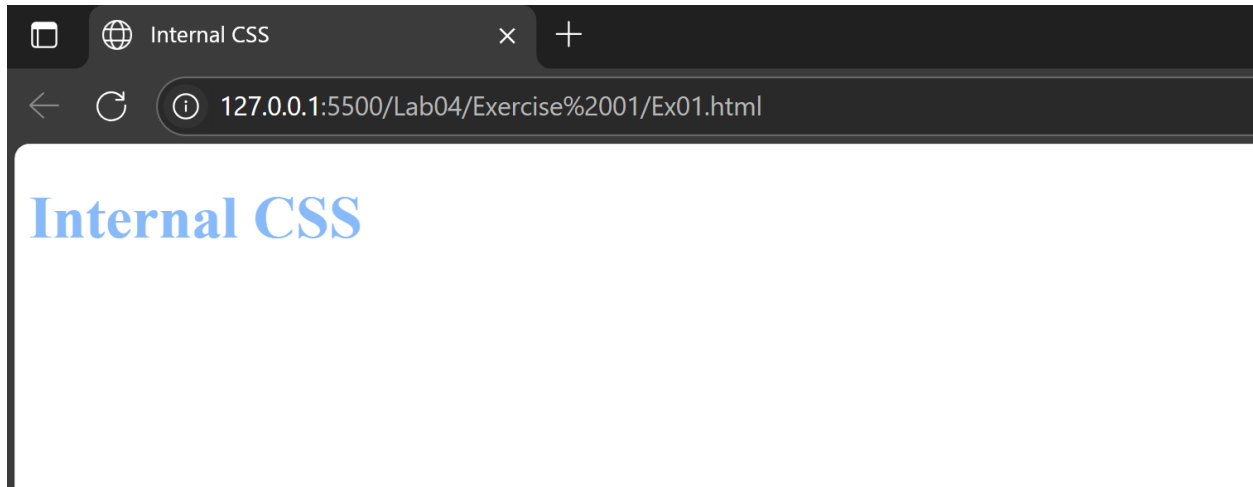


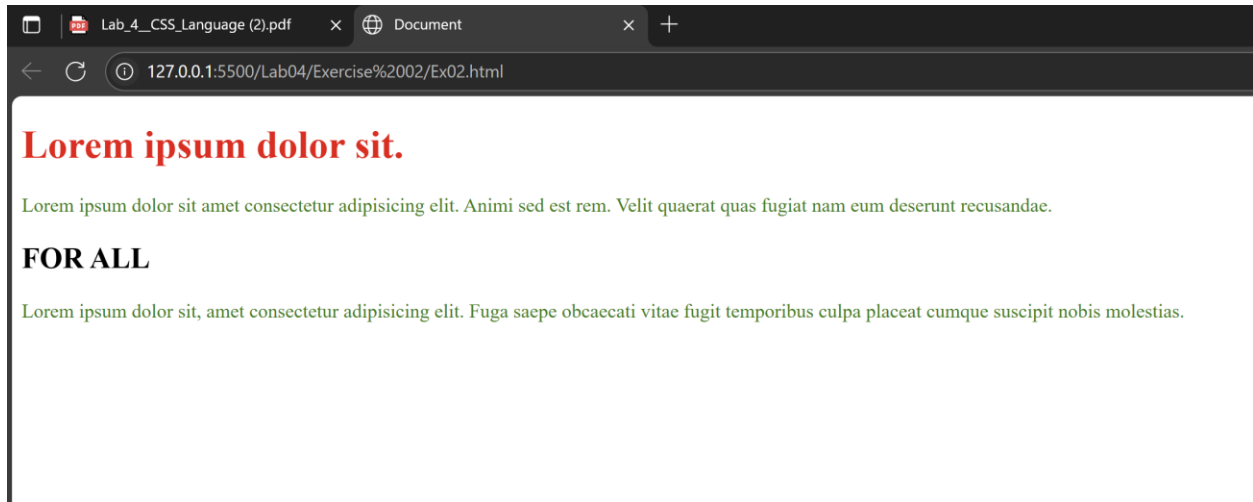
Lab 4: CSS Language

3. Practical Exercises

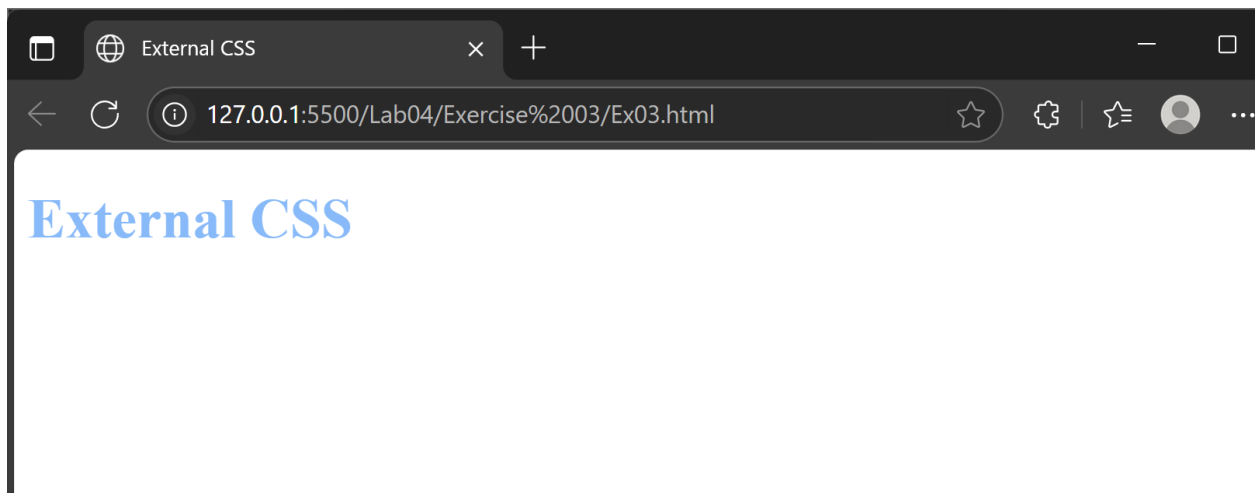
3.1 Exercise 1: Using Internal CSS



3.2 Exercise 2: Practicing Internal CSS



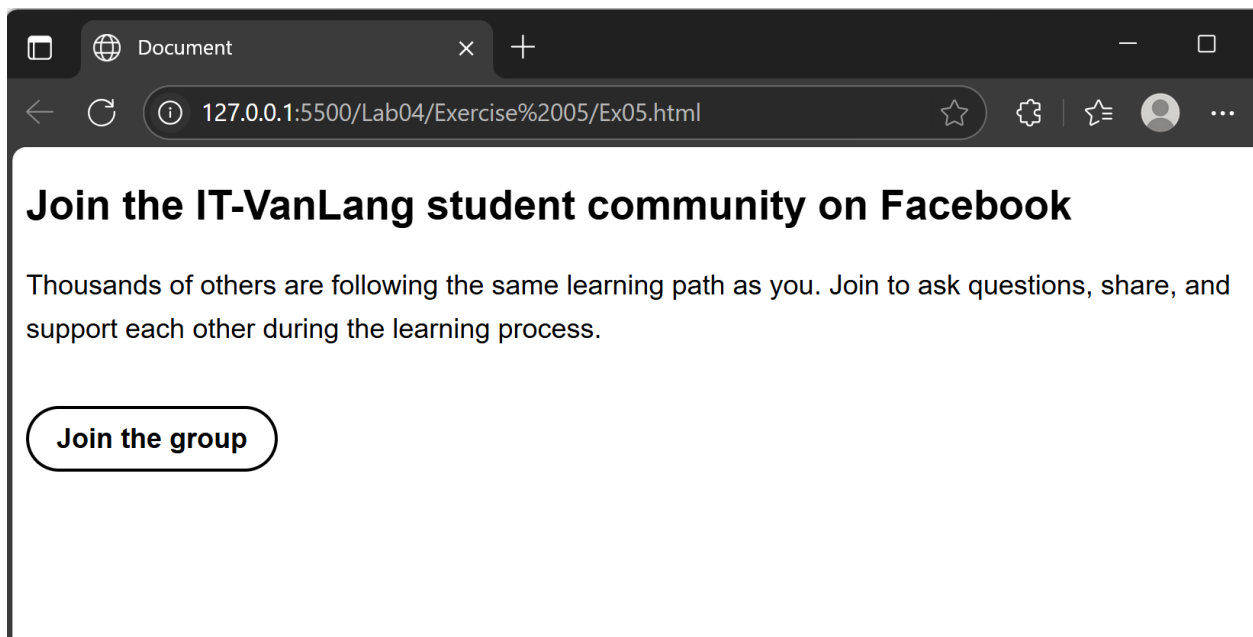
3.3 Exercise3: UsingExternalCSS



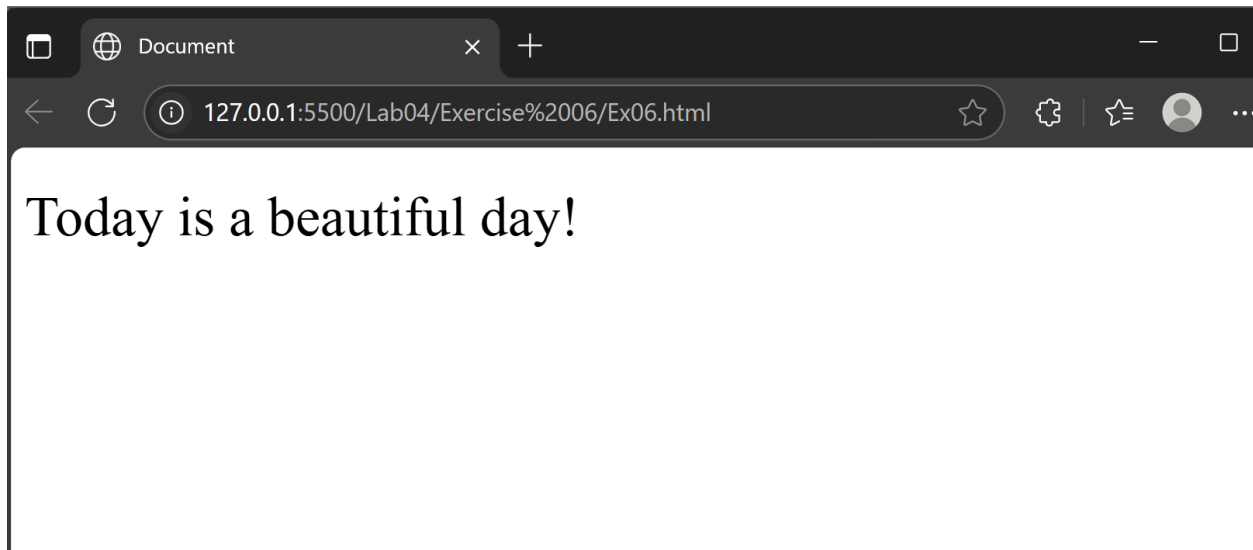
3.4 Exercise4: PracticingExternalCSS



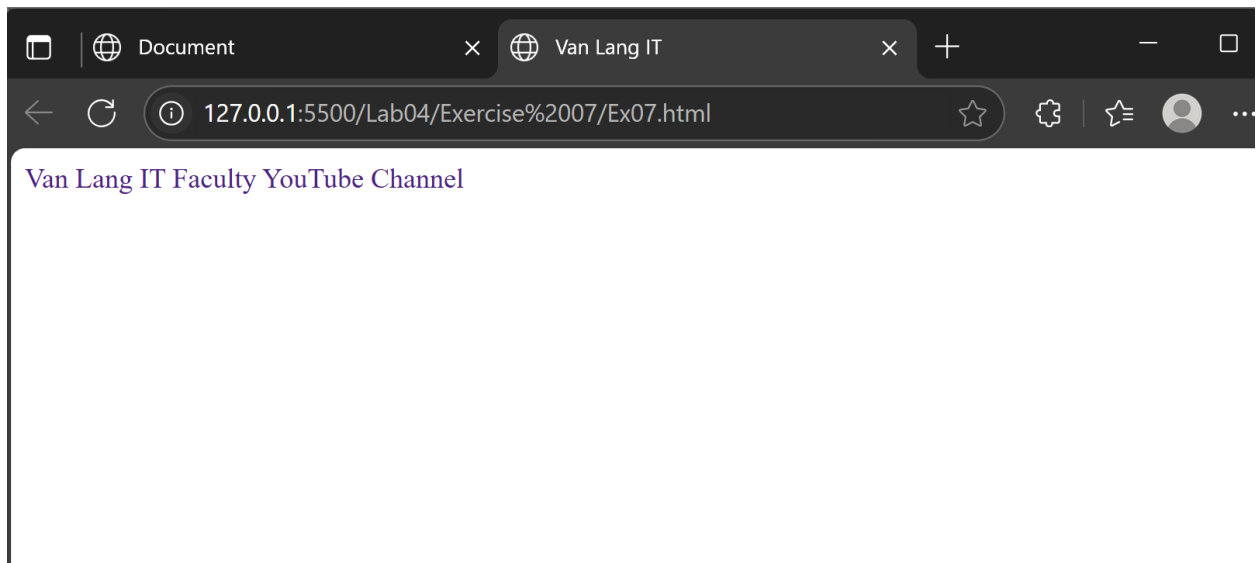
3.5 Exercise5: UsingBasicCSSProperties



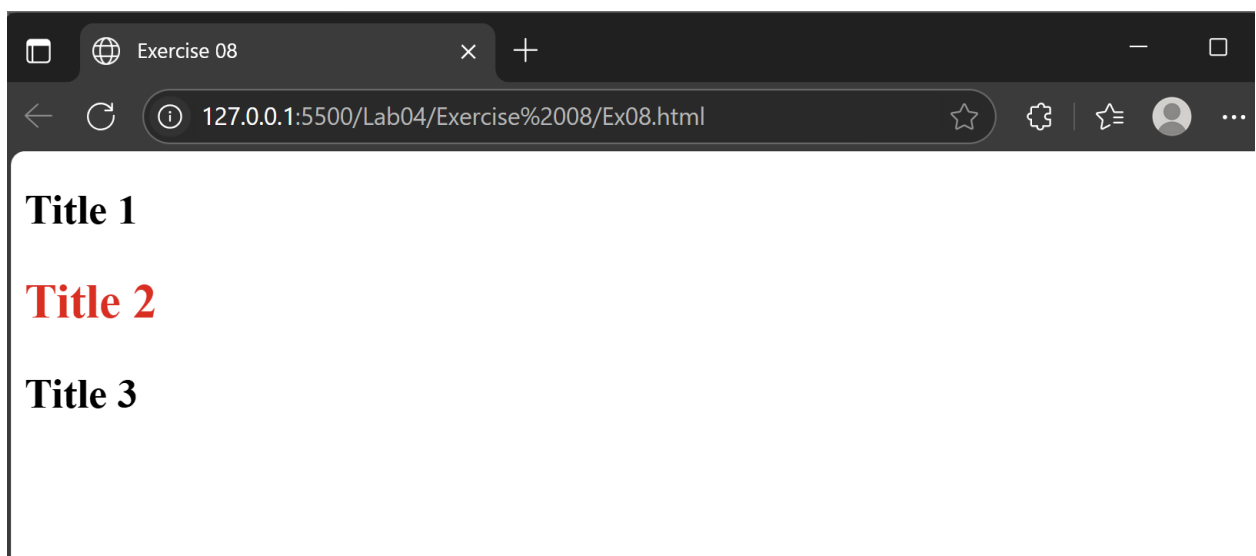
3.6 Exercise 6: Using Font-Weight Property



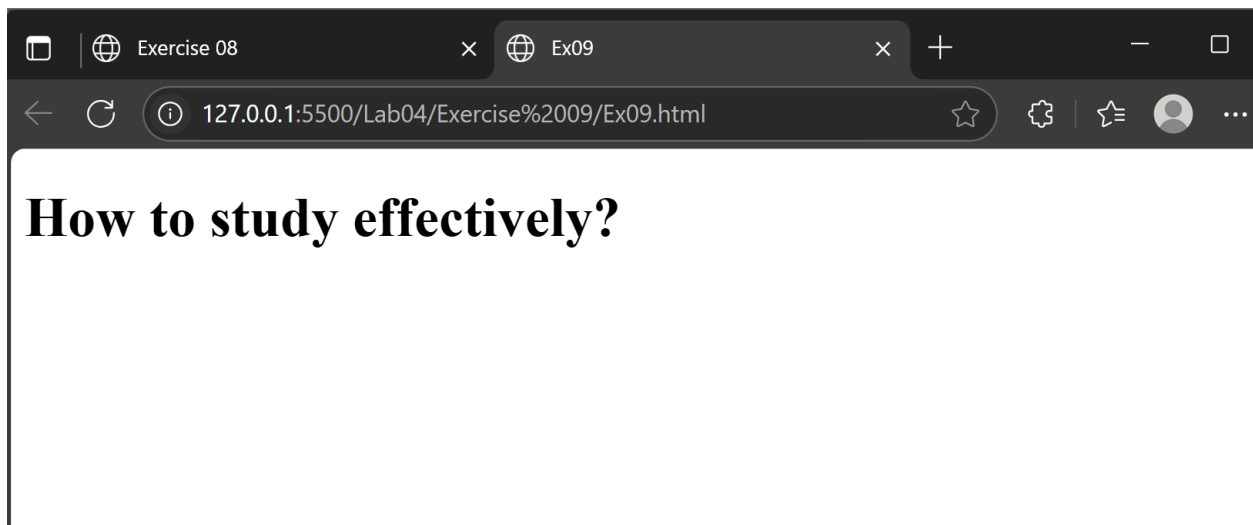
3.7 Exercise 7: Removing Text Decoration



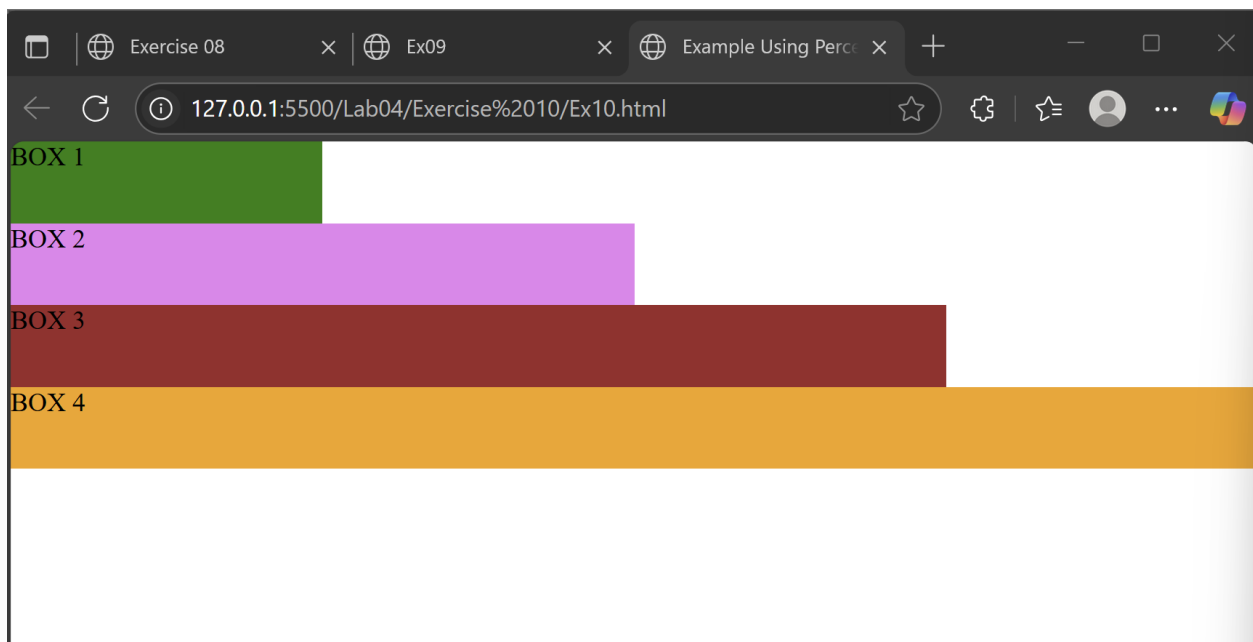
3.8 Exercise 8: Practicing CSS Selectors



3.9 Exercise 9: Practicing CSS Specificity



3.10 Exercise 10: Resetting Default Margins



3.11 Exercise11:PracticingCSSReset

← ↻ ⓘ 127.0.0.1:5500/Lab04/Exercise%2011/Ex11.html ⚙️ ☆ ⚙️ ⚙️ 👤 ... 🌐

Over 10,000 downloads of 'Super Thief' game in 2016

Unlike traditional claw machine games that operate offline or at game centers, the "Super Thief" game is the first in Vietnam to allow users to interact with a physical claw machine device, using an Internet connection to control the machine and receive images from a camera. With this application, players become thieves, using a drone with a claw to pick up gift boxes and drop them into a tunnel. When successful, players receive a result notification, and rewards can be redeemed directly as phone cards. The unique feature of the game is the need to "wait" for your turn, as the machine allows only one player at a time.

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3.12 Exercise12: Usingvar()Function

