

Assignment - Background, Animation and Sprites

1. Create a HTML page which has a container div. This div should take height and width of the page. Add a fixed background image to this div which should cover the whole page and should not be repeated.

Ans: <!DOCTYPE html>

```
<html>
```

```
<head>
```

```
<meta charset="utf-8" />
```

```
<title>Exercise</title>
```

```
<link rel="stylesheet" type="text/css" href="reset.css" />
```

```
<link rel="stylesheet" type="text/css" href="1.css" />
```

```
</head>
```

```
<body>
```

```
<div class="container">
```

```
    &nbsp;   
```

```
</div>
```

```
</body>
```

```
</html>
```

```
body{
```

```
height: 100%;
```

```
width: 100%;
```

```
}
```

```
html{
```

```
height: 100%;
```

```
width:100%;
```

```
}
```

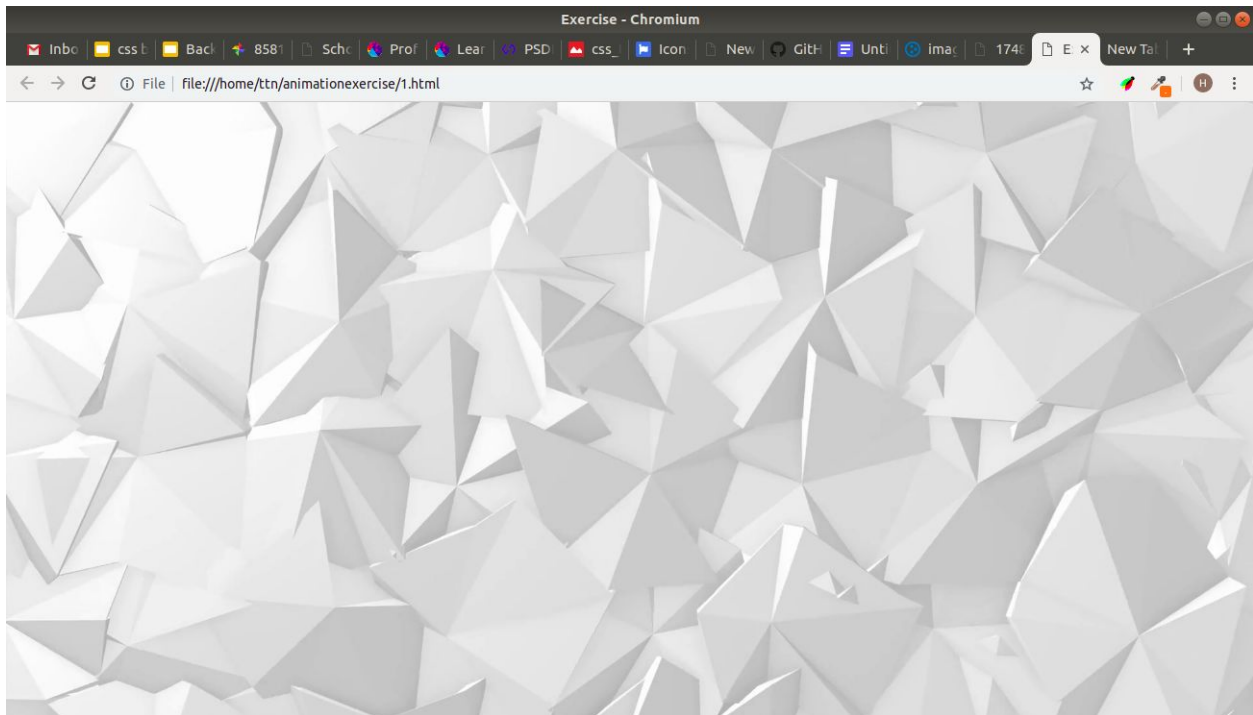
```
.container{
```

```
height:100%;
```

```
width:100%;
```

```
background-color: aqua;
```

```
background-image: url("../animationexercise/image.png");  
background-repeat: no-repeat;  
background-size: cover;  
}
```



2. Create a content div(height and width 500px respectively) inside the container Add a background image to the content div which should also be horizontally and vertically centered.

