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8. Tworzenie layoutu strony

- ## 8.1. Elementy liniowe i blokowe

- ## 8.2. Optywanie elementów

- ### 8.3. Pozycjonujemy elementy na stronie

- #### **8.4. Jak wyśrodkować elementy w pionie i**

- ### **8.5. Umieszczamy elementy na siatce**

9. Zaawansowane selektory CSS

- ## 9.1. Pseudoklasy CSS

- ## 9.2. Pseudoelementy

10. Animacje CSS

- ## 10.1. Właściwość transition

- ## 10.2. Przekształcanie elementów (transform)

- ### 10.3. Tworzenie animacji

11. Podstawy kodowania responsywnych stron

12. Co dalei?

13 Dodatki

- ### 13.1 Dodatek I: Jak pisać czytelny kod

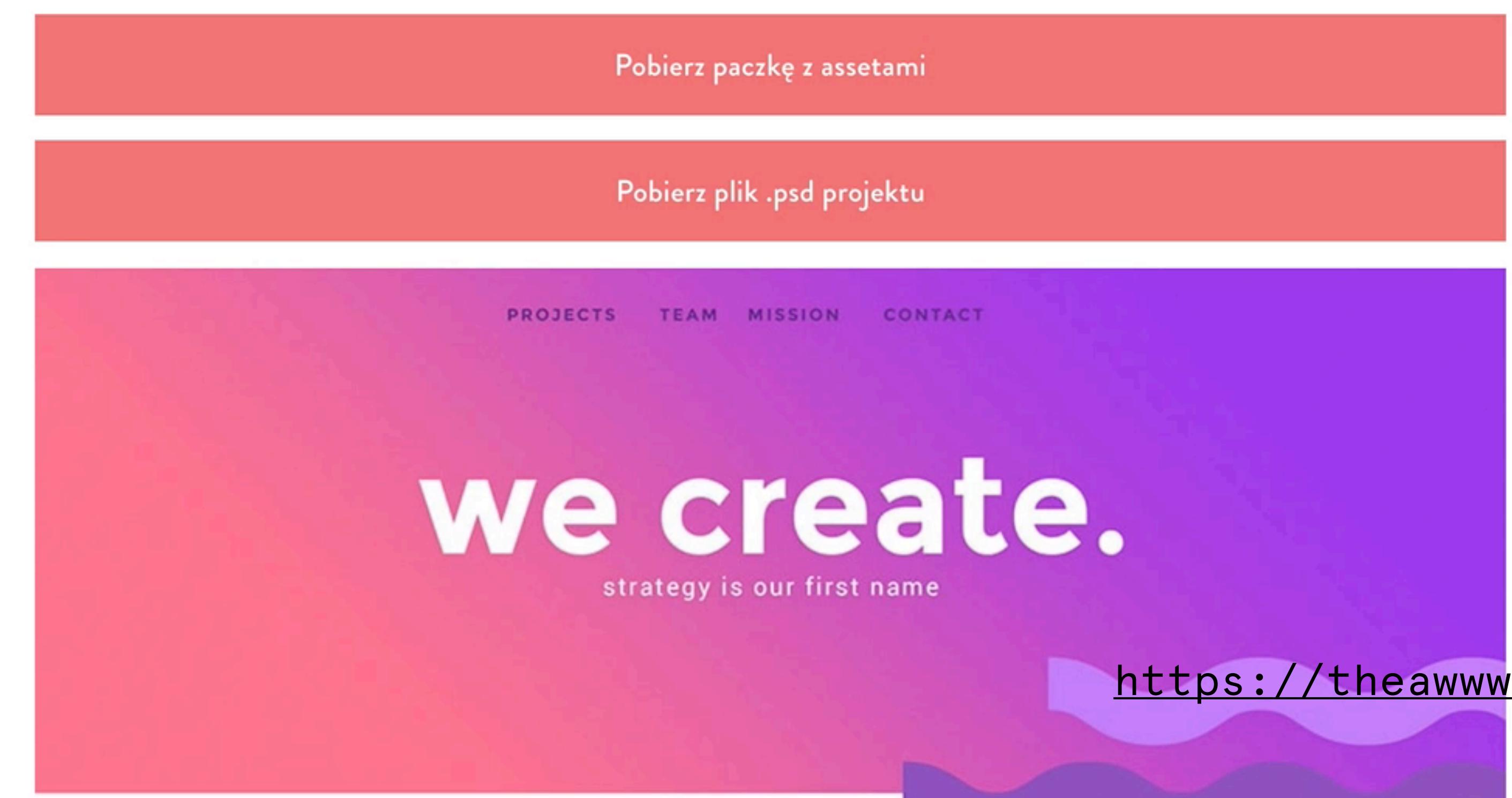
- ### 13.2 Dodatek II: Photoshop dla frontendo

13.3. Dodatek III: Layouty do zakodowania

Layouty do zakodowania

Tutaj znajdują się wszystkie layouty, jakie wykorzystujemy podczas warsztatów, aby przećwiczyć zdobytą wiedzę w praktyce.

