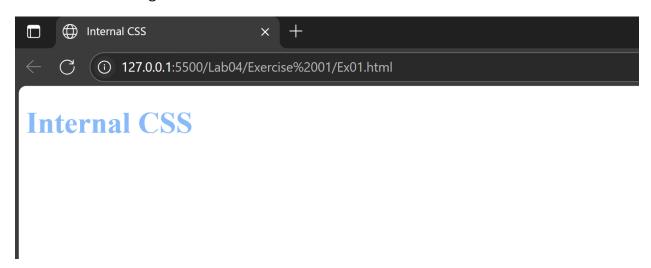
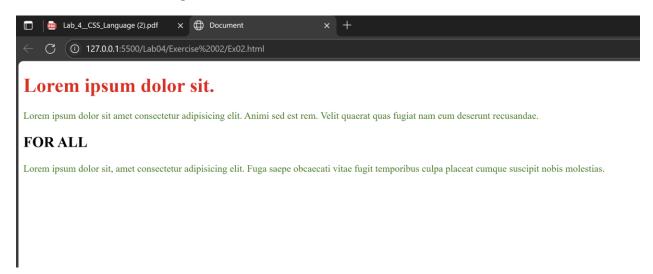
Lab 4: CSS Language

3. Practical Exercises

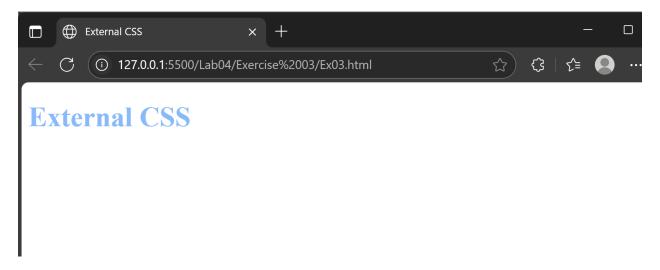
3.1 Exercise 1: Using Internal CSS



3.2 Exercise 2: Practicing Internal CSS



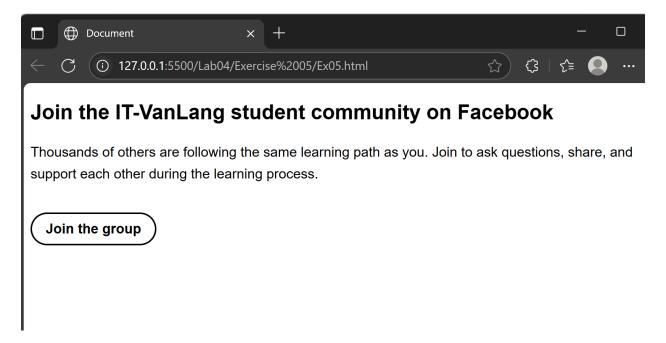
3.3 Exercise3: UsingExternalCSS



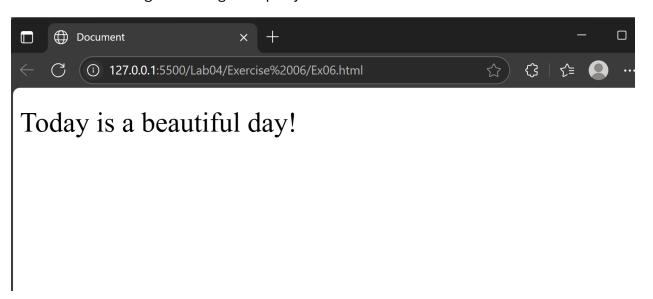
3.4 Exercise4: PracticingExternalCSS