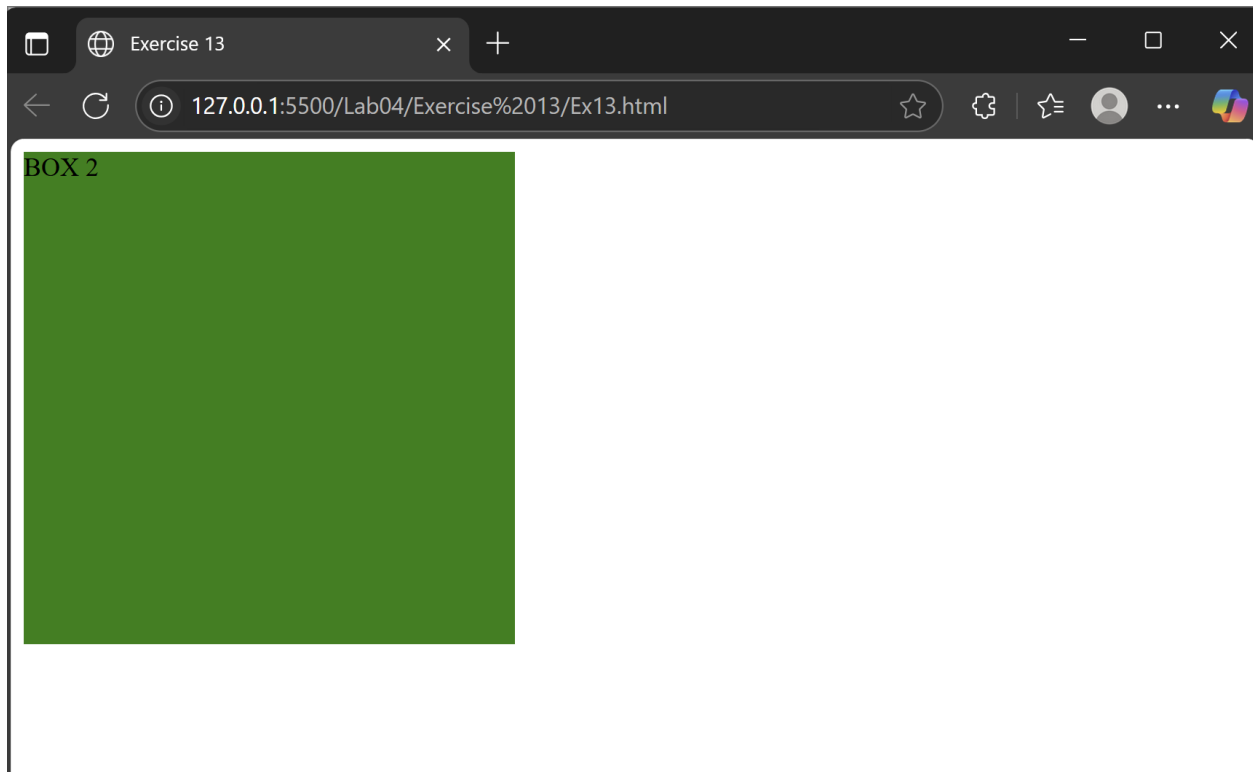
📄 🌐 Exercise 12 × + — □ ×

← ↻ ⓘ 127.0.0.1:5500/Lab04/Exercise%2012/Ex12.html ☆ ⚙️ ⚙️ 👤 ... 🌐

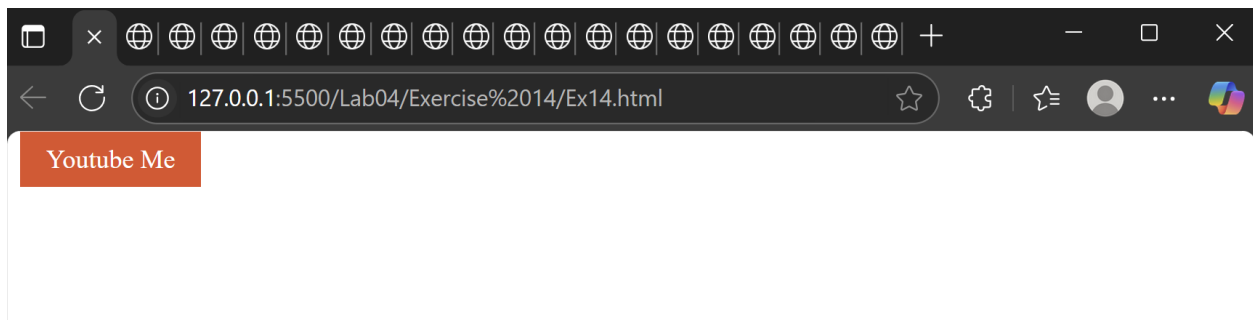
Practicing the var() function in CSS

The var() function relates to CSS variables ^^

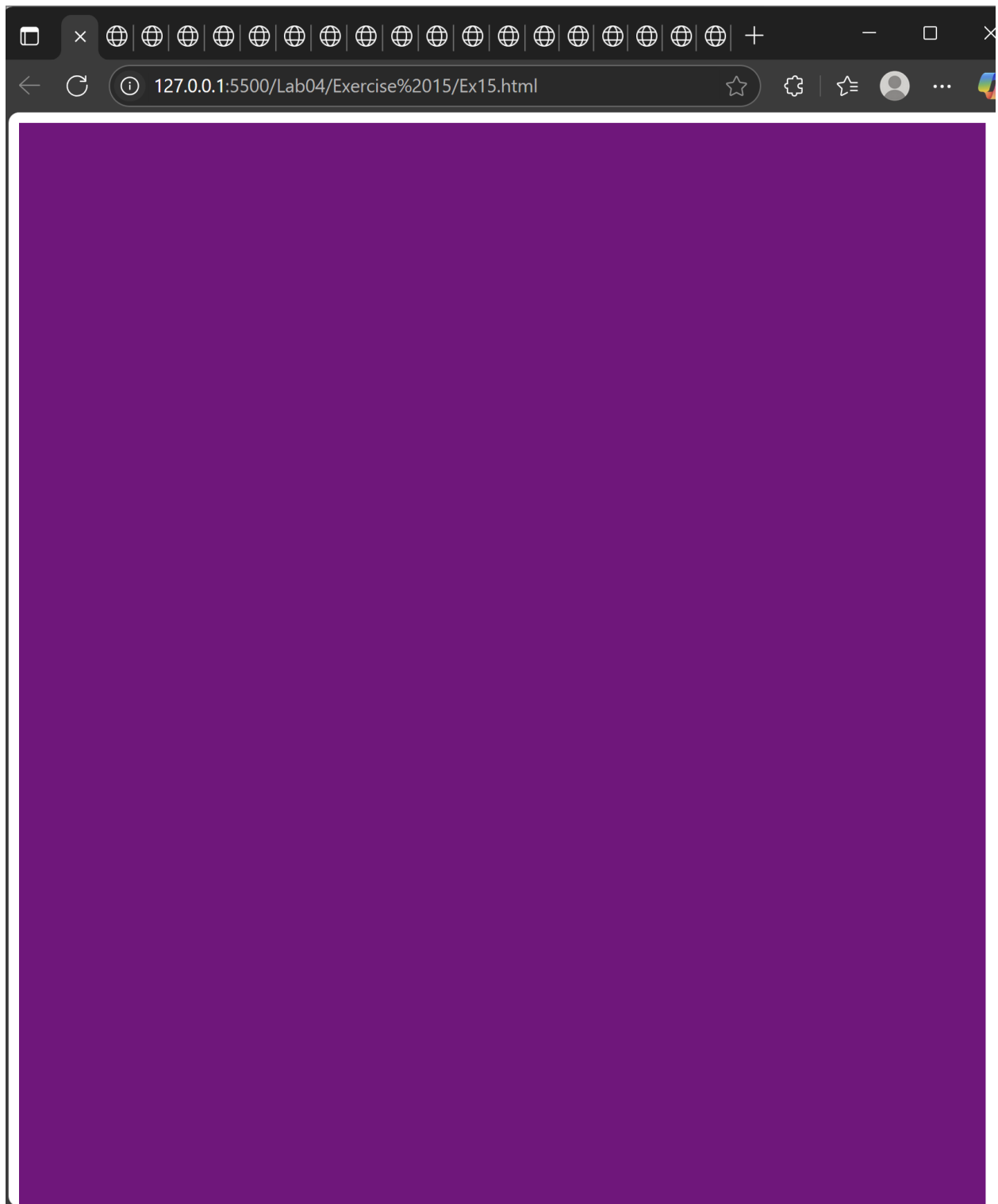
3.13 Exercise13: Usingrgba()Function



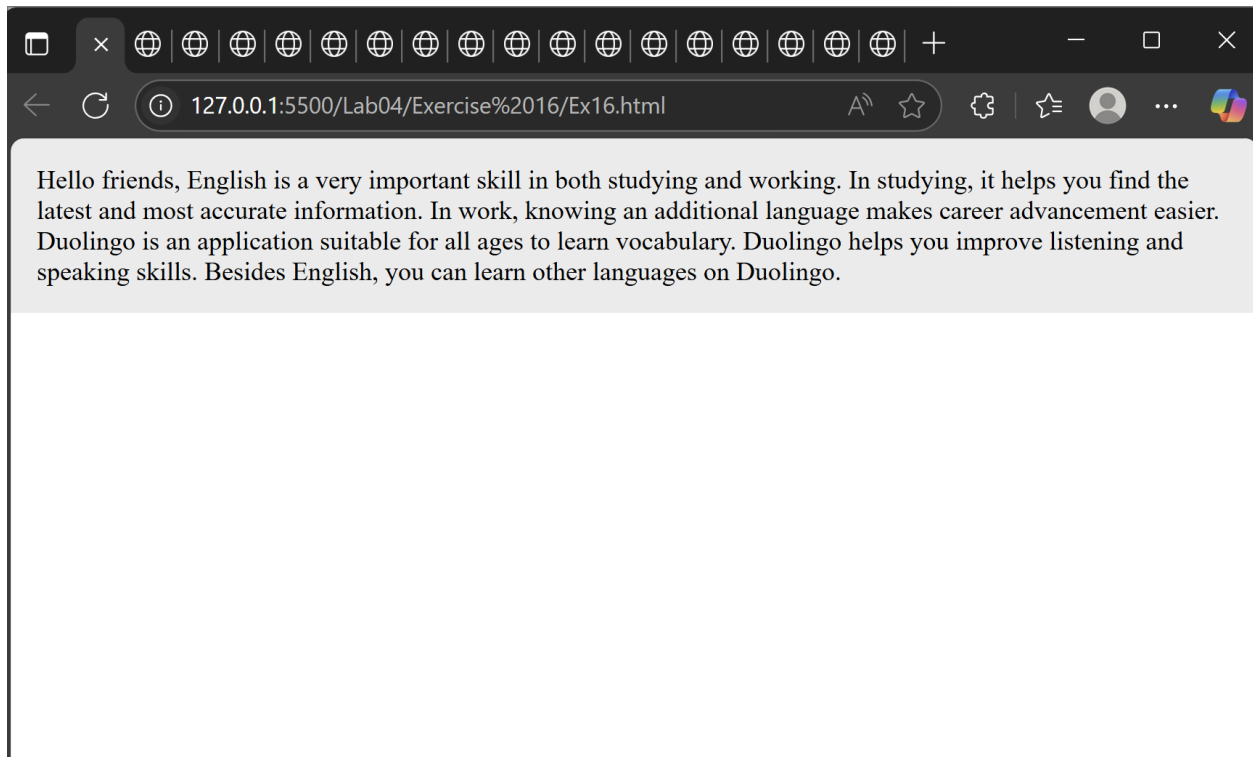
3.14 Exercise14: Using: hoverPseudo-Class