We Create



t-shaped

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Tim Brown

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IDEO

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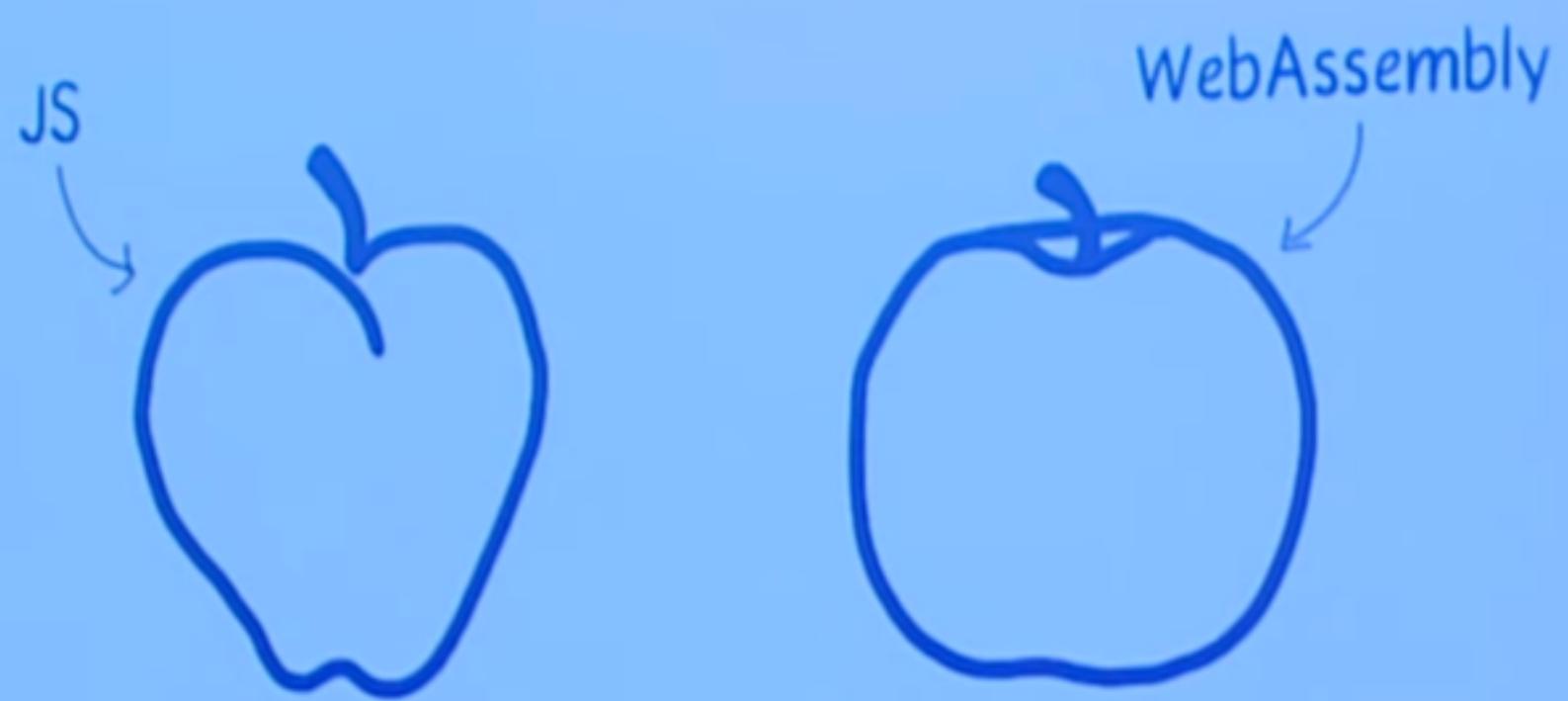
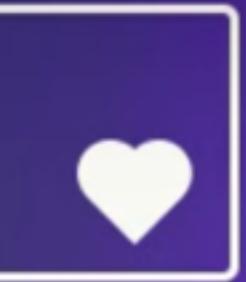
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full stack
UX
projektowanie
art + tech
wizualizacja danych
szkolenia
mentoring