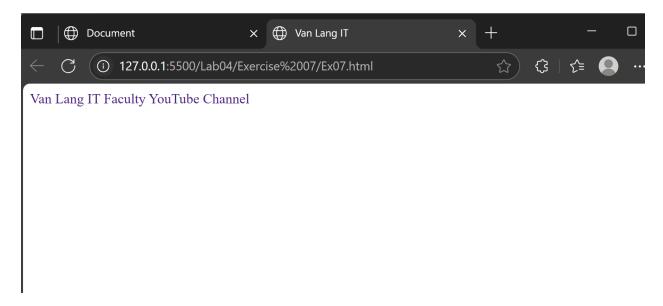
3.5 Exercise5: UsingBasicCSSProperties



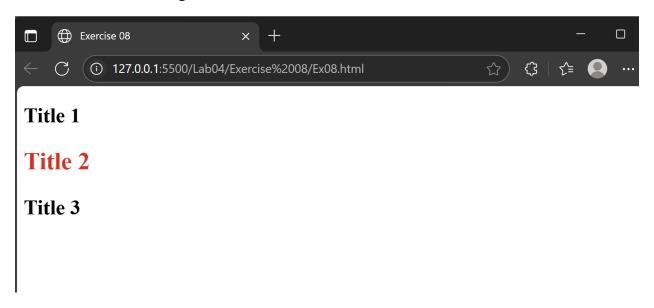
3.6 Exercise 6: Using Font-Weight Property



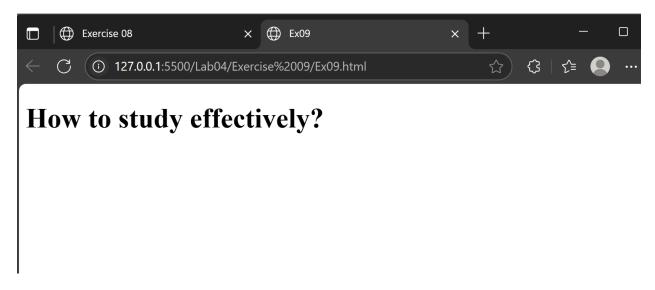
3.7 Exercise 7: Removing Text Decoration



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



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.

