normal

It stretches out the descendant elements to fill the height completely.

align-content: normal;

baseline

It aligns multiple objects (elements) on the same baseline such as cells within a row.

text-align: baseline;

center

It aligns the content elements in the middle of the container.

align-content: center;

stretch

It stretches all of the objects (elements) in such a way that they occupy the full height of the container.

align-content: stretch;

flex-start

flex-start aligns the content at the start of the flex container.

align-content: flex-start;

flex-end

flex-end aligns the content at the end of the flex container.

align-content: flex-end;

space-between

In this case, the first object is aligned at the start of the container and the last object is aligned at the end of the container. The remaining objects are placed in such a way that white space is distributed equally among any two objects.

align-content: space-between;

space-around

The objects are distributed in such a way that there is the same space between the objects except at the start and end of the container.

There is half sized space (half of the space that is between any two objects) before the first object and after the last object.

align-content: space-around;

space-evenly

It adjusts the alignment of objects so as to distribute equal space between and around the objects.

align-content: space-evenly;

baseline

It aligns multiple objects (elements) on same baseline such as cells within a row.

align-items: baseline;

center

It aligns the content in the middle of the container.

align-items: center;

stretch

It stretches all of the objects (elements) in such a way that they occupy the full height of the container.

align-items: stretch;

flex-start

flex-start aligns the content at the start of flex container.

align-items: flex-start;

flex-end

flex-end aligns the content at the end of the flex container.

align-items: flex-end;

+ve fractional value (seconds)

animation-delay also accepts fractional values. 2.5s means the animation starts execution after 2.5 seconds when it is applied.

animation-delay: 2.5s;

+ve value (milliseconds)

value in milliseconds may also be used. 2000ms means 2s. It will start execution after 2s.

animation-delay: 2000ms;

-ve value (seconds)

It starts execution partway through its life cycle. If the animation-duration is 3s and animation-delay is -2s, it shows a part of the cycle in the remaining time i.e. you can see the part of the animation cycle for the last second.

animation-delay: -2s;

reverse

represents animation cycles in the reverse direction.

animation-direction: reverse;

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alternate

represents odd animation cycles in the normal direction while the even ones in reverse direction

In other words, 1, 3, and 5 will be in the normal direction while 2, 4, and 6 will be the reverse direction.

animation-direction: alternate;

alternate-reverse

It is exactly opposite to alternate i.e. odd animation cycles in the reverse direction while the even ones in the normal direction.

In other words, 1, 3, and 5 will be in the reverse direction while 2, 4, and 6 will be the normal direction.

animation-direction: alternate-reverse;

forwards

It applies property values that are picked from the end of the last completed animation cycle in case of more than one cycles (when animation-iteration-count>0).

If animation-iteration-count is 0, it applies CSS properties that are picked from the start of an animation cycle.

animation-fill-mode: forwards;

backwards

In this case, the applied properties are picked from the start of the first animation cycle.

These values are picked either from the 'from' in case of normal or 'to' in case of reverse.

animation-fill-mode: backwards;

both

It represents the effect of both forwards and backward i.e. the applied properties are picked from the start of the firs animation cycle and from the end of last animation cycle.

animation-fill-mode: both;

keyframe-name

It represents a @keyframe rule with keyframe-name consisting of time intervals and each time interval containing respective property values. We are using 'rotate' keyframe as the value of animation-name.

animation-name: rotate;

keyframe-name list

We can use more than one different keyframes as the value of animation-name. We are using 'rotate' and 'moveTo' keyframes as the value of animation-name.

If more than one keyframes are affecting the same CSS property, the last keyframe will override the previous ones.

animation-name: rotate, moveTo;

paused

When animation is paused, it continues applying property values that it made before pausing the animation (pausing the animation-duration or animation-delay).

When it is switched to running state, the animation starts its execution at the time interval (animation-duration or animation-delay resumes) where it was left off.

animation-play-state: paused;

ease-in

The speed is slow at the start of animation i.e. It represents smooth behavior at the start only.

animation-timing-function: ease-in;

ease-in-out

The speed of the animation is slow at the start and end of animation-duration as compared to intermediate time. It represents smooth behavior at the start and end of the animation.

animation-timing-function: ease-in-out;

scroll

The background remains fixed with respect to the content box but scrolls with respect to viewport.

The background-image remains fixed with respect to the content box but does not remain fixed with respect to viewport.

background-attachment: scroll;

local

The background does not remain fixed with respect to both the content box and the viewport.

The background-image scrolls with respect to both content box and viewport.

background-attachment: local;

padding-box

In this case, the areas that are within padding-box are painted such as the padding and content areas.

background-clip: padding-box;

content-box

The only background of content-area is painted i.e. excluding the other two areas.

background-clip: content-box;