Ans: <!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title>Exercise</title>

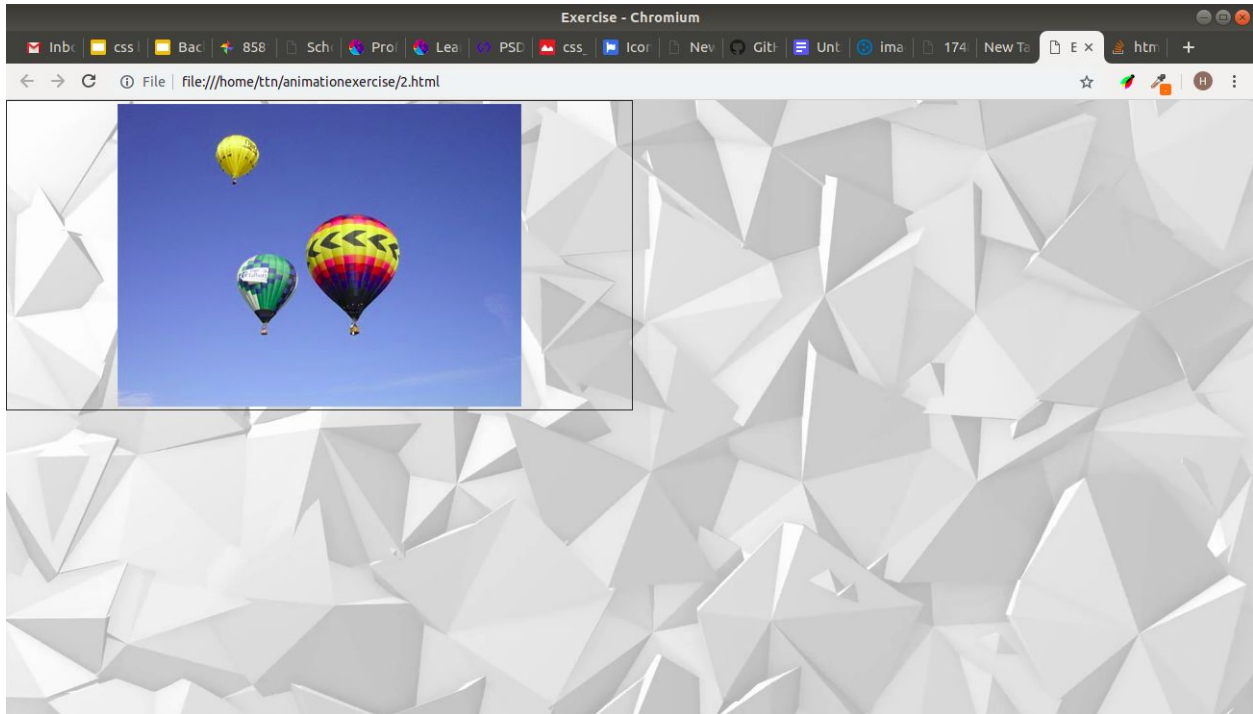
<link rel="stylesheet" type="text/css" href="reset.css" />

<link rel="stylesheet" type="text/css" href="2.css" />

</head>

<body>

```
<div class="container">
  <div class="content">
    &nbsp;
  </div>
</div>
</body>
</html>
body{
  height: 100%;
  width: 100%;
}
html{
  height: 100%;
  width:100%;
}
.container{
  height:100%;
  width:100%;
  background-image: url("../animationexercise/image.png");
  background-repeat: no-repeat;
  background-size: cover;
}
.content{
  height: 50%;
  width:50%;
  background-image: url("../animationexercise/image1.jpeg");
  background-repeat: no-repeat;
  background-position: center;
  border:1px solid;
}
```



3. Add p tag inside the content div. The text of the p tag should overflow content height and therefore there must be a scroll on the content div. The background image of the content should scroll with the text.

