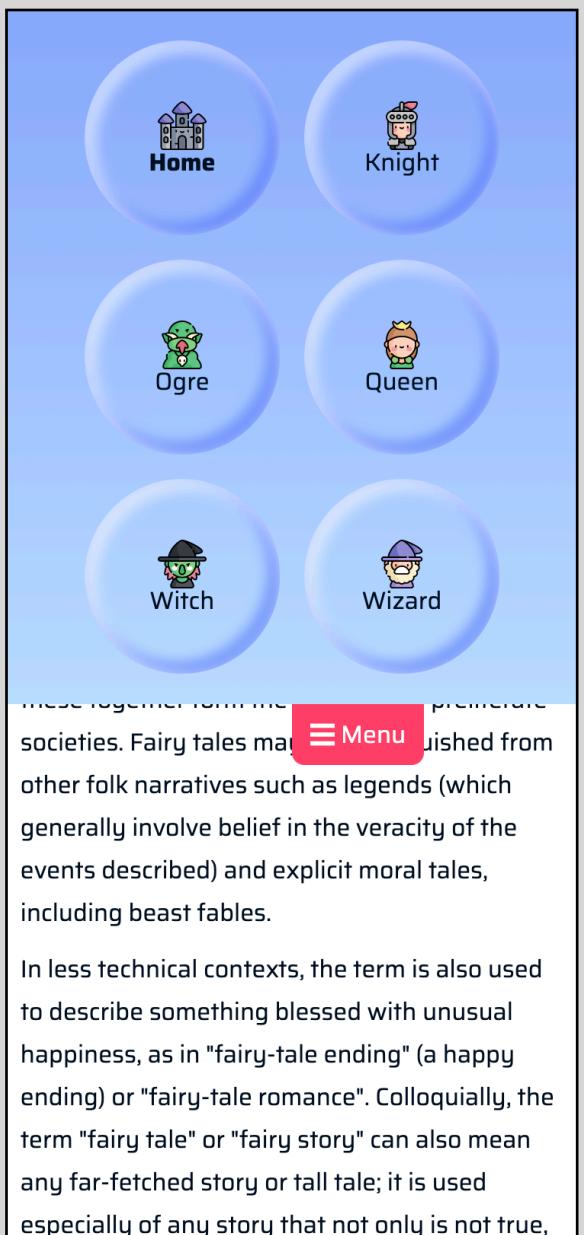
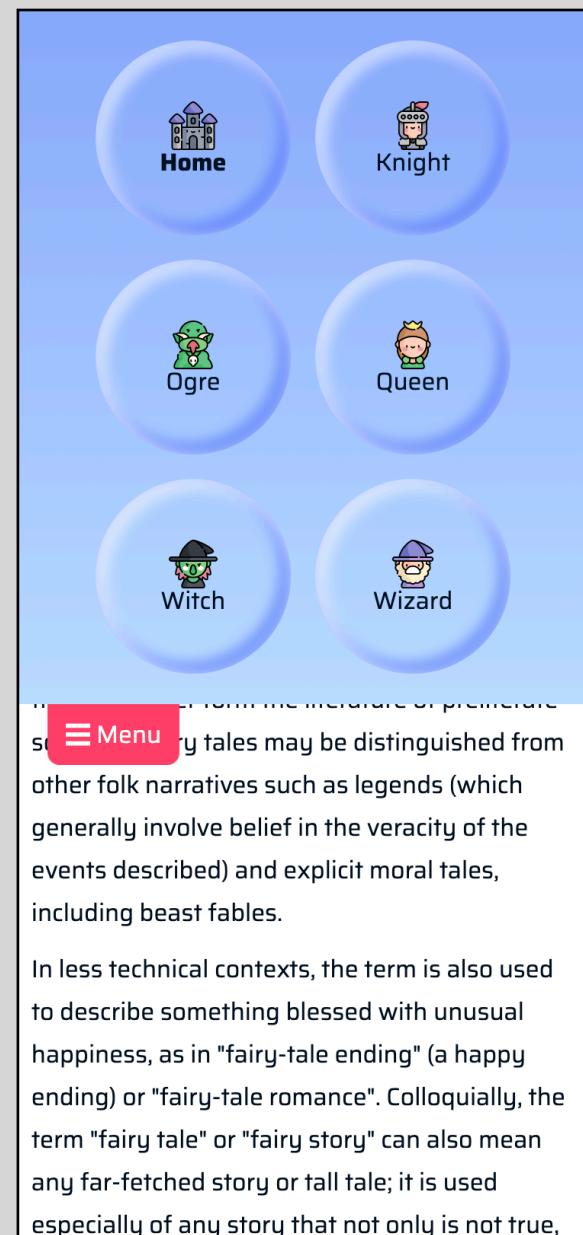
nav button

1. Positioneer de button op een vaste plek in de nav.
2. Zet de button onder de nav (tip: gebruik daarvoor niet bottom maar top - de afstand is de hele hoogte van de nav:100%).

nav button

3. Zet de button met left 50% van de linkerkant.

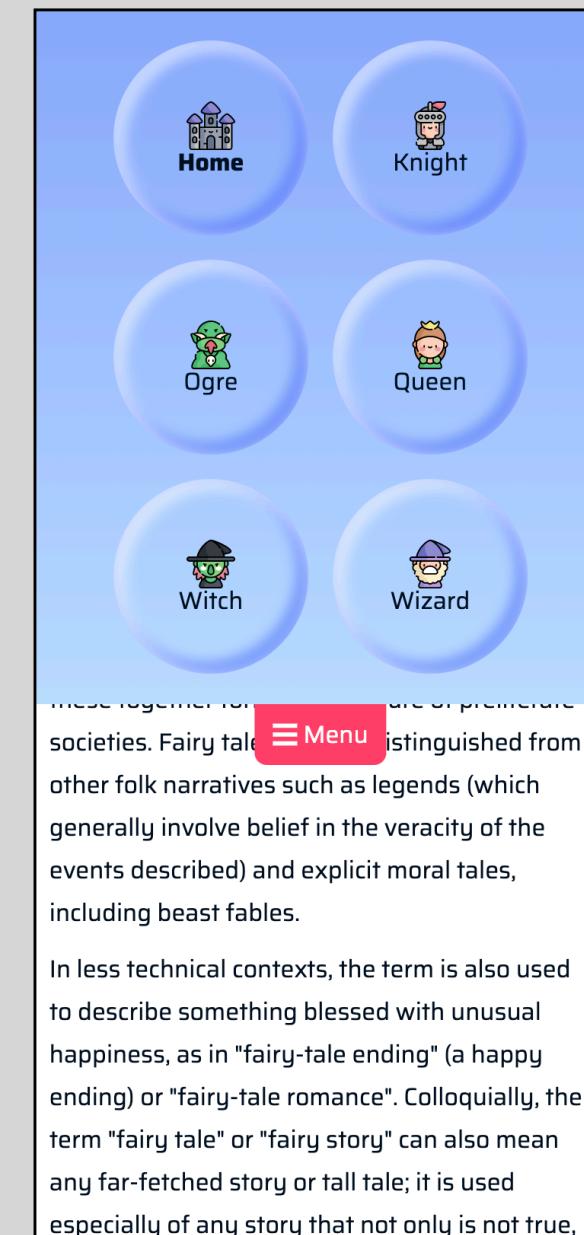
Nb. De button staat nu iets te ver. Dat fix je in de volgende stap.



nav button

4. Verplaats de button 50% van zijn eigen breedte naar links met translate: x% y%;

Nb. Naar links is negatief.



