

# Advanced CSS

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01

Box model

Box model

## CSS Box model

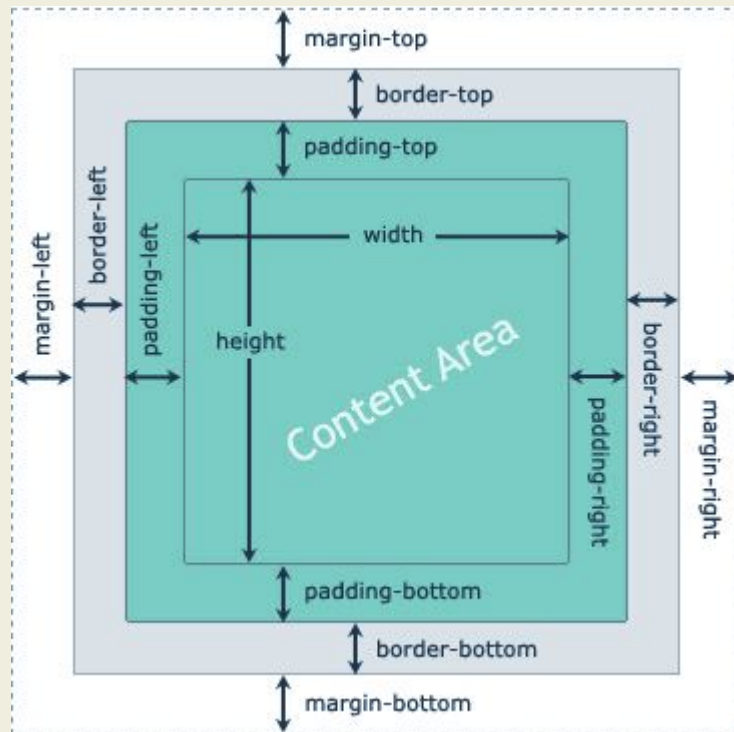
- Each element is a box defined with x, y, width and height
  - **x** and **y** mark the top left edge of the box
  - **width** and **height** are applied to content part of the box
- Where are content, padding, border and margin on the cats image?



Box model

## CSS Box model

- Content can be distributed in the box with padding
- Box can be spaced from other boxes with margin  
(e.g. spacing between sibling elements)
  - Margins of adjacent elements don't stack!!! They collapse. Bigger wins.
  - [Rules of margins](#)
  - Margin can be negative - a bit hackish
- Box can be made visible with border - draws line on the edge of the box



Box model

## CSS Box model and box-sizing

- **box-sizing** property changes how browser calculates size of the element
  - Whether to border or padding **included or excluded** from the **width**
  - Default value is **content-box**, which includes only content
  - We at SofaScore use **box-sizing: border-box** -> includes content, padding and border
    - Very simple example why border-box can be superior: [link](#)



# CSS Box Model Example





02



Display



Display

## CSS Display Properties

- Display property is used to specify how should element behave in the parent element.
- Elements have default display properties defined in HTML specification
- Common display properties:
  - block
  - inline
  - inline-block
  - none - removes element from screen
  - grid, table, flex - special layouts

Display

## CSS Display Properties

- Display: **block** - e.g. `div`, `ul`, `main`, `p`
  - Element will take as much space as possible in the single row
  - No two block elements in the same row
- Display: **inline** - e.g. `span`, `b`
  - Element will use minimal width needed
  - Ignores width and height set
  - Possible multiple elements in the same row
- Display: **inline-block** - e.g. `img`
  - Inline element which doesn't ignore width and height set



03

Flex

Flex

## Flexbox - display: flex

- Displays element as block level container - it appears the same, children will be changed
- Applies flexible width (or height) and positioning to children
- Aligns children on defined axis - row, column
- Children positioning can be specified
  - Align all with start, center or end of the parent container
- If children take more space than available - define wrapping
- If children take less space than available - define layout

Flex

## Flexbox - display: flex

- Best additional resources to learn flex
  - [W3C - Schools](#) - usually great, but it's not their best work, in my humble opinion
  - [A Complete Guide to Flexbox](#) - phenomenal, great read even if you know flex
  - [Flexbox Froggy game](#) - when you feel ready, try this out
- Flex vs grid
  - Flex can do everything grid can, not exactly visa versa
  - Flex is more supported on older browsers, but it's becoming moot point in 2023
  - Grid is better for very simple layouts (designed for Windows 8 start menu)