Ans:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<meta charset="utf-8" />
```

```
<title>Exercise</title>
```

```
<link rel="stylesheet" type="text/css" href="reset.css" />
```

```
<link rel="stylesheet" type="text/css" href="2.css" />
```

```
</head>
```

```
<body>
```

```
<div class="container">
```

```
<div class="content">
```

```
<p>
```

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

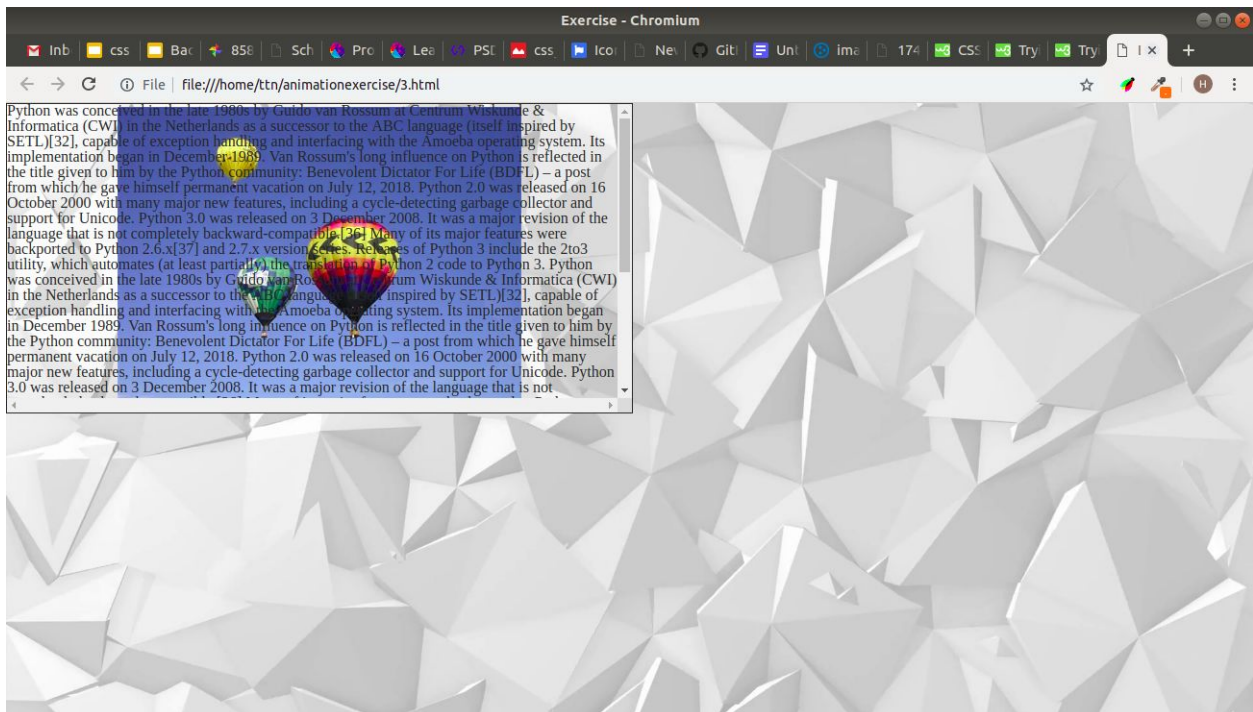
Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

```
</p>
</div>
</div>
</body>
</html>
body{
    height: 100%;
    width: 100%;
}
html{
    height: 100%;
    width:100%;
}
.container{
    height:100%;
    width:100%;
```

```

background-image: url("../animationexercise/image.png");
background-repeat: no-repeat;
background-size: cover;
}
.content{
height: 50%;
width:50%;
background-image: url("../animationexercise/image1.jpeg");
background-repeat: no-repeat;
background-position: center;
border:1px solid;
overflow: scroll;
}

```



4. Add background color red to the p tag. The color should be a hex value.

Ans:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
  <meta charset="utf-8" />
  <title>Exercise</title>
  <link rel="stylesheet" type="text/css" href="reset.css" />
  <link rel="stylesheet" type="text/css" href="2.css" />
</head>
<body>
  <div class="container">
    <div class="content">
      <p>
```

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community:

Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

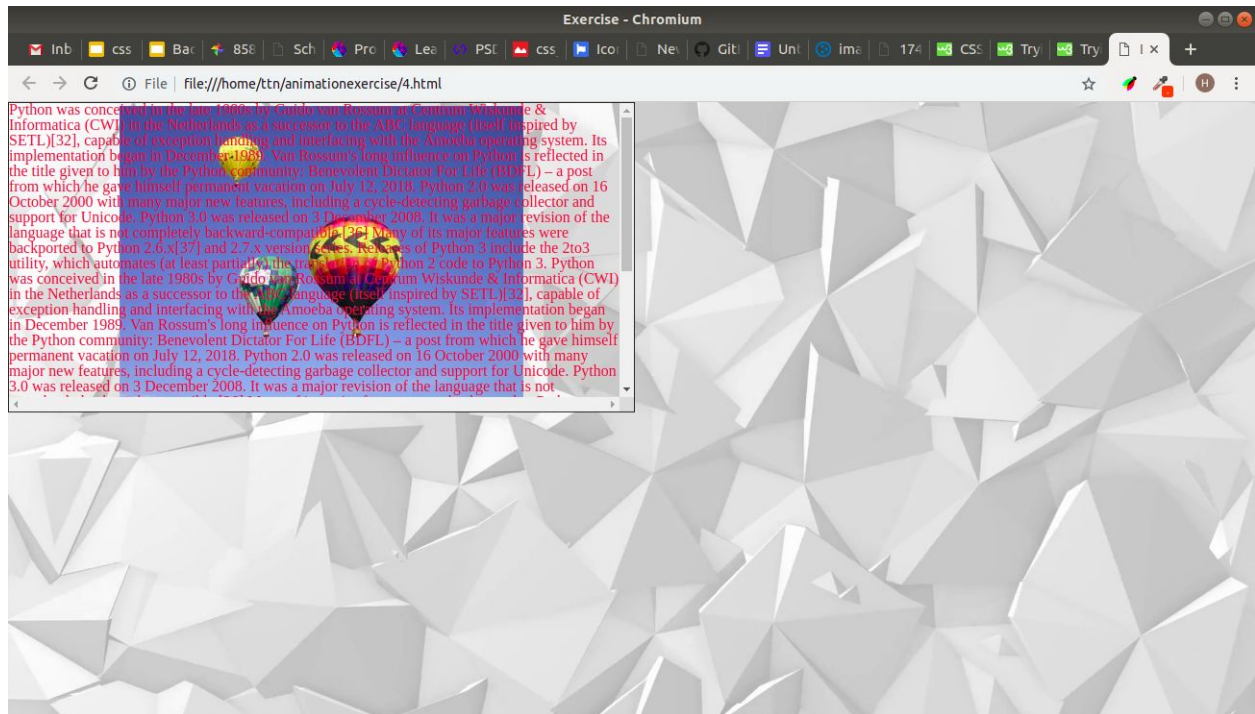
Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

```
</p>
</div>
</div>
</body>
</html>
body{
```

```
    height: 100%;
    width: 100%;
}
html{
    height: 100%;
    width:100%;
}
.container{
    height:100%;
    width:100%;
    background-image: url("../animationexercise/image.png");
    background-repeat: no-repeat;
    background-size: cover;
}
.content{
    height: 50%;
    width:50%;
    background-image: url("../animationexercise/image1.jpeg");
    background-repeat: no-repeat;
    background-position: center;
    border:1px solid;
    overflow: scroll;
}
p{
    color:#ff4c4c;
}
```



5. Add a footer to the container div which should contain 3 span tags having background image of facebook , instagram and twitter icons in the same order as written.

Ans:

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <meta charset="utf-8" />
```

```
    <title>Exercise</title>
```

```
    <link rel="stylesheet" type="text/css" href="reset.css" />
```

```
    <link rel="stylesheet" type="text/css" href="5.css" />
```

```
  </head>
```

```
  <body>
```

```
    <div class="container">
```

```
      <div class="content">
```

```
        <p>
```

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

Python was conceived in the late 1980s by Guido van Rossum at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL)[32], capable of exception handling and interfacing with the Amoeba operating system. Its implementation began in December 1989. Van Rossum's long influence on Python is reflected in the title given to him by the Python community: Benevolent Dictator For Life (BDFL) – a post from which he gave himself permanent vacation on July 12, 2018.

Python 2.0 was released on 16 October 2000 with many major new features, including a cycle-detecting garbage collector and support for Unicode.

Python 3.0 was released on 3 December 2008. It was a major revision of the language that is not completely backward-compatible.[36] Many of its major features were backported to Python 2.6.x[37] and 2.7.x version series. Releases of Python 3 include the 2to3 utility, which automates (at least partially) the translation of Python 2 code to Python 3.