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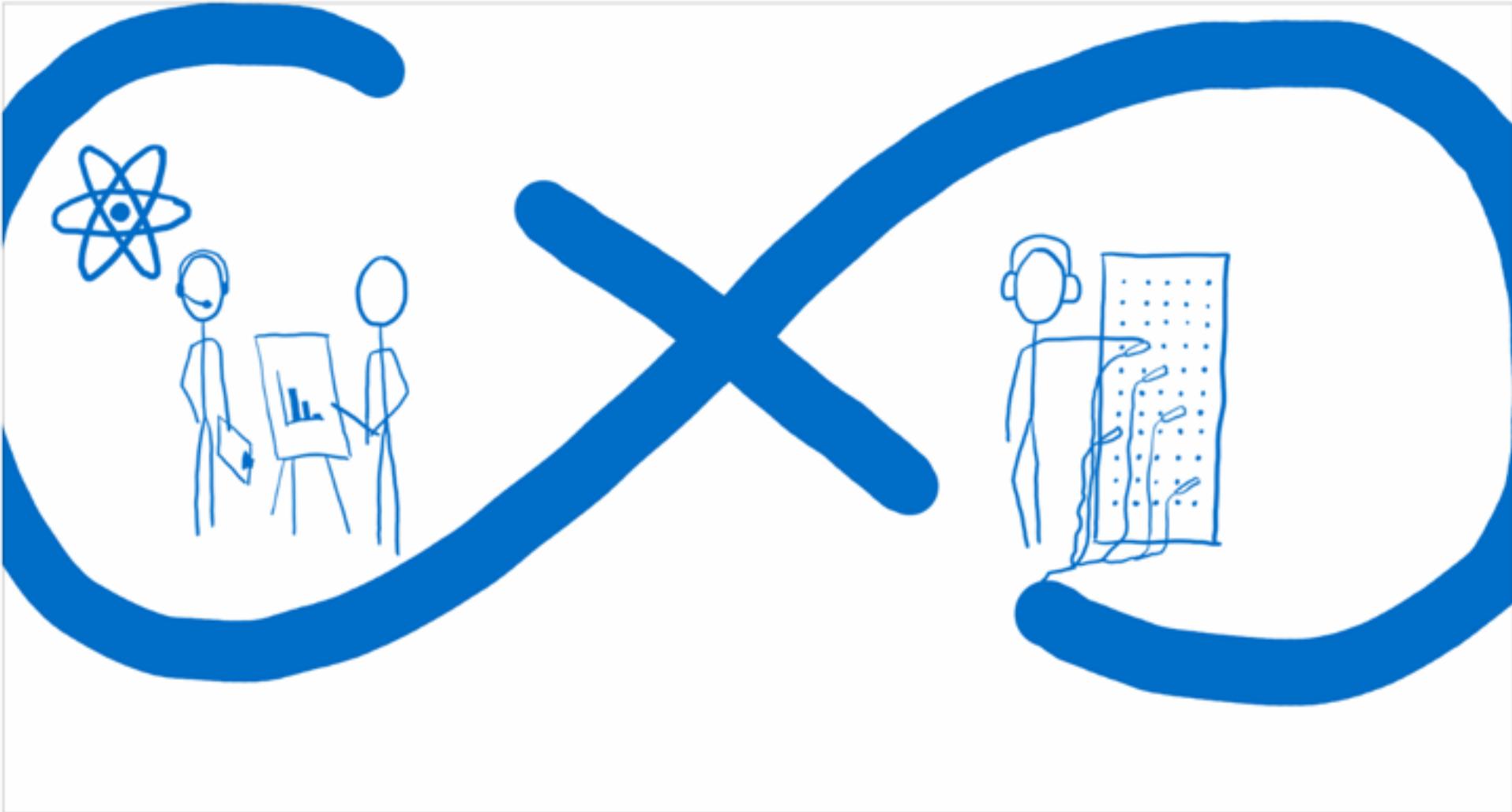
M Code Cartoons

Secure | https://code-cartoons.com

A cartoon guide to Flux

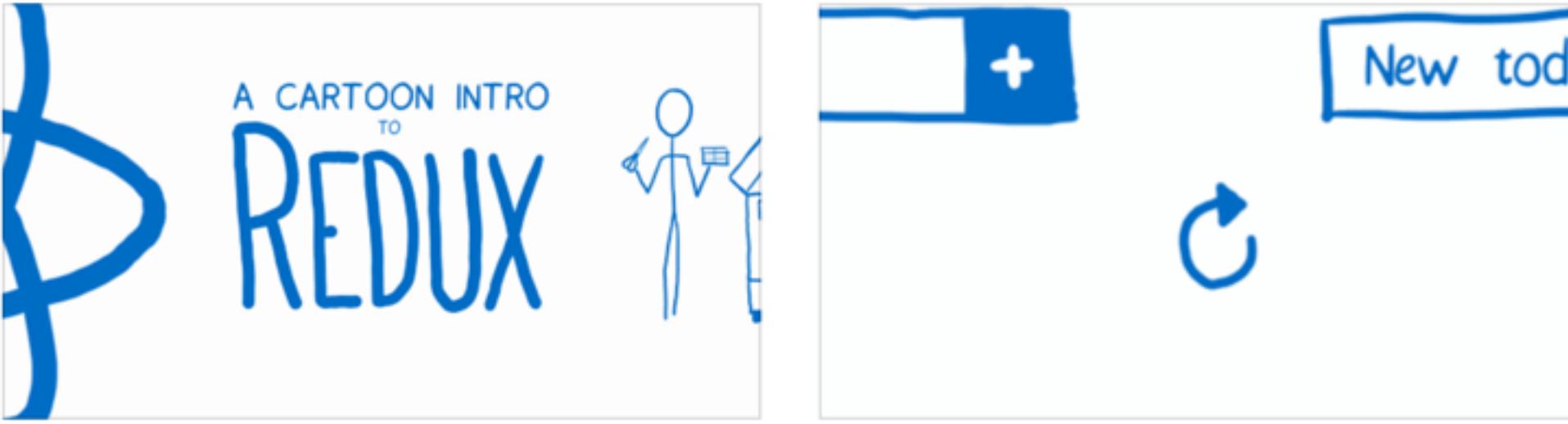
Flux is both one of the most popular and one of the least understood topics in current web development. This guide is an attempt to explain...