Voor de **blauwe**
en **rode** piste

De code voor jou:

codepen.io/shooft/pen/qBerpgW

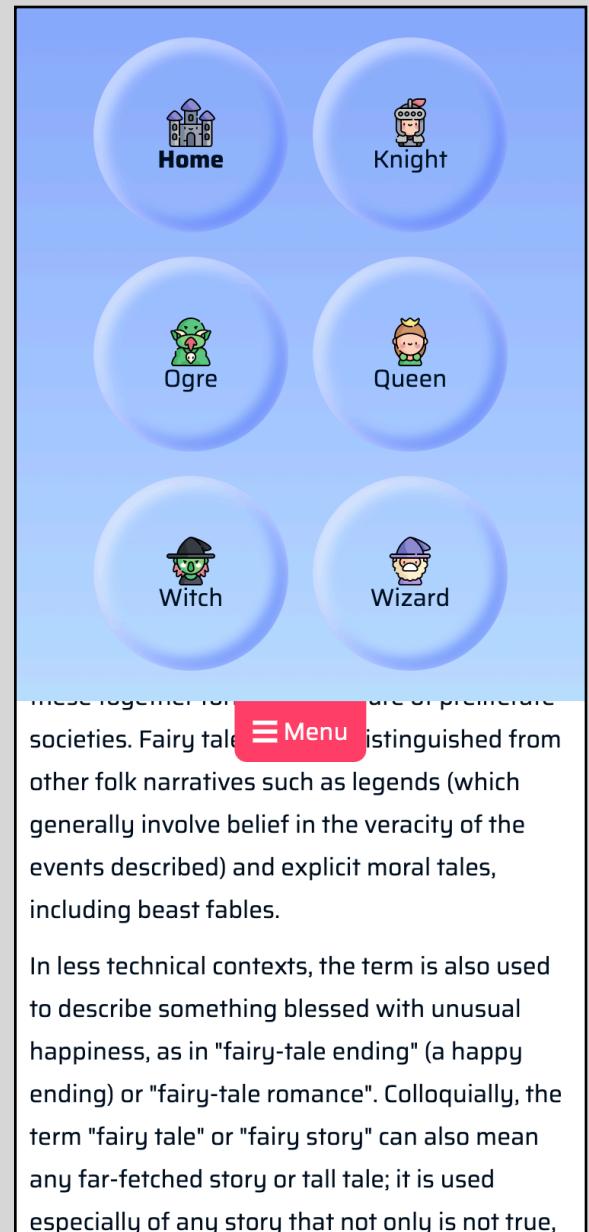
Uitwerking:

codepen.io/shooft/pen/vYoxpwK

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



nav

1. Schuif de nav uit beeld met
translate: x% y%;

Nb. De nav moet zijn eigen hoogte (100%) naar boven bewegen.

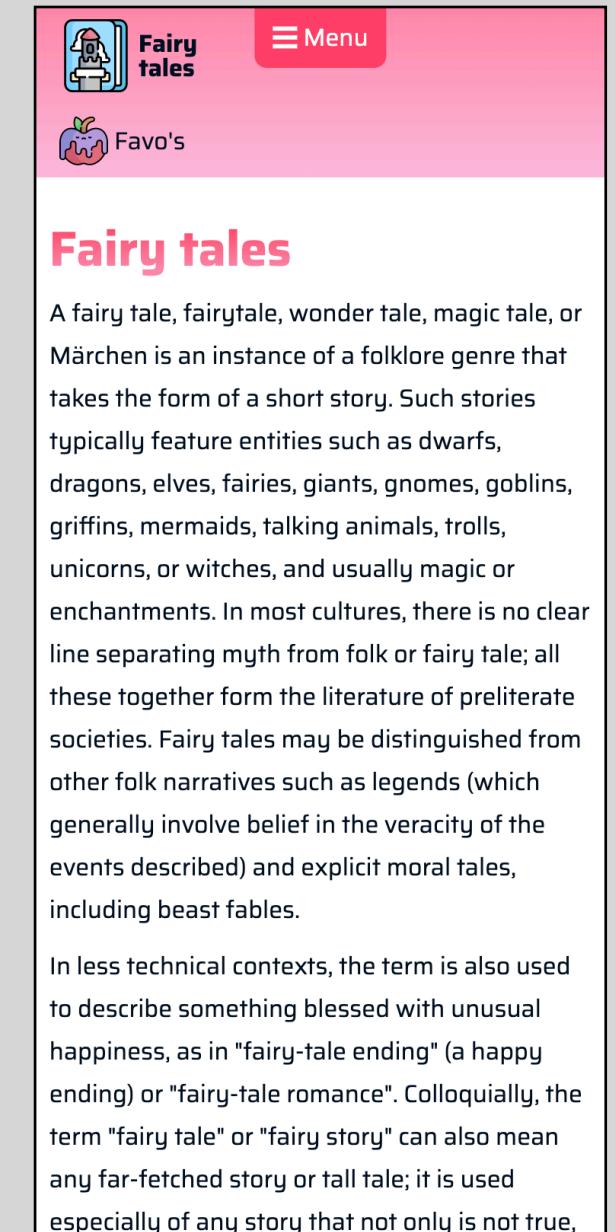
Nb. Naar boven in negatief.

