API Specification

Silhouette

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Scenario 1

Make two rulesets, one that is a regular ruleset and one that is a grid ruleset. Give each ruleset a unique selector. For the regular ruleset, add a blue background and change the text color to #32a852. For the grid, define three columns and two rows of varied size. Lastly, apply both of the rulesets to a Container of type ”header”.

Scenario 1 - Proposed Solution

```
RuleSet color = new RuleSet(".color");
color.addRule("background-color", "blue");
color.addRule("color", Color.Hex(#32a852));

Grid grid = new Grid("#grid");
grid.setColumns("1fr", "100px", "2em");
grid.setRows("50%", "120px");

Container myHeader = new Container("header");
myHeader.applySelector(".color");
myHeader.applySelector("#grid");
```

Scenario 2

Make a table whose size changes dynamically, add values to the header row and add values to the rest of the rows as they are generated. Apply a class to the table and set a header color for the table.

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