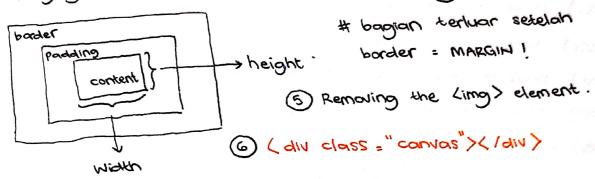
(andex. html) adding class = "inline" in < input id = "terms - and - conditions" type " "checkbox" required name = "terms - and - conditions" class = "inline">

(styles.css) changing the color.

Tuesday, 23rd #4413. 2024 Learn the CSS Box Model by Building a Rothko Painting. "

- 1) adding DOCTYPE, html element, head, & body
- (2) the order: inside the Khead), add Kmeta charset) and Ktitle) inside the Lbody>, add Limg src:"...">.
- 3) changing the src attribute.



- 1) Linking the index. Himl & styles. cas.
- (8) (styles.css) setting the canvas width a (500 px)
- (styles.css) setting the .canvas height → (600 px)
- (10) (styles.css) changing the background color of the convas -> # 4d0f00 (1) (Index. Html) wrapping the .canvas element in Ldiv class = "frame"></div
- (1) (styles.cs) changing the frame border: black solid 50px;
- (3) (styles. css) changing the frame width > 500px;
- (4) (styles.css) adjust the spacing using padding: 50px;
- (5) (styles. css) vertical margin: 20px harizontal margin: auto. margin: 20px auto; -> masih di frame CSS rule.
- (ic) (index. html) adding new div class < div class = "one"></div>
- (17) (styles.css) adjust one CSS rule with width: 425 px;
- (18) (styles.css) height: 150px;
- (19) (styles. css) background-color: #efb762.
- (20) (styles css) margin: Lopx auto; for , one CSS rule.

(21) (styles. css) adding padding 1px to the canvas. (22) (styles.css) replacing the padding property with overflow set to hidden. overflow : hidden ; (23) (index. Hml) add (div class: "two">(/div) (styles. css) set the height -> 200 px; ( etyles. css) . two { width : 475 px ; (styles.css) setting the background color -> # 850401; (27) (styles. css) setting the margin to auto. (28) (Index. html) adding < div class: "three"></div> (29) (styles. css) . three → width: 90%; 30 (styles. css) . three → height: 28%; 31) (styles. css) . three → background-color: #620403; (32) (styles.css) three - margin: auto; > bottom. (33) (styles ces) .two → margin: 0 auto 20px; top horizontal (styles.css) giving filter to the .canvas: filter: blur (apx); (35) (styles.css) changing the blur pixel into 1px for one and two (styles css) changing the blur for . three. (31) (styles.css) adding box-shadow: 0 0 3px 3px #efb762; for .one. (styles.css) box-shadow: 0 0 3px 3px # 850401 for .two. (styles.css) box-shadow: 0 0 5px 5px # 620403, for three. (40) (styles css) border-radius: 9px; for one. (styles.css) border-radius: 8px 10px; for two top-left top-right LOGINZ rodius bottom-left bottom-right

radius

radius.

- (styles.css) changing the border-radius, for three border-radius: 30 px Gopx 25px 12px; -> this is incorrect! border-radius: 30 px 25px Gopx 12px; -> this is correct!

  Lap-left top- bottom-left.

  right right
- (styles. css) using transform property on the one selector to rotate it counter clockwise by 0.6 degrees.

  transform: rotate (-0.6 deg);
- (styles.css) rotating the .two element clockwise by 0.4° transform: rotate (0.4 deg);

Wednesday, 24th of Jan 2024. CSS Flexbox - Photo Gallery

- 1) adding DOCTYPE, html. head, and body elements.
- 2) < meta name = "viewport" content = "width = device width, initial scale = 1"> < meta charset = "utf 8">
- 3) adding title element and linking element to styles.css Ltitle ></title>
  Llink rel: "stylesheet" href: "styles.css">
- (1) adding header + assign a class; and adding <h1></h1></h1></h1></h1></h1>

(/header)

- (5) adding ¿div class = "galiery"></aliv> and adding ¿img> x 9 inside it.
- @ adding <img src = "...." > × 9
- () (styles.css) styling the gallery width: 50; border: 5px solid red;
- (8) (styles.css) (5) global selector.

  L do

  box-sizing: content-box; -> 1/1/10 not completely understand.
- (9) (styles. css) changing the content box into -> border-box.
- (10) (styles.css) removing the gallery and imp selectors & all the rules within.