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK

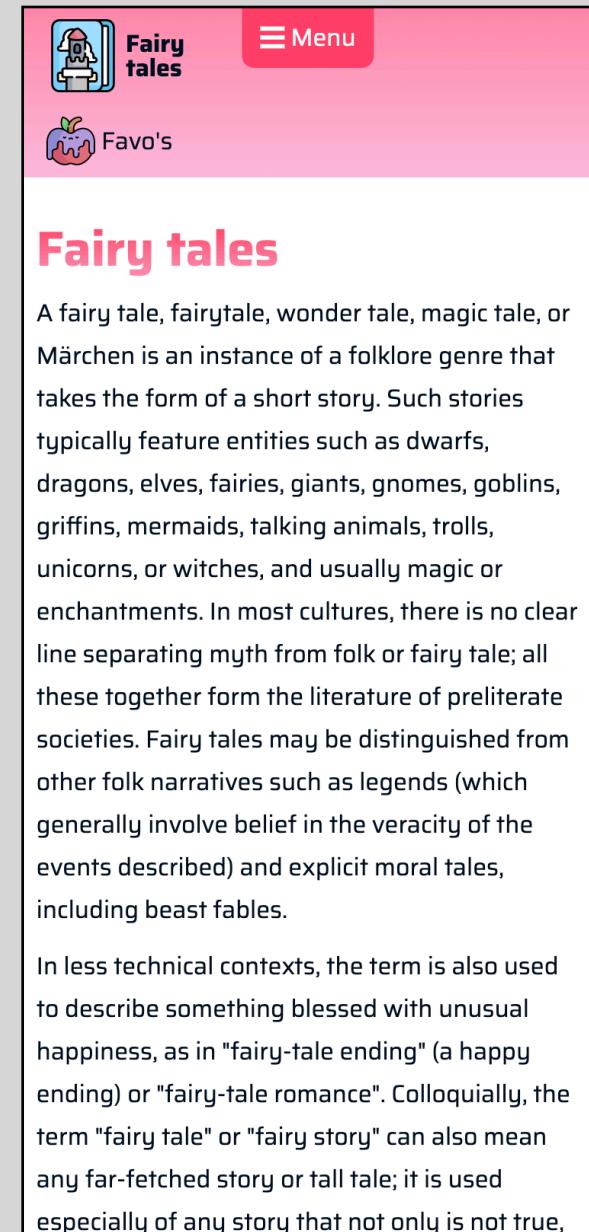


Voor de **blauwe**
en **rode** piste

JS 3-stap

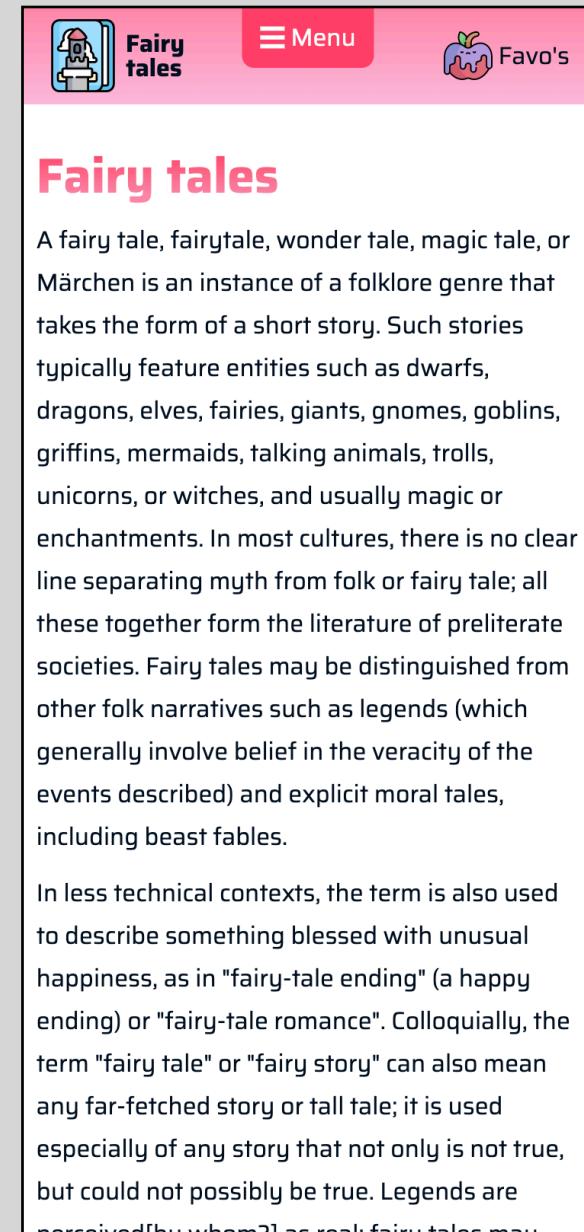
Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



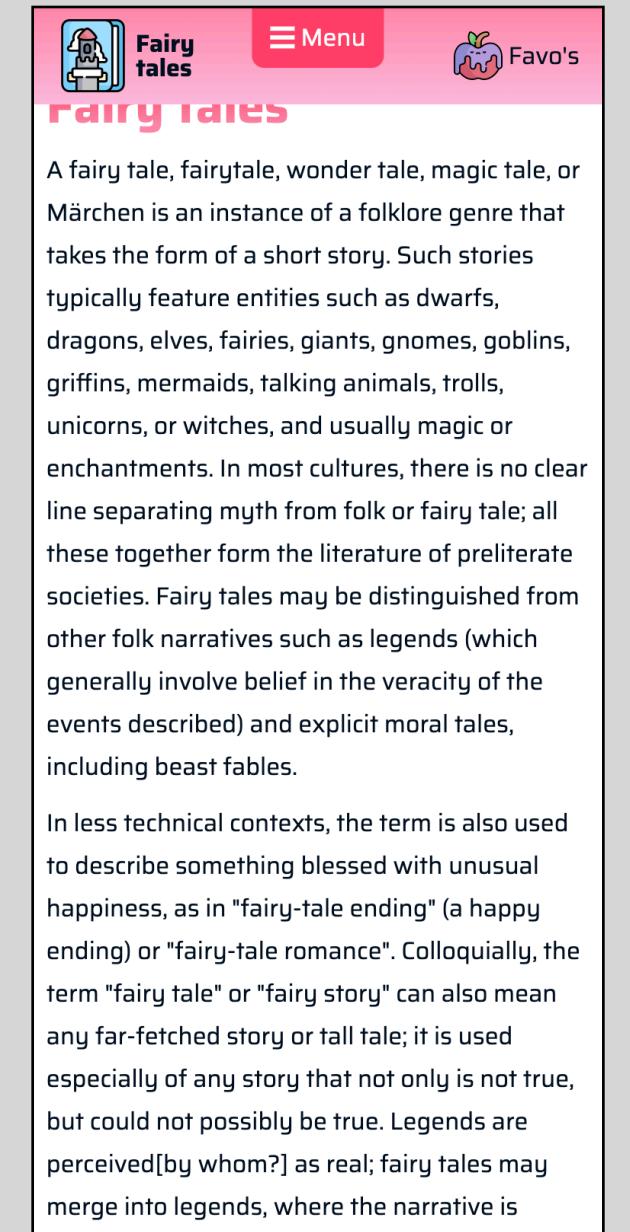
header

1. Flex.
2. Extra ruimte netjes verdelen.
3. Verticaal in het midden.



header

4. Bovenaan laten plakken.



Voor de **blauwe**
en **rode** piste

De code voor jou:

codepen.io/shooft/pen/qBerpgW

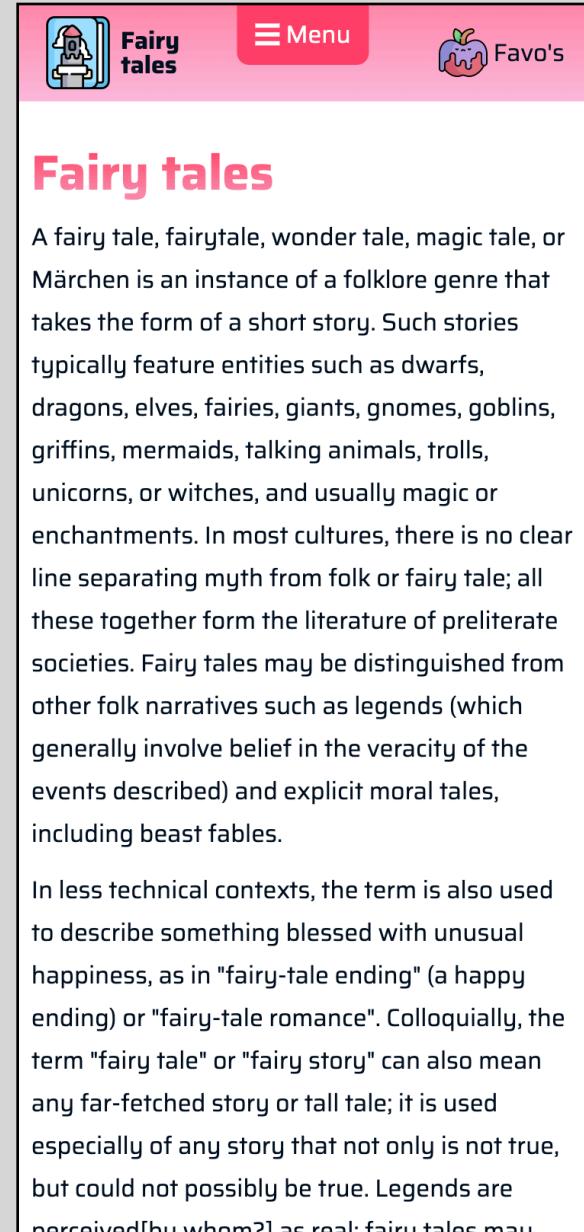
Uitwerking:

codepen.io/shooft/pen/vYoxpwK

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



JS 3-stap 1/2

1. Zoek de "menu" button (querySelector) en sla die op in een variabele.
2. Laat de button naar clicks luisteren (addEventListener) en roep de functie "openMenu" aan als er geklikt wordt.
3. In de functie "toonMenu":
 - Zoek de nav op en sla die op in variabele.
 - Voeg de class "toonMenu" toe aan de nav (classList & toggle).