Faculty of IT

Faculty of Fine Arts

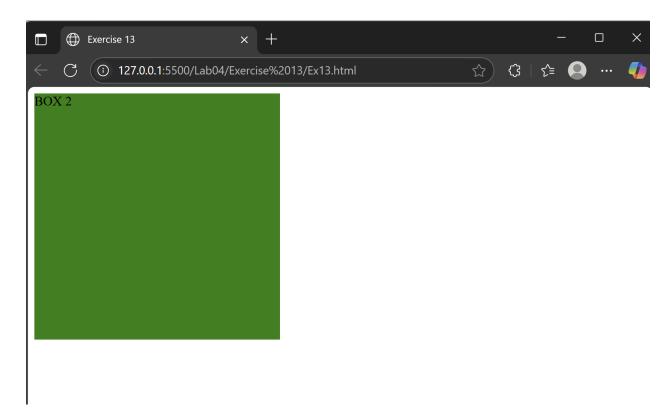
Faculty of Dentistry

Faculty of Languages

3.12 Exercise12: Usingvar()Function



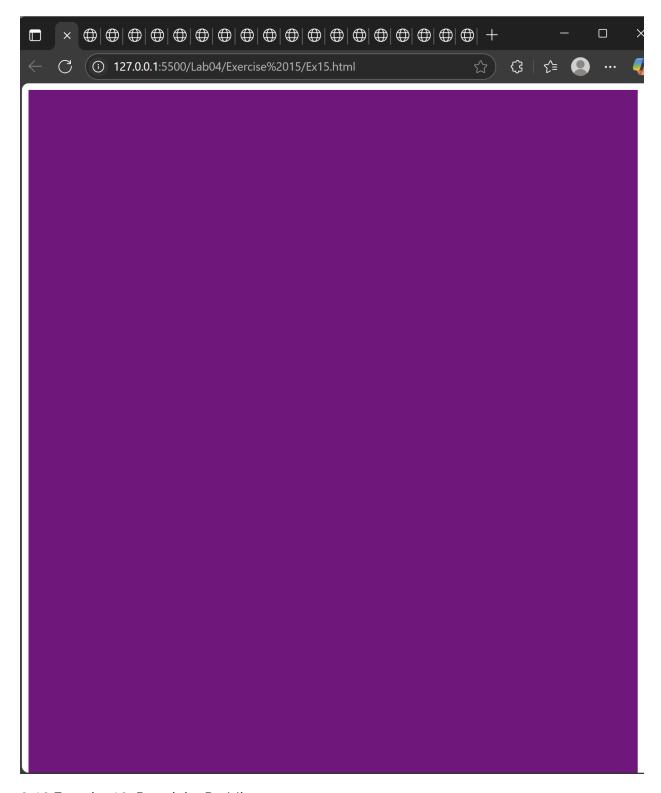
3.13 Exercise 13: Usingrgba() Function



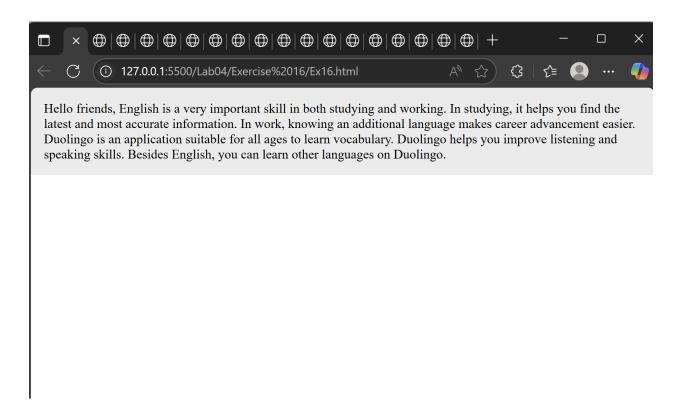
3.14 Exercise14: Using:hoverPseudo-Class



3.15 Exercise15: UsingPseudo-Elements



3.16 Exercise16: PracticingPadding



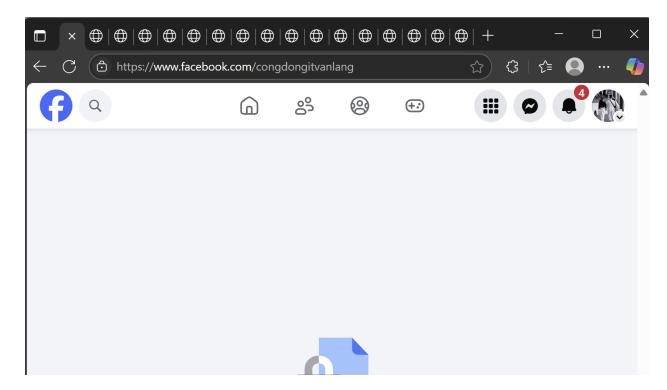
3.17 Exercise 17: Practicing Padding for Buttons



Join the IT student community on Facebook

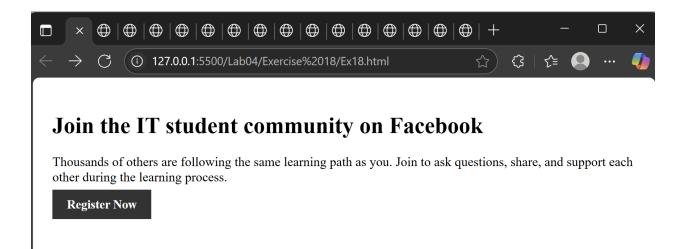
Thousands of others are following the same learning path as you. Join to ask questions, share, and support each other during the learning process.

