



中山大學  
SUN YAT-SEN UNIVERSITY

# Lecture 5

## Floating and Positioning

**SE-805 Web 2.0 Programming**

(<http://my.ss.sysu.edu.cn/wiki/display/W2PSC/Home> , supported by Google;  
*using some slides of & inspired by Marty Stepp's CSE 190 M courseware*)

School of Software, Sun Yat-sen University

# Outline

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- **Floating Elements**
- Sizing and Positioning
- Evil IE
- Thinking ...
  - declarative programming
  - User Centric Design

# The CSS **float** property

```
img.headericon {
  float: right;    width: 130px;
}
```

CSS

Borat Sagdiyev (born July 30, 1972) is a fictional Kazakhstani journalist played by British-Jewish comedian Sacha Baron Cohen. He is the main character portrayed in the controversial and successful film Borat: Cultural Learnings of America for Make Benefit Glorious ...



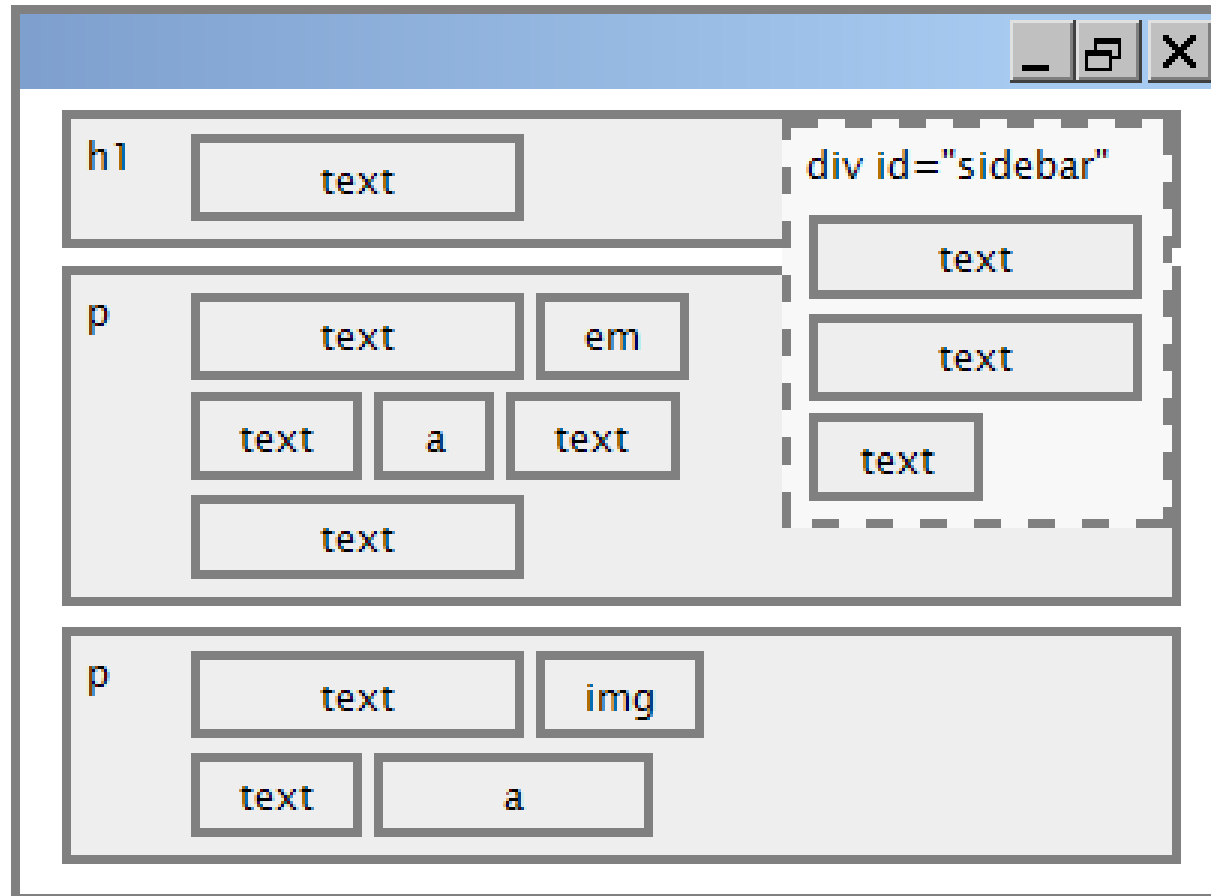
output

property	description
<b>float</b>	side to hover on; can be left, right, or none (default)

