

March 2nd 2024

FCC = Ferris Wheel

① (index.html)

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="utf-8">
    <title> Ferris Wheel </title>
    <link rel="stylesheet" href="styles.css">
  </head>
  <body></body>
</html>
```

③ (styles.css)

```
.wheel {
  border: 2px solid black;
  border-radius: 50%;
  margin-left: 50px;
}
```

⑦ (styles.css) [cont'd]

```
position: absolute;
left: 50%;
top: 50%;
```

⑧ (styles.css) [cont'd]

```
transform-origin: 0% 0%;
```

is used to set the point around which a CSS transformation is applied. Ex: when performing a **rotate** (which you will do later), the **transform-origin** determines around which point the element is rotated.

⑨ (styles.css)

```
.line: nth-of-type(2) {
  transform: rotate(60deg);
}
```

this will rotate the element around its **transform-origin** point by 60° clockwise.

⑩ (styles.css)

```
.line: nth-of-type(3) → transform: rotate(120deg);
.line: nth-of-type(4) → transform: rotate(180deg);
.line: nth-of-type(5) → transform: rotate(240deg);
.line: nth-of-type(6) → transform: rotate(300deg);
```

④ (styles.css) [cont'd]

```
position: absolute;
height: 55vw;
width: 55vw;
```

⑤ (styles.css) [cont'd]

```
max-height: 500px;
max-width: 500px;
```

⑥ (styles.css)

```
.line {
  background-color: black;
  width: 50%;
  height: 2px;
}
```


⑪ (styles.css)

```
.cabin {  
  background-color: red;  
  width: 20%;  
  height: 20%;  
}
```

⑫ (styles.css) [cont'd]

```
position: absolute;  
border: 2px solid;
```

⑬ (styles.css) [cont'd]

```
transform-origin: 50% 0%;
```

⑭ (styles.css)

```
.cabin: nth-of-type(1) {  
  right: -8.5%;  
  top: 50%;  
}
```

⑮ (styles.css)

```
.cabin: nth-of-type(2) {  
  right: 17%;  
  top: 93.5%;  
}
```

⑰ (styles.css)

⑱ (styles.css)

```
@keyframes wheel {  
  0% {  
    transform: rotate(0deg);  
  }  
}
```

⑳ (styles.css)

```
.wheel {  
  border: 2px solid black;  
  border-radius: 50%;  
  margin-left: 50px;  
  position: absolute;  
  height: 55vw;  
  width: 55vw;  
  max-width: 500px;  
  max-height: 500px;  
  animation-name: wheel;  
  animation-duration: 10s;  
}
```

㉑ (styles.css) [cont'd]

```
animation-iteration-count: infinite;  
animation-timing-function: linear;
```

㉒ (styles.css)

```
@keyframes cabins {  
  0% {  
    transform: rotate(0deg);  
  }  
  100% { transform: rotate(-360deg); }
```

(3) → right: 67%, top: 93.5%

(4) → left: -8.5%, top: 50%

(5) → left: 17%, top: 7%

(6) → right: 17%, top: 7%

⑯ (styles.css)

```
@keyframes { }
```

```
@keyframes wheel {  
  0% {
```

```
}
```

⑩ (styles.css)

```
@keyframes wheel {  
  0% {  
    transform: rotate(0deg);  
  }  
  100% {  
    transform: rotate(360deg);  
  }  
}
```


23) (styles.css)

```
.cabin {  
  background-color: red;  
  width: 20%;  
  height: 20%;  
  position: absolute;  
  border: 2px solid;  
  transform-origin: 50% 0%;  
  animation: cabins 10s linear infinite;  
}
```

animation-name animation-duration

animation-timing-function

animation-iteration-count

24) (styles.css) [cont'd]

```
animation: cabin 10s ease-in-out infinite;
```

25) (styles.css)

```
@keyframes cabins {  
  0% {  
    transform: rotate(0deg);  
    background-color: yellow;  
  }  
  100% {  
    transform: rotate(-360deg);  
  }  
}
```

26) (styles.css) [cont'd]

* between the 0% and 100% selector ↴

```
50% {  
  background-color: purple;  
}
```

29) (styles.css) [cont'd]

```
75% {  
  background-color: yellow;  
}
```

27) (styles.css) removing a property.

28) (styles.css) [cont'd]

adding 25% {
 background-color: yellow;
 } between 0% and 30%.