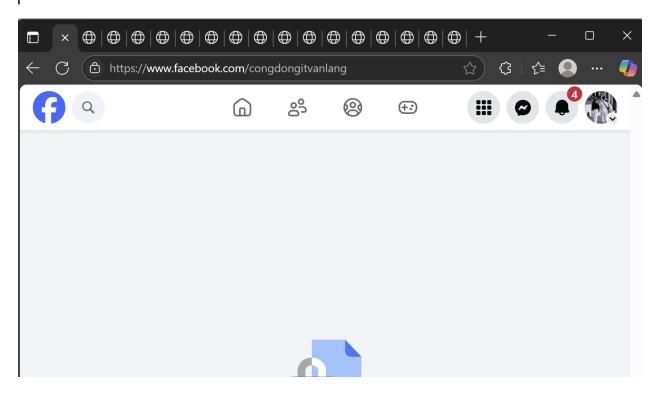
Join Group



3.18 Exercise18:PracticingBorder







3.19 Exercise19:PracticingMargin



Featured Articles

Learning about HTML and CSS

This article introduces HTML and CSS, their basic tags, and their purpose. It aims to summarize fundamental knowledge about HTML and CSS. I hope for discussions...

17 minutes read

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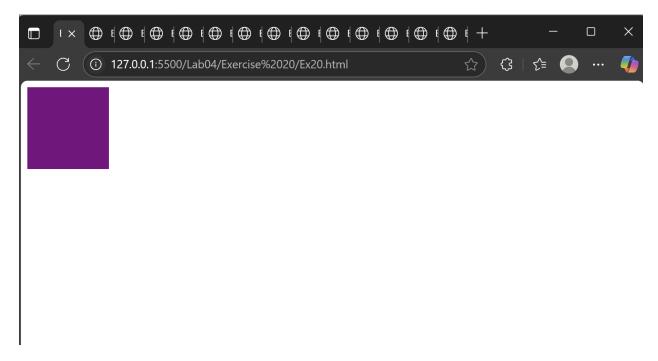
2 minutes read

Time and Motivation?

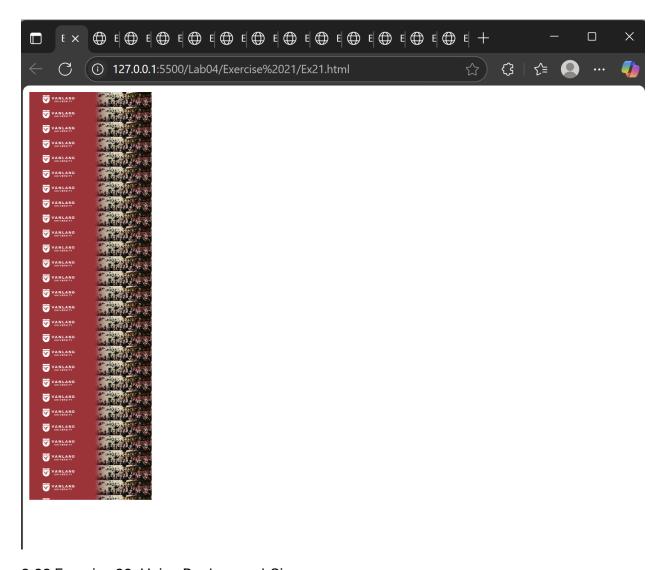
Its been a long time since I touched something called a "timetable." Or, more casually, people call it a "daily schedule"...

