```
<!DOCTYPE html>
<html>
<head>
   <title>CSCI 111 Web Programming and Problem Solving</title>
</head>
<body>
   <h1>Week-3-Lecture</h1>
   <h2>Introduction to CSS Part II</h2>
   ul>
       Talgat Manglayev
       Irina Dolzhikova
       Aigerim Yessenbayeva
   </ul>
</body>
</html>
```

outline

```
<01>
 CSS selectors
 <01>
   DOM based
   Pseudo class
   Pseudo elements
 Conflict Resolution
 <01>
   Cascade
   Inheritance
   Specificity
 Important
```

CSS Syntax

What if we want to change a particular paragraph? How do we select a specific element?

What if one element is changed in several places? How to resolve the conflicts?

Questions and Answers related to HTML and CSS

Do I really need to learn HTML and CSS?

```
p { color : blue; }
h1 { color : red; }
h2 {color: green;}
</style>
```

<style>

HTML and CSS, unlike programming languages, have no competitors. If you want to create web pages and start a career in web design, web development, or even web journalism, you must have a basic understanding of HTML and CSS. Fortunately, the fundamentals of HTML and CSS are simple.

Is HTML CSS enough to get a job?

Can I get a job with just HTML and CSS? It's a question we get here at Skillcrush all the time, and the short answer is yes, with caveats. If you want to start working in tech, the first thing you should do is learn HTML and CSS.

What is the fastest way to learn HTML and CSS?

As with any new skill, hands-on practice is the best way to learn HTML and build these foundational skills. Once you've gone through some introductory tutorials and feel comfortable with the basics, challenge yourself to start building simple websites from scratch.

CSS selectors

To distinguish between elements, we use selectors:

- Element Types (Tags)
- Element Classes
- Element Attributes
- Element IDs
- DOM based
- pseudo-class
- pseudo-elements

Element Selectors

Selection of one or more elements:

```
body
   margin: 0;
```

color: blue; font-size: 12pt;

Selects and changes the properties of body element

```
padding: 0;
```

Selects and changes the properties of h1 and p elements (Note the comma in between)

Class Selectors

Class - identifier that can group together multiple elements.

```
Definition of the class second for two
 ... 
                           elements. Elements can belong to
 ...  several classes.
```

```
Selects the elements with the specified
.second { color: red; }
                                         class (second or item)
li.item { color: purple; }
```

Note a dot before class name

Attribute Selectors

```
h1[style]
   text-align: center;
li[name]
```

attribute defined

color: gray; li[name="item1"]

color: orange;

Selects all **li** elements with their name attribute defined as well as

those which have

Selects all h1 tags with their style

specific values for name attribute

page-4.html

ID Selectors

ID is an identifier of an element unique within the document

Assignment of **ID** to the element

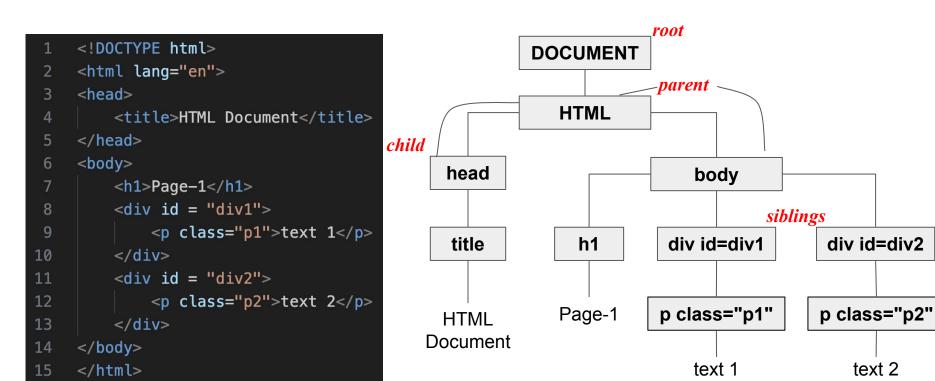
```
 ...
```

Selects the elements by its ID Note a hash before the ID

```
#last
{
    color: red;
    font-size: 15pt;
}
```

DOM based

- HTML document can be viewed as a tree-like structure.
- This structure is represented as Document Object Model (DOM) in memory
- Elements are called nodes