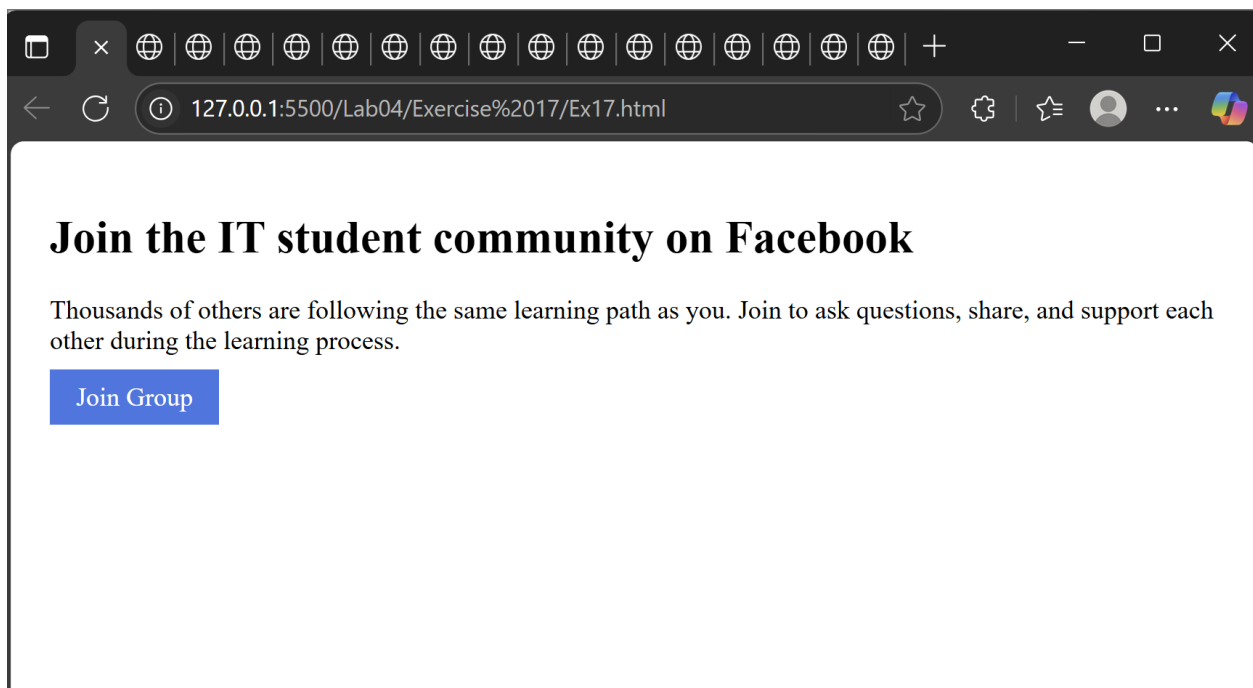
3.15 Exercise15: UsingPseudo-Elements

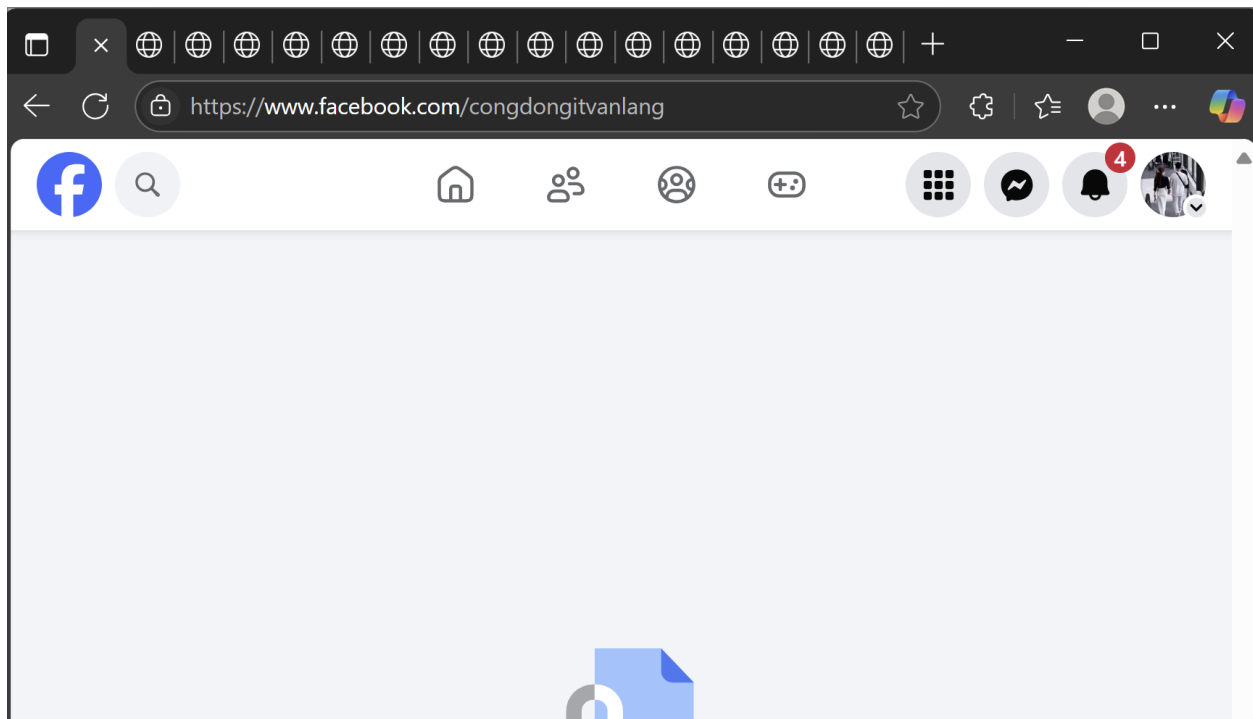


3.16 Exercise16: PracticingPadding

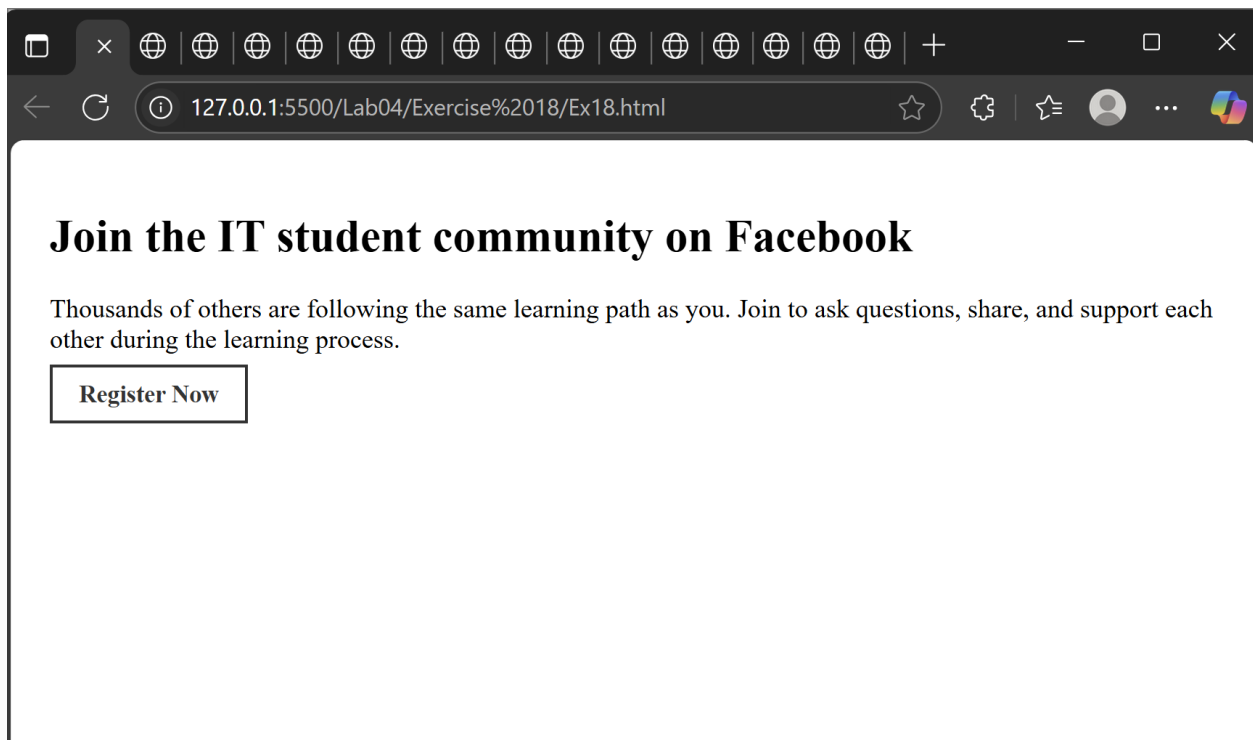


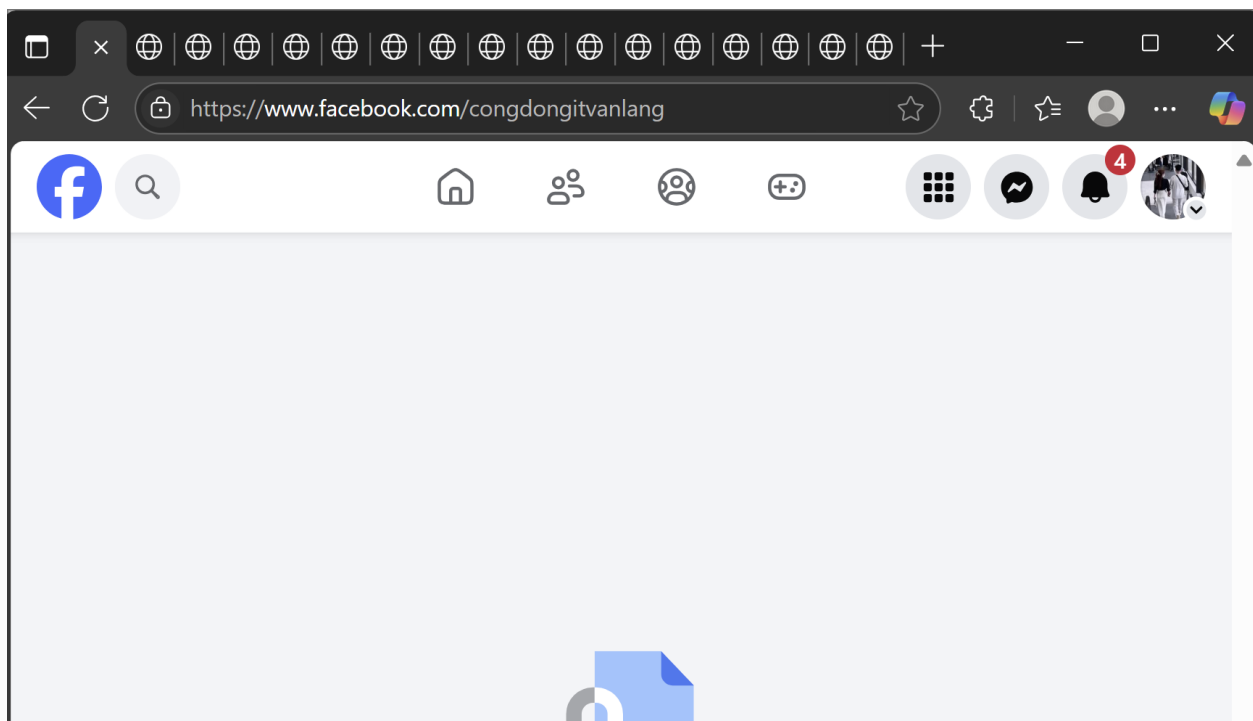
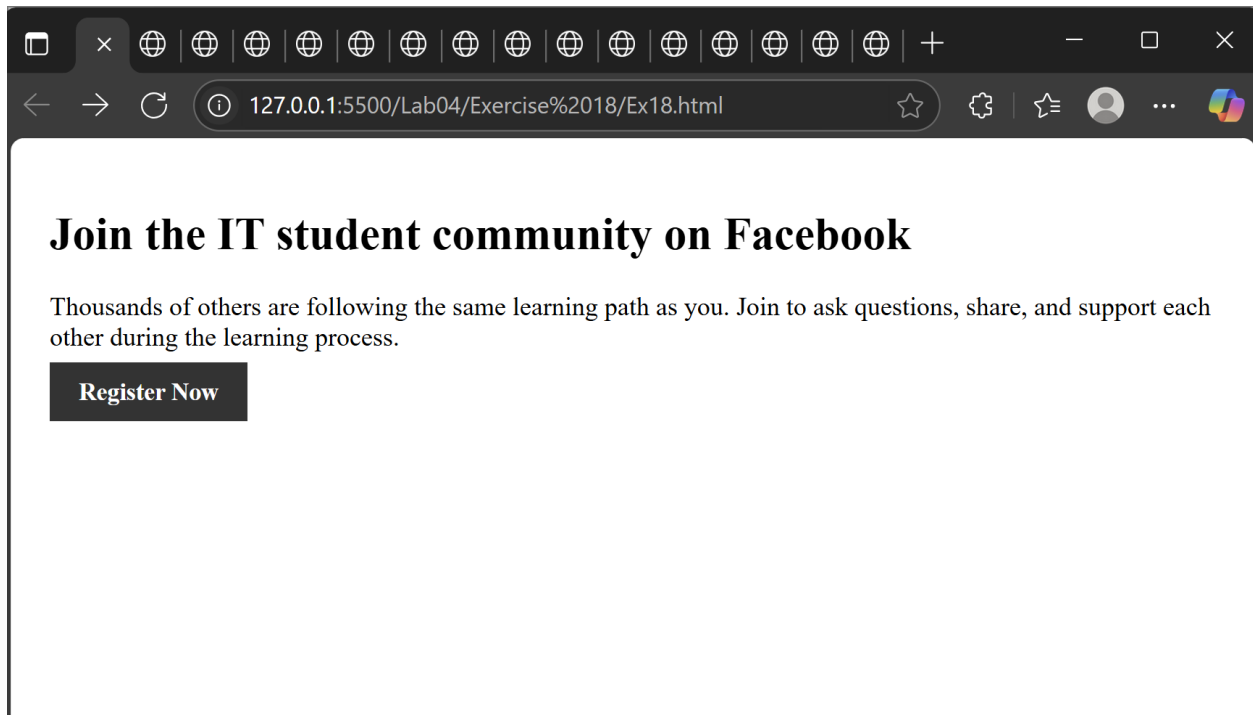
3.17 Exercise17: PracticingPaddingforButtons