6 minutes read

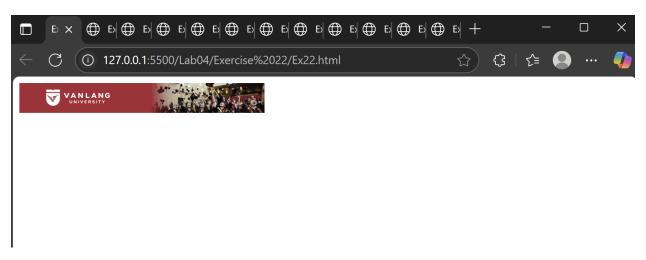
3.20 Exercise 20: Using Box-Sizing



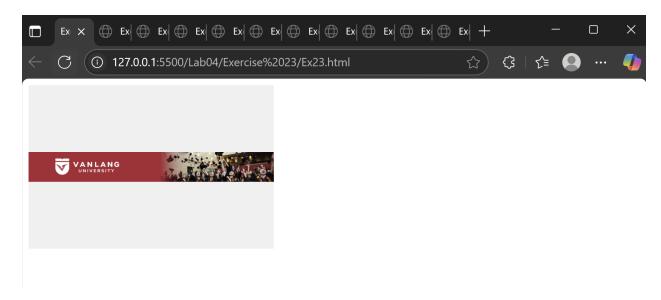
3.21 Exercise 21: Using Background-Image



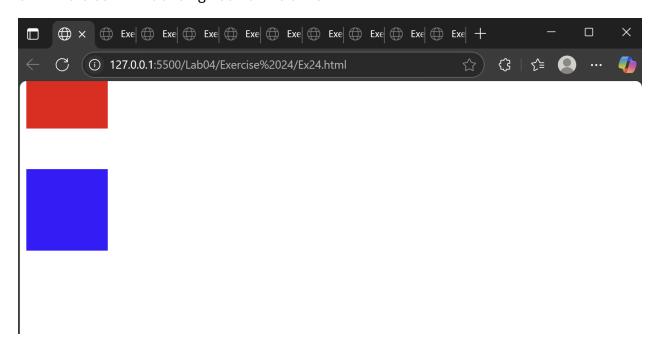
3.22 Exercise 22: Using Background-Size



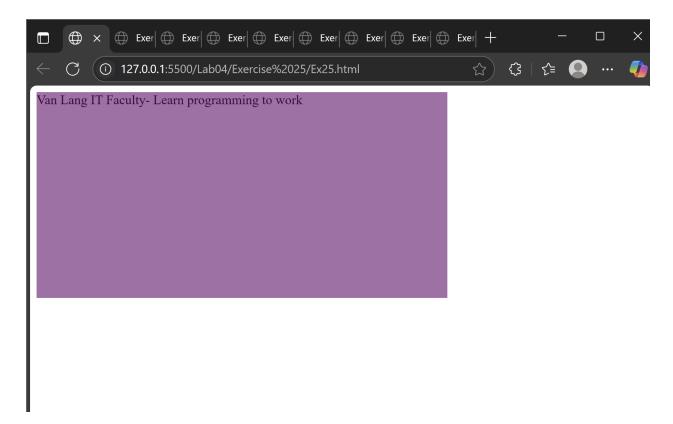
3.23 Exercise 23: Using Background Shorthand



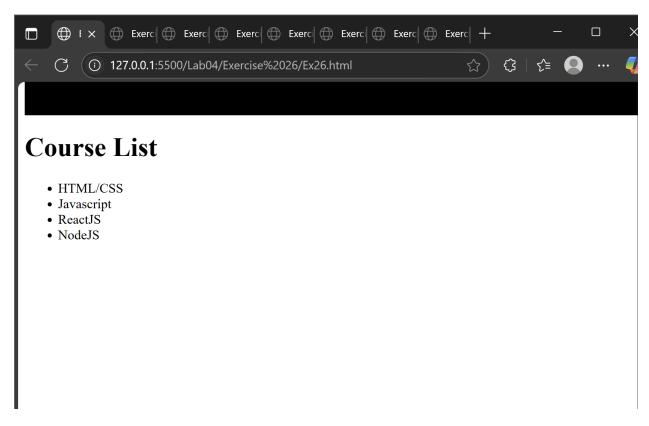
3.24 Exercise 24: Practicing Position Relative



