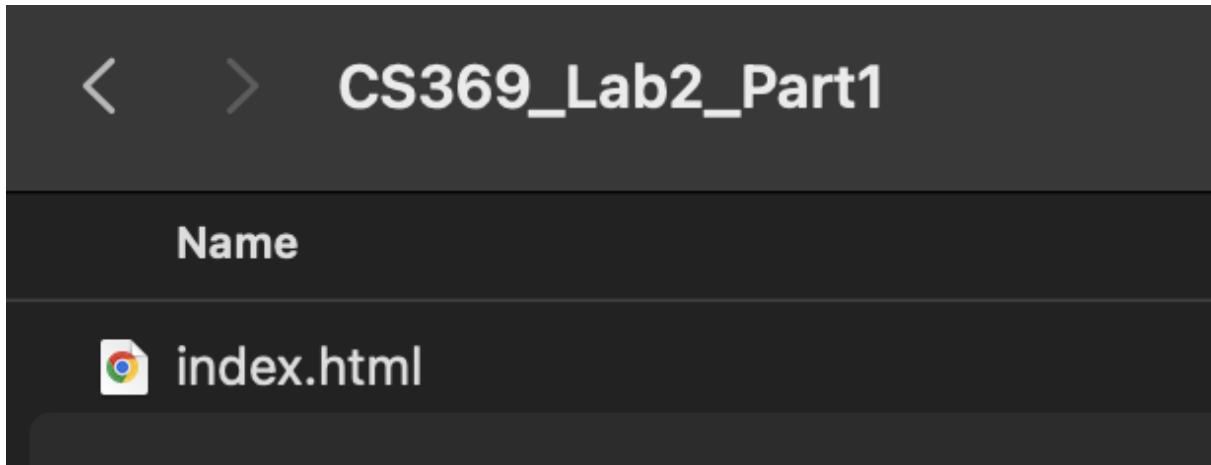


Exercise 2 CSS

ส่วนที่ 1 Structuring HTML

1. สร้างไฟล์ index.html



Headings และ Sub-heading : เนื้อหามาจาก
https://en.wikipedia.org/wiki/Computer_science

a. Computer science

```
index.html 1 |  
Users > sprdee > Downloads > CSTU-CS363-main > Lab02_GroupYY > CS369_Lab2_Part1 > index.html > html > body  
1  <!DOCTYPE html>  
2  <html lang="en">  
3  <head>  
4  |   <meta charset="UTF-8">  
5  |   <meta name="viewport" content="width=device-width, initial-scale=1.0">  
6  |   <title>CS369-Lab2-CSS</title>  
7  </head>  
8  <body>  
9  |   <!-- Computer science -->  
10 |   <h1 class="topic-heading heading">Computer science</h1>  
11 |   <p>  
12 Computer science is the study of computation, information, and automation.  
13 Included broadly in the sciences, computer science spans theoretical disciplines  
14 (such as algorithms, theory of computation, and information theory) to applied disciplines  
15 (including the design and implementation of hardware and software).  
16 An expert in the field is known as a computer scientist.  
17 Algorithms and data structures are central to computer science.  
18 The theory of computation concerns abstract models of computation and  
19 general classes of problems that can be solved using them. The fields of cryptography  
20 and computer security involve studying the means for secure communication and  
21 preventing security vulnerabilities. Computer graphics and computational geometry address  
22 the generation of images. Programming language theory considers different ways to  
23 describe computational processes, and database theory concerns  
24 the management of repositories of data. Human-computer interaction investigates  
25 the interfaces through which humans and computers interact, and software engineering focuses on  
26 the design and principles behind developing software. Areas such as operating systems, networks and embedded systems investigate the principles  
27 and design behind complex systems. Computer architecture describes the construction of computer components and computer-operated equipment. Artificial  
28 intelligence and machine learning aim to synthesize goal-orientated processes such as problem-solving, decision-making, environmental adaptation, planning  
29 learning found in humans  
30 and animals. Within artificial intelligence, computer vision aims to understand and process image and video data, while natural language processing aims to  
31 The fundamental concern of computer science is determining what can and cannot be automated.  
32 The Turing Award is generally recognized as the highest distinction in computer science.</p>  
33 |
```

