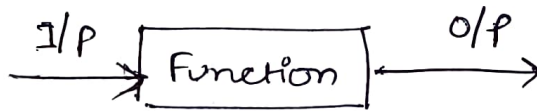


# Animations In CSS



- ✓ CSS Style 1 to CSS Style 2  
gradual change b/w them is  
called Animations.

## Functions in CSS :-



piece of code where we get output  
when we give input to it

eg:- `rgb ( )`  
          ↑  
          i/p parameters  
`repeat ( )`  
          ↑  
          name

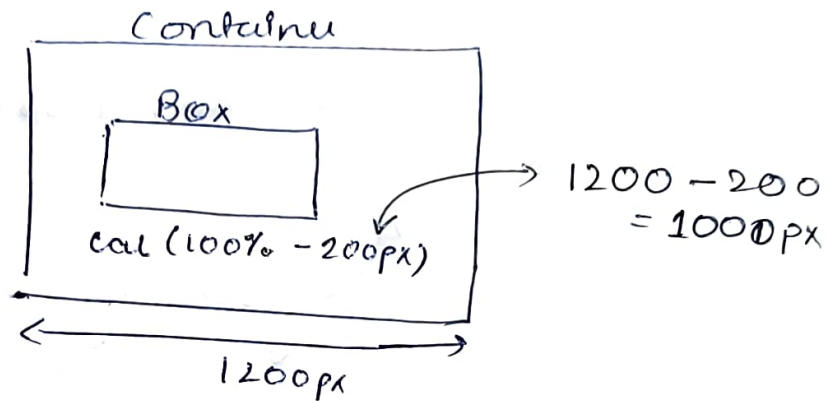
`Scale()`, `translate()`, `gradient`  
`rgba()`, `url()`, `minmax()` etc etc.

Now; :-

## # Math Functions in CSS :-

① `calc()` (for width)

↖ To solve expression (+, -, \*, / etc)  
& use the value



`calc ( parent value expression value )`  
→ `calc ( 100% - 200px )`

② `min (-,-)` (for width)


③ `max (-,-)` (for width)

④ `minmax (  $\frac{\text{min}}$ ,  $\frac{\text{max}}$  )` provides range b/w min & maximum  
                    ↑                    ↑  
                  min to max

## # Variables in CSS :-

When you have a long block of code (layout) & you want to add styles, but when you want to change style then from variables you can change all value from single place.

✓ variables works only inside the Blocks. when declared ~~in~~ locally.

✓ When variable is declared in the :root  then ~~also~~ it will work

:root {

--dark-red: #981a2c;

}

↖ globally defined variable  
can be used anywhere.

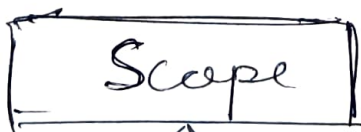
but.

container {

--dark-red: #981a2c;

}

↖ local variable  
only be used  
within blocks.



Global  
variable

↑  
in root  
element

Local  
variable

↑  
in specific  
element

✓ New.

Find diff b/w

```
:root {  
  }  
}
```

&

```
* {  
  }  
}
```

## Animations :-

### Transitions in CSS :-

- 1) Transition Timing (duration)
- 2) Transition function
- 3) Transition Delay (time after which transition occurs)
- 4) Transition property, (in which property we apply transition)

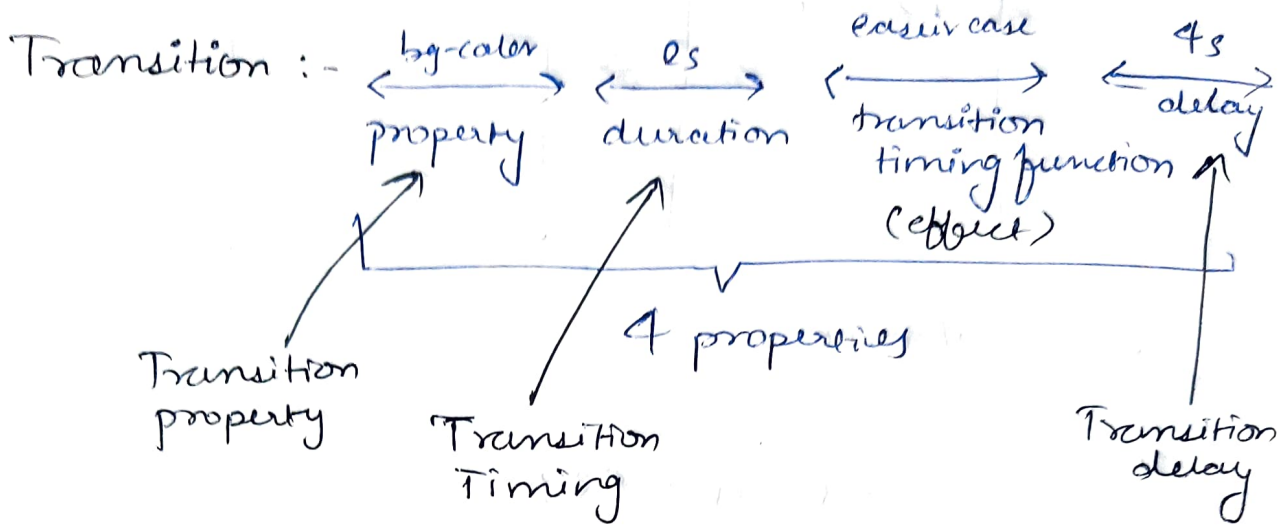
we can animate our objects using two properties.

Transition  
property

Animation  
& Key  
frames

## ① Transition property :-

### Transition shorthand property :-



## ② Animation property :- & Keyframes :-

give properties inside the class you want to have animation

Then to run animation

@keyframes Name {

### properties :-

animation-name  
animation-duration  
animation-iteration-count  
animation-timing-function  
animation-delay  
animation-direction  
animation-fill-mode

we write these properties inside the class CSS where we want animation to run.