```
</p>
</div>
<!-- <footer>
  <span id="img1">
    &nbsp;
  </span>
  <span id="img2">
    &nbsp;
  </span>
  <span id="img3">
    &nbsp;
  </span>
</footer> -->
<footer>
  <span class="fb-icon-bg"></span>
  <span class="insta-icon-bg"></span>
```

```
        <span class="twitter-icon-bg"></span>
    </footer>
</div>
</body>
</html>
body{
    height: 100%;
    width: 100%;
}
html{
    height: 100%;
    width:100%;
}
.container{
    height:100%;
    width:100%;
    background-image: url("../animationexercise/image.png");
    background-repeat: no-repeat;
    background-size: cover;
}
.content{
    height: 50%;
    width:50%;
    background-image: url("../animationexercise/image1.jpeg");
    background-repeat: no-repeat;
    background-position: center;
    border:1px solid;
    overflow: scroll;
}
p{
    color:#ff4c4c;
}
.footer{
```

```

    height:100%;
    width:100%;
}
/*
#img1, #img2, #img3 {

background-image:url("https://image.flaticon.com/sprites/share/packs/1748
34-social-media-logos.png");
    background-repeat: no-repeat;
}
#img1 {
    display: inline-block;
    height: 128px;
    height: 128px;
    background-position: -5px -5px;
}

#img2 {
    display: inline-block;
    height: 135px;
    height: 128px;
    background-position: -5px -143px;
}

#img3 {
    display: inline-block;
    height: 147px;
    height: 128px;
    background-position: -5px -288px;
} */
.fb-icon-bg, .insta-icon-bg, .twitter-icon-bg {