Lin Clark Sep 29, 2015



A cartoon intro to Redux

Lin Clark Oct 21, 2015



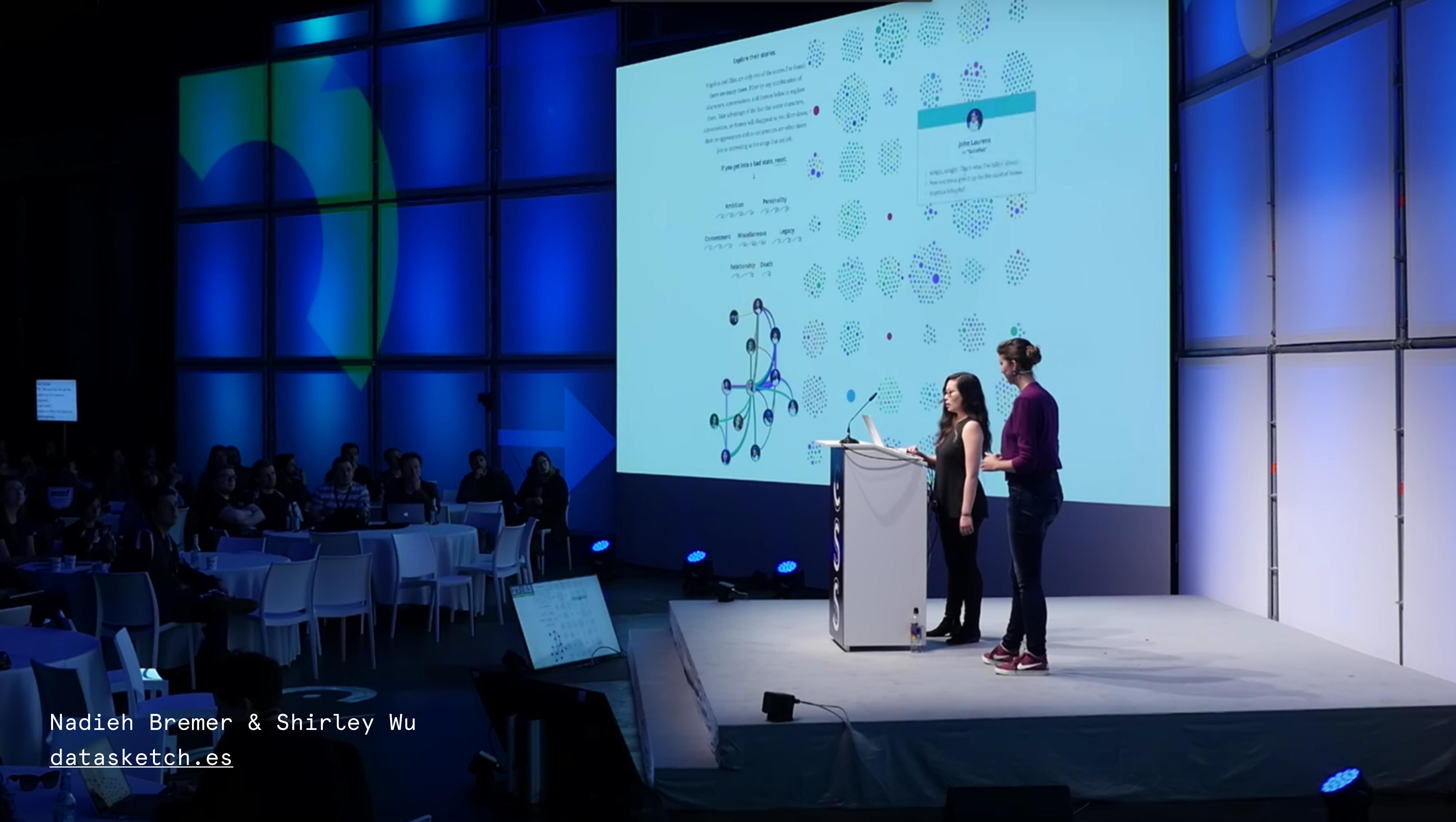
Hot reloading and time travel debugging: what are they?