- removed from normal document flow; underlying text wraps around as necessary

# Floating elements diagram

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# Common **float** bug: missing width

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I am not floating, no width

I am floating right, no width

I am not floating, 45% width

I am floating right, 45% width

- often floating block elements must have a width property value
  - if no width is specified, the floating element may occupy 100% of the page width, so no content can wrap around it

# The **clear** property

```
p { background-color: fuchsia; }
h2 { clear: right; background-color: yellow; }
```

css

Homestar Runner is a Flash animated Internet cartoon. It mixes surreal humour with references to 1980s and 1990s pop culture, notably video games, classic television and popular music.



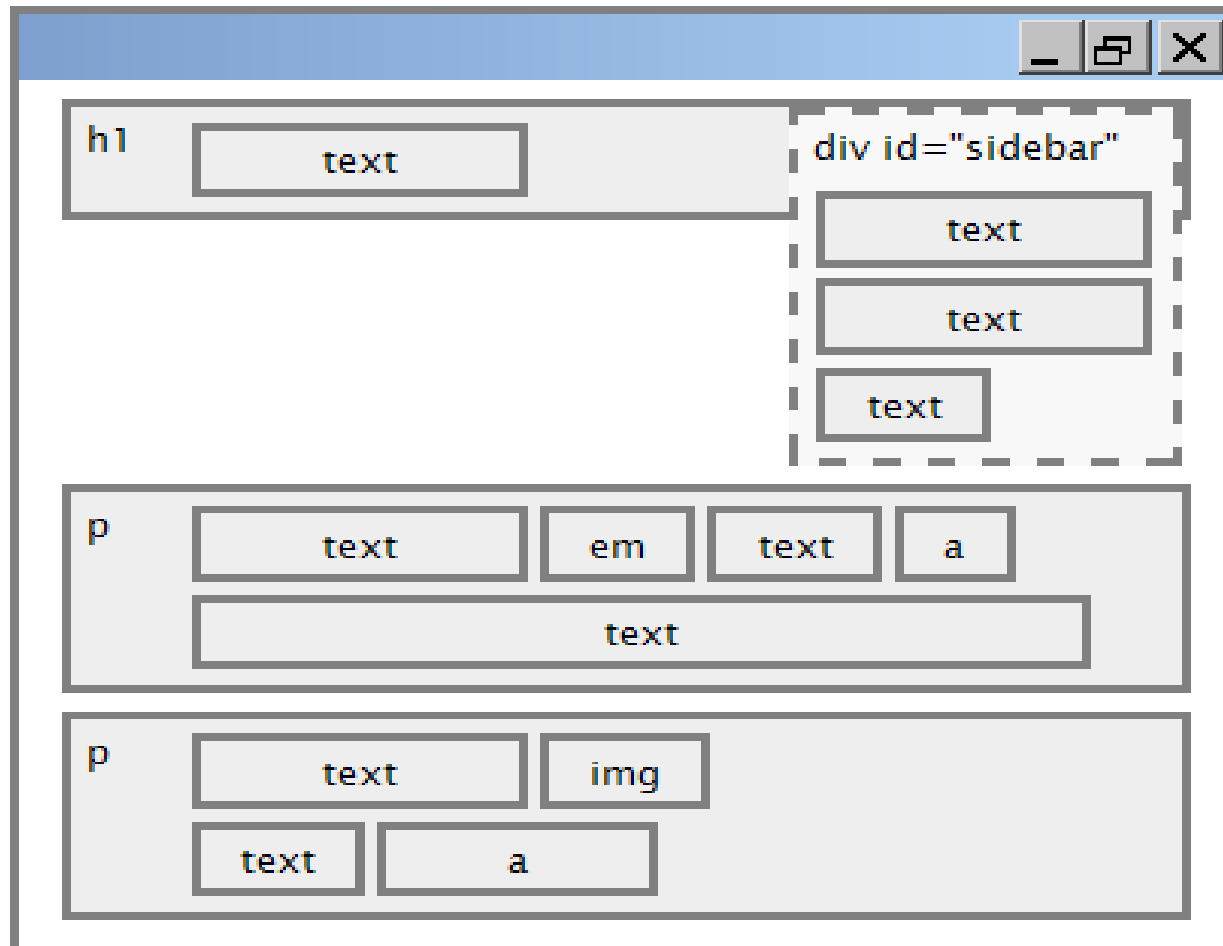
## My Homestar Runner Fan Site

property	description
<b>clear</b>	disallows floating elements from overlapping this element; can be left, right, or none (default)

# Clear diagram

```
div#sidebar { float: right; }  
p { clear: right; }
```

CSS



# Common error: container too short

```
<p>
Homestar Runner is a Flash animated Internet cartoon.
It mixes surreal humour with ....</p>
```

HTML

```
p { border: 2px dashed black; }
img { float: right; }
```

CSS

Homestar Runner is a Flash animated Internet cartoon. It  
mixes surreal humour with ....



- We want the `p` containing the image to extend downward so that its border encloses the entire image



# The **overflow** property

```
p { border: 2px dashed black;  