Nb. Op het scherm zie je niets veranderen. In de inspector kun je wel controleren of de class wordt toegevoegd.

Bonus: Verwijder de class "toonMenu" ook als je op de Escape toets drukt.

Voor de **blauwe**
en **rode** piste

```
<!DOCTYPE html>
<html lang="en" class=">
  <head></head>
  <body>
    <header> (flex)
      <!-- het logo -->
      <a href="#">...</a> grid
      <!-- het menu -->
    <nav class="toonMenu"> == $0
      <!-- de button is niet relevant voor screenreaders -->
      <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
      <button aria-hidden="true">...</button>
      flex
      <ul>...</ul>
    </nav>
    <!-- favo's link -->
    <a href="#">...</a> flex
  </header>
  <main>
    <h1>Fairy tales</h1>
    <p>"A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables."</p>
    <p>"In less technical contexts, the term is also used to describe something blessed with unusual happiness, as in "fairy-tale ending" (a happy ending) or "fairy-tale romance". Colloquially, the term "fairy tale" or "fairy story" can also mean any far-fetched story or tall tale; it is used especially of any story that not only is not true, but could not possibly be true. Legends are perceived [by whom?] as real: fairy tales ma...</p>
  </main>
  <footer> (flex)
    <!-- de button is niet relevant voor screenreaders -->
    <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
    <button aria-hidden="true">...</button>
    flex
  </footer>
</body>
</html>
```

Verder met de CSS

nav.toonMenu

1. Maak de verschuiving uit stap 3 weer ongedaan met translate: x% y%; (het menu staat dan weer in beeld).

nav

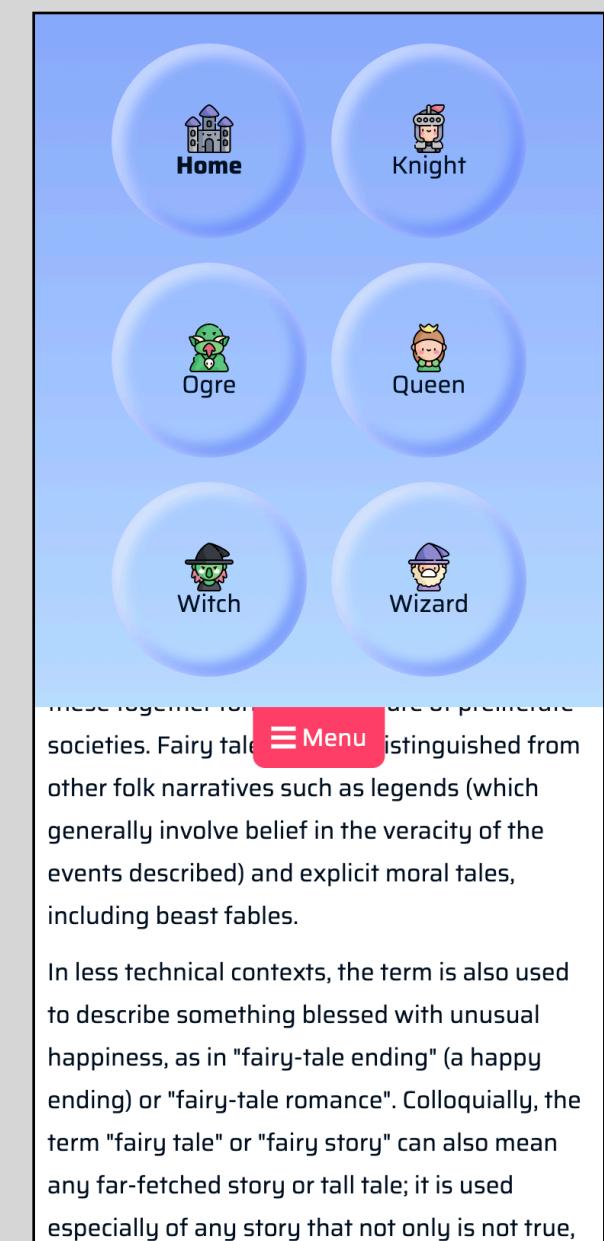
2. Voeg een transitie van 0.3s toe aan de nav om die soepel heen en weer te schuiven.

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

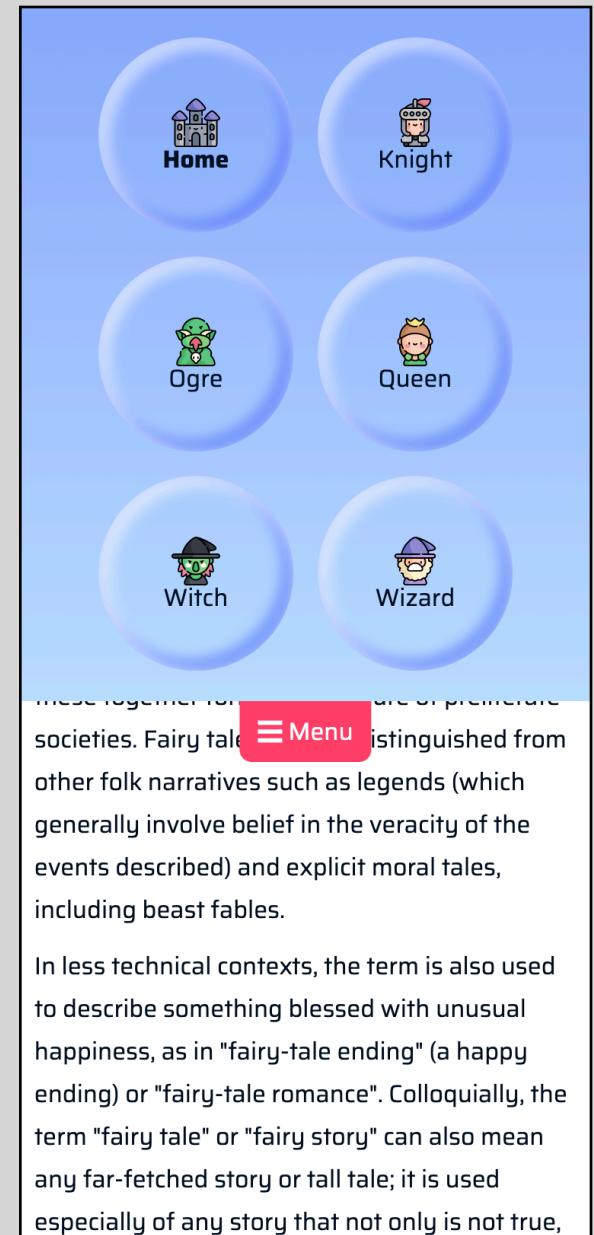
codepen.io/shooft/pen/vYoxpwK



JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



Het is een goed idee om de hamburger in een kruis te veranderen.

nav.toonMenu button img

- Wijzig de content van de img naar het kruis.

