

- * relative takes position in respect to its original position.
- * absolute takes position in respect to its parent.

+ Position : top bottom right and left.

- * fixed also takes position in respect to its parent.
- * sticky : will fix up at a position and then gets sticky (fixed)
- + Flex has to be given to the parent

Media

- * @media (max-width: 500px) {
body {
background: yellow;
}
till the width is below 500 this properties will be applied
- + @media (min-width: 500px) {
body {
background: yellow;
}
minimum width should be 500 for the property to be applied
- * @media (min-width: 500px) and (max-width: 766px) {
css property between 500px and 766px
(start) (end)
}
- + gap: 10px (property of flex only)
(for eg: give gap between items)


- * display: block (to remove flex) which may be applied before and you don't want to use it in media query.
- * min-width: atleast this must be the size it should meet
- * max-width: beyond this limit it should be not valid.

* Flexbox: can be used either for row or for column
row or column

* grid: used for both simultaneously.
row and column

* always use display: grid

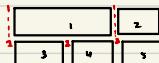
+ grid-template-columns: 100px 100px 100px; (3 columns of 100px each)

+ grid-template-rows:

+ grid-template-columns: repeat(3, 1fr) 3 columns of 1 fraction

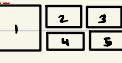
+ row-gap: ; * column-gap:

* grid-column-start: 1;
grid-column-end: 3;



* grid-garden game.

* grid-row-start: 1;
grid-column-end: 3;



- 1) Tailwind
- 2) Bootstrap
- 3) Git and GitHub
- 4) Markdown

HW: 3 Projects
Article (Position, Flex, Grid, Media)