    overflow: hidden; }
```

CSS

Homestar Runner is a Flash animated Internet cartoon. It mixes surreal humour with ....



output

property	description
<b>overflow</b>	specifies what to do if an element's content is too large; can be auto, visible, hidden, scroll, or inherit

# Multi-column layouts

```
<div>
  <p>first paragraph</p>
  <p>second paragraph</p>
  <p>third paragraph</p>
  Some other text that is important
</div>
```

HTML

```
p { float: right; width: 20%; margin: 0.5em;
    border: 2px solid black; }
div { border: 3px dotted green; overflow: hidden; }
```

CSS

Some other text  
that is important

third  
paragraph

second  
paragraph

first  
paragraph

output

# Multi-column layouts

```
<div>
  <p>first paragraph</p>
  <p>second paragraph</p>
  <p>third paragraph</p>
  Some other text that is important
</div>
```

HTML

```
p { float: right; width: 20%; margin: 0.5em;
    border: 2px solid black; }
div { border: 3px dotted green; overflow: hidden; }
```

CSS

Some other text  
that is important

third  
paragraph

second  
paragraph

first  
paragraph

output

# Outline

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# The **position** property

```
div#ad {
  position: fixed;
  right: 10%;
  top: 45%;
}
```

CSS

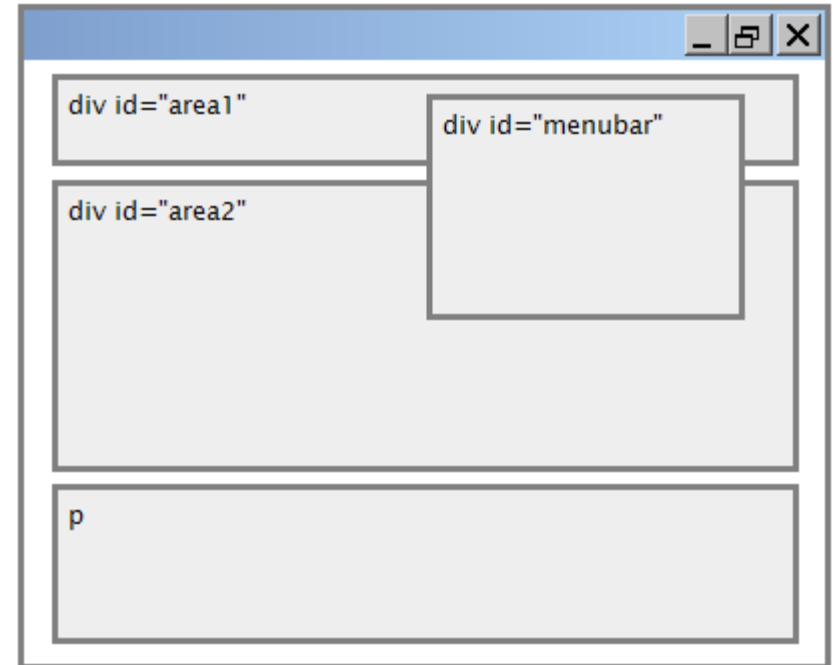
property	value	description
position	static	default position
	relative	offset from its normal static position
	absolute	a fixed position <i>within its containing element</i>
	fixed	a fixed position <i>within the browser window</i>
<u>top</u> , <u>bottom</u> , <u>left</u> , <u>right</u>	positions of box's corners	