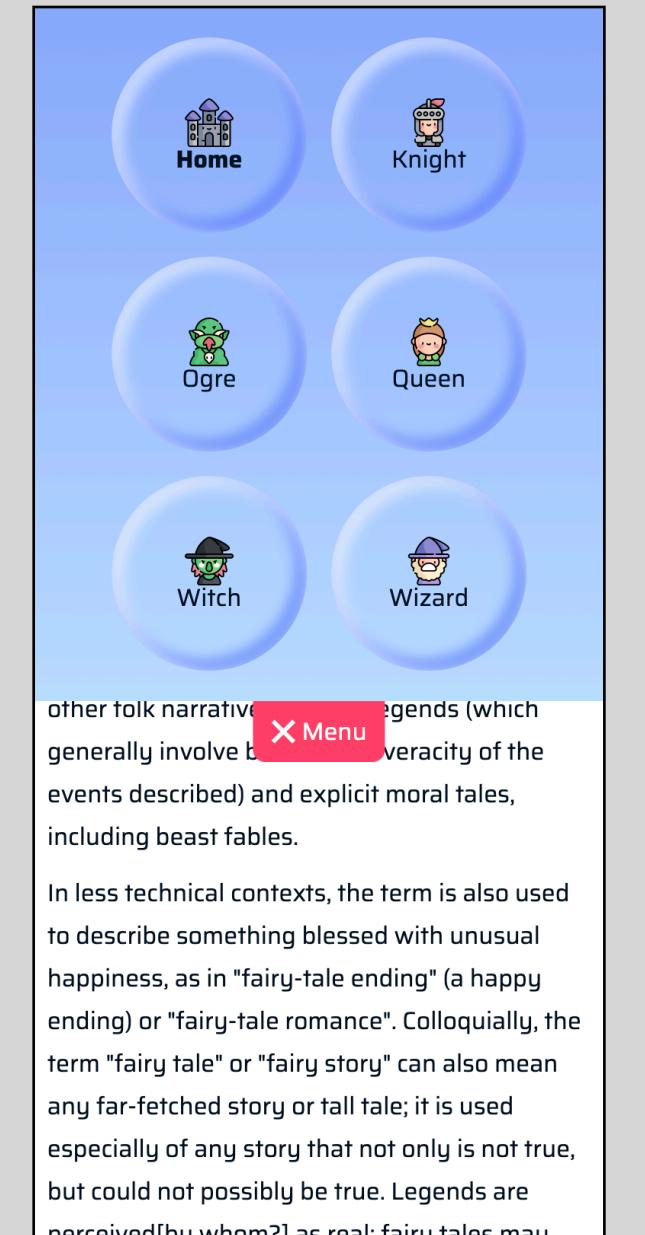
Nb. De url voor het kruis staat in je code.

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK



Voor de **blauwe**
en **rode** piste

vanaf hier
responsiveness

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

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Voor de **blauwe**
en **rode** piste



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codepen.io/shooft/pen/qBerpgW

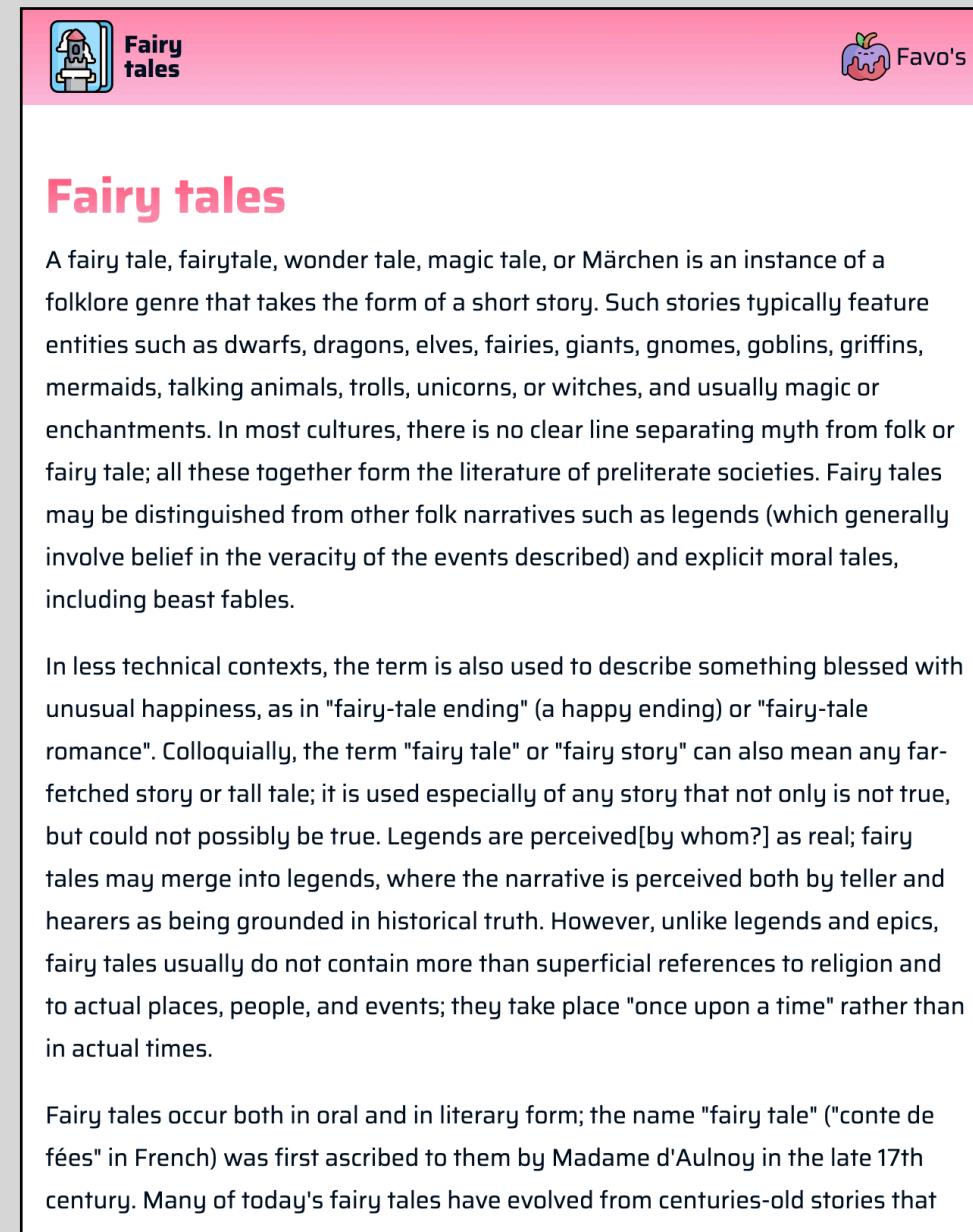
Uitwerking:

codepen.io/shooft/pen/vYoxpwK

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



De nav weer op zijn 'normale' plek zetten.
Daarvoor moet je in de media query een aantal dingen 'ongedaan' maken.