Children selectors

```
/*selects all li elements of div */
                                            <body>
                                            <h1>Global Rankings</h1>
div li
                                                 < div id="div-1">
                                                     <h2>Ranking of countries by area</h2>
    font-size: large;
                                                     Russia
/*selects only the direct h2 elements of div */
                                                          Canada
div > h2
                                                              China
                                                              United States
    font-size: xx-large;
                                                              Brazil
                                                        /*selects only the direct h2 elements of div */
                                                 </div>
body > h2
                                            <h2>Resources:</h2>
                                            <u1>
    color: green;
                                                 \langle li \rangle \langle a
                                            href="https://www.worldometers.info">Largest
                                            Countries in the World (by area) </a>
                                                 </body>
```

Pseudo-Class Selectors

A pseudo-class is used to define a special state of an element.

selector:pseudo-class property: value;

color: hotpink; /* selected link */ a:active

states of tag a

/* unvisited link */

color: red:

/* visited link */

color: green;

/* mouse over link */

a:link

a:visited

a:hover

color: blue;

Pseudo-Class Selectors

```
To select the first child of an element:
ul li:first-child
    color: blue;
To select the n-th child of an element:
ul li:nth-child(3)
    color: blue;
```

Pseudo-Element Selectors

A pseudo-element is used to style specified parts of an element. selector::pseudo-element

property: value;

https://developer.mozilla.org/en-US/docs/Web/CSS/Pseudo-elements

color: green; p::selection

p::first-letter

color: red;

p::first-line

color: red; background: yellow; ::marker

color: orange;

page-9.html

Conflict Resolution

Application of CSS rules depends on three main concepts:

- Cascade
- Specificity
- Inheritance

To resolve the conflicts, we need to understand them well.

Cascade

concept which means that the origin and the order of CSS rules matter, i.e. the latest rule is applied.

```
<head>
                                     How to quickly master novel skills
    <style>
   h1
        color: blue;
       this rule overrides the previous rule */
    h1
        color: green;
    </style>
</head>
<body>
    <h1>How to quickly master novel skills</h1>
</body>
```

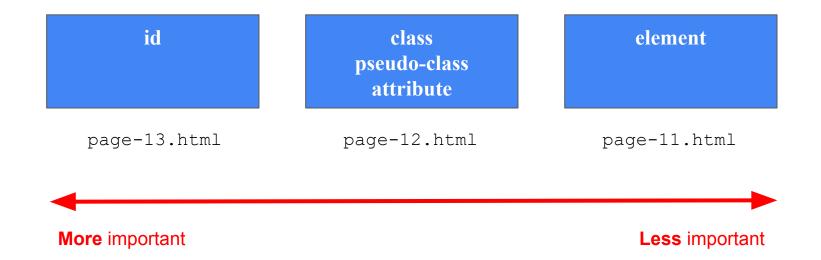
page-10.html

Specificity

weight that the browser uses to decide which property value is applied to an element.

The weight is composed of 3 numbers based on the <u>location</u> of a rule and the <u>number</u> of appearance of the selectors.

Inline style has more weight than id, and not included into calculation.



Specificity

id

class pseudo-class attribute element

page-11.html

```
/*p > span has more weigh as it has two element selectors p and span*/
p > span
{
    color: red;
}
/*span has less weigh as it has only one element selectors span*/
span
{
    color: blue;
}
</style>
```

002

001

class pseudo-class attribute

element

page-12.html

The battle for the font color. Class vs. Element selectors.

class pseudo-class attribute

element

page-12.html

The battle for the font color.

Specificity

id

page-13.html

class pseudo-class attribute element

```
<style>
#last
{
    color: blue;
}
.spanClass
{
    color: red;
}
p > span
{
    color: green;
}
</style>
```

Cascade works if Specificity weight is the same

Inheritance

Elements can inherit the properties defined in their parents or ancestors.

- Some properties can't be inherited like weight or margin.
- CSS provides special property values for elements:

```
• inherit – turn on inheritance
```

page-14.html

o initial – default of property

page-15.html

unset – set to inherit or initial

page-16.html

- o <u>revert</u> browser's default
- o <u>revert layer</u> previous cascade <u>layer</u>

!important

Importance is the mechanism to apply a rule no matter what the order specificity or inheritance of other rules.

```
h1
    color: blue !important;
                                             However, it is not recommended
                                             to use it unless really necessary
  this rule is not applied */
h1
    color: green;
```

Summary

The selection can be done:

- using element's type, class, attributes and ID
- based on DOM (structure of HTML)
- using pseudo-classes and pseudo-elements

Three concepts are important in conflict resolution

- Cascade
- Specificity
- Inheritance

Use **important** keyword only when really necessary

bonus info