# 11 INTRODUCING CSS

### **OVERVIEW**

- The benefits of CSS
- Understanding document structure
- Writing style rules
- Attaching styles to the HTML document

- Inheritance
- The cascade
- The box model
- CSS units of measurement

### The Benefits of CSS

- Precise type and layout control
- Less work: Change look of the whole site with one edit
- Accessibility: Markup stays semantic
- Flexibility: The same HTML markup can be made to appear in dramatically different ways

## Style Separate from Structure

These pages have the exact same HTML source but different style sheets:







(csszengarden.com)

## **How Style Sheets Work**

- Start with a marked up document (like HTML, but could be another XML markup language).
- 2. Write styles for how you want elements to look using CSS syntax.
- 3. Attach the styles to the document (there are a number of ways).
- 4. The browser uses your instructions when rendering the elements.

## **Style Rules**

Each rule selects an element and declares how it should display.

```
h1 { color: green; }
```

This rule selects all **h1** elements and declares that they should be green.

```
strong { color: red; font-style: italic; }
```

This rule selects all **strong** inline elements and declares that they should be red and in an italic font.

## Style Rule Structure

- A style rule is made up of a selector a declaration.
- The declaration is one or more property / value pairs.

```
declaration

selector { property: value; }

selector {
    property1: value1;
    property2: value2;
    property3: value3;
}
```

### Selectors

There are many types of selectors. Here are just two examples:

```
p {property: value;}
```

Element type selector: Selects all elements of this type (**p**) in the document.

```
#intro {property: value}
```

ID selector (indicated by the # symbol) selects by ID value. In the example, an element with an id of "intro" would be selected.

### **Declarations**

The **declaration** is made up of a **property/value pair** contained in curly brackets { }:

```
selector { property: value; }
```

#### **Example**

```
h2 { color: red;
    font-size: 2em;
    margin-left: 30px;
    opacity: .5;
}
```

#### **Declarations (cont'd)**

- End each declaration with a semicolon to keep it separate from the next declaration.
- White space is ignored, so you can stack declarations to make them easier to read.
- Properties are defined in the CSS specifications.
- Values are dependent on the type of property:
  - Measurements
  - Keywords
  - Color values
  - More

### **CSS Comments**

```
/* comment goes here */
```

- Content between /\* and \*/ will be ignored by the browser.
- Useful for leaving notes or section labels in the style sheet.
- Can be used within rules to temporarily hide style declarations in the design process.

## Adding Styles to the Document

There are three ways to attach a style sheet to a document:

#### **External style sheets**

A separate, text-only .css file associated with the document with the link element or @import rule

#### **Embedded style sheets**

Styles are listed in the **head** of the HTML document in the **style** element.

#### Inline styles

Properties and values are added to an individual element with the **style** attribute.

## **External Style Sheets**

The style rules are saved in a separate text-only .css file and attached via link or @import.

Via **link** element in HTML:

```
<head>
    <title>Titles are require</title>
    <link rel="stylesheet" href="/path/example.css">
</head>
```

Via @import rule in a style sheet:

```
<head>
    <title>Titles are required</title>
        <style>
        @import url("/path/example.css");
        p {font-face: Verdana;}
        </style>
</head>
```

## **Embedded Style Sheets**

Embedded style sheets are placed in the **head** of the document via the **style** element:

```
<head>
  <title>Titles are required</title>
  <style>
     /* style rules go here */
     </style>
</head>
```

## **Inline Styles**

Apply a style declaration to a single element with the **style** attribute:

```
Paragraph text...
```

To add multiple properties, separate them with semicolons:

```
<h3 style="color: red; margin-top: 30px;">Intro</h3>
```

### **Document Structure**

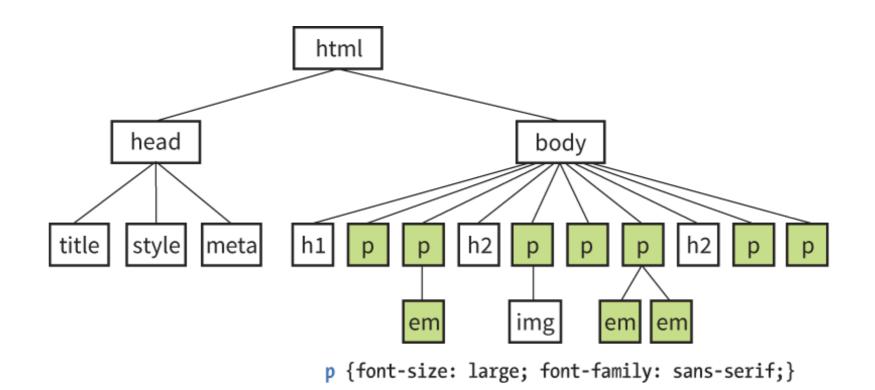
#### Documents have an implicit structure.