# Absolute positioning

```
#menubar {  
  position: absolute;  
  left: 400px;  
  top: 50px;  
}
```

CSS

- removed from normal flow (like floating ones)
- positioned relative to the block element containing them (assuming that block also uses **absolute** or **relative** positioning)
- actual position determined by **top**, **bottom**, **left**, **right** values
- should often specify a **width** property as well

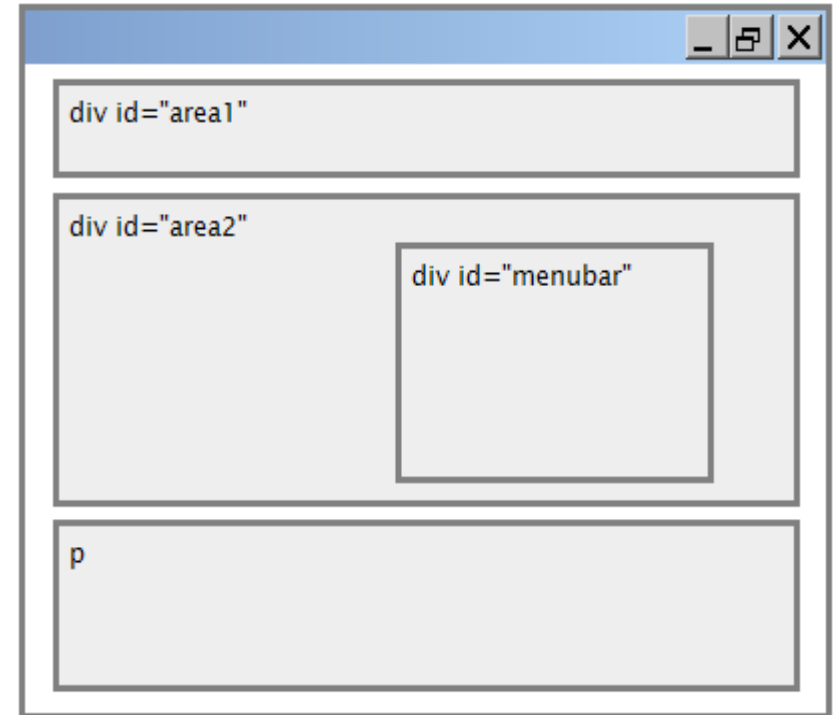


# Relative positioning

```
#area2 { position: relative;}
```

CSS

- absolute-positioned elements are normally positioned at an offset from the corner of the overall web page
- to instead cause the absolute element to position itself relative to some other element's corner, wrap the **absolute** element in an element whose **position** is **relative**