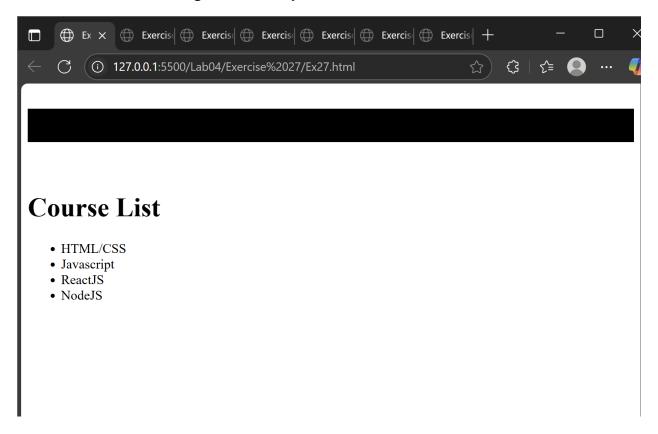
3.25 Exercise25: PracticingPositionAbsolute



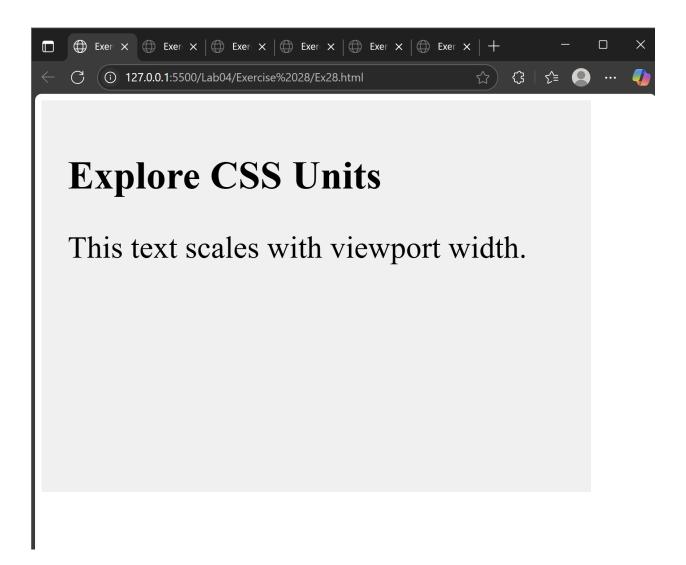
3.26 Exercise 26: Practicing Position Fixed



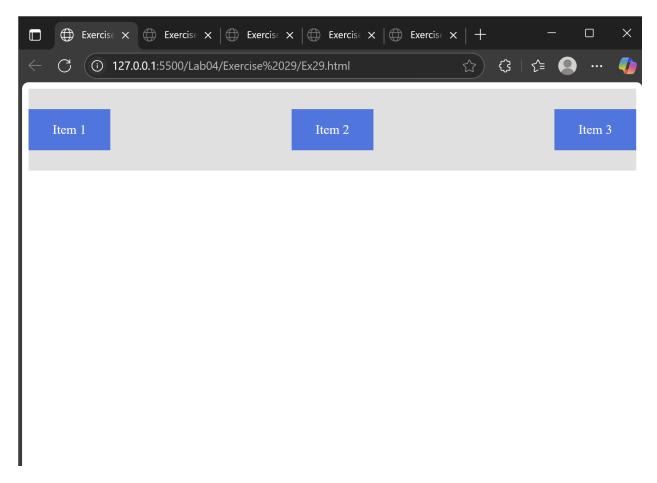
3.27 Exercise27: PracticingPositionSticky



