

IST 363

LAB 02

LAB CORRECTIONS

1. https://kiraariadesai.github.io/ist363/lab02/lab01_corrections.html

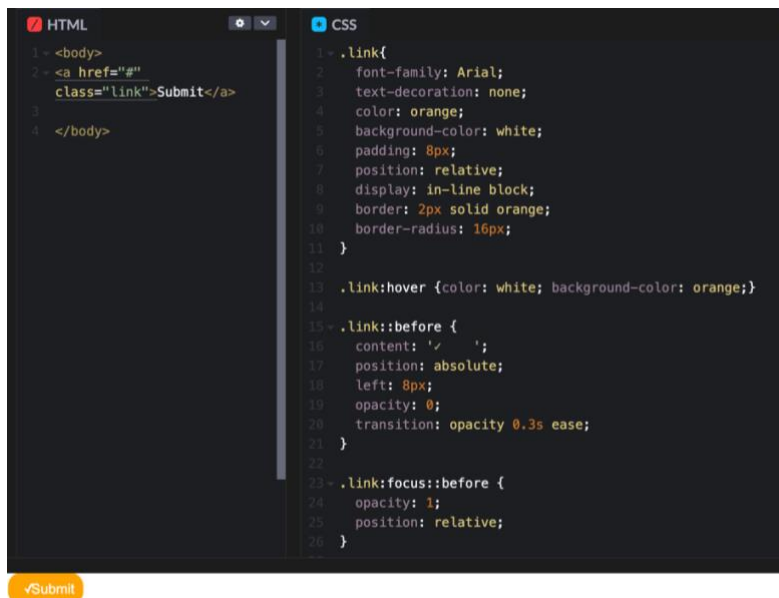
WARMUP

You may not use artificial intelligence to answer the questions below.

REVIEW TRANSITIONS

2.
 - a. Transition-property: width, transition-duration: 0.3s, transition-timing-function: ease.
 - b. This animation uses a pseudo class because it helps the user differentiate and show that they have already hovered on the button and now their mouse is off the button. We need this class because it allows the line underneath to be invisible and then visible when we choose. It refers to content: '' and adds in a line that only appears when you hover over the button and slowly disappears (ease) when you take the mouse off.

YOUR TURN TRANSITIONS



```
HTML
1 <body>
2 <a href="#"
  class="link">Submit</a>
3
4 </body>

CSS
1 .link{
2   font-family: Arial;
3   text-decoration: none;
4   color: orange;
5   background-color: white;
6   padding: 8px;
7   position: relative;
8   display: inline-block;
9   border: 2px solid orange;
10  border-radius: 16px;
11 }
12
13 .link:hover {color: white; background-color: orange;}
14
15 .link::before {
16   content: '✓';
17   position: absolute;
18   left: 8px;
19   opacity: 0;
20   transition: opacity 0.3s ease;
21 }
22
23 .link:focus::before {
24   opacity: 1;
25   position: relative;
26 }
```

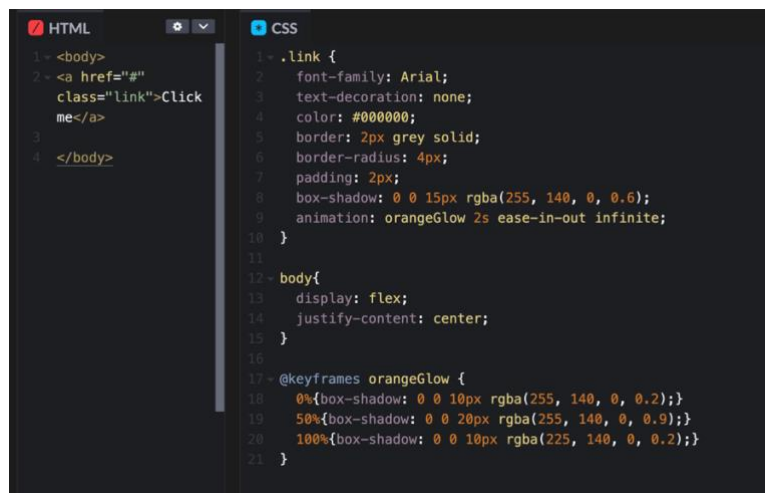
3. 
Picture taken after clicking the button

REVIEW KEYFRAMES

4.
 - a. Ease doesn't work for the loading image because the animation happening here is one continuous motion that doesn't stop. So, there is not easing in or out. It is constant.
 - b. It determines the type of speed for an animation. For example, this animation needs a linear curve because it maintains the same speed at all times. From the beginning of the animation to the end.
 - c. The ease-in-out property makes sure the animation slowly comes into frame (at your specified speed) and exits the frame the same way.
 - d. You can replace to and from with percentages you want to use (0%, 50%, 75% 100%.)

YOUR TURN KEYFRAMES

5.



```
HTML
1 <body>
2 <a href="#"
  class="link">Click
  me</a>
3
4 </body>

CSS
1 .link {
2   font-family: Arial;
3   text-decoration: none;
4   color: #000000;
5   border: 2px grey solid;
6   border-radius: 4px;
7   padding: 2px;
8   box-shadow: 0 0 15px rgba(255, 140, 0, 0.6);
9   animation: orangeGlow 2s ease-in-out infinite;
10 }
11
12 body{
13   display: flex;
14   justify-content: center;
15 }
16
17 @keyframes orangeGlow {
18   0%{box-shadow: 0 0 10px rgba(255, 140, 0, 0.2);}
19   50%{box-shadow: 0 0 20px rgba(255, 140, 0, 0.9);}
20   100%{box-shadow: 0 0 10px rgba(225, 140, 0, 0.2);}
21 }
```



Click me

ANIMATED PAGE

6. <https://kiraariadesai.github.io/ist363/lab02/lab02.html>

CHALLENGE ANIMATED GIFS

7.

<https://github.com/kiraariadesai/ist363/blob/3bb0acc79a2f6924dabfc577dab49220e238758d/gif.gif>