Flex

## Flexbox - parent (flex container) properties

- Most important parent properties:
  - **flex-direction** - the direction (axis) of flex-container
    - **row** (default), **row-reverse**, **column**, **column-reverse**
  - **justify-content** - strategy of organizing children along the flex axis
  - **align-items** - strategy of organizing children along the other axis
  - **flex-wrap** - whether to wrap children in the next row/column when there isn't enough space
  - **gap** - default space between children on the container
    - Example of problematic Safari property, but less so in 2023 - [Can I use link](#)

Flex

## Flexbox - child properties

- Most important children properties:
  - **flex-grow** - should the child grow and in what ratio
  - **flex-shrink** - should the child shrink and in what ratio
  - **flex-basis** - basis dimension for grow and shrink calculation
    - Can be used in combination with [max|min]-[width|height]
  - **flex** - shorthand for flex-grow, flex-shrink and flex-basis
    - e.g. **flex: 3 2 50px;**
  - **align-self & justify-self** - ignore how the container aligns/justifies children and set own rule



Flex

## Practise makes perfect





# Flexbox examples



04



## Position and transition

## CSS Position

- Type of positioning used for an element
- Used to define how should element be positioned based on its **top**, **bottom**, **left** and **right**, properties
- Default value: **static**
  - Ignore position properties
- **z-index** - tells browser how to display overlapping elements (higher number first)
  - default: first element on top

## CSS Position - common values (other than static)

- **relative** -> position element relative to element's normal position (top, left, ...)
  - stays in normal flow, reserves its space
- **fixed** -> positions element relative to a screen (not content on the screen)
  - stays on the same place when page is scrolled
- **absolute** -> positions element relative to nearest positioned ancestor
  - positioned ancestor -> any element with position property different than static (default) !!!
  - common use with relative parent
  - removed from normal flow, no space reserved
- **sticky** -> positioning depends on scroll position, alternates between absolute and fixed
- [MDN position documentation](#)

## CSS Transition

- Allow gradual/smooth transition between states, e.g. changing color, appearance, etc.
  - There are many many libraries which do more than basic CSS transition
  - Basic CSS is faster 😁
- THE most common problem in basic CSS:
  - Exiting element has to stay in HTML (DOM) until the animation finishes and then disappear
- We use [Framer motion](#) when tasked to do something more than basic CSS
  - Going way ahead of ourselves, but AnimatePresence is easy solution for the problem



# Position and transition example





05



Responsive  
design

- Responsive design - page must look good on a large number of different devices
  - To consider different device capabilities - resolution, orientation, speed
  - Possibly different style rules by group
- Two strategies:
  - Progressive enhancement - “mobile first” - start with smaller screens and then handle wider devices
  - Graceful degradation - start with the best and largest devices, then handle all the problems

## CSS Media

- Media queries - CSS checks for device capabilities
  - `@media screen and (min-width: 400px) { ...will apply styles only on screens wider than 400px }`
  - Much more than just screen size, e.g. `@media (pointer: coarse|fine) {...}` - [link to docs](#)
- Using viewport width and height in CSS: 100vh and 100vw - full viewport width and height
  - Great for desktop, a bit messy on mobile 😞
    - Problem: each browser handles disappearing toolbars and menus differently

## CSS Media Breakpoints

- Media queries are usually not set at random screen sizes, but on few standardized values called media breakpoints
  - Standardized per site/development team/framework, not industry-wide
  - [Bootstrap breakpoints](#)
- Sofascore supports devices from 320px upwards
  - Lower resolutions work, but don't look particularly great
- We'll talk more about responsive design later

## CSS Math Functions

- CSS supports 4 Math functions as values: `calc`, `min`, `max`, `clamp`
  - [Practical Uses of CSS Math Functions: calc, clamp, min, max](#)
  - e.g. setting main's `min-height: calc(100vh - 30px)`
    - We have a 30px header and the rest of the viewport should have content
  - Allows to dynamically calculate some value directly in CSS
    - Plain CSS is often faster than JS

**Thank you for your  
attention!**