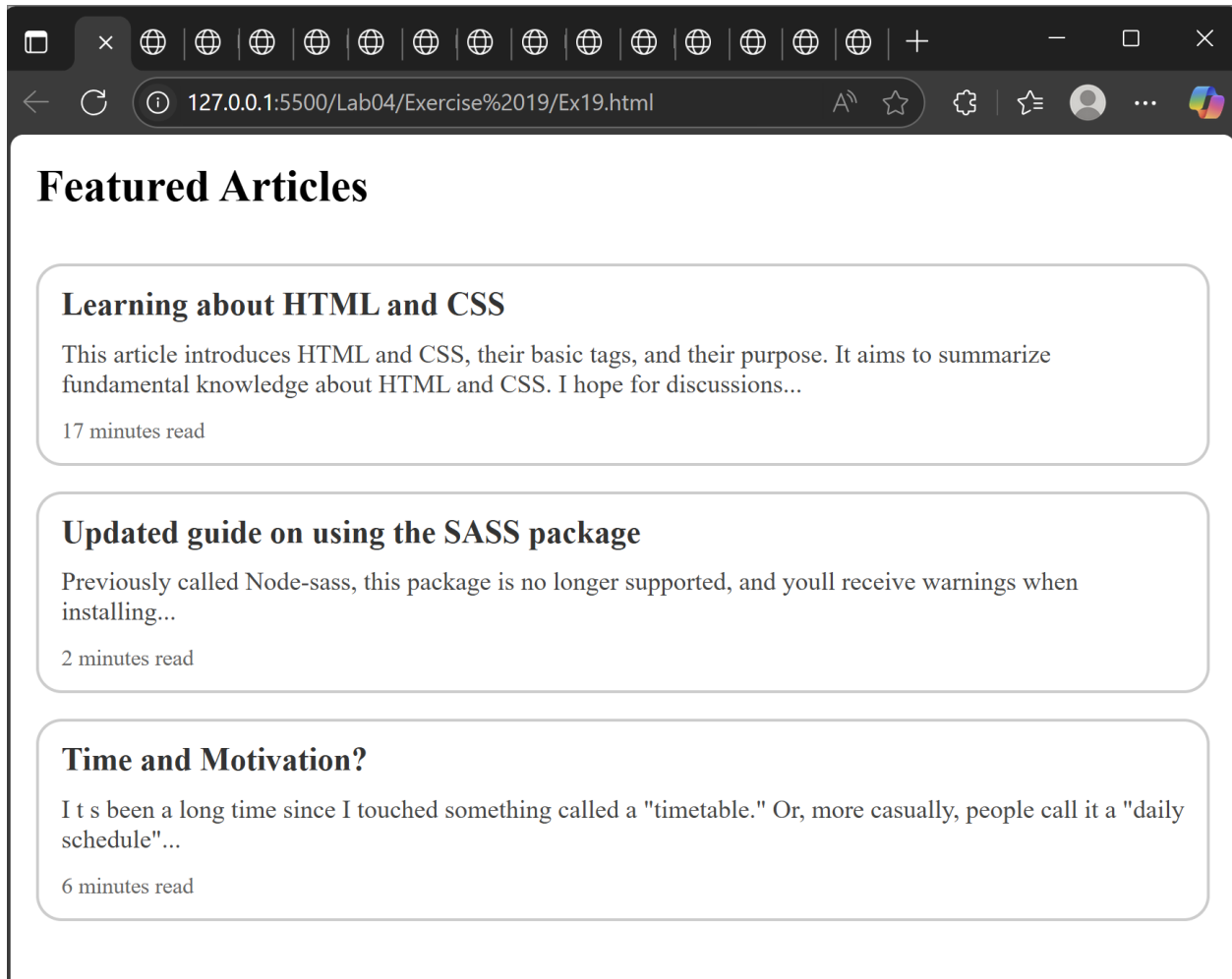


3.18 Exercise18:PracticingBorder

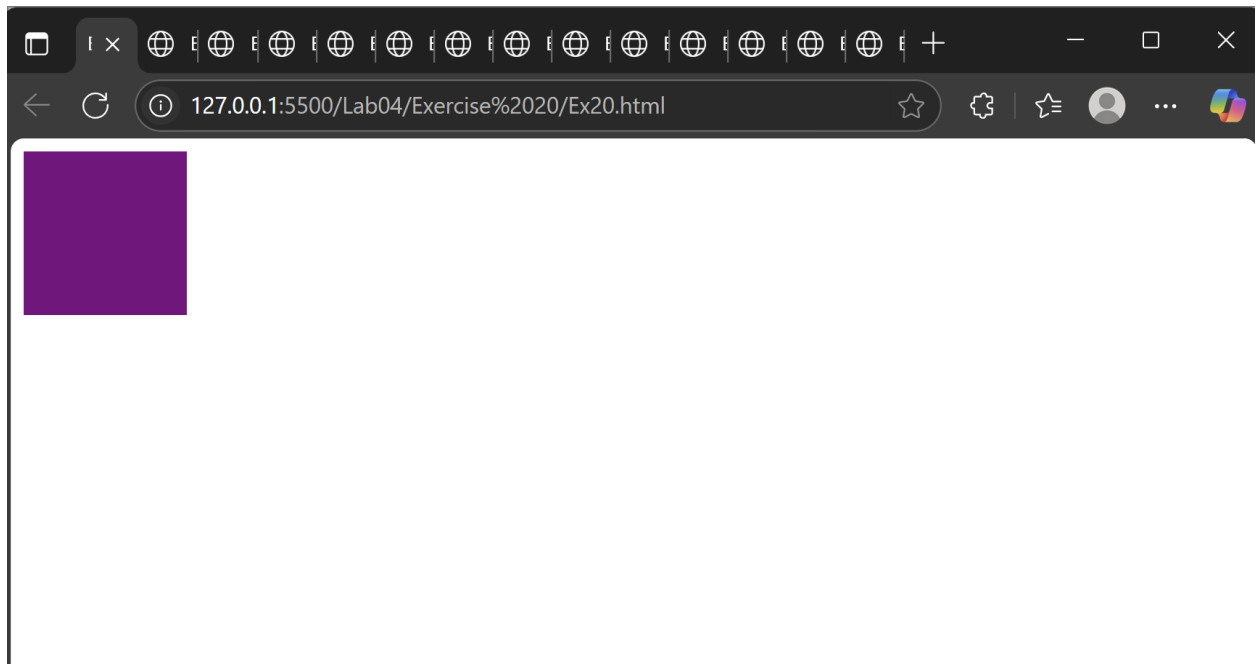




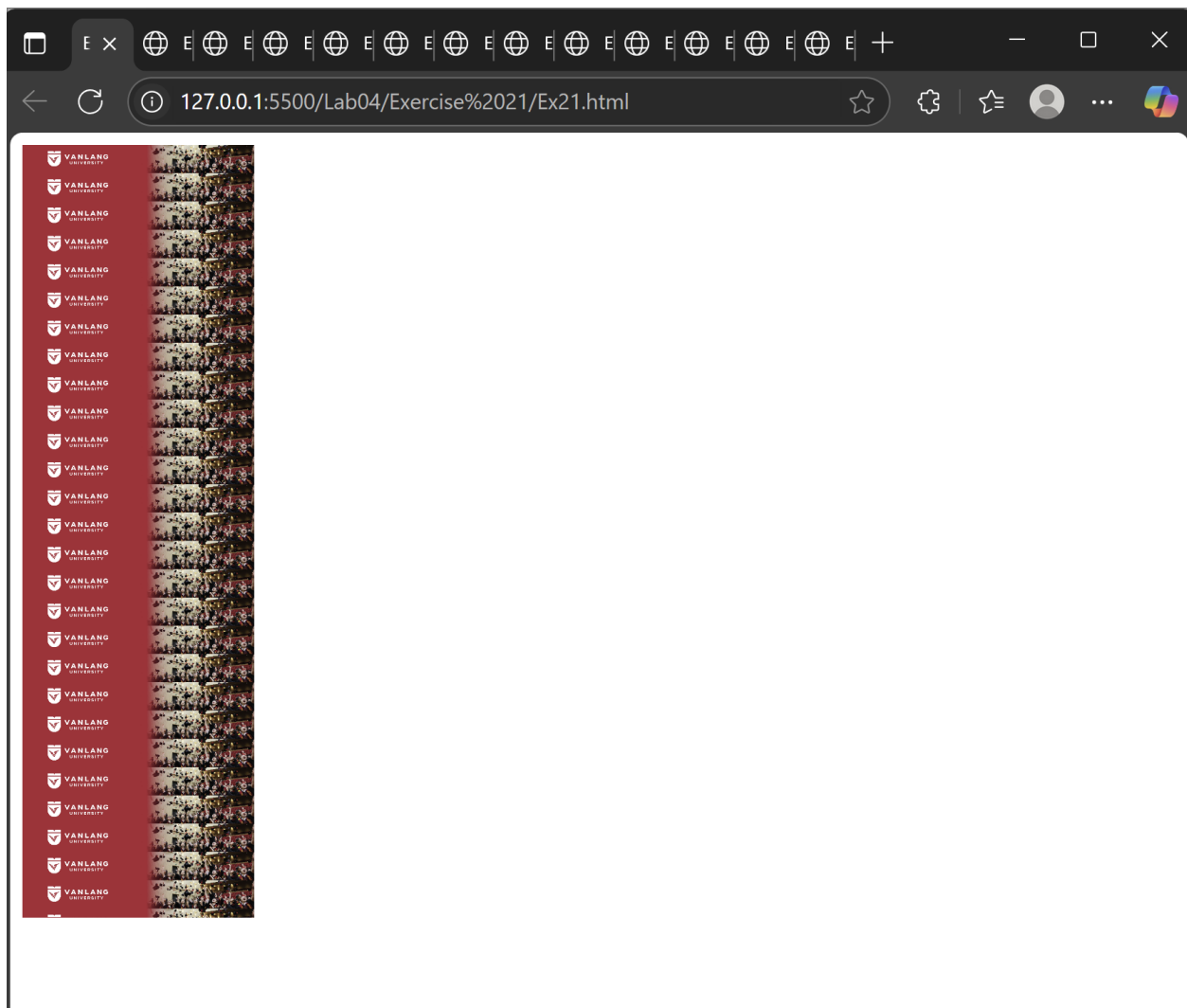
3.19 Exercise19:PracticingMargin



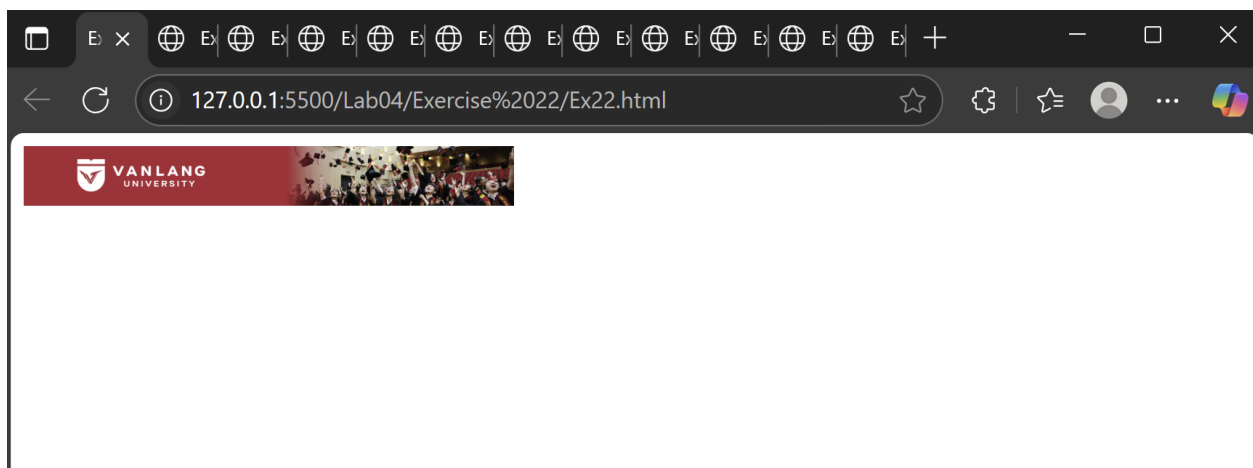
3.20 Exercise20: UsingBox-Sizing



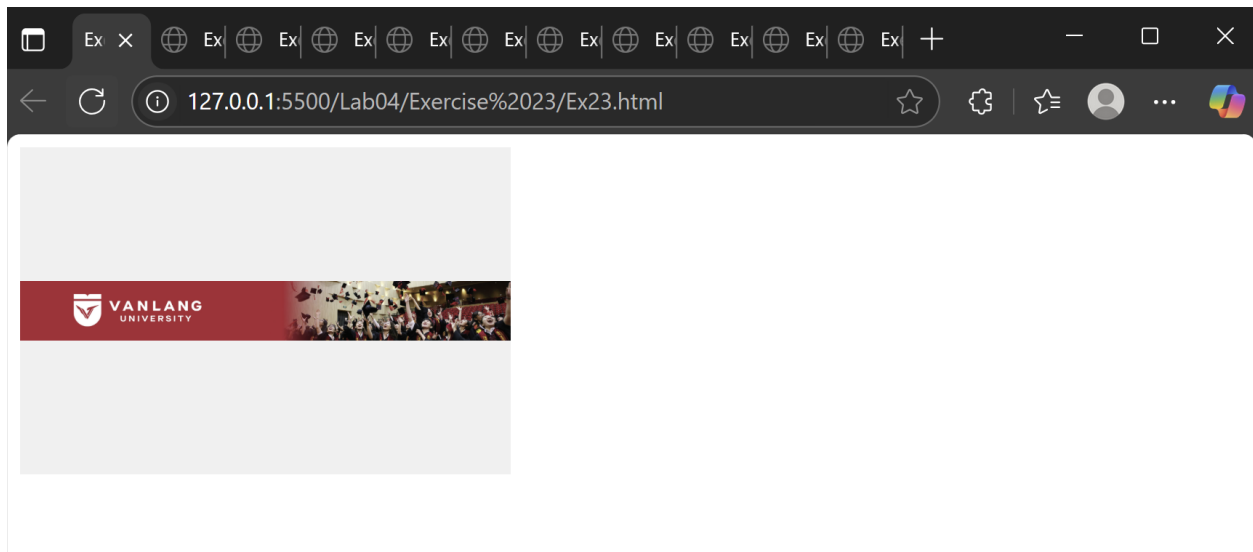
3.21 Exercise 21: Using Background-Image