b. History

```
33 <!-- History -->
34 <h1 class="topic-heading heading">History</h1>
35 <p>
36     The earliest foundations of what would become computer science predate the invention of the modern digital computer. Machines for calculating fixed numerical
37     tasks such as the abacus have existed since antiquity, aiding in computations such as multiplication and division. Algorithms for performing computations have
38     existed since antiquity, even before the development of sophisticated computing equipment.<br><br>
39     Wilhelm Schickard designed and constructed the first working mechanical calculator in 1623. In 1673, Gottfried Leibniz demonstrated a digital mechanical calculator,
40     called the Stepped Reckoner. Leibniz may be considered the first computer scientist and information theorist, because of various reasons, including the fact that he
41     documented the binary number system. In 1820, Thomas de Colmar launched the mechanical calculator industry when he invented his simplified arithmometer, the first
42     calculating machine strong enough and reliable enough to be used daily in an office environment. Charles Babbage started the design of the first automatic mechanical
43     calculator, his Difference Engine, in 1822, which eventually gave him the idea of the first programmable mechanical calculator, his Analytical Engine. He started
44     developing this machine in 1834, and "in less than two years, he had sketched out many of the salient features of the modern computer". "A crucial step was the adoption
45     of a punched card system derived from the Jacquard loom" making it infinitely programmable. In 1843, during the translation of a French article on the Analytical
46     Engine, Ada Lovelace wrote, in one of the many notes she included, an algorithm to compute the Bernoulli numbers, which is considered to be the first published
47     algorithm ever specifically tailored for implementation on a computer. Around 1885, Herman Hollerith invented the tabulator, which used punched cards to process
48     statistical information; eventually his company became part of IBM. Following Babbage, although unaware of his earlier work, Percy Ludgate in 1909 published the 2nd of
49     the only two designs for mechanical analytical engines in history. In 1914, the Spanish engineer Leonardo Torres Quevedo published his Essays on Automatics, and
50     designed, inspired by Babbage, a theoretical electromechanical calculating machine which was to be controlled by a read-only program. The paper also introduced the idea
51     of floating-point arithmetic. In 1920, to celebrate the 100th anniversary of the invention of the arithmometer, Torres presented in Paris the Electromechanical
52     Arithmometer, a prototype that demonstrated the feasibility of an electromechanical analytical engine, on which commands could be typed and the results printed
53     automatically. In 1937, one hundred years after Babbage's impossible dream, Howard Aiken convinced IBM, which was making all kinds of punched card equipment and was
54     also in the calculator business to develop his giant programmable calculator, the ASCC/Harvard Mark I, based on Babbage's Analytical Engine, which itself used punched
55     cards and a central processing unit. When the machine was finished, some hailed it as "Babbage's dream come true".<br><br>
56     During the 1940s, with the development of new and more powerful computing machines such as the Atanasoff-Berry computer and ENIAC, the term computer came to refer to the
57     machines rather than their human predecessors. As it became clear that computers could be used for more than just mathematical calculations, the field of computer
58     science broadened to study computation in general. In 1945, IBM founded the Watson Scientific Computing Laboratory at Columbia University in New York City. The
59     renovated fraternity house on Manhattan's West Side was IBM's first laboratory devoted to pure science. The lab is the forerunner of IBM's Research Division, which
60     today operates research facilities around the world. Ultimately, the close relationship between IBM and Columbia University was instrumental in the emergence of a new
61     scientific discipline, with Columbia offering one of the first academic-credit courses in computer science in 1946. Computer science began to be established as a
62     distinct academic discipline in the 1950s and early 1960s. The world's first computer science degree program, the Cambridge Diploma in Computer Science, began at the
63     University of Cambridge Computer Laboratory in 1953. The first computer science department in the United States was formed at Purdue University in 1962. Since practical
64     computers became available, many applications of computing have become distinct areas of study in their own rights.
65     </p>
```

