

Styles

@font-face – These are fonts I downloaded from Google Font and uploaded to Font Squirrel to be used offline as the production PC is offline. Patua-One is the font used on a majority of MCC posters and parts of the official website.

:root – I can set variables in CSS here. I set a dark and light green color in here to be used later. As it turns out, I only used them once.

body – This sets the font for the whole “body” of the HTML page. It can be overridden if a tag within “body” is set to something else. If, for some reason, the custom font can’t be loaded, the page will load the system’s default “cursive” font. The default for Windows is, unfortunately, Comic Sans MS.

input[type=button].numpad – This sets any input button that has the class “numpad” to the styling in here. Setting the width and height to the same dimensions makes a square button. The font is changed to Montserrat because it looks better on buttons than Patua-One. Border-radius is set to five pixels to have the corners of the buttons appear rounded. This line can be deleted to have a straighter look.

input[type=button].keys – This is similar to the numpad but the width is longer than the height.

canvas – This is the canvas that was supposed to be drawn on. Now it acts as an “img” tag. The background image is also set here.

.left – The width is set to 20% to take up the left 20% of the screen. The right border of this column has a one pixel density to draw a line between the columns.

.right – The width is set to 80% to take up the rest of the page.

.column – float: left has the contents align to the left side of the column. Padding is set to ten pixels to add padding to the column. Padding is just extra stuff on the outside to keep it separate from other elements.

.header-decoration – This is shown in the diagram on main.html’s documentation.