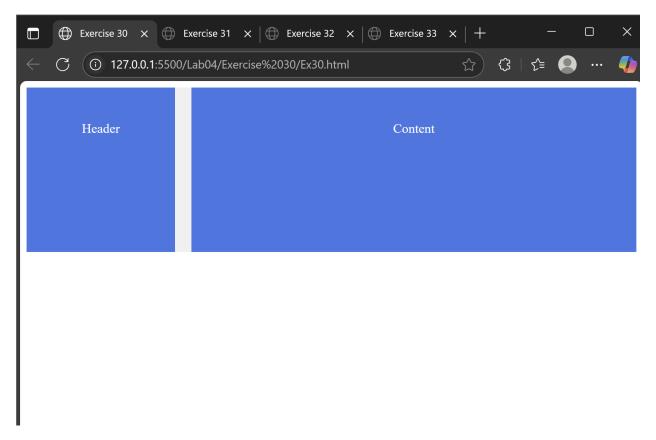
3.28 Exercise28: PracticingCSSUnits



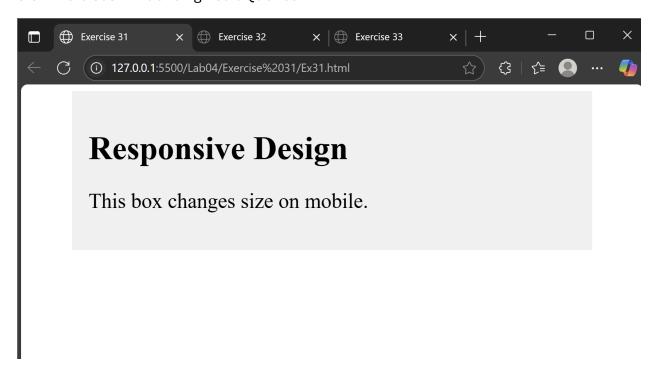
3.29 Exercise29: PracticingFlexbox



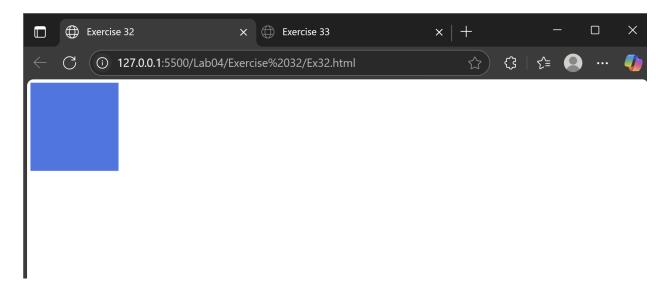
3.30 Exercise30: PracticingCSSGrid



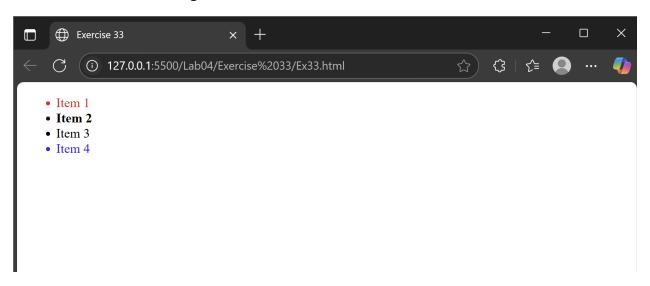
3.31 Exercise31: PracticingMediaQueries



3.32 Exercise32: PracticingCSSTransitionsandAnimations

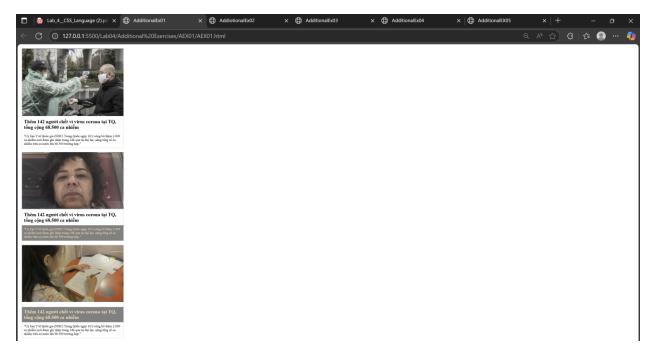


3.33 Exercise33: PracticingPseudo-Classes



4 Additional Exercises

4.1. BT1



4.2. BT2



4.3. BT3



4.4. BT4



4.5. BT5