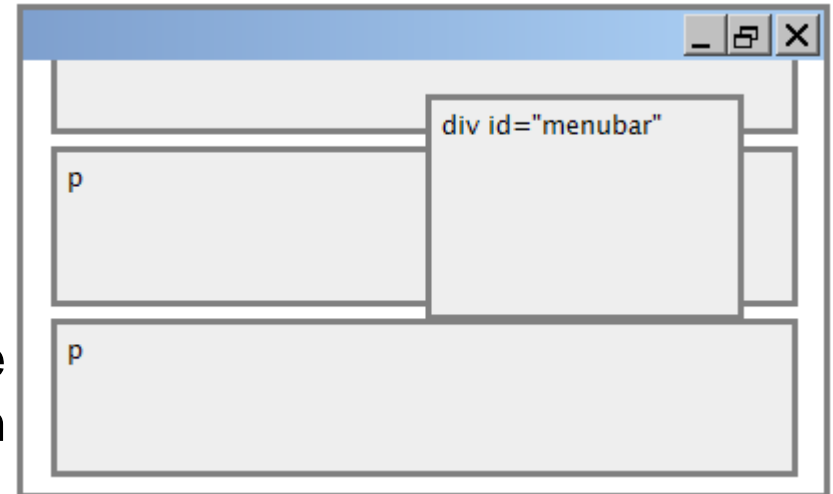


# Fixed positioning

```
#menubar {  
  position: fixed;  
  left: 400px;  
  top: 50px;  
}
```

CSS

- removed from normal flow (like floating ones)
- positioned relative to the browser window
  - even when the user scrolls the window, element will remain in the same place





# Alignment vs. float vs. position

---

- if possible, lay out an element by ***aligning*** its content
  - horizontal alignment: **text-align**
    - set this on a block element; it aligns the content within it (not only text, and not the block element itself)
  - vertical alignment: **vertical-align**
    - set this on an inline element, and it aligns it vertically within its containing element
- if alignment won't work, try ***floating*** the element
- if floating won't work, try ***positioning*** the element
  - **absolute** / **fixed** positioning are a last resort and should not be overused
- more position examples

# Details about inline boxes

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- size properties (**width**, **height**, **min-width**, etc.) are ignored for inline boxes
- **margin-top** and **margin-bottom** are ignored, **but** **margin-left** and **margin-right** are **not**
- the containing block box's **text-align** property controls horizontal position of inline boxes within it
  - text-align does not align block boxes within the page
- each inline box's **vertical-align** property aligns it vertically within its block box

# The **vertical-align** property

property	description
<b>vertical-align</b>	specifies where an inline element should be aligned vertically, with respect to other content on the same line within its block element's box

- can be **top**, **middle**, **bottom**, **baseline** (default), **sub**, **super**, **text-top**, **text-bottom**, or a length value or **%**
  - baseline means aligned with bottom of non-hanging letters



# vertical-align example

```
<p style="background-color: yellow;">
<span style="vertical-align: top; border: 1px solid red;">
Don't be sad! Turn that frown
 upside down!

Smiling burns calories, you know.

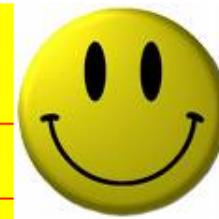
Anyway, look at this cute puppy; isn't he adorable! So cheer up,
and have a nice day. The End.
</span></p>
```

HTML

Don't be sad! Turn that frown



upside down!



Smiling

burns calories, you know.



Anyway, look at this cute puppy;

isn't he adorable! So cheer up, and have a nice day. The End.

output

# Common bug: space under image

```
<p style="background-color: red; padding: 0px; margin: 0px">  
  
</p>
```

HTML



- red space under the image, despite **padding** and **margin** of 0
- this is because the image is vertically aligned to the baseline of the paragraph (not the same as the bottom)
- setting **vertical-align** to **bottom** fixes the problem (so does setting **line-height** to 0px)

# The **display** property

```
h2 { display: inline; background-color: yellow; }
```

CSS

This is a heading

This is another heading

output

property	description
<b>display</b>	sets the type of CSS box model an element is displayed with

- values: **none**, **inline**, **block**, **run-in**, **table**, **table-caption**, ...
  - not all values supported by all browsers (check out at <http://www.quirksmode.org/css/display.html> )
- use sparingly, because it can radically alter the page layout

# Displaying block element as inline

```
<ul id="topmenu">
  <li>Item 1</li>
  <li>Item 2</li>
  <li>Item 3</li>
</ul>
```

HTML

```
#topmenu li {
  display: inline;
  border: 2px solid gray;
  margin-right: 1em;
}
```

CSS

Item 1

Item 2

Item 3

output

- lists and other block elements can be displayed inline
  - flow left-to-right on same line
  - width is determine by content (block elements are 100% of page width)

# The **visibility** property

```
p.secret { visibility: hidden }
```

*CSS**output*

property	description
<b>visibility</b>	sets whether an element should be shown onscreen; can be <b>visible</b> (default) or <b>hidden</b>

