

# CSS-1 CheatSheet

Selectors → Element type

```
p {  
  color: red;  
}
```

Class Selector

```
.heading {  
  background-color: yellow;  
}
```

ID Selector

```
#heading {  
  background-color: red;  
}
```

Descendant Selector

```
div p {  
  font-size: 24px;  
}
```

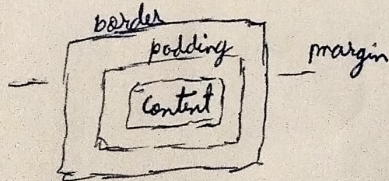
Child Selector

```
ul > li {  
  list-style-type: square;  
}
```

Attribute Selector

```
input [type = "text"] {  
  border: 1px solid red;  
}
```

Box Model →



```
.box {  
  padding: 10px;  
  margin: 20px;  
  border: 1px solid red;  
}
```



width : 200px;

height : 100px;

}

Positioning →

```
.head1 {  
  position : relative;  
  top : 10px;  
  left : 5px;
```

}

```
.head1 {  
  position : absolute;  
  top : 0;  
  right : 0;
```

}

```
.head1 {  
  position : fixed;  
  bottom : 0;  
  left : 0;
```

}

Display →

```
.div1 {  
  display : block;
```

}

```
.div1 {  
  display : inline;
```

}

```
.div1 {  
  display : flex;  
  justify-content : center;  
  align-items : center;
```

}



Grid → To create complex grid-based layouts in CSS.

```
• grid-container {  
    display: grid;  
}
```

```
• grid-container {  
    display: grid;  
    grid-template-rows: 100px 200px;  
    grid-template-columns: 1fr 2fr;  
}
```

```
• grid-container {  
    display: grid;  
    grid-gap: 10px;  
}
```

```
• grid-container {  
    display: grid;  
    grid-template-areas: "header header"  
                        "body body"  
                        "footer footer";  
}
```

```
• grid-container {  
    display: grid;  
    grid-auto-flow: column;  
}
```



Animation →

```

@keyframes fade-in {
  0% {
    opacity: 0;
  }
  100% {
    opacity: 1;
  }
}

```

```

element {
  animation: fade-in 1s ease-in 0.5s forwards;
}

```

Properties → animation-name, ~~duration~~ animation-duration, animation-timing-function  
 (ease, linear, ease-in-out), animation-delay, animation-iteration-count,  
 animation-direction (normal, reverse, alternate), animation-fill-mode  
 (forwards, backwards, both, none), animation-play-state (running,  
 paused).