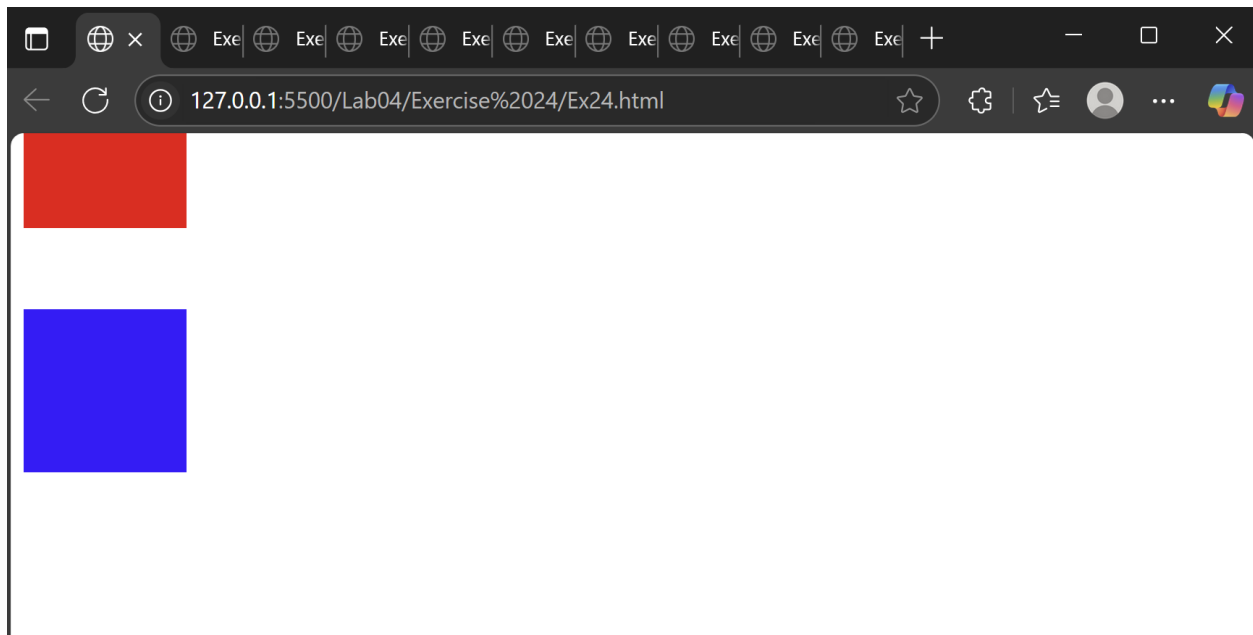
3.22 Exercise 22: Using Background-Size



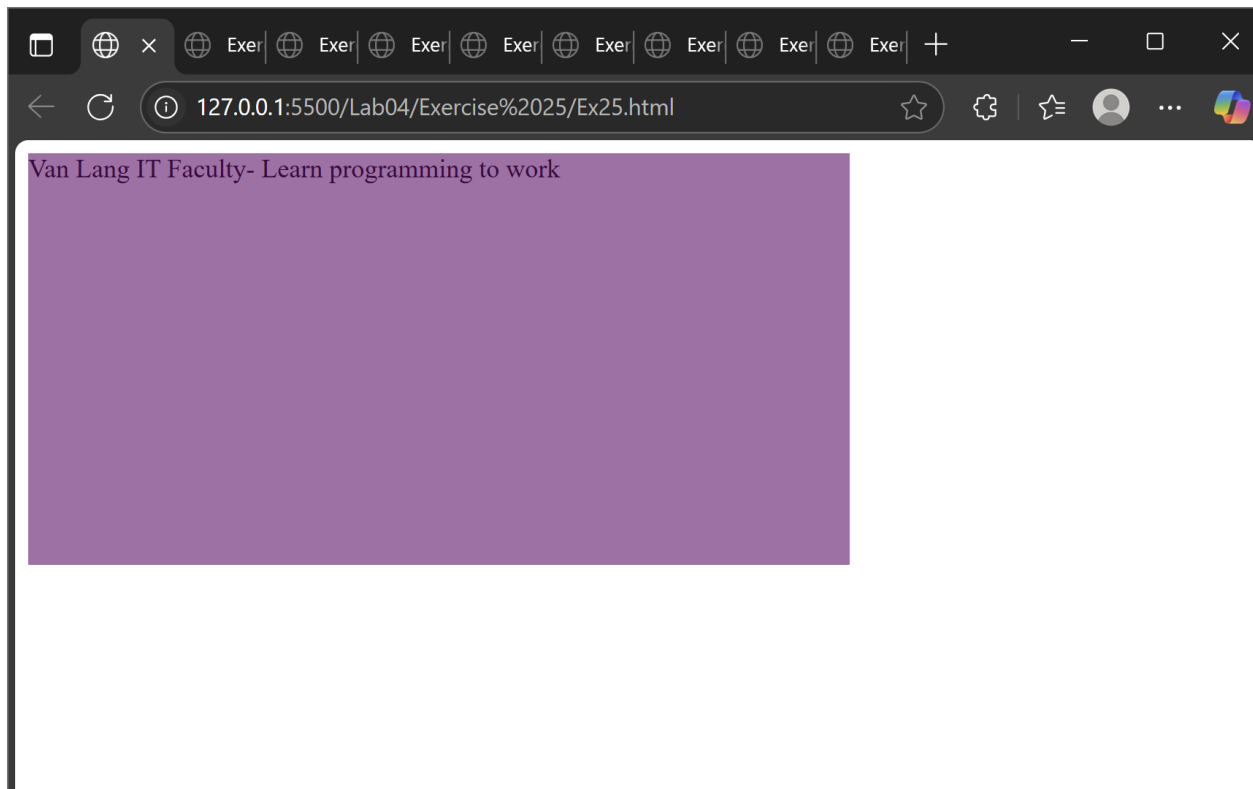
3.23 Exercise 23: Using Background Shorthand



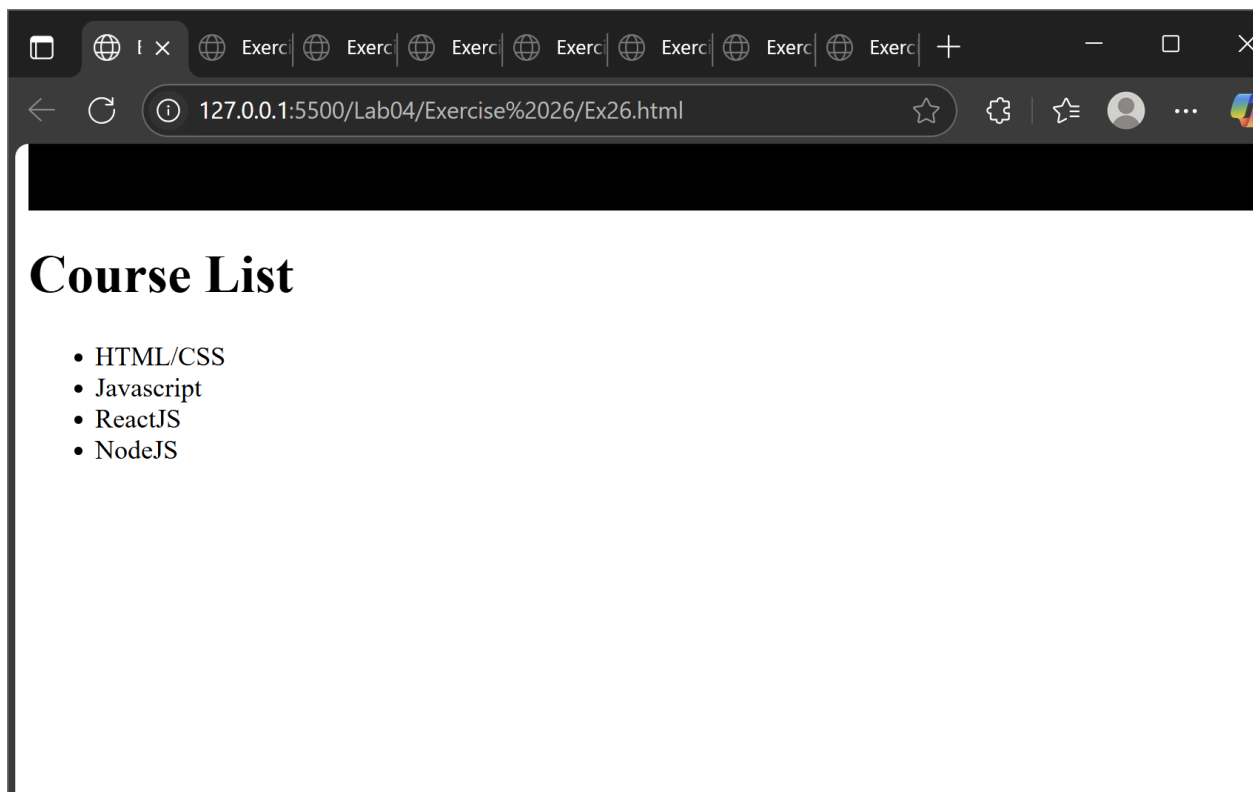
3.24 Exercise 24: Practicing Position Relative



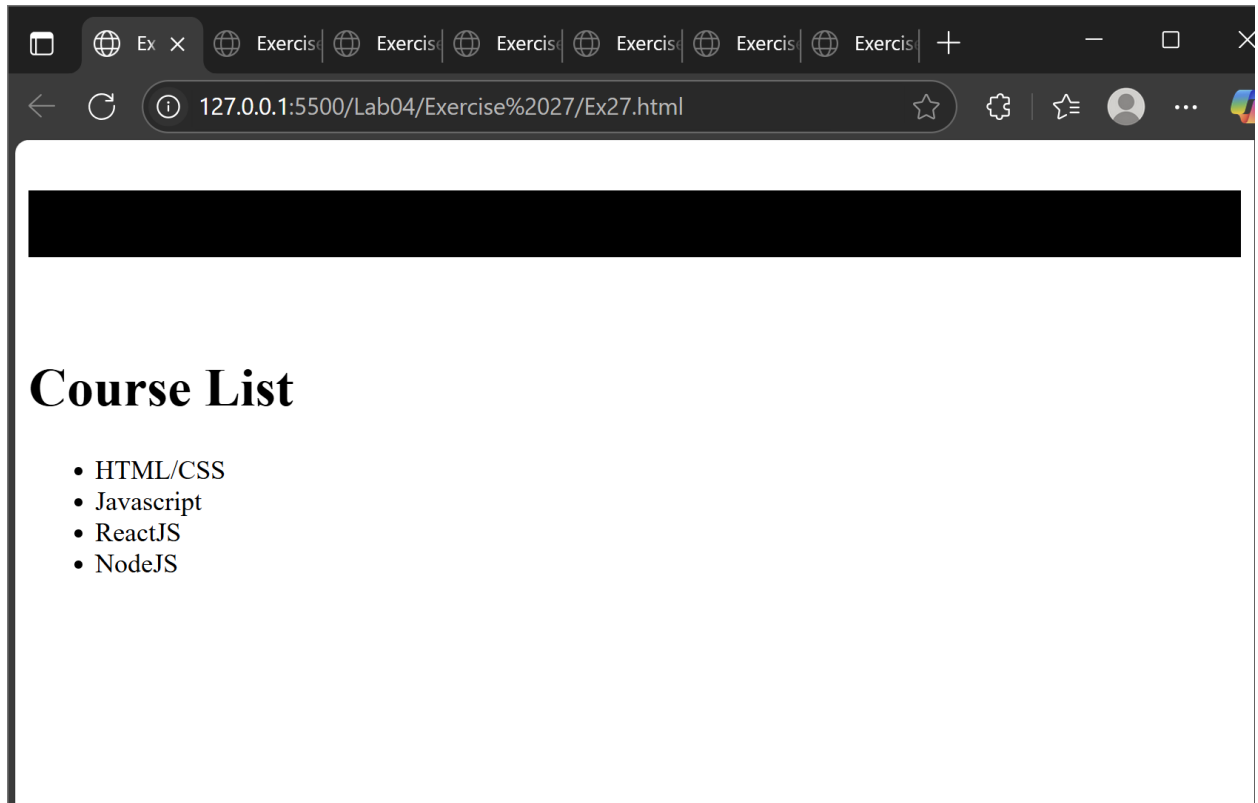
3.25 Exercise25: PracticingPositionAbsolute



