HTML Element:

html

head

title, base, link, meta, style

body

article, aside, nav, section

header, footer

main

address

div

h1, h2, h3, h4, h5, h6

p

hr

pre

blackquote

ol, ul

li

dl

dt, dd

figure

figcaption

a

em, strong, small, s

cite, q

dfn, abbr

ruby, rb, rt, rtc, rp

data, time

code, var, samp, kbd

sup, sub

i, b, u, mark

bdi, bdo

span

br, wbr - was used to place things in website when the browser changes size

ins, del

table

caption

colgroup, col

thread, tbody, tfoot

tr

th, td

form

label

input

button

Cascading Style Sheets (CSS)

a. Language used to specify the presentation aspects (e.g. layout and formatting) of structurally marked up documents

b. Developed by Wium Lie (CHSS) and Bert Bos (SSP)

c. Versions:

i. CSS1, CSS2

ii. CSS2.1

iii. CSS3

(X)HTML Stylesheets

a. author styles

i. external stylesheets

ii. embedded styles

iii. inline styles

1. persistent

2. preferred

3. alternate

b. user styles

c. user agent styles (ex: default css2.1 stylesheet for html4)

CSS Statements

a. At rules

i. @charset

ii. @import

iii. @media

iv. @page

CSS Rule Sets (aka CSS Rule)

a. Consists of a selector, followed by a declaration block, which contains zero or more semi colon (;) separated declarations, which in turn consists of a property name, followed by a property value.

CSS Commets: /\* \*/

CSS Selector

a. Selector: structure used as a condition in a CSS rule to determine without element in the doc

tree are matched by the selector.

b. Selector syntax: chain of one or more sequences of simple selectors separated by comninators, with 1 pseudo-element possibly appended in the last sequence

i. Sequence of simple selectors

1. Chain of simple selectors

ii. Group of selectors

1. Comma-separated list of selectors representing the union of all elements selected by each selector

iii. Simple Selector

1. Type selector

2. Universal selector

a. P{}

b. H1{}

3. Attribute selector

a. [attr]

b. [attr=val]

c. [attr~=val]

d. [attr|=val]

e. [attr^=val]

f. [attr$=val]

g. [attr\*=val]

4. class selector

5. ID selector

6. Pseudo-class

a. Dynamic pseudo-class

i. Link pseudo-class

1. :link

2. :visited

ii. user action pseudo-class

1. :target (css3)

b. Target pseudo-class

i. lang()

c. UI element states pseudo-class

i. :enabled

ii. :disabled

iii. :checked

iv. :intermediate

d. structural pseudo classes

i. :root

ii. :first-child (css3)

iii. :last-child (css3)

iv. :only-child (css3)

v. :nth-child (css3)

vi. :nth-child() (css3)

vii. :nth-last-child() (css3)

viii. :first-of-type (css3)

ix. :last-of-type (css3)

x. :only-of-type (css3)

xi. :nth-of-type() (css3)

xii. :nth-last-of-type() (css3)

xiii. :empty e. negation pseudo-class i. :not (css3) 7.

7. Combinators

a. Descendant combinators (white space; space, tab, line feed, carriage, return form feed)

b. Child combinators (>)

c. Sibling combinators

i. Adjacent sibling combinator (+)

ii. General sibling combinator (~)

8. Pseudo elements

a. ::first-letter (css3), :first-letter

b. ::first-line (css3), :first-line

c. ::before (css3), :before

d. ::after (css3), :after

CSS Rule precedence

a. By origin and importance

i. User important declarations

ii. Authr important declarations

iii. Author normal declarations

iv. User normal declarations

v. User agent declarations

b. By specificity

i. Inline style or not

ii. Number of ID attribute in the selector

iii. Number of other attribute and pseudo classes in the selector

c. By order

i. The later overrides previous declarations

CSS Declarations

a. Properties

i. Shorthand properties

ii. Vendor specific extensions (aka vendor prefixes)

b. Values

i. Keywords

ii. Numbers (int, real numbers in decimal notation)

c. Lengths

i. Length units:

1. em

2. px

3. in

4. cm

5. mm

6. pt (point 1/72”)

7. pc (pica 1/6”)

ii. percentages

iii. URLs and URIs

iv. Counters

v. Colors

1. Rgb(\_,\_,\_)

2. Rgba(\_,\_,\_,\_) a: alphachannel/opacity

3. Hsl: hue, saturation, lightness hsl(\_,\_,\_) ang hsla(\_,\_,\_,\_)

vi. Strings

d. others w/c are also used as the same, but not lengths:

i. angles: transformation

1. deg

2. rad

3. grad

4. turn

ii. time: animation

1. ms

2. s

iii. frequencies: speech

1. hz

2. khz iv. resolution