c. Philosophy

i. Epistemology of computer science

```
42 <!-- Philosophy -->
43 <h1 class="topic-heading heading">Philosophy</h1>
44
45 <!-- Sub-headings Philosophy -->
46 <h2 class="topic-heading">Epistemology of computer science</h2>
47 <p>
48     Despite the word science in its name, there is debate over whether or not computer science is a discipline of science, mathematics, or engineering. Allen Newell
49     and Herbert A. Simon argued in 1975,<br><br>
50     computer science is an empirical discipline. We would have called it an experimental science, but like astronomy, economics, and geology, some of its unique forms of
51     observation and experience do not fit a narrow stereotype of the experimental method. Nonetheless, they are experiments. Each new machine that is built is an
52     experiment. Actually constructing the machine poses a question to nature; and we listen for the answer by observing the machine in operation and analyzing it by all
53     analytical and measurement means available.<br><br>
54     It has since been argued that computer science can be classified as an empirical science since it makes use of empirical testing to evaluate the correctness of
55     programs, but a problem remains in defining the laws and theorems of computer science (if any exist) and defining the nature of experiments in computer science.
56     Proponents of classifying computer science as an engineering discipline argue that the reliability of computational systems is investigated in the same way as bridges
57     in civil engineering and airplanes in aerospace engineering. They also argue that while empirical sciences observe what presently exists, computer science observes what
58     is possible to exist and while scientists discover laws from observation, no proper laws have been found in computer science and it is instead concerned with creating
59     phenomena.<br><br>
60     Proponents of classifying computer science as a mathematical discipline argue that computer programs are physical realizations of mathematical entities and programs
61     that can be deductively reasoned through mathematical formal methods. Computer scientists Edsger W. Dijkstra and Tony Hoare regard instructions for computer programs as
62     mathematical sentences and interpret formal semantics for programming languages as mathematical axiomatic systems.
63     </p>
```

ii. Paradigms of computer science

```
53 <h2 class="topic-heading">Paradigms of computer science</h2>
54 <p>
55     A number of computer scientists have argued for the distinction of three separate paradigms in computer science. Peter Wegner argued that those paradigms are
56     science, technology, and mathematics. Peter Denning's working group argued that they are theory, abstraction (modeling), and design. Amnon H. Eden described
57     them as the "rationalist paradigm" (which treats computer science as a branch of mathematics, which is prevalent in theoretical computer science, and mainly
58     employs deductive reasoning), the "technocratic paradigm" (which might be found in engineering approaches, most prominently in software engineering), and the
59     "scientific paradigm" (which approaches computer-related artifacts from the empirical perspective of natural sciences, identifiable in some branches of
60     artificial intelligence). Computer science focuses on methods involved in design, specification, programming, verification, implementation and testing of
61     human-made computing systems.
62     </p>
```