Two of the features that get people excited about Redux are hot reloading and time travel debugging. But what are they?

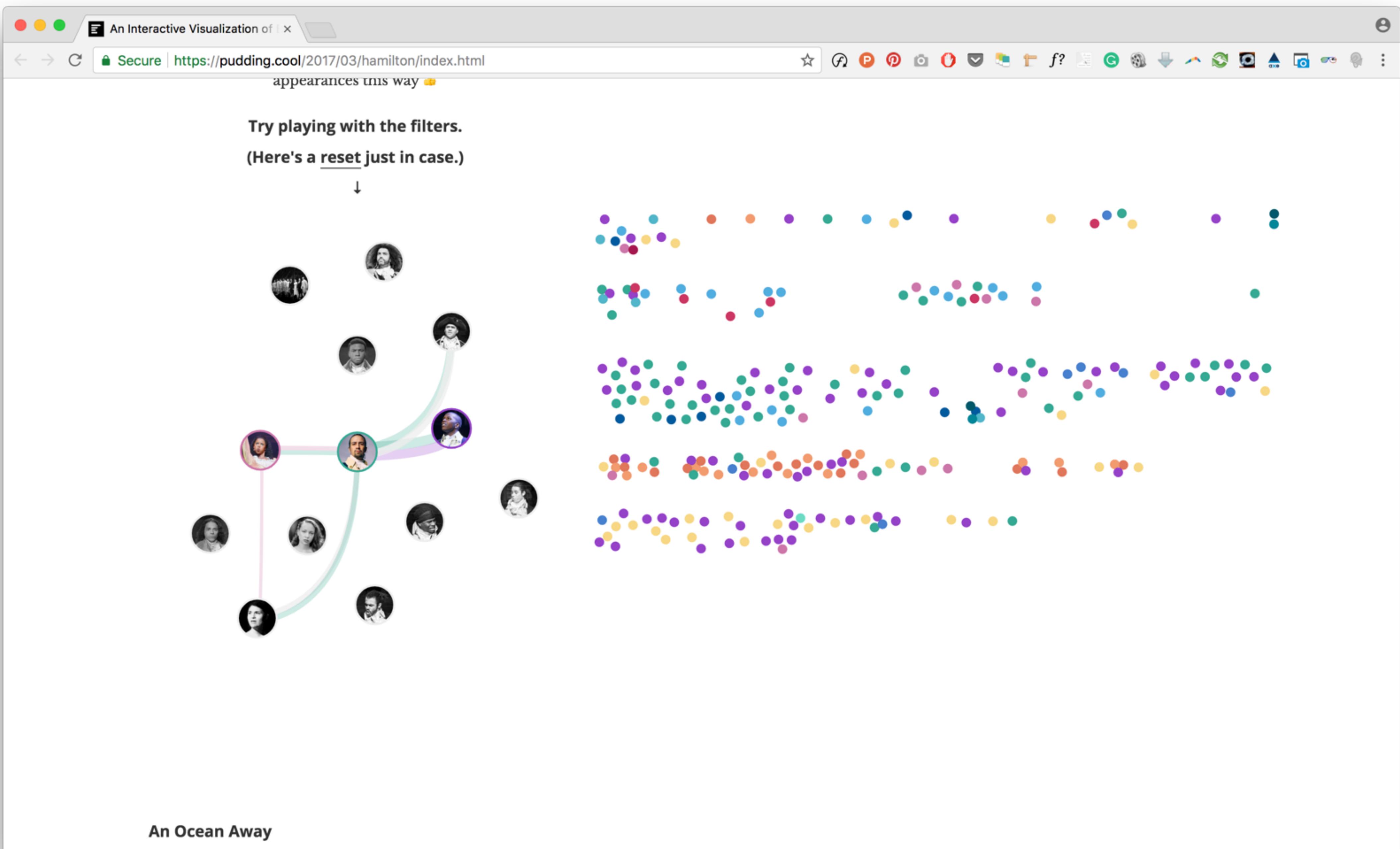
A cartoon guide to Facebook's Relay, part 1