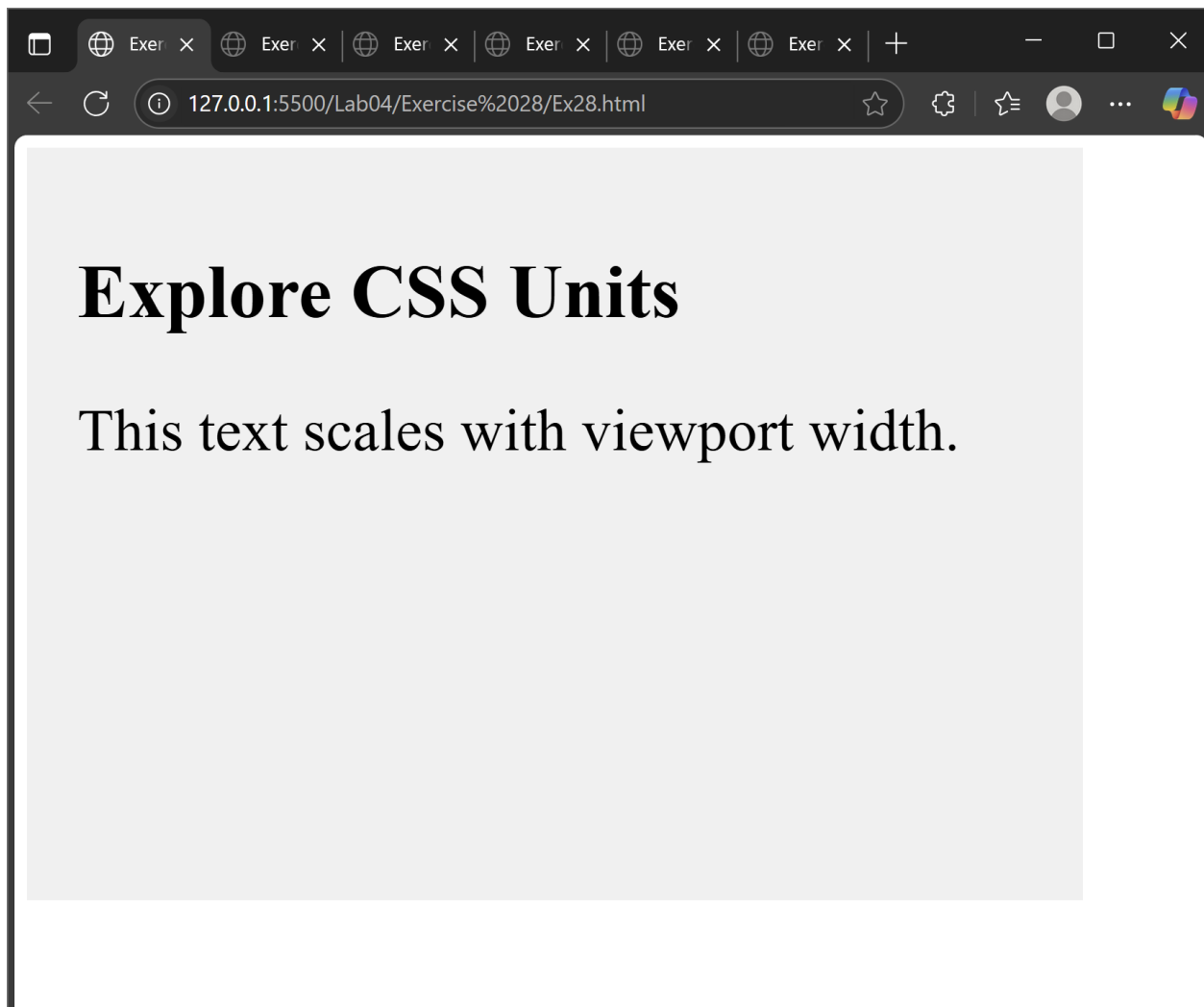
3.26 Exercise26: PracticingPositionFixed



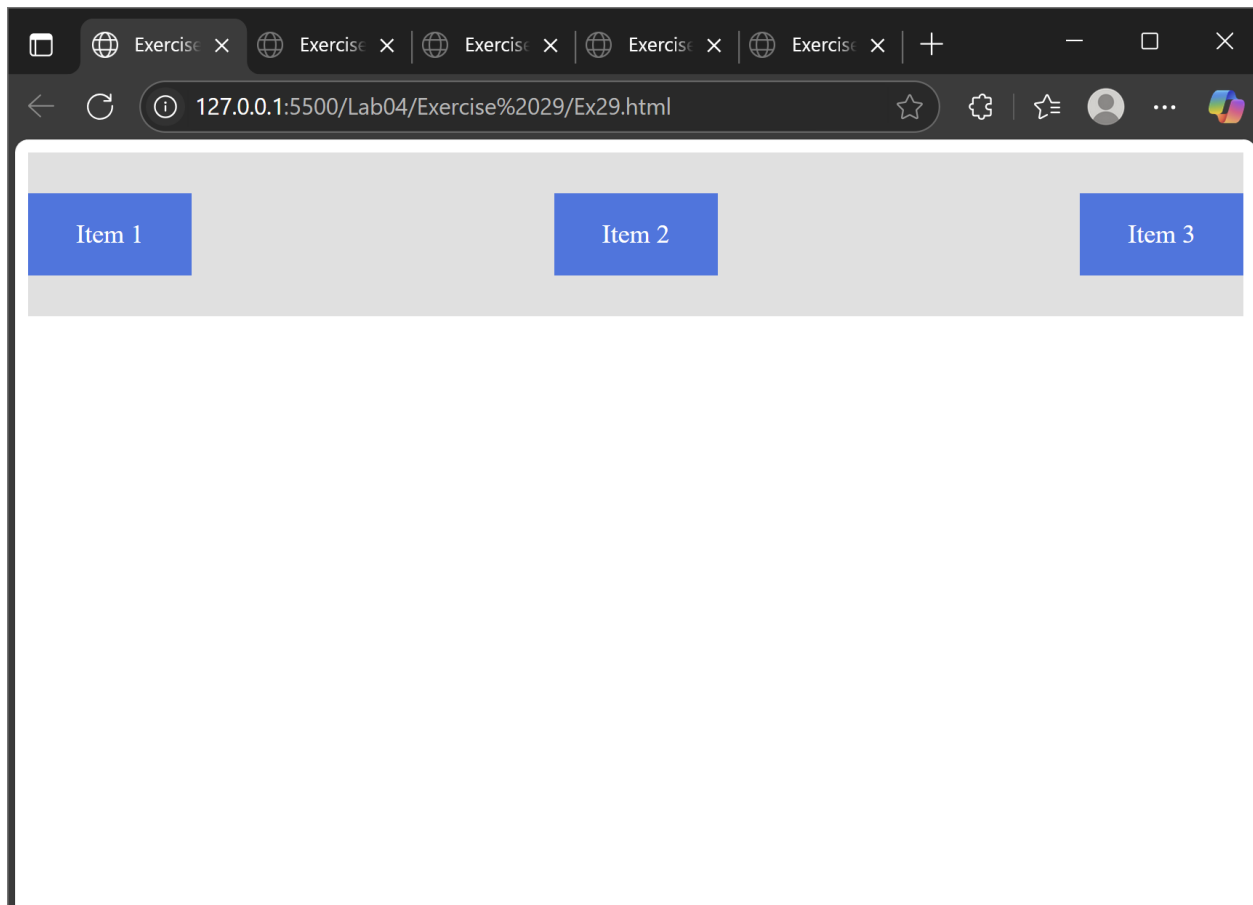
3.27 Exercise27: PracticingPositionSticky