d. Fields

- i. Theoretical computer science
 - 1. Theory of computation
 - 2. Information and coding theory
 - 3. Data structures and algorithms
 - 4. Programming language theory and formal methods
- ii. Applied computer science
 - 1. Computer graphics and visualization
 - 2. Image and sound processing
 - 3. Computational science, finance and engineering
 - 4. Human–computer interaction
 - 5. Software engineering
 - 6. Artificial intelligence
- iii. Computer systems
 - 1. Computer architecture and microarchitecture
 - 2. Concurrent, parallel and distributed computing
 - 3. Computer networks
 - 4. Computer security and cryptography
 - 5. Databases and data mining

```
index.html 1 ×
CSTU-CS363-main > Lab02_GroupYY > CS369_Lab2_Part1 > index.html > index.html > body > p
2   <html lang="en">
8     <body>
59       <!-- Fields -->
60       <h1 class="topic-heading">Fields</h1>
61       <p>
62         | As a discipline, computer science spans a range of topics from theoretical studies of algorithms and the limits of computation to practical applications in computing and technology.
63       </p>
64
65       <!-- Sub-heading Fields -->
66       <h2 class="topic-heading">Theoretical computer science</h2>
67       <p>
68         | Theoretical computer science is mathematical and abstract in spirit, but it derives its motivation from practical applications.
69       </p>
70       <h3 class="topic-heading">Theory of computation</h3>
71       <p>
72         | According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation.
73       </p>
74       <h3 class="topic-heading">Information and coding theory</h3>
75       <p>
76         | Information theory, closely related to probability and statistics, is related to the quantification of information and its transmission over a communication channel.
77       </p>
78       <h3 class="topic-heading">Data structures and algorithms</h3>
79       <p>
80         | Data structures and algorithms are the studies of commonly used computational methods and their computational complexity.
81       </p>
82       <h3 class="topic-heading">Programming language theory and formal methods</h3>
83       <p>
84         | Programming language theory is a branch of computer science that deals with the design, implementation, and analysis of programming languages.
85         | Formal methods are a particular kind of mathematically based technique for the specification, development, and verification of systems.
86       </p>
87
88       <!-- Sub-heading Fields -->
89       <h2 class="topic-heading">Applied computer science</h2>
90       <h3 class="topic-heading">Computer graphics and visualization</h3>
91       <p>
92         | Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of images.
93       </p>
94       <h3 class="topic-heading">Image and sound processing</h3>
95       <p>
96         | Image and sound processing involve the analysis, synthesis, and manipulation of images and sounds.
```

```

index.html 1
CSTU-CS363-main > Lab02_GroupYY > CS369_Lab2_Part1 > index.html > index.html > body > p
2 <html lang="en">
8 <body>
103   <h3 class="topic-heading">Human-computer interaction</h3>
104   <p>
105   | Human-computer interaction (HCI) is the field of study and research concerned with the design and use of computer systems especially with the aim of making them easier to use and more accessible to the user.
106   </p>
107   <h3 class="topic-heading">Software engineering</h3>
108   <p>
109   | Software engineering is the study of designing, implementing, and modifying the software in order to ensure that it meets the requirements specified in the specification.
110   </p>
111   <h3 class="topic-heading">Artificial intelligence</h3>
112   <p>
113   | Artificial intelligence (AI) aims to or is required to synthesize goal-orientated processes such as problem solving, learning, and decision-making.
114   </p>
115
116
117   <!-- Sub-heading Fields -->
118   <h2 class="topic-heading">Computer systems</h2>
119   <h3 class="topic-heading">Computer architecture and microarchitecture</h3>
120   <p>
121   | Computer architecture, or digital computer organization, is the conceptual design and fundamental operation of a computer system.
122   </p>
123   <h3 class="topic-heading">Concurrent, parallel and distributed computing</h3>
124   <p>
125   | Concurrency is a property of systems in which several computations are executing simultaneously, and potentially in parallel.
126   </p>
127   <h3 class="topic-heading">Computer networks</h3>
128   <p>
129   | This branch of computer science aims studies the construction and behavior of computer networks. It addresses how data is exchanged between multiple devices connected by communication links.
130   </p>
131   <h3 class="topic-heading">Computer security and cryptography</h3>
132   <p>
133   | Computer security is a branch of computer technology with the objective of protecting information from unauthorized access, disclosure, and modification.
134   <h3 class="topic-heading">Historical cryptography</h3>
135   <p>
136   | Historical cryptography is the art of writing and deciphering secret messages. Modern cryptography is the scientific study of secure communication despite the presence of eavesdroppers.
137   </p>
138   <h3 class="topic-heading">Databases and data mining</h3>
139   <p>
140   | A database is intended to organize, store, and retrieve large amounts of data easily. Digital databases are used in various fields such as business, science, and government.