- **hidden** elements will still take up space onscreen, but will not be shown
  - to make it not take up any space, set **display** to **none** instead
- can be used to show/hide HTML content on the page in response to events



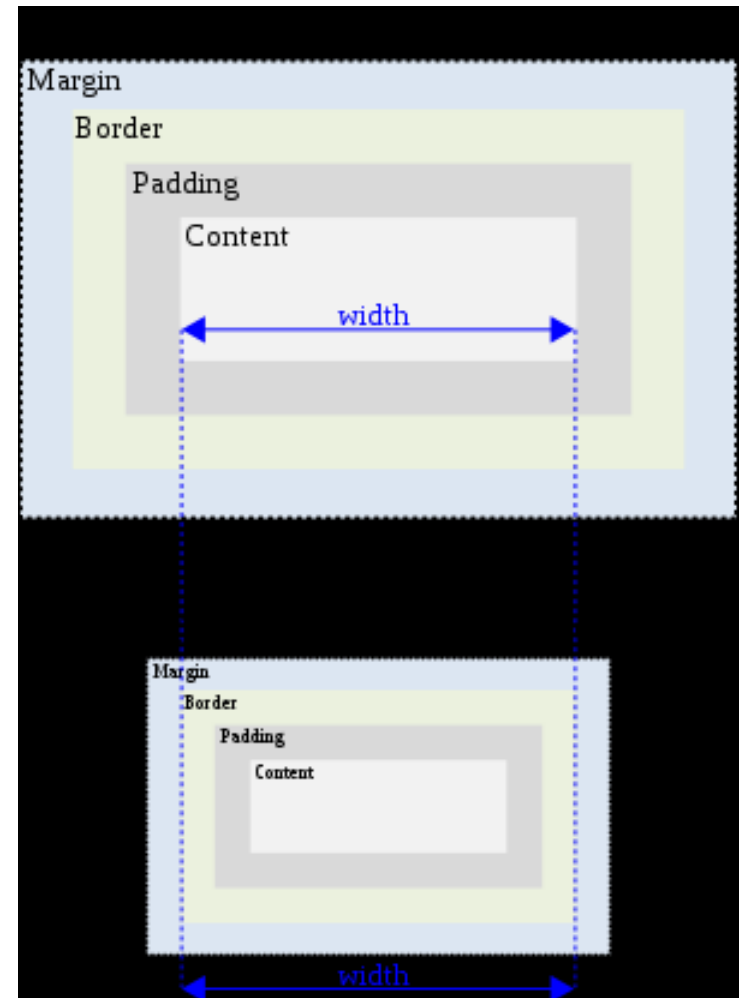
# Outline

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- Floating Elements
- Sizing and Positioning
- **Evil IE**
- Thinking ...
  - declarative programming
  - User Centric Design

# Evil IE

- IE is painful for Web designer and developer, since it doesn't compatible with W3C standards, and mostly deliberately ...
- weird IE Box model
- double margin with float
- block has width floats when beneath a float element
- transparent png (IE 6.0)



# Evil IE

- a lot of workarounds available, but the best is loading a specific style sheet for IE with **conditional comment**

```
<!--[if IE 7]>
```

According to the conditional comment this is Internet Explorer

```
<![endif]-->
```

```
<!--[if gte IE 5]>
```

According to the conditional comment this is Internet Explorer 5 and up

```
<![endif]-->
```

*XHTML*

- **gt, lt, gte, lte**

# Outline

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- Floating Elements
- Sizing and Positioning
- Evil IE
- **Thinking ...**
  - **declarative programming**
  - User Centric Design

# Declarative Programming

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- **declarative programming** is a programming paradigm that expresses the logic of a computation without describing its control flow.
- DSL: SQL, CSS, HTML, WPD, ...
  - they are all common logics in software building
  - → extract common logics
  - → create a language describing them formally
  - → prove or verify the language
  - → use the language describe other logics
  - → alter the language to accommodate more scenarios
- Advantages of DSL -- externalized logics
  - easy coding & debugging
  - extendable & maintainable
  - reusable
  - ...