Saying what data you need with GraphQL

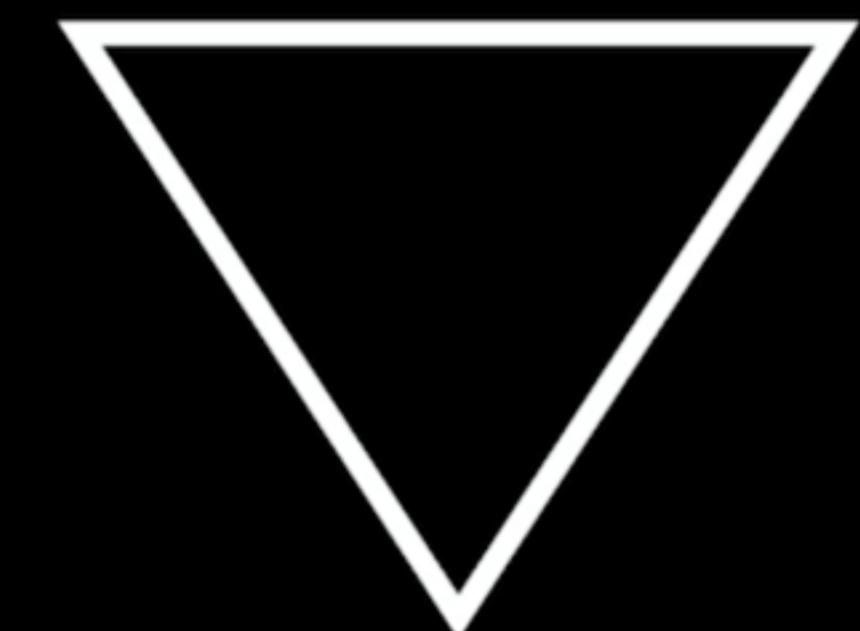
Lin Clark



Nadieh Bremer & Shirley Wu
datasketch.es



language tools



thinking / making

Exploring the Universal Library

Szymon Kaliski

FRONT
TRENDS



Szymon Kaliski — projects

szymonkaliski.com/projects/