```

e. เว็บไซต์ที่เกี่ยวข้อง

```


<h1 class="topic-heading heading">เว็บไซต์ที่เกี่ยวข้อง</h1>
<ul>
  <!-- List of computer scientists (ใน id="list-cs" ดูในเดียว) -->
  <li id="list-cs">
    | List of computer scientists:
    | <a href="https://en.wikipedia.org/wiki/List_of_computer_scientists" target="_blank">Wikipedia Link</a>
    | |
    | <a href="https://cs.sci.tu.ac.th/about-faculty-th-2/" target="_blank">เว็บคณะ</a>
  </li>

  <!-- List of computer science awards -->
  <li>
    | List of computer science awards:
    | <a href="https://en.wikipedia.org/wiki/List_of_computer_science_awards" target="_blank">Wikipedia Link</a>
  </li>

  <!-- List of pioneers in computer science -->
  <li>
    | List of pioneers in computer science:
    | <a href="https://en.wikipedia.org/wiki/List_of_pioneers_in_computer_science" target="_blank">Wikipedia Link</a>
  </li>
</ul>
<hr>
<a href="about.html" style="display: block; text-align: center; margin-top: 10px;">สมาร์ทแวร์ในครุน</a>

```

f. สมาชิกภายในกลุ่ม ที่เขียนไปยัง about.html
-index.html

```
<hr>
<a href="about.html" style="display: block; text-align: center; margin-top: 10px;">สมาชิกภายในกลุ่ม</a>
</body>
</html>
```

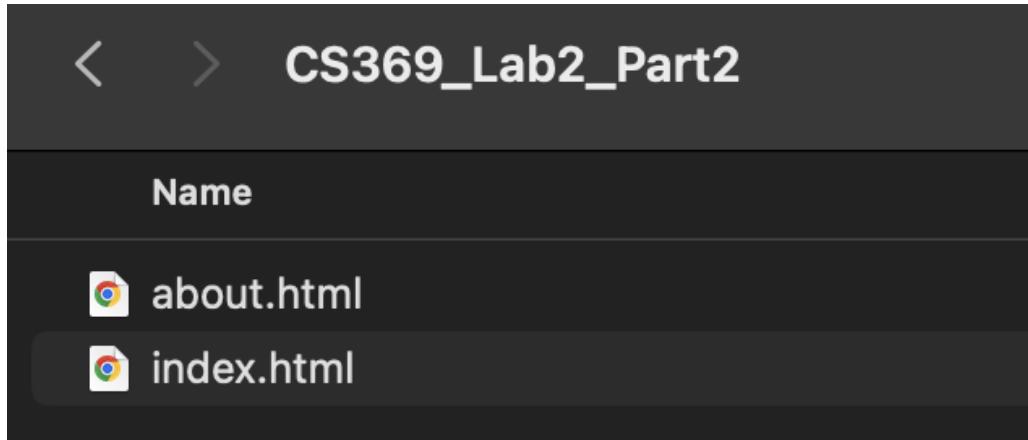
-about.html

สมาชิกภายในกลุ่ม

เลขทะเบียน	ชื่อ-นามสกุล	ชื่อเล่น	เลข Running Number
6609650228	นายจติณัฐ์ รัตนธรรมคลกุล	บอมบี	22
6609650590	นายภาวุฒิ เจริญพล	เติร์ด	45
6609650624	นายนพินทร์ นราชา	เอม	21
6609650665	นายศุภณัฐ ตั้งกิจวัฒนกุล	โนปอล	44
6609650699	นายสุทธิพจน์ ประทุมทอง	เอม	24
6609650707	นายสรุบดี ผาสุข	ไม้	23

ส่วนที่ 2 Basic CSS

1. สร้าง Folder และตั้งชื่อว่า CS369_Lab2_Part2 พร้อม Copy ไฟล์ index.html และ about.html



2. Styling โดยใช้ CSS ใน tag <head>

```
<html lang="en">
<head>
    <style>
        p::first-letter {
            color: blue;
        }

        p:hover {
            font-size: 26px;
            color: red;
        }

        .heading {
            color: #0D3056 !important;
        }

        a:link {
            color: blueviolet;
            text-decoration: underline dotted red;
        }

        a:visited {
            color: gray;
            text-decoration: underline dotted blue;
        }

        li a {
            background-color: aquamarine;
        }

        body {
            font-family: sans-serif;
            margin: 20px;
        }
    </style>
</head>
<body>
```