# Outline

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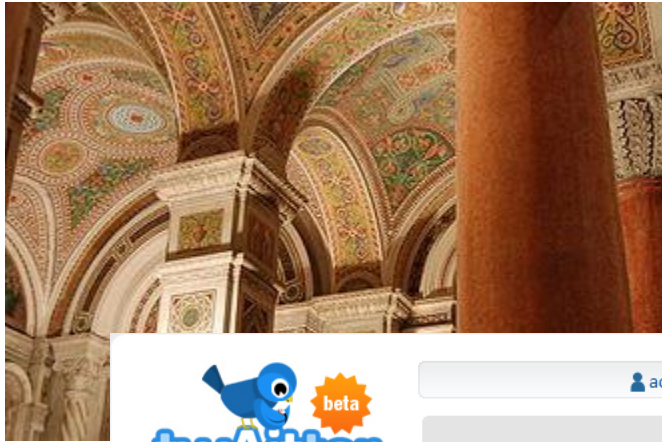
- Floating Elements
- Sizing and Positioning
- Evil IE
- **Thinking ...**
  - declarative programming
  - **User Centric Design**

# What's the Design?

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- **Design** is the planning that lays the basis for the making of every object or system.
  - As a verb, "to design" refers to the process of originating and developing a plan for a product, structure, system, or component with intention
  - As a noun, "a design" is used for either the final (solution) plan (e.g. proposal, drawing, model, description) or the result of implementing that plan in the form of the final product of a design process

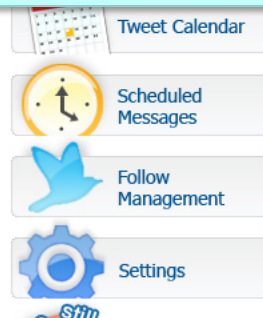
# What's a Design?



account home about blog contact Logout (@ericwangqing)

chi2010

**Design is about what we want, not how we get**



ericwangqing

refresh



**chi2010** New this year! #chi2010 Super Early Bird Registration, 10% off Early Bird, by Dec 31.  
<http://www.chi2010.org/attendi...>  
 8:44 PM Dec 9th from web