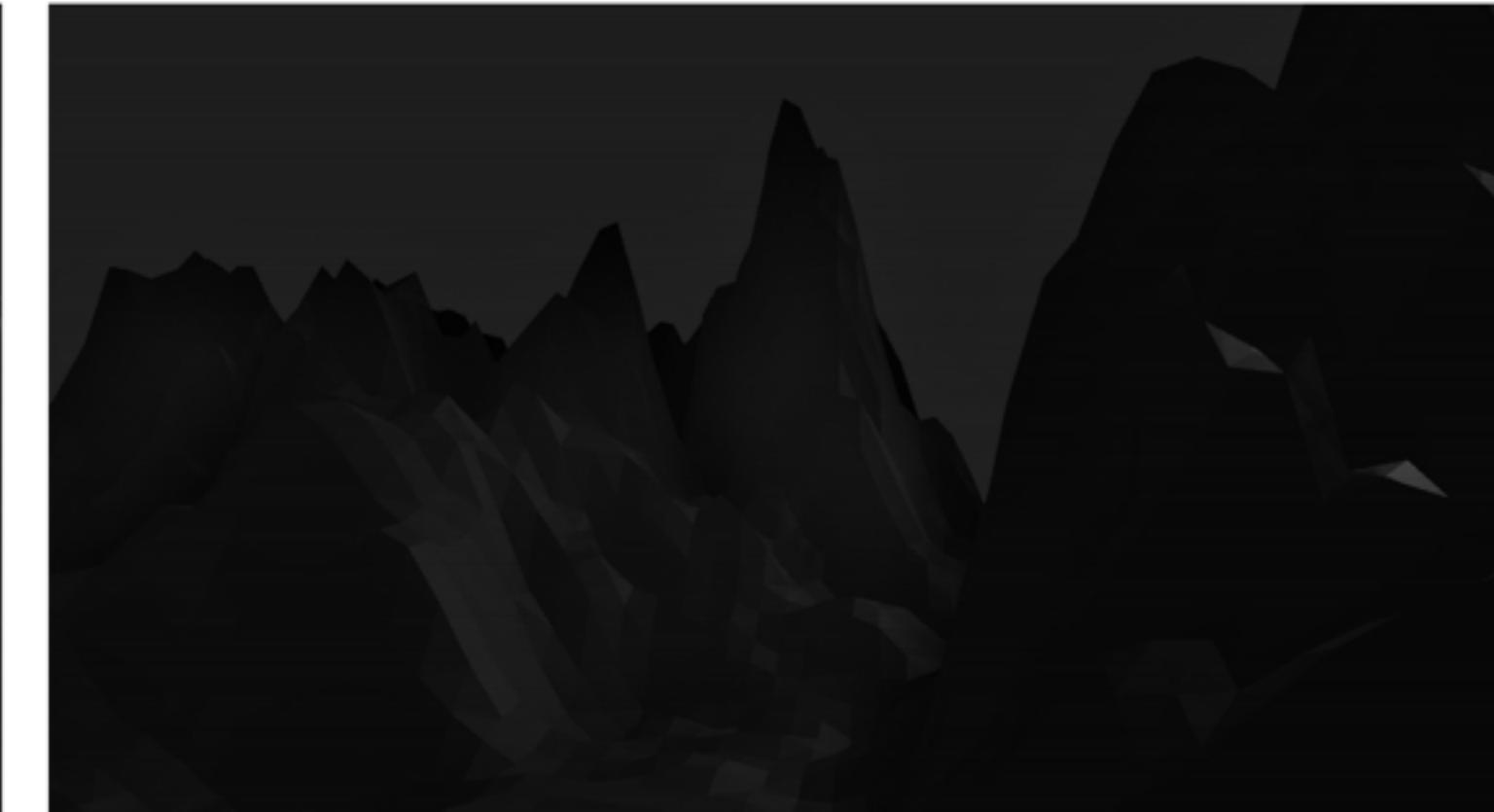
Szymon Kaliski

work projects blog music about

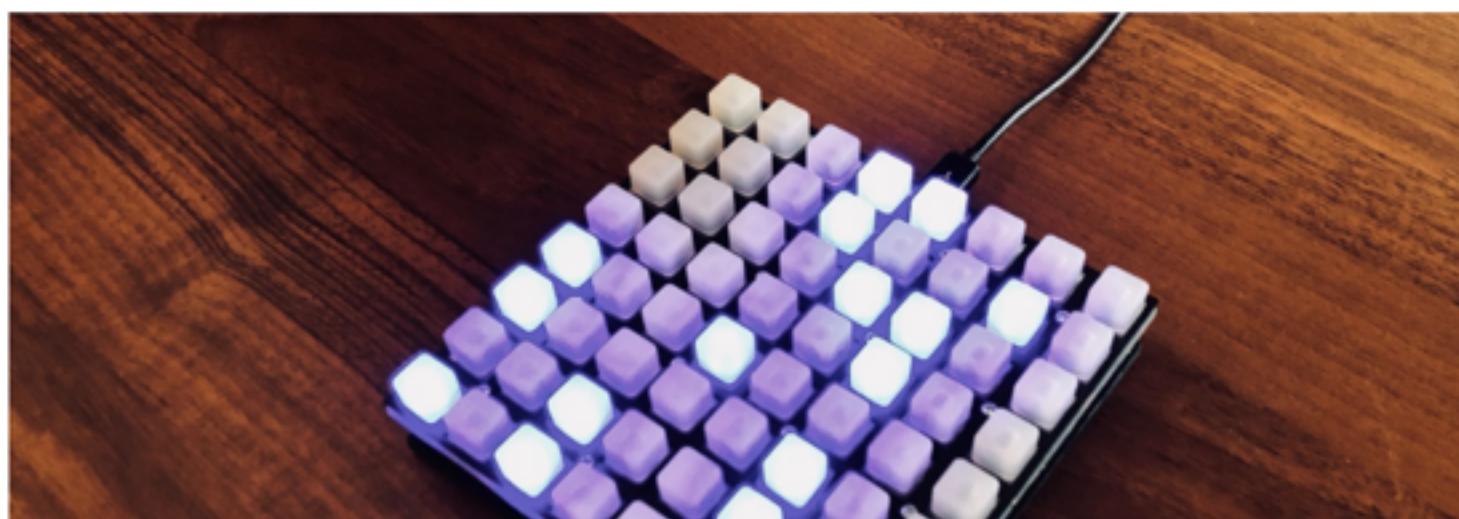
I spend most of my free time experimenting with code and working on personal projects.
You can also check my [professional work](#) and my [ambient music](#).



