

★ CSS

- It represent 'How' webpage appear
- It Styling & formatting the content
- Cascading Style Sheet (CSS)
- Basic example
  - add color
  - visually appealing

★ Selector in CSS

(1) Simple Selector / Type Selector / Tag Selector

(i) Element Selector

Ex →

a {

element  
selector

color: #02b3e4;

↑  
property↑  
value

(ii) Class Selector → Use for group

Ex -

.anchor {

class  
Name

color: #02b3e4;

↑  
property↑  
value

(iii) ID Selector → Use for unique.

Ex -

#idElement {

ID  
Name

color: #000fff;

↑  
property↑  
value

(2) Pseudo-classes Selector

→ CSS pseudo-class is a keyword added to a selector that specifies a special state of the selected element.

Ex - :hover

P.T.O



### (3) Multiple Selector / Grouping

→ Select multiple HTML element in the same CSS rule by separating commas.

### \* How to add Styling to HTML?

(i) Inline (ii) Internal (iii) External  
{ with tag } { <style> { tag } } { Use separate files }  
{ </style> }

### \* Specify

high

~~to~~ Inline

ID

class

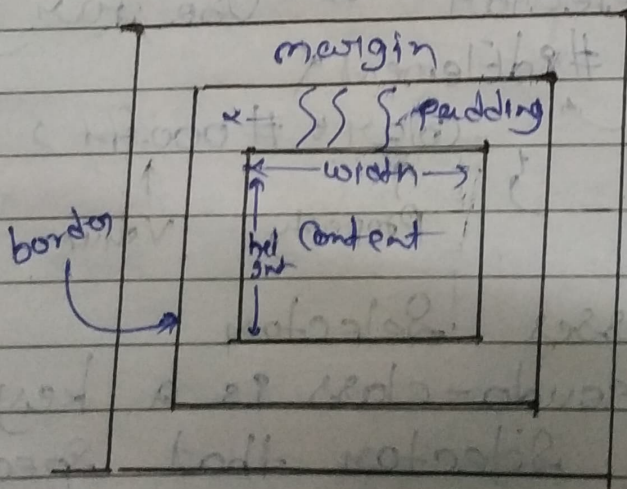
Tag Selector

low

### \* Box Model

→ Every element on a page is a rectangular box.

→ Basic building blocks of CSS.





→ Padding  
 Space between content and border

→ Margin  
 Space after / outer part of border is margin.

→ Default Margin:  
 All tags have different default margin, example body = margin 8px

\* Colors [0-9, a-f]

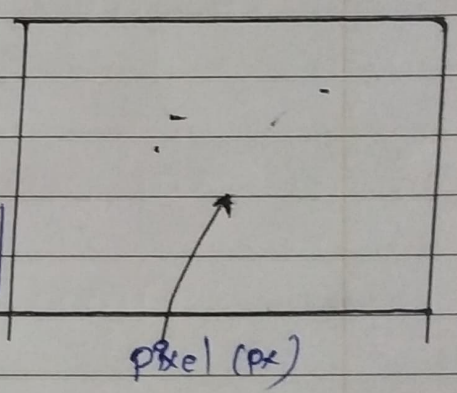
(i) Hexadecimal Color, ex #0000ff  
 R G B

(ii) RGB Color  
 rgb(r, g, b) [0-255]

(iii) Predefined / cross browser color.  
 ex → green, red, blue — 140 total

(iv) \* Absolute Unit

- (i) mm (fixed)
- (ii) cm (fixed)
- (iii) in (fixed)
- (iv) px (fixed size) [1 inch  
96]



\* Percentage Unit  
 ex div {

width: 10%; } ← 10% of parent width

\* Relative Unit to Font Size

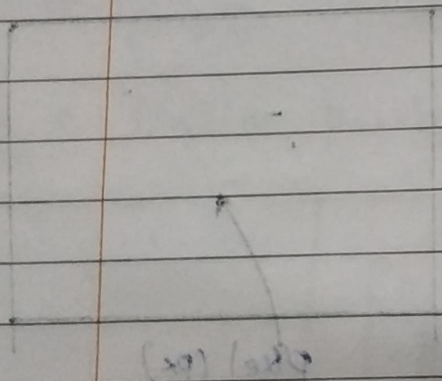


Relative to parent element font size.

- (i) em  $\left[ \text{div1} = \frac{\text{font size}}{\text{font size}} = 1\text{em}, \text{div2} = \frac{\text{font size}}{\text{font size}} = 2\text{em} \right]$
- (ii) 1em  $\rightarrow$  relative to root

\* Relative Unit to ViewPort

- (i) vw (1/100<sup>th</sup> width of viewport)
- (ii) vh (1/100<sup>th</sup> height of viewport)



vw

vh