nav

1. Position (tip: static)
2. Translate (tip: unset)
3. Padding
4. Background

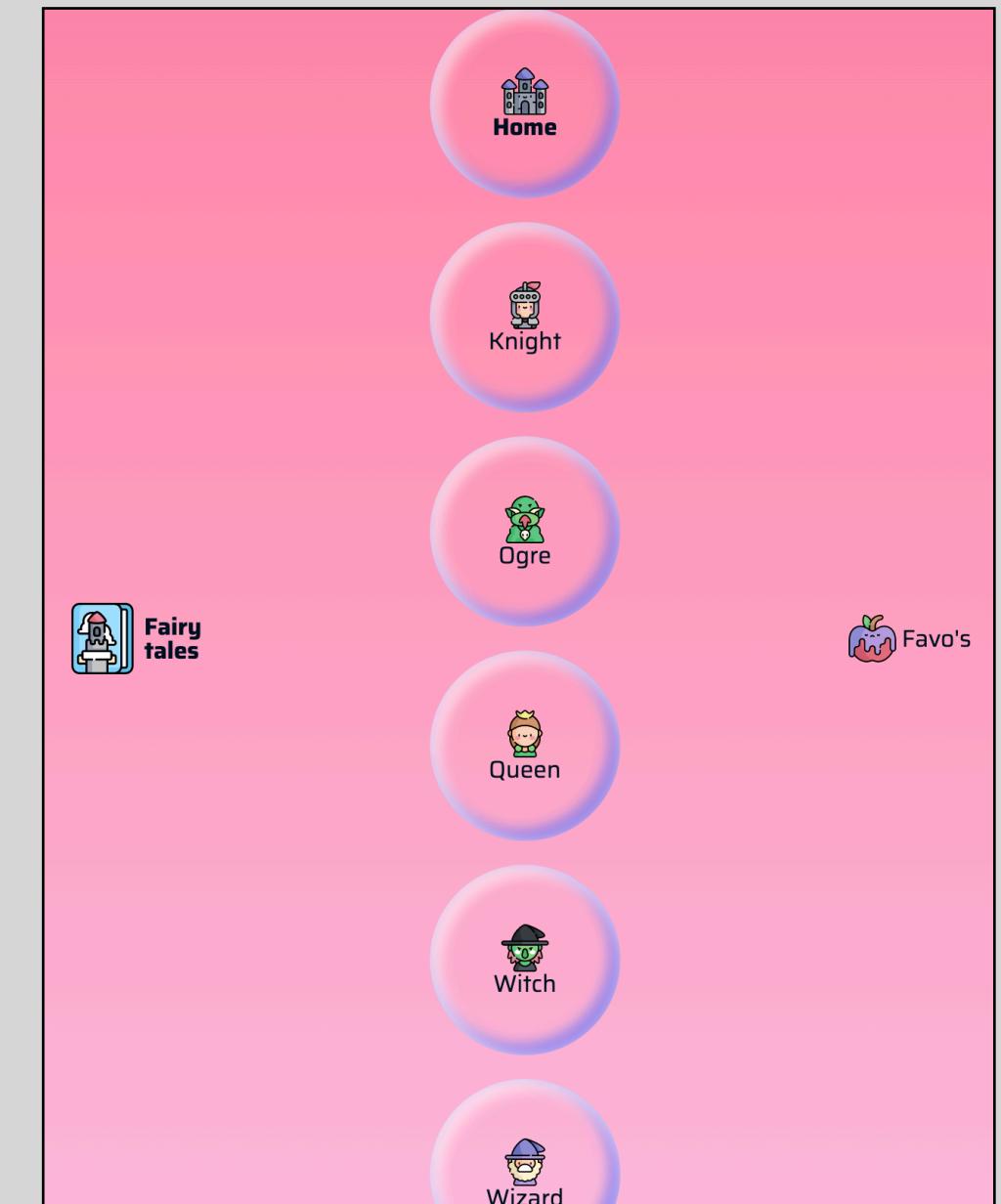
Nb. Het klopt dat het er niet uit ziet. Dat komt zo.