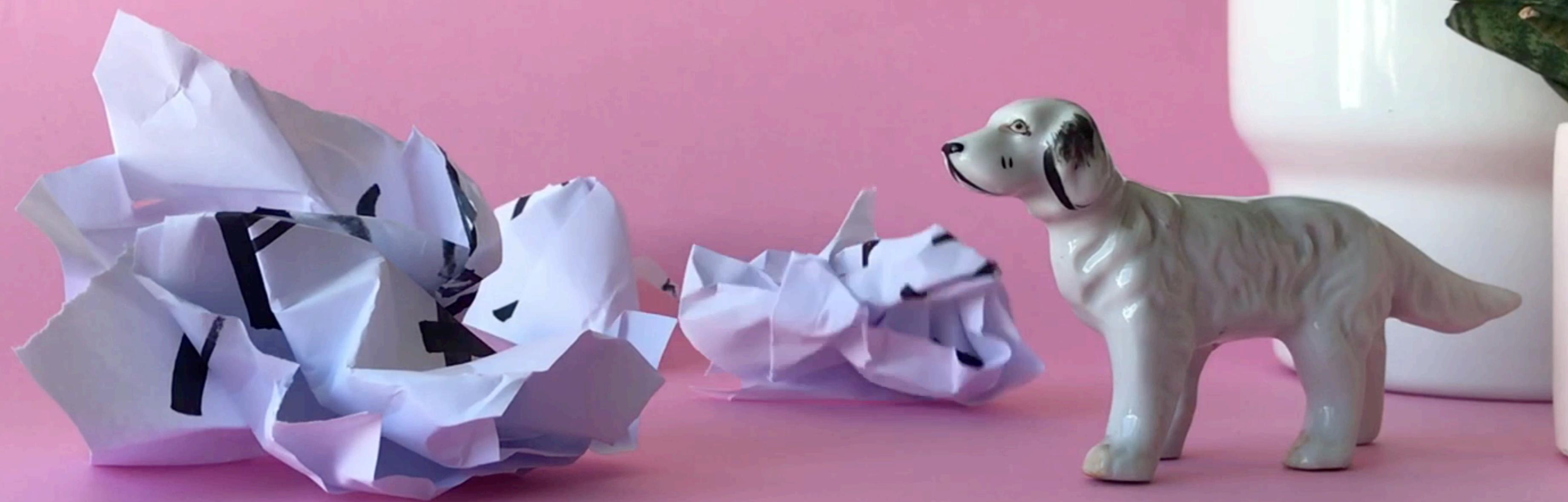
CRLN – GPGPU curl noise experiment



MNTN – simple procedural mountain generator







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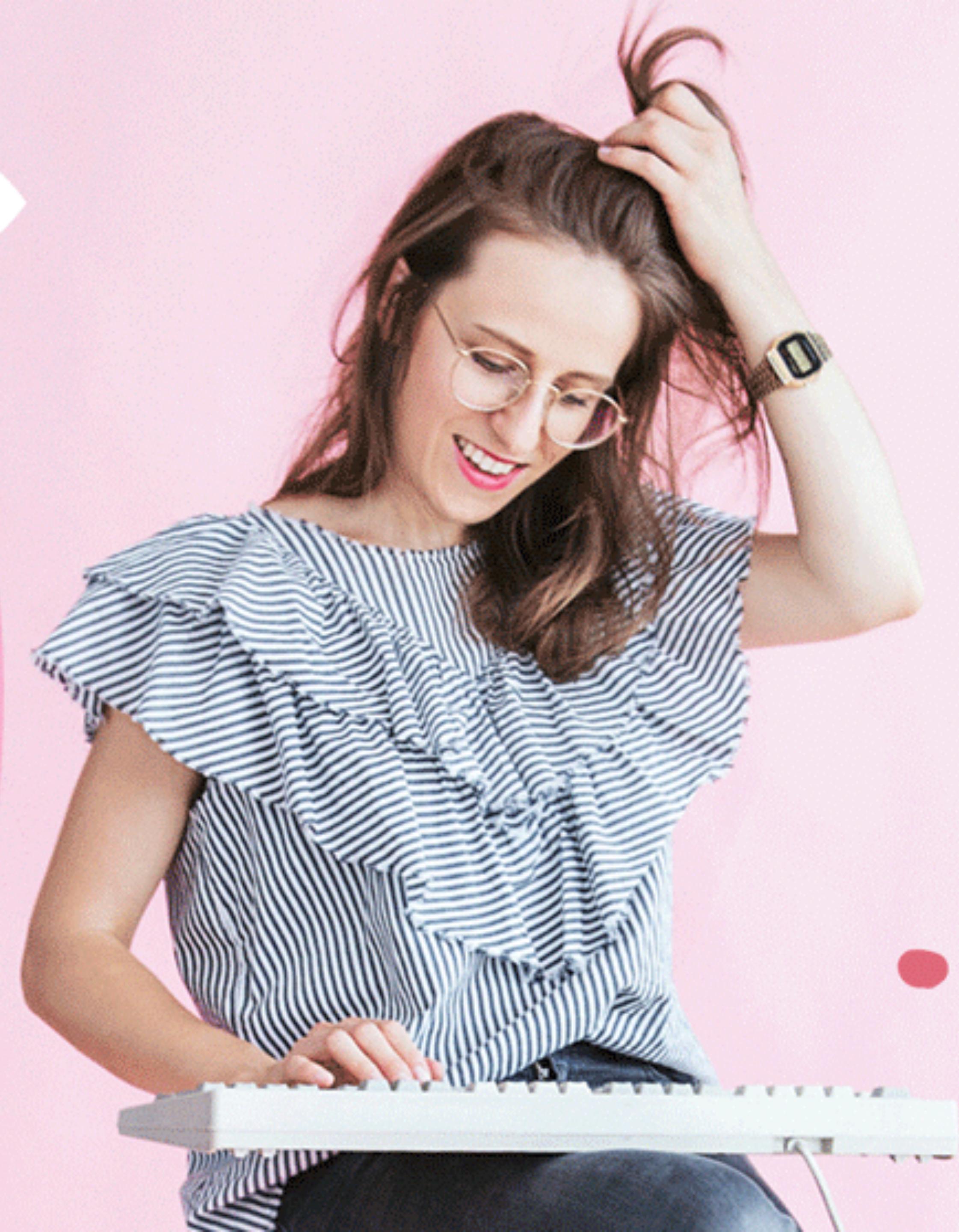


