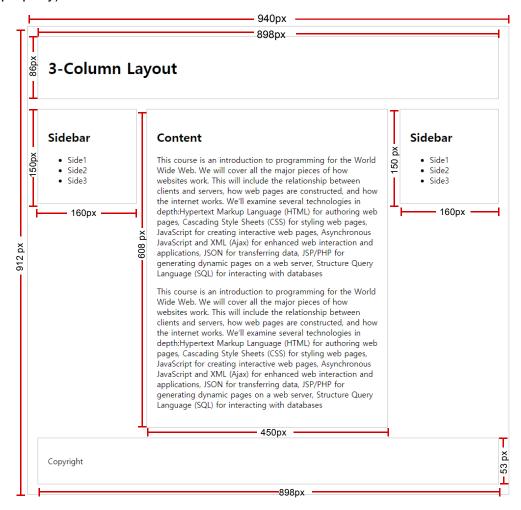
Software Exercise: Web Programming Lab Practice Week #6 CSS Layout and Animation

<u>Problem #1 (30 pts)</u> Follow the code in the practice problems and submit snapshots of the results with HTML files.

(p21, p32, p54)

Problem #2 (20pts) Write an HTML code and CSS code to generate the following content:

Design using the properties of flexbox layout (DO NOT USE FLOAT and POSITION property)

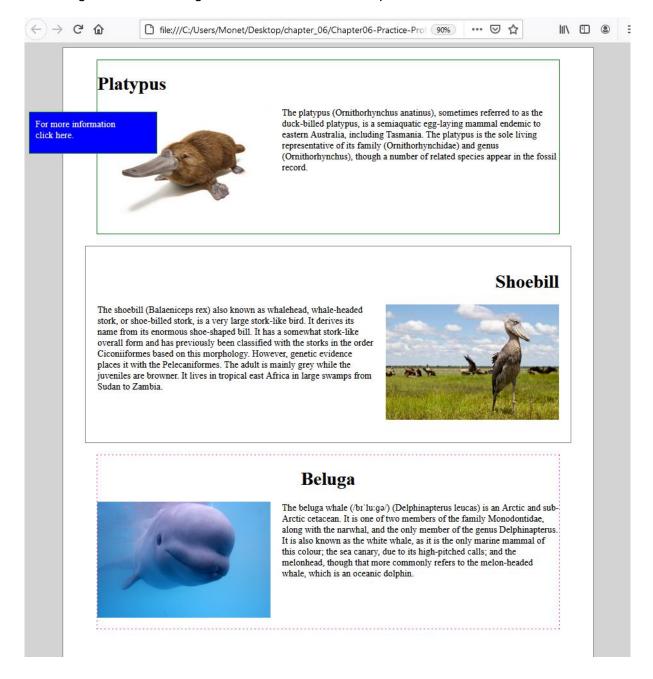


^{*} You can use your preferred content as long as it fits in the given spaces.

* You are encouraged to refer to https://www.w3schools.com/css/css3 flexbox.asp and other websites for a deeper understanding flexbox layout module usage

Problem #3 (20 pts) Write an HTML code and CSS code to generate the following content:

- Design using <div> elements as shown below
- Images and texts are given. Make it look same as picture.



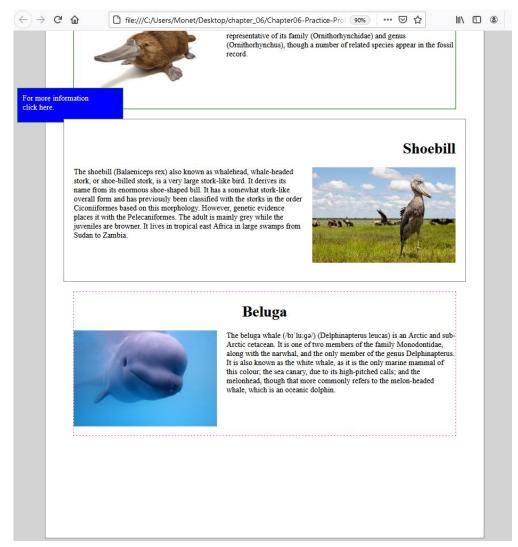
Restrictions



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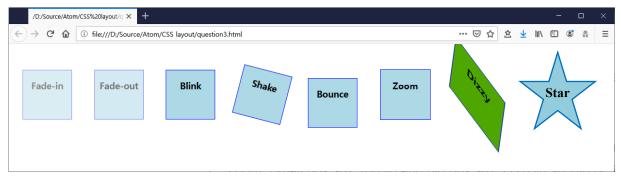
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- 1. Body background color is light grey. Other elements have white background.
- 2. Wrapper class size is fixed as 880x1180 pixels with 20pixels padding. Set margin value as auto to make it centered. Border is 2 pixels solid line with grey color.
- 3. Animal class size is fixed as 800x300 pixels with 20pixels margin and padding. Only shoebill has border same as wrapper class. Use appropriate tag for headline.
- 4. Image size is fixed as 300x200 pixels.
- 5. Between animal picture and text, 20 pixels padding.
- 6. Scrollbar should always be visible, even if it's not needed.
- 7. Info box should be fixed on the windows viewpoint located as 150 pixels from top, 10 pixels from right. Info box can cover platypus and beluga but cannot cover shoebill. Refer the picture below. The infobox should have width of 200px and a height of 50x. Background color: blue. The infobox has a black border around it.



Problem #4 (30 pts) Write CSS code and HTML code to generate the following content:

Use CSS animation as shown below



 There are 7 squares with different effects, and only Fade-in is implemented. Create the rest squares.

Restrictions

- 1. Fixed condition: duration is 2 seconds, have no delay, and infinitely iterate.
- 2. Fade-out: Use 'animation-name:fade', do not create new keyframes.
- 3. Blink: This box blinks every 3 seconds.
- 4. Bounce: Speed should change when box bounces.
- 5. Shake: The box should shake violently but do not change the duration.
- 6. Zoom: Small box size (80%) and big box size (120%) should be iterated.
- 7. Dizzy: The box must tilt, stretch, and change color at the same time.
- 8. Star shaped: If the box is upside down, the box turns into a **Star**.

Hint)

Animation effect properties

Properties	Detailes	Default
animation-name	@keyframes Specifies the name of the animation.	
animation-duration	Specify the amount of time, in seconds (s) or milliseconds (ms), required to animate a cycle.	Os
animation-timing-function	Specifies the timing function for the animation effect.	ease
animation-delay	Specify the number of seconds (s) or milliseconds (ms) to wait between	0s
	when the element is loaded and when the animation actually begins.	
animation-iteration-count	Specifies the number of times to play the animation.	1
animation-direction	Specifies the direction in which to repeat when the animation ends and then repeats.	normal
animation-fill-mode	Specifies the style of the element when the animation is not executed (end or wait).	
animation-play-state	Specifies the animation playback state (play or stop).	running

Submission Guidelines

- ♣ A compressed file named W06_ID_NAME.zip via icampus
 - For each problem, create a folder named **Problem#**, and put the corresponding file(s) into the folder.
- Grading policies:
 - o Your comments (if any) must be written in ENGLISH.
 - o Layout and animation features should be shown correctly on web browser.
 - o Clean code, good commenting are important components of your grade.