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK

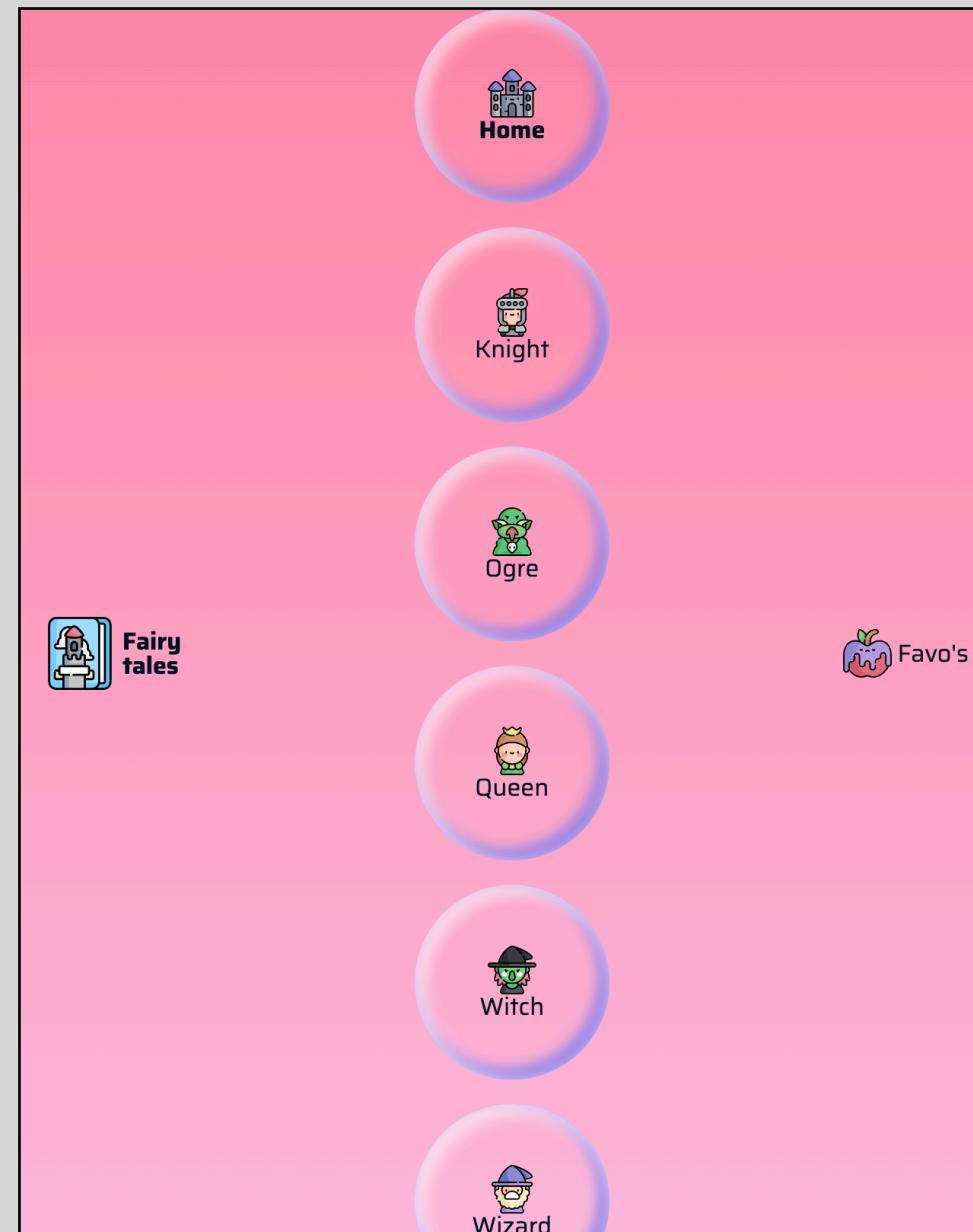


Voor de **blauwe**
en **rode** piste

JS 3-stap

Responsive moving-button burger

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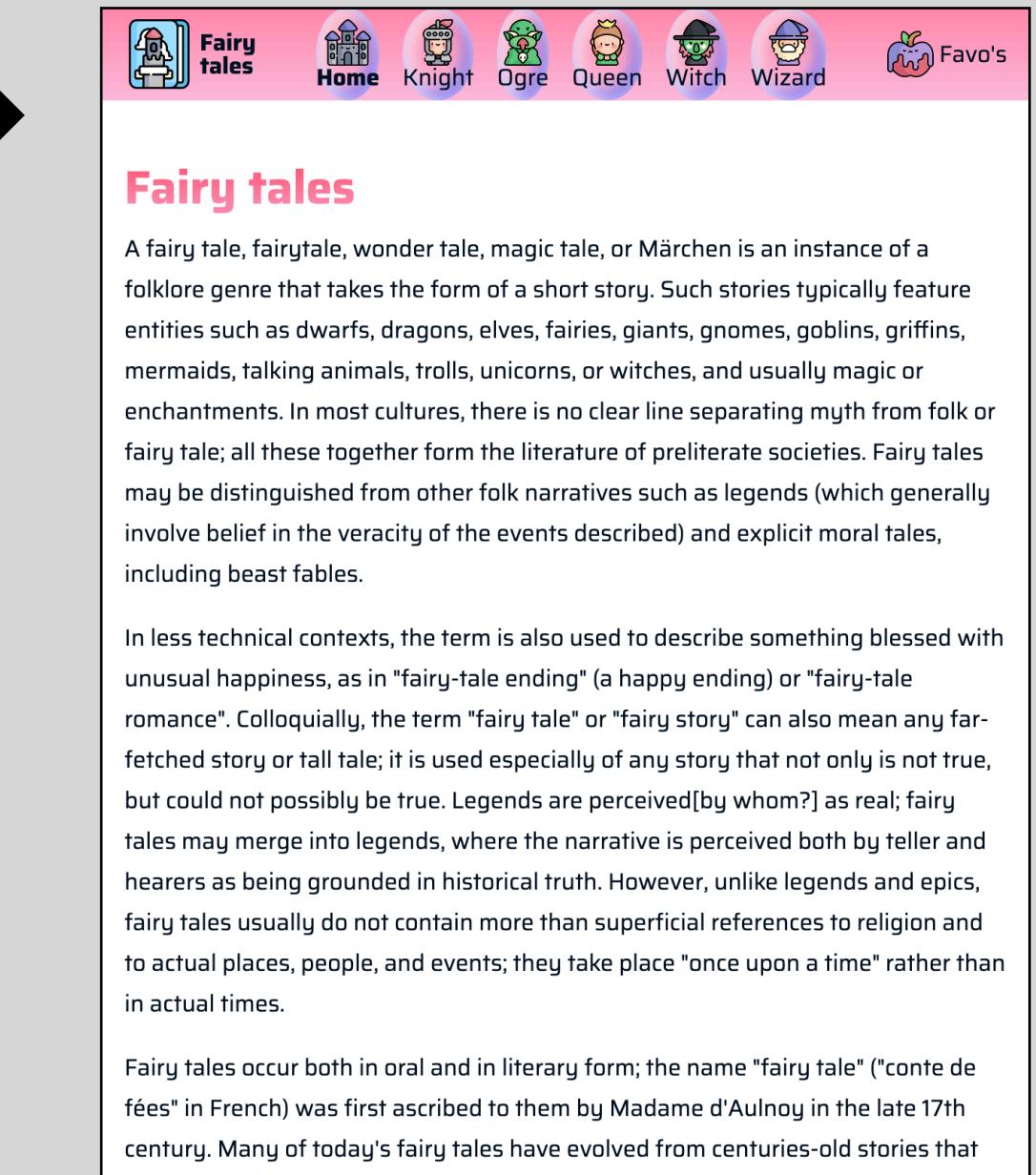
De ul heeft display grid en nog wat andere properties om de li's in zo veel kolommen van 8em als er passen te layout-en.

Om ze in een rij naars elkaar te zetten moet de ul display flex krijgen (de overige grid properties die de ul had zijn dan gelijk ook niet meer relevant).

In de 38em media query:

ul

1. flex.



Voor de **blauwe**
en **rode** piste

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

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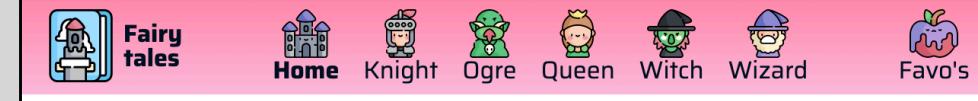


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Voor de **blauwe**
en **rode** piste



stap 10

De code voor jou:

