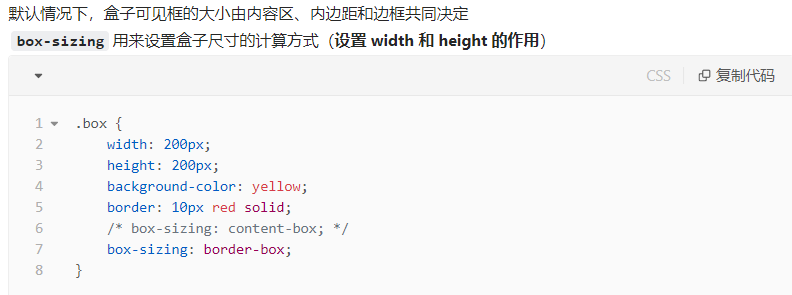
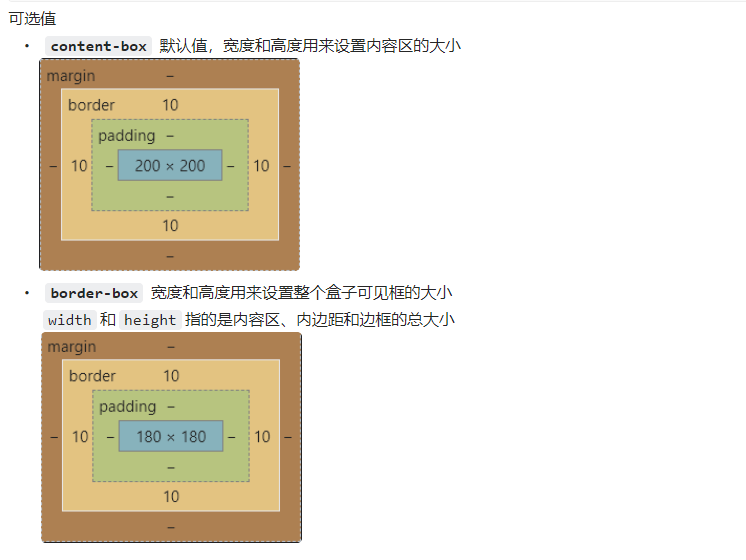
## 08-盒模型补充及田径场实战

1. **盒子大小Box-sizing**





1. **轮廓outline**



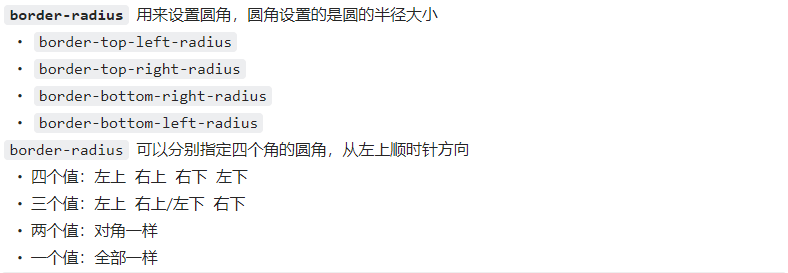


1. **阴影box-shadow**





1. **圆角border-radius**







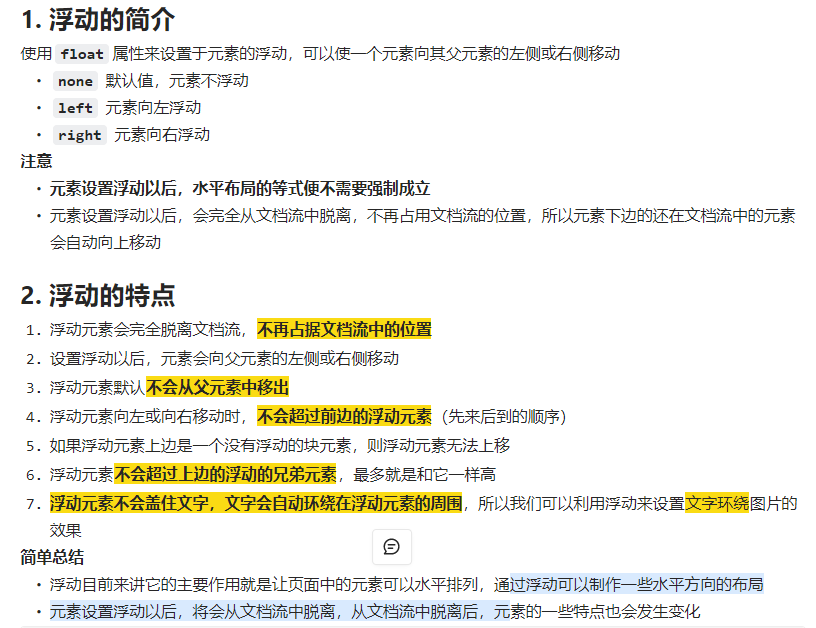


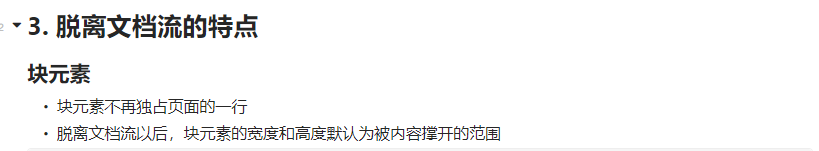
1. **田径场实战**

代码

## 09-浮动

1. **浮动是什么**





1. **再理解浮动**

https://blog.csdn.net/Czc1357618897/article/details/122980847

# 10-高度塌陷与BFC