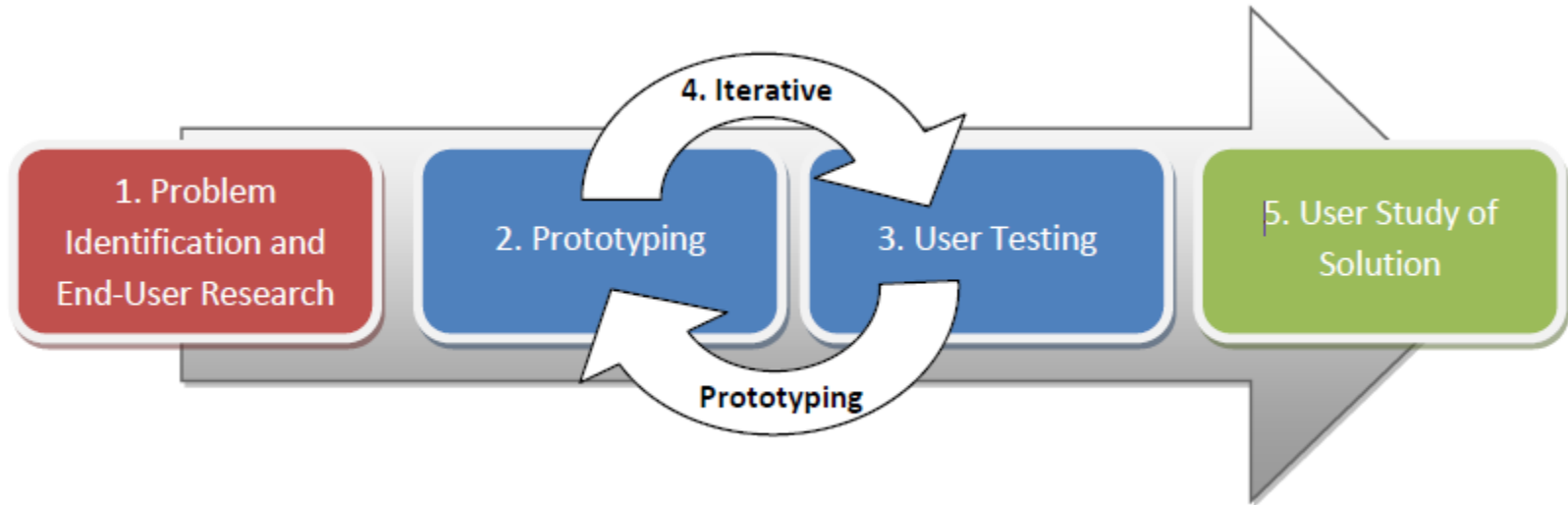


# User Centric Design

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- In broad terms, **user-centered design (UCD)** is a design philosophy and a process in which the needs, wants, and limitations of end users of an interface or document are given extensive attention at each stage of the design process.
- User-centered design can be characterized as **a multi-stage problem solving process** that not only requires designers to **analyze and foresee** how users are likely to use an interface, but also to **test** the validity of their assumptions with regards to user behavior in real world tests with actual users.

# Common UCD Process



- 1) Spend time with actual users or potential end-users to identify challenges they face, often with respect to a particular issue.
- 2) Prototype potential solutions.
- 3) User-test to see how the prototypes work or don't work.
- 4) Iteratively prototype and test, repeating steps 2 and 3.
- 5) Conduct a rigorous user study of your best solution. (Optional, but recommended )

# UCD – Web Page: Purpose

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- Who are the **users** of the Web page?
- What are the users' **tasks** and **goals**?
- What are the users' experience levels with the Web page, and Web page like it?
- What **functions** do the users need from the Web page?
- What information might the users need, and in what form do they need it?
- How do users think the Web page should work?

# UCD – Web Page: Elements

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- **Visibility**

- mental model of the Web page
- important elements should be emphatic
- user should be able to tell from a glance what they can do and cannot do with the document

- **Accessibility**

- users should be able to find information quickly and easily throughout the Web page (navigation, search, table of content, clear labeled sections, page numbers, color coding, etc.)

- **Legibility**

- text should be easy to read (i.e. not too big or too small)

- **Language**

- clear, active

# UCD – Web Page: Rhetorical Situation

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- **Audience**

- people who will be using the document (age, geographical location, ethnicity, gender, education, etc.)

- **Purpose**

- how the document will be used, and what the audience will be trying to accomplish while using the document (i.e. purchasing a product, selling ideas, performing a task, instruction, and all types of persuasion.)

- **Context**

- the circumstances surrounding the situation.
  - What situation has prompted the need for this document?
  - Context also includes any social or cultural issues that may surround the situation.

# Summary

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- **Floating Elements**
  - float, clear, overflow
- **Sizing and Positioning**
  - position (absolute, relative, fixed)
  - alignment vs. float vs. position
  - inline boxes, vertical-align
  - display, visibility
- **Evil IE**
- **Declarative Programming – the life of DSL**
- **User Centric Design**
  - design, UCD
  - UCD process
  - UCD – Web page: purpose, elements, rhetorical situation

# Exercises

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- What are the most popular Web page fonts, and why?
- What are common layout elements of a contemporary Web page?
- Why “css + div” style layout is better than “table” style?
- Generally speaking, what’s the first step to build a Web site/app ?
- And how and by what means we are able to evaluate a design of a Web page, and which attributes of it are the most significant?

# Further Readings

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- W3C CSS2 Specification: <http://www.w3.org/TR/REC-CSS2/>
- W3 Schools CSS2 Reference: [http://www.w3schools.com/css/css\\_reference.asp](http://www.w3schools.com/css/css_reference.asp)
- W3 Schools CSS Tutorial: <http://www.w3schools.com/css/default.asp>
- Chapter 3, 4, 7, 8, and 11 of Beginning CSS Cascading Style Sheets for Web Design, second edition (on Wiki)
- <http://www.barelyfitz.com/screencast/html-training/css/positioning/>
- <http://www.quirksmode.org/css/display.html>
- [http://en.wikipedia.org/wiki/User-centered\\_design](http://en.wikipedia.org/wiki/User-centered_design)
- <http://www.stcsig.org/usability/newsletter/9807-webguide.html>



# Thank you!