codepen.io/shooft/pen/qBerpgW

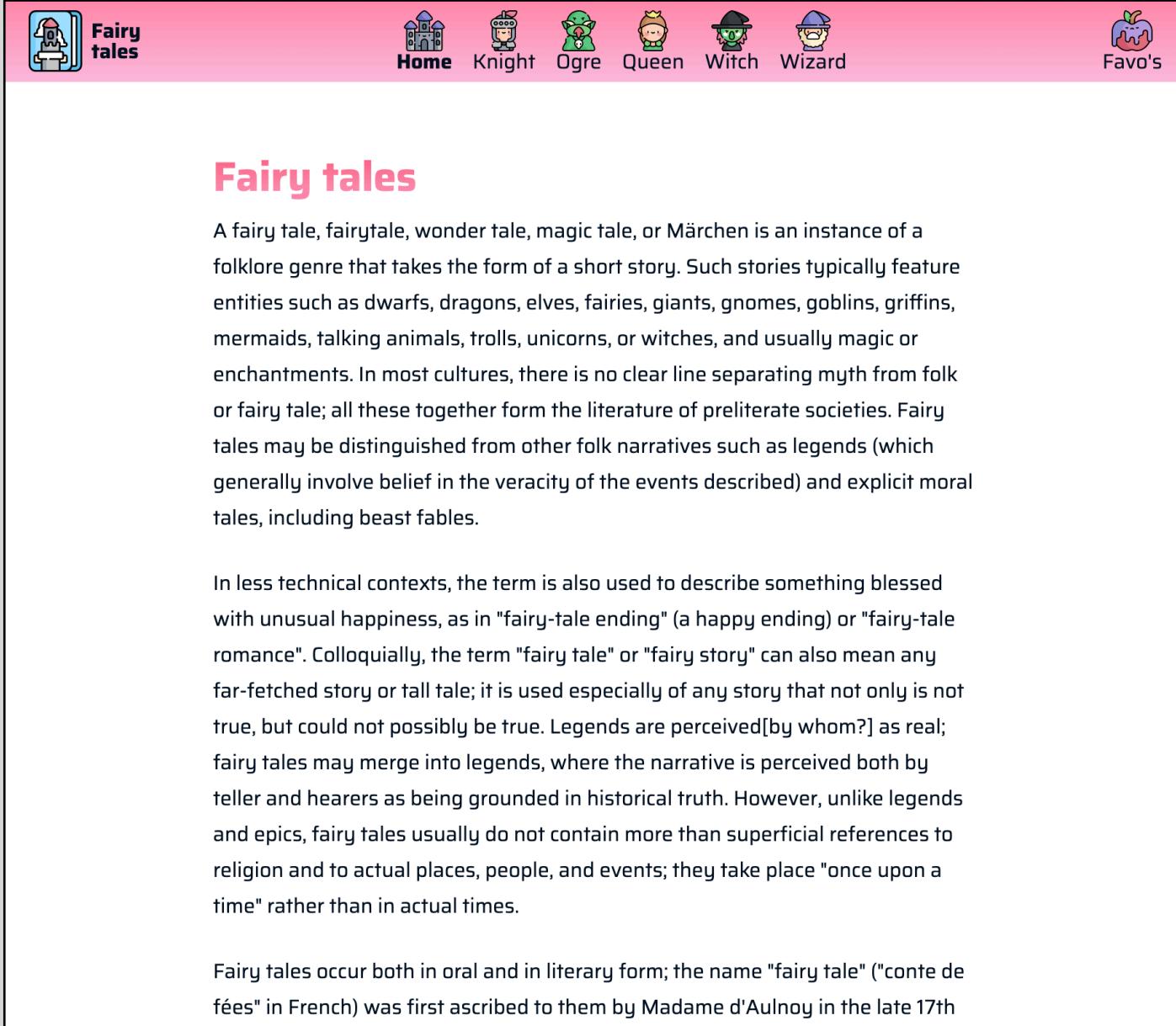
Uitwerking:

codepen.io/shooft/pen/vYoxpwK

JS 3-stap

Responsive moving-button burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



Fairy tales

Home Knight Ogre Queen Witch Wizard Favo's

Fairy tales

A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables.

In less technical contexts, the term is also used to describe something blessed with unusual happiness, as in "fairy-tale ending" (a happy ending) or "fairy-tale romance". Colloquially, the term "fairy tale" or "fairy story" can also mean any far-fetched story or tall tale; it is used especially of any story that not only is not true, but could not possibly be true. Legends are perceived[by whom?] as real; fairy tales may merge into legends, where the narrative is perceived both by teller and hearers as being grounded in historical truth. However, unlike legends and epics, fairy tales usually do not contain more than superficial references to religion and to actual places, people, and events; they take place "once upon a time" rather than in actual times.

Fairy tales occur both in oral and in literary form; the name "fairy tale" ("conte de fées" in French) was first ascribed to them by Madame d'Aulnoy in the late 17th



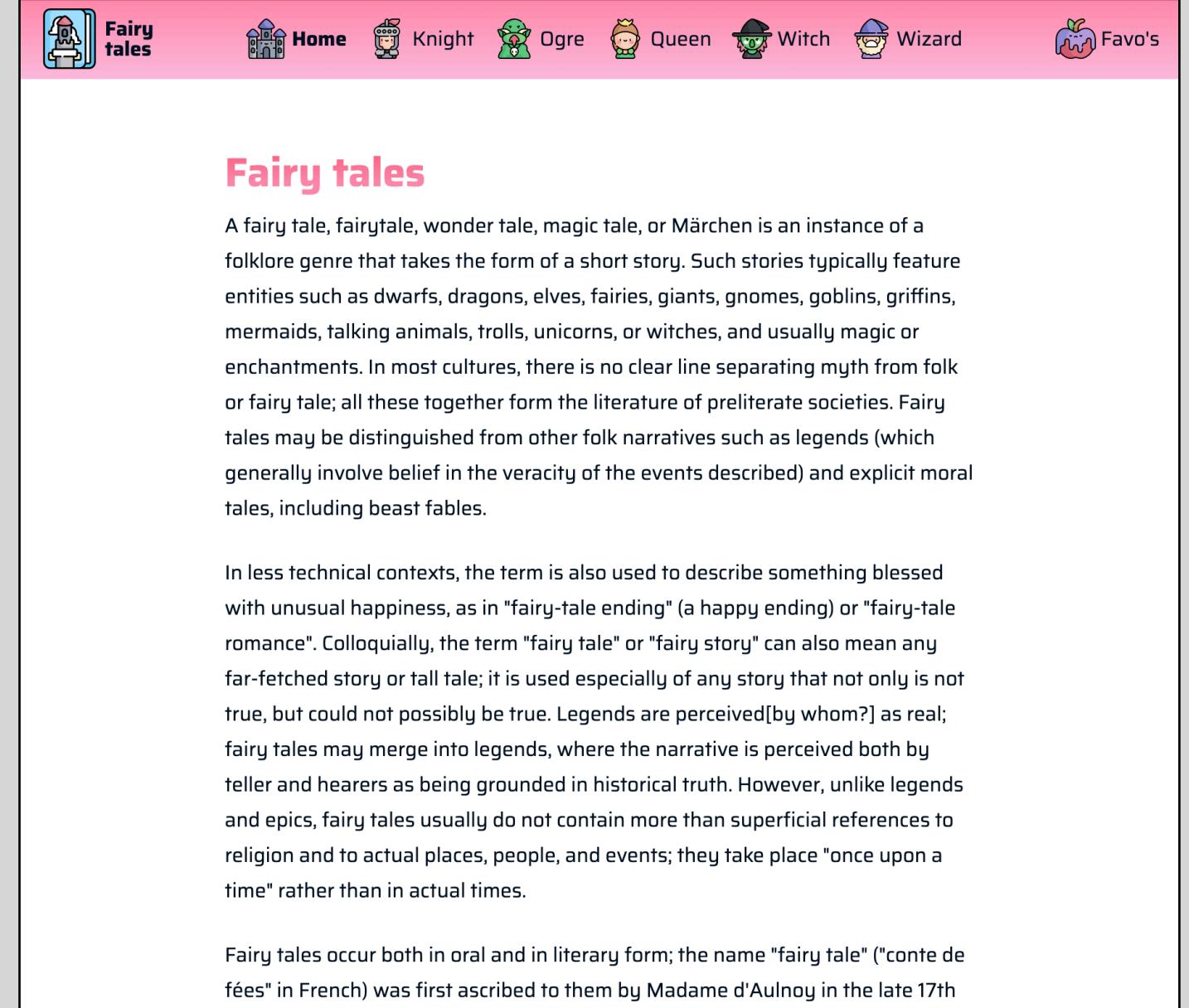
Als het scherm nog groter wordt passen de plaatjes en teksten weer naast elkaar.

In de 57em media query:

nav a, header > a:last-of-type

1. Zet de kinderen van de a's weer naast elkaar (tip: flex-direction).

Et voilà!



Fairy tales

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Voor de **blauwe**
en **rode** piste



De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK

խարուցել առան
օգնության

#բաշխություն

CSS սպառչություն

ԷՌԱՆ ՏՎ-ՏՀ