We give certain relationships names, as if they're a family:

- All the elements contained in a given element are its descendents.
- An element that is directly contained within another element is the **child** of that element.
- The containing element is the parent of the contained element.
- Two elements with the same parent are siblings.

### Inheritance

- Many properties applied to elements are passed down to the elements they contain. This is called inheritance.
- For example, applying a sans-serif font to a p element causes the em element it contains to be sans-serif as well:



#### Inheritance (cont'd)

- Some properties inherit; others do not.
   Properties related to text usually inherit; properties related to layout generally don't.
- Styles explicitly applied to specific elements override inherited styles.
- You'll learn to use inheritance strategically to keep your style rules simple.

### The Cascade

- The **cascade** refers to the system for resolving conflicts when several styles apply to the same element.
- Style information is passed down (it "cascades" down) until overwritten by a style rule with more weight.
- Weight is considered based on:
  - Priority of style rule source
  - Specificity of the selector
  - Rule order

## The Cascade: Priority

Style rules from sources higher in this list override rules from sources listed below them.

- Any style marked as !important by the user (to accommodate potential accessibility settings)
- Any style marked !important by the author (of the web page)
- Author styles (style sheets created in web site production)
- User styles (added by the reader)
- User agent styles (browser defaults)

## The Cascade: Specificity

- When two rules in a single style sheet conflict, the type of selector is used to determine which rule has more weight.
- For example, ID selectors are more specific than general element selectors.

NOTE: Specificity will be discussed once we have covered more selector types.

### The Cascade: Rule Order

When two rules have equal weight, rule order is used.
 Whichever rule appears last "wins."

```
<style>
  p {color: red;}
  p {color: blue;}
  p {color: green;}
</style>
```

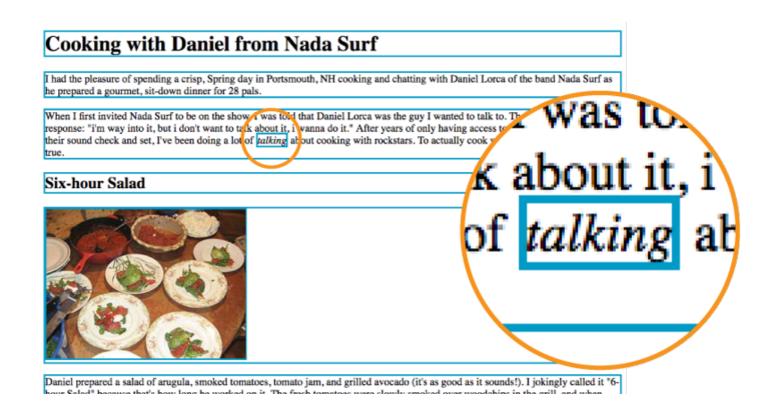
In this example, paragraphs would be green.

 Styles may come in from external style sheets, embedded style rules, and inline styles. The style rule that gets parsed last (the one closest to the content) will apply.

### The Box Model

Browsers see every element on the page as being contained in a little rectangular box. **Block elements and inline elements** participate in the box model.

In this example, a blue border is added to all elements.



#### The Box Model (cont'd)

- The box model is the foundation of CSS page layout.
- Apply properties such as borders, margins, padding, and backgrounds to element boxes.
- Position, move, grow, and shrink boxes to create fixed or flexible page layouts.

### **CSS Units of Measurement**

CSS provides a variety ways to specify measurements:

#### **Absolute units**

Have predefined meanings or real-world equivalents

#### **Relative units**

Based on the size of something else, such as the default text size or the size of the parent element

#### **Percentages**

Calculated relative to another value, such as the size of the parent element

### **Absolute Units**

With the exception of pixels, absolute units are not appropriate for web design:

**px** pixel

in inches

mm millimeters

**cm** centimeters

**q** 1/4 millimeter

pt points (1/72 inch)

pc pica (1 pica = 12 points = 1/6 inch)

### **Relative Units**

Relative units are based on the size of something else:

em a unit equal to the current font size

ex x-height, equal to the height of a lowercase x

rem root em, equal to the font size of the html element

zero width, equal to the width of a zero (0)

viewport width unit (equal to 1/100 of viewport width)