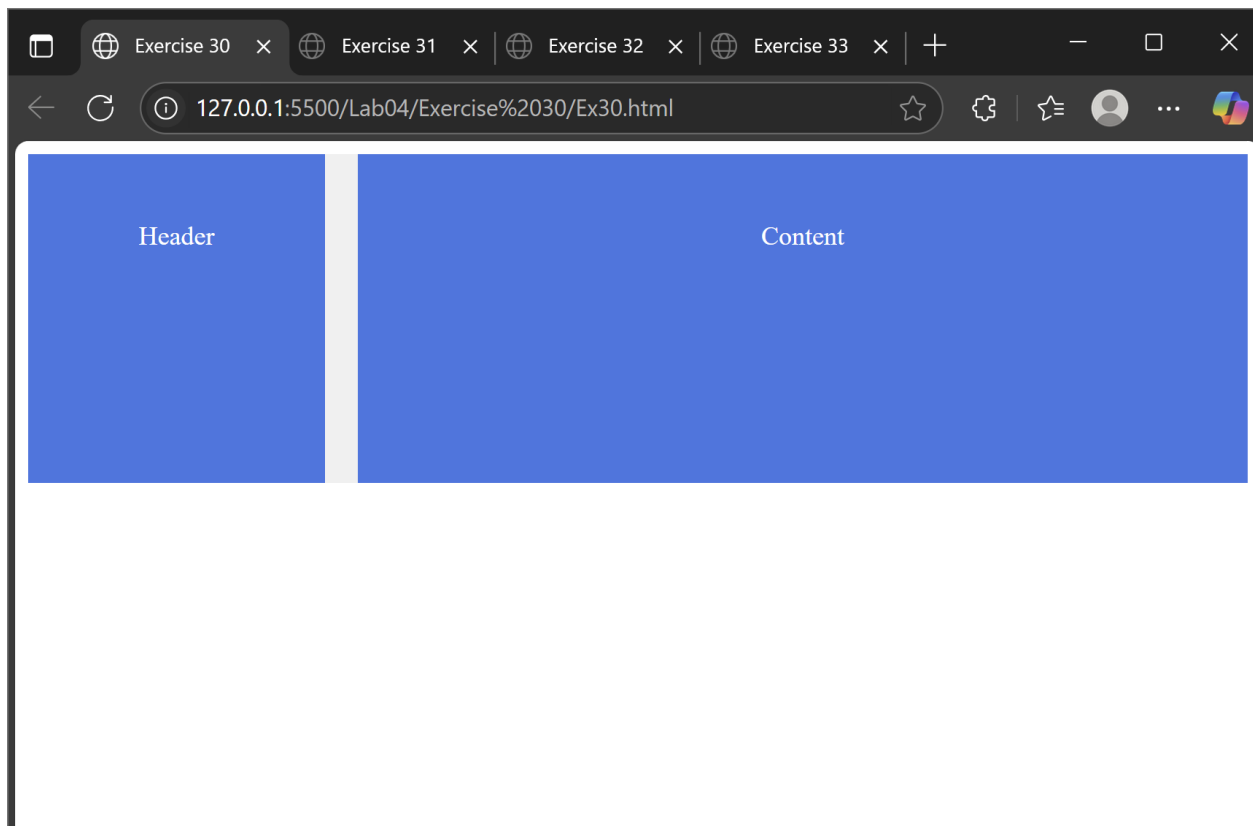
3.28 Exercise28: PracticingCSSUnits



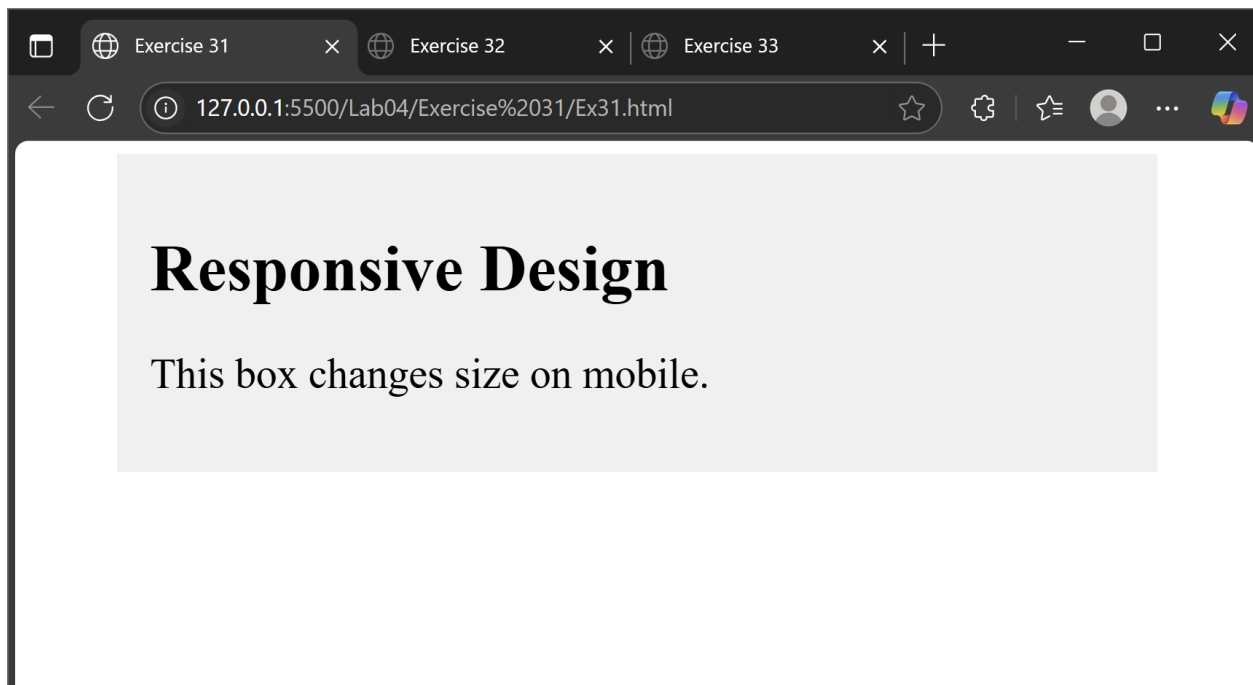
3.29 Exercise29: PracticingFlexbox



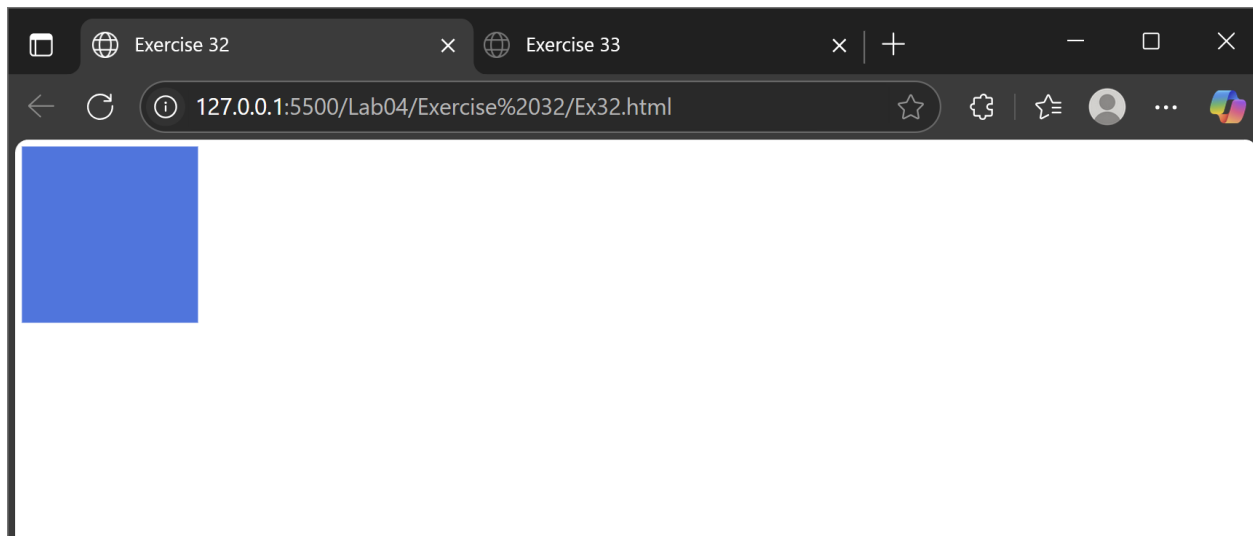
3.30 Exercise30: PracticingCSSGrid



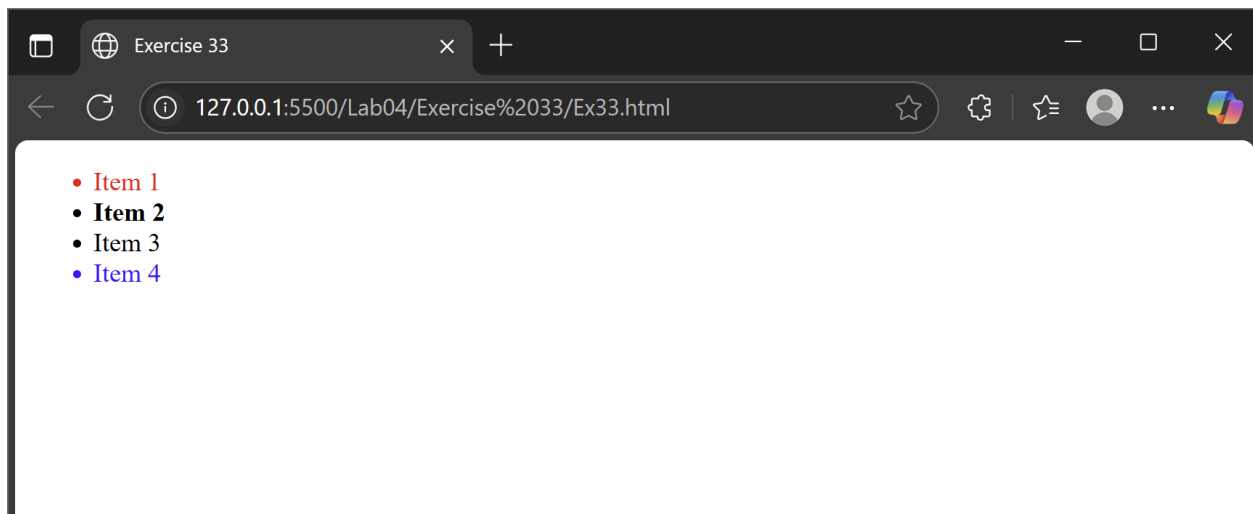
3.31 Exercise31: PracticingMediaQueries



3.32 Exercise32: PracticingCSSTransitionsandAnimations

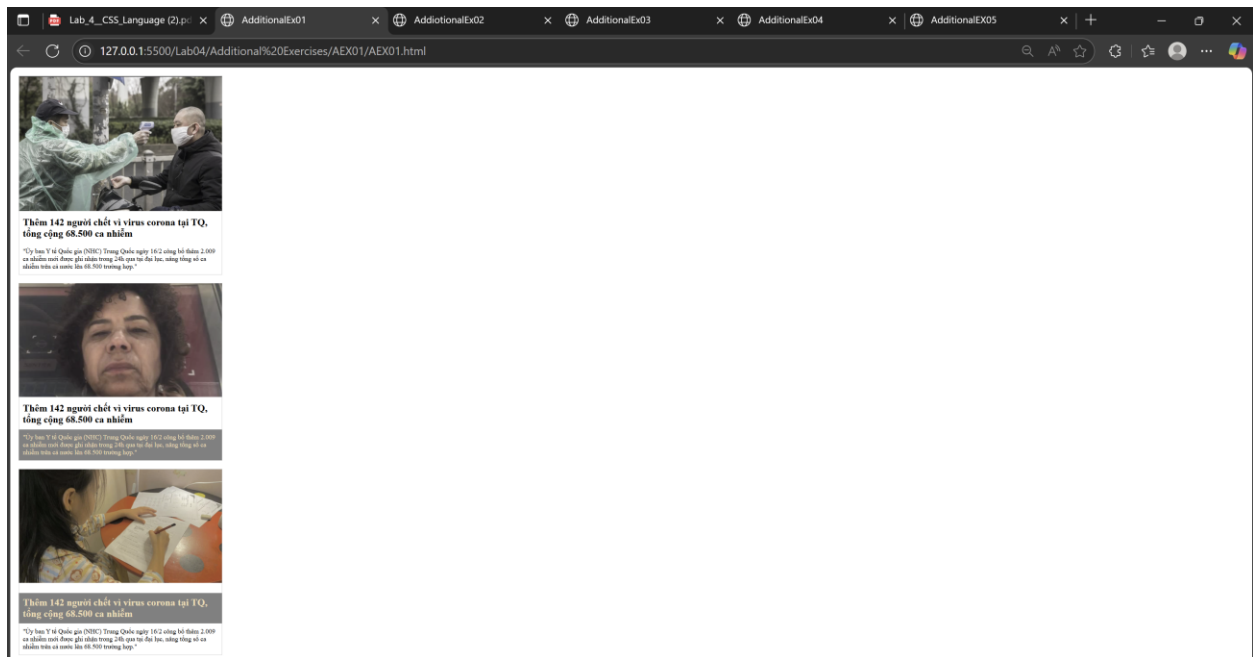


3.33 Exercise33: PracticingPseudo-Classes



4 Additional Exercises

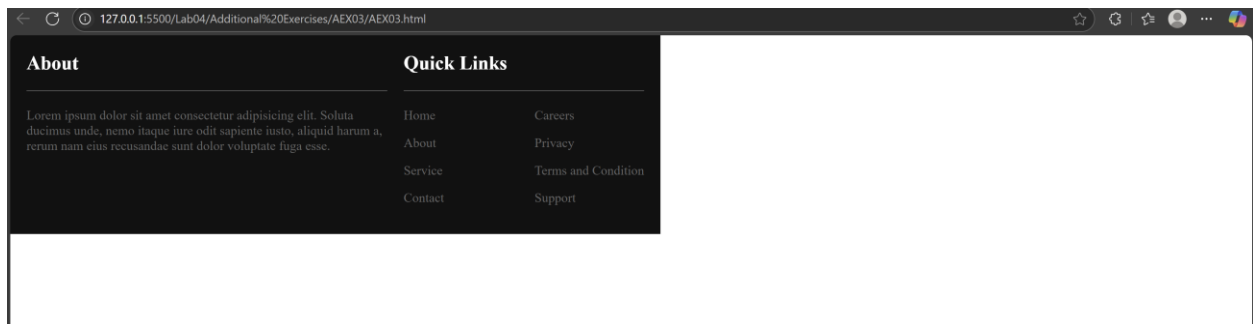
4.1. BT1



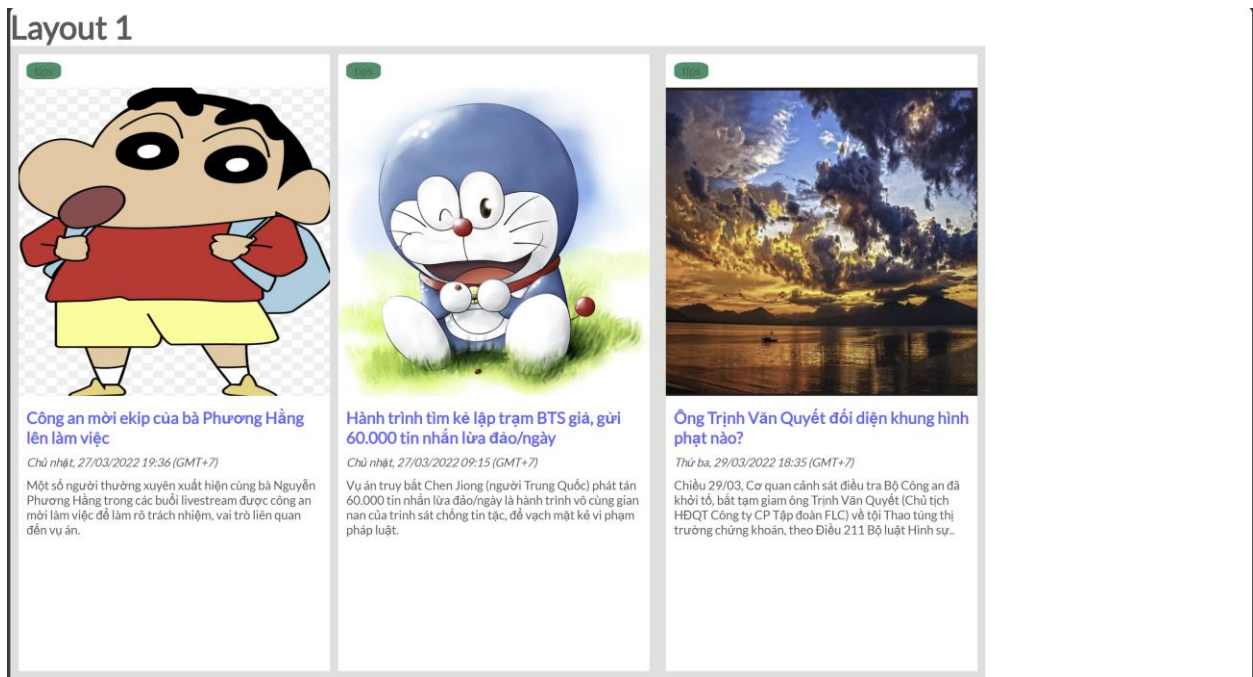
4.2. BT2



4.3. BT3



4.4. BT4



4.5. BT5