3. ผลลัพธ์บน browser

- index.html with Style

ผลลัพธ์ก่อนลากเม้าส์

Computer science

Computer science is the study of computation, information, and automation. Included broadly in the sciences, computer science spans theoretical disciplines (such as algorithms, theory of computation, and information theory) to applied disciplines (including the design and implementation of hardware and software). An expert in the field is known as a computer scientist. Algorithms and data structures are central to computer science. The theory of computation concerns abstract models of computation and general classes of problems that can be solved using them. The fields of cryptography and computer security involve studying the means for secure communication and preventing security vulnerabilities. Computer graphics and computational geometry address the generation of images. Programming language theory considers different ways to describe computational processes, and database theory concerns the management of repositories of data. Human-computer interaction investigates the interfaces through which humans and computers interact, and software engineering focuses on the design and principles behind developing software. Areas such as operating systems, networks, and embedded systems investigate the principles and design behind complex systems. Computer architecture describes the construction of computer components and computer-operated equipment. Artificial intelligence and machine learning aim to synthesize goal-oriented processes such as problem-solving, decision-making, environmental adaptation, planning and learning found in humans and animals. Within artificial intelligence, computer vision aims to understand and process image and video data, while natural language processing aims to understand and process textual and linguistic data. The fundamental concern of computer science is determining what can and cannot be automated. The Turing Award is generally recognized as the highest distinction in computer science.

History

ผลลัพธ์ก่อนลากเม้าส์

Computer science

Computer science is the study of computation, information, and automation. Included broadly in the sciences, computer science spans theoretical disciplines (such as algorithms, theory of computation, and information theory) to applied disciplines (including the design and implementation of hardware and software). An expert in the field is known as a computer scientist. Algorithms and data structures are central to computer science. The theory of computation concerns abstract models of computation and general classes of problems that can be solved using them. The fields of cryptography and computer security involve studying the means for secure communication and preventing security vulnerabilities. Computer graphics and computational geometry address the generation of images. Programming language theory considers different ways to describe computational processes, and database theory concerns the management of repositories of data. Human-computer interaction investigates the interfaces through which humans and computers interact, and software engineering focuses on the design and principles behind developing software. Areas such as operating systems, networks, and embedded systems investigate the principles and design behind complex systems. Computer architecture describes the construction of computer components and computer-operated equipment. Artificial intelligence and machine learning aim to synthesize goal-oriented processes such as problem-solving, decision-making, environmental adaptation, planning and learning found in humans and animals. Within artificial intelligence, computer vision aims to understand and process image and video data, while natural language processing aims to understand and process textual and linguistic data. The fundamental concern of computer science is determining what can and cannot be automated. The Turing Award is generally recognized as the highest distinction in computer science.

History

ผลลัพธ์เมื่อทำการคลิกที่ลิงค์ไปแล้วจะเปลี่ยนสี

เรือใบชั้ตที่เกี่ยวข้อง

- List of computer science awards: [Wikipedia Link](#)
- List of pioneers in computer science: [Wikipedia Link](#)

List of computer scientists: [Wikipedia Link](#) | [เข้าชม](#)