**vh** viewport height unit (1/100 of viewport height)

**vmin** viewport minimum unit (value of **vh** or **vw**, whichever is smaller)

**vmax** viewport maximum unit (value of **vh** or **vw**, whichever is larger)

#### RELATIVE UNITS

### The rem Unit

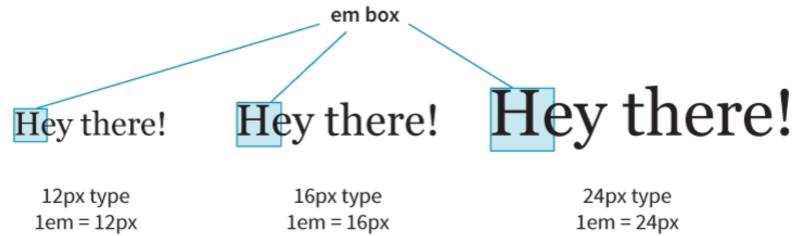
- The **rem** (**root em**) unit is based on the font size of the **html** element, whatever that happens to be.
- Default in modern browsers: Root font size is 16 pixels, so a rem = a 16-pixel unit.
- If the root font size of the document changes, so does the size of a rem (and that's good for keeping elements proportional).

#### RELATIVE UNITS

### The em Unit

 The em unit is traditionally based on the width of a capital letter M in the font.

 When the font size is 16 pixels, 1em = 16 pixels, 2em = 32 pixels, and so on.



NOTE: Because they're based on the font size of the current element, the size of an em may not be consistent across a page.

#### RELATIVE UNITS

## Viewport Percentage Lengths (vw/vh)

Viewport width (**vw**) and viewport height (**vh**) units are relative to the size of the viewport (browser window):

```
vh = 1/100th width of viewportvh = 1/100th height of viewport
```

They're useful for making an element fill the viewport or a specified percentage of it. This image will be 50% the width and height of the viewport:

```
img { width: 50vw; height: 50vh; }
```

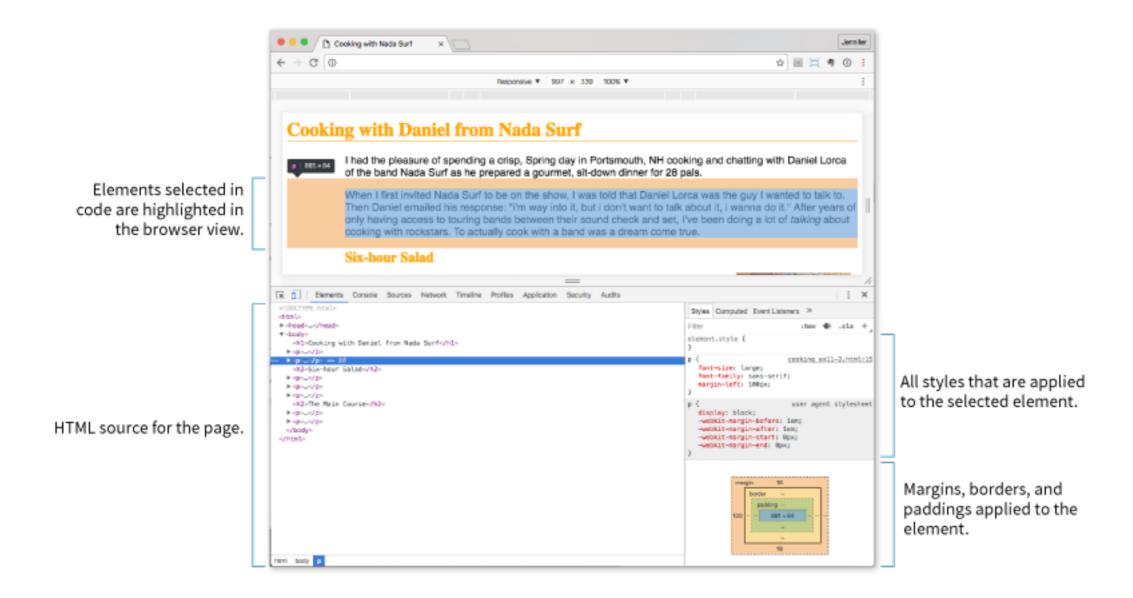
## **Browser Developer Tools**

Major browsers have built-in tools that aid development:

- HTML, CSS, and JavaScript inspectors
- Network speed reports
- Animation tools
- Other helpful features

#### **Browser Developer Tools (cont'd)**

Chrome DevTools (View > Developer > Developer Tools)



Firefox, Safari, Opera, and Microsoft Edge also have developer tools.