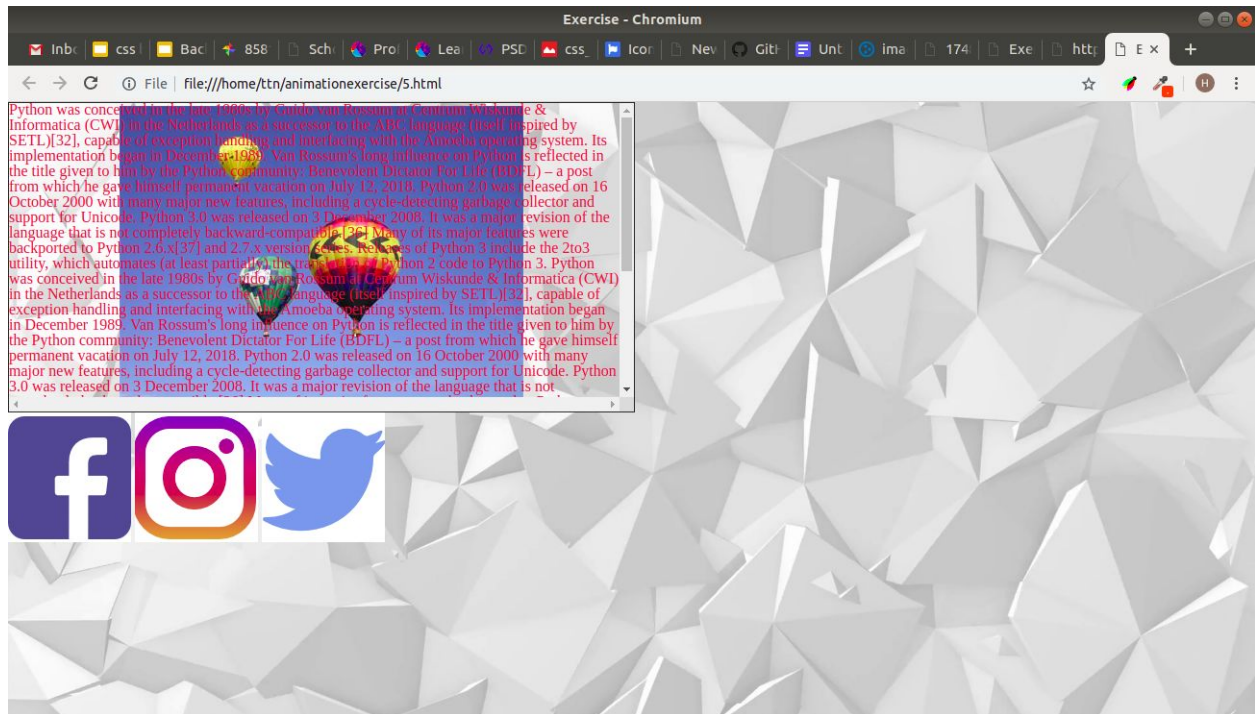
```

```
        background-image:
url("https://image.flaticon.com/sprites/share/packs/174834-social-media-log
os.png");
        background-repeat: no-repeat;
    }
```

```
.fb-icon-bg {
    width: 128px;
    height: 135px;
    background-position: -236px -23px;
    display: inline-block;
}
```

```
.insta-icon-bg {
    width: 128px;
    height: 135px;
    background-position: -38px -23px;
    display: inline-block;
}
```

```
.twitter-icon-bg {
    width: 128px;
    height: 135px;
    background-position: -435px -21px;
    display: inline-block;
}
```

6. Create a div with height and width 100px. Animate id twice for total 4 seconds. It should change the opacity of the element from 1 to 0 and then to 0.5. Animation should start after 3 seconds.

Ans:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<meta charset="utf-8" />
```

```
<title>Exercise</title>
```

```
<link rel="stylesheet" type="text/css" href="reset.css" />
```

```
<link rel="stylesheet" type="text/css" href="6.css" />
```

```
</head>
```

```
<body>
```

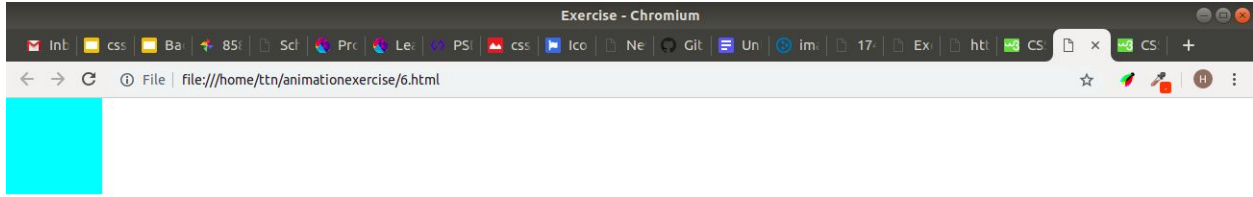
```
<div id="container">
```

```
&nbsp;
```

```
</div>
```

```
</body>
```

```
</html>
body{
    height: 100%;
    width: 100%;
}
html{
    height: 100%;
    width: 100%;
}
#container{
    height: 100px;
    width: 100px;
    animation-name: test;
    animation-iteration-count: 2;
    animation-duration: 4s;
    animation-delay: 3s;
    background-color: aqua;
}
@keyframes test{
    0%{
        opacity: 1;
    }
    50%{
        opacity: 0;
    }
    100%{
        opacity: 0.5;
    }
}
```



7. Create a div with height 100px and width 200px respectively. It's background-color should be #ff00ff with a 1px solid border coloured #000. On active change it's height to 200px and width to 100px. Background-color should be #000 with a 2px solid border colored #ff00ff. Also scale it to thrice it's height and twice its width. The whole process should have transition for all the above mentioned properties which should run for 3 seconds.

Ans:

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8" />
    <title>Exercise</title>
    <link rel="stylesheet" type="text/css" href="reset.css" />
    <link rel="stylesheet" type="text/css" href="7.css" />
  </head>
  <body>
```

```
<div id="container">
  &nbsp;
</div>
</body>
</html>
#container{
  width:200px;
  height: 100px;
  background-color: #ff00ff;
  border:1px solid;
  border-color:#000;

}
#container:active{
  width:100px;
  height:200px;
  background-color: #000;
  border:2px solid;
  border-color: #ff00ff;
  transform: scale(2,3);
  transition: width 1s,height 1s, transform 1s;
}
```