หมายเหตุภาษาไทยกลุ่ม

https://en.wikipedia.org/wiki/List_of_computer_scientists

ส่วนที่ 3 Basic CSS - 2

1. สร้าง Folder และตั้งชื่อว่า CS369_Lab2_Part3



2. กำหนด styling ของเอกสาร index.html ลิงก์มาที่ไฟล์ app.css

- index.html with link to app.css

```
index.html 1 | app.css 1 |
CS369_Lab2_Part3 > index.html > html > body > h1.topic-heading.heading
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta name="viewport" content="width=device-width, initial-scale=1.0">
6      <title>CS369-Lab2-CSS</title>
7      <link rel="stylesheet" href="app.css">
8  </head>
9  <body>
10     <!-- Computer science -->
11     <h1 class="topic-heading heading">Computer science</h1>
12     <p>
13         Computer science is the study of computation, information, and automation.
14         Included broadly in the sciences, computer science spans theoretical disciplines
15         (such as algorithms, theory of computation, and information theory) to applied disciplines
16         (including the design and implementation of hardware and software).
17         An expert in the field is known as a computer scientist.
18         Algorithms and data structures are central to computer science.
19         The theory of computation concerns abstract models of computation and
20         general classes of problems that can be solved using them. The fields of cryptography
21         and computer security involve studying the means for secure communication and
22         preventing security vulnerabilities. Computer graphics and computational geometry address
23         the generation of images. Programming language theory considers different ways to
24         describe computational processes, and database theory concerns
25         the management of repositories of data. Human-computer interaction investigates
26         the interfaces through which humans and computers interact, and software engineering focuses on
27         the design and principles behind developing software. Areas such as operating systems, networks and embedded systems
28         and design behind complex systems. Computer architecture describes the construction of computer components and computing
29         intelligence and machine learning aim to synthesize goal-orientated processes such as problem-solving, decision-making
30         learning found in humans
31         and animals. Within artificial intelligence, computer vision aims to understand and process image and video data, while
32         the fundamental concern of computer science is determining what can and cannot be automated.
33         The Turing Award is generally recognized as the highest distinction in computer science.</p>
34     |
```

ส่วนที่ 4 Basic CSS - 3

1. ส่วนของโค้ดที่ได้รับการปรับปรุงให้ดีขึ้น

```
index.html 1 | app.css 1 |
CSTU-CS363-main > Lab02_GroupYY > CS369_Lab2_Part4 > app.css > body
1  body {
2      font-family: 'Sarabun', 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif; /* เลือก Font ที่รองรับภาษาไทย */
3      margin: 20px;
4      line-height: 1.6; /* ปรับระยะห่างบรรทัดให้อ่านง่ายขึ้น */
5      color: #333; /* เปลี่ยนสีค่าสีเป็นสีเทาเข้มเพื่อความสะอาด */
6  }
7
8  #list-cs {
9      background-color: #f0f0f0;
10     text-align: center;
11     color: #008000; /* เปลี่ยนสีค่าสีเป็นสีเขียว */
12     padding: 10px; /* เพิ่มพื้นที่รอบชื่อคำว่าไม่ใช้ชื่อ */
13     border-radius: 5px; /* มนูญให้รูปแบบมนูญ */
14     list-style-position: inside; /* จัด bullet ให้อยู่ด้านใน */
15  }
16
17  .topic-heading {
18      border-left: 6px solid #red;
19      padding-left: 15px; /* เว้นระยะห่างจากตัวอักษร */
20      margin-top: 25px; /* เว้นระยะห่างจากตัวอักษรบน */
21      margin-bottom: 15px;
22  }
23
24  .heading {
25      color: #003060 !important;
26  }
27
28  p {
29      text-indent: 40px;
30      transition: all 0.3s ease; /* เพิ่มการเคลื่อนไหวให้ลื่นไหล */
31      padding: 10px; /* เพิ่มพื้นที่เล็กๆสำหรับการทำ Hover */
32      border-radius: 5px;
33  }
34
35  p::first-letter {
36      font-size: 35px;
37      color: #blue;
38      font-weight: bold;
39      margin-right: 5px;
40  }
```

-ผลลัพธ์ใหม่หลังปรับ CSS

This branch of computer science aims studies the construction and behavior of computer networks. It addresses their performance, resilience, security, scalability, and cost-effectiveness, along with the variety of services they can provide.

Computer security and cryptography

Computer security is a branch of computer technology with the objective of protecting information from unauthorized access, disruption, or modification while maintaining the accessibility and usability of the system for its intended users.

Historical cryptography is the art of writing and deciphering secret messages. Modern cryptography is the scientific study of problems relating to distributed computations that can be attacked. Technologies studied in modern cryptography include symmetric and asymmetric encryption, digital signatures, cryptographic hash functions, key-agreement protocols, blockchain, zero-knowledge proofs, and garbled circuits.

