CSS Selectors

* Simple selectors
* Dynamic pseudo class
* Target pseudo class
  + :target (introduced in CSS3)
* Language pseudo-class
  + :lang()
* UI element states psudo-classes
  + :enabled, :disabled, :checked, :indeterminate
* Structural pseudo classes
  + :root(), :first-child(), :last-child(), :only-child(), :nth-child(), nth-last-child(), :first-of-type(), :last-of-type(), :only-of-type(), nth-of-type(), nth-last-of-type(), :empty()
* Negation pseudo class
  + not();
* combinators
  + descendant combinatory
  + child combinatory
  + sibling combinators
    - adjacent (+)
    - general(~)
* psudo-elements
  + ::first-letter, ::first-line, ::before, ::after

CSS Rule Precedence

* By origin and importance
  + User agent important declarations
  + User important declarations
  + Author important declarations
  + Author normal declarations
  + User normal declarations
  + User agent normal declarations
* By specifity
  + Inline style
  + Number of ID selectors
  + Number of class selectors, attribute selectors, and pseudo-classes
  + Number of type selectors and pseudo-elements

CSS Declarations

Properties

* Short hand properties
* Vendor – specific extensions

Values

* Keywords
* Numbers
* Dimensions
  + Length, angle, duration, frequency, resolution
  + Length units
    - Font-relative: em, ex, ch, rem
    - Viewport – percentage: vw, vh, vmin, vmax
    - Absolute lengths: cm, mm, q, in, pt, pc, px
  + Angle units: deg, grad, rad, turn
  + Duration units: s, ms
  + Frequency units: hz, khz
  + Resolution units: dpi, dpm, dppx
* Percentages
* URLs and URIs
* Colors
* Strings
* Functions: calc(), attr(), counter(), counters(), linear-gradient(), radial-gradient(), translate(), scale(), rotate(), etc.

Javascript

* Top level will execute on the fly (outside of a function)
* Defer (fetch and continue document loading and compile after)
* Async (fetch script and execute immediately even if document is not yet fully loaded)
* Window object (global object)
  + getElementbyId
  + getElementsByClassName
  + getElementsByName
  + getElementsByTagName
  + querySelector
* Functions
  + Treated just line any other data types
  + Procedural abstraction