Databases and data mining

A database is intended to organize, store, and retrieve large amounts of data easily. Digital databases are managed using database management systems to store, create, maintain, and search data, through database models and query languages. Data mining is a process of discovering patterns in large data sets.

เว็บไซต์ที่เกี่ยวข้อง

• List of computer scientists: [Wikipedia Link](#) | [ดูหน้า](#)

• List of computer science awards: [Wikipedia Link](#)

• List of pioneers in computer science: [Wikipedia Link](#)

[สมุดใจความในครุ่น](#)

2. อธิบาย CSS ที่เพิ่มเข้ามา ไฟล์ app.css

- กำหนดค่าพื้นฐานของ Body
 - เพิ่ม Font ที่รองรับภาษาไทย
 - ปรับระยะห่างบรรทัดให้อ่านง่ายขึ้น
 - เปลี่ยนสีดำสนิทเป็นสีเทาเข้มเพื่อถนอมสายตา
- ส่วนหัวข้อที่มีพื้นหลัง
 - เพิ่มพื้นที่รอบหัวข้อความไม่ให้ชิดขอบ
 - ลบมุมให้ดูมนวนลื่นขึ้น
 - จัด bullet ให้อยู่ด้านใน
- IMPROVEMENT: ปรับปรุง Heading
 - เว้นระยะห่างจากเส้นขอบแดง
 - เว้นระยะห่างจากเนื้อหา ก่อนหน้า
- การจัดการย่อหน้า
 - เพิ่มการเคลื่อนที่ให้ลื่นไหล
 - เพิ่มพื้นที่เล็ก ๆ สำหรับการทำ Hover
- แก้ไขปัญหา Layout Shift
 - เปลี่ยนเป็นสีพื้นหลังอ่อนๆ แทน
 - เปลี่ยนสีตัวอักษรเป็นแดงเข้ม
 - เพิ่มเงาให้ดูลอยเด่นขึ้น
- การจัดการ Link
 - ลบเส้นใต้ออกเมื่อเอาเมาส์ชี้
 - เพิ่มระยะห่างให้ Link ใน List

- เพิ่ม CSS สำหรับตาราง (Table) ในหน้า about.html
 - รวมเส้นขอบตารางให้เป็นเส้นเดียว
 - ใช้สีเดียวกับ Heading หลัก
 - ทำสีลับบรรทัด
 - เปลี่ยนสีแຄวเมื่อเอาเม้าช์

รายชื่อสมาชิก

(หัวหน้ากลุ่ม) นายภูฤทธิ์ เจริญพล 6609650590

เลขที่ในห้อง: 45

% การมีส่วนร่วม: 25%

ความรับผิดชอบของการทำแบบฝึกหัด: จัดวางโครงสร้าง topic-heading, heading, tag p ในส่วนของ part1 และร่วม basic css part2, แบ่งงานเพื่อน

นาย จติณัฐ รัตนະมงคล 6609650228

เลขที่ในห้อง: 22

% การมีส่วนร่วม: 15%

ความรับผิดชอบของการทำแบบฝึกหัด: จัดทำส่วนที่ 4

นาย รพินทร์ นราช 6609650624

เลขที่ในห้อง: 21

% การมีส่วนร่วม: 15%

ความรับผิดชอบของการทำแบบฝึกหัด: จัดทำ เอกสาร 50%

นาย นายศุภณัฐ ตั้งกจิวัฒนกุล 6609650665

เลขที่ในห้อง: 44

% การมีส่วนร่วม: 15%

ความรับผิดชอบของการทำแบบฝึกหัด: basic css part2

นาย สุทธิพจน์ ประทุมทอง 6609650699

เลขที่ในห้อง: 24

% การมีส่วนร่วม: 15%

ความรับผิดชอบของการทำแบบฝึกหัด: ใส่เนื้อหาลงในส่วนที่ 1

นาย สุรบดี ผาสุข

6609650707

เลขที่ในห้อง: 23

% การมีส่วนร่วม: 15%

ความรับผิดชอบของการทำแบบฝึกหัด: จัดทำส่วนที่ 3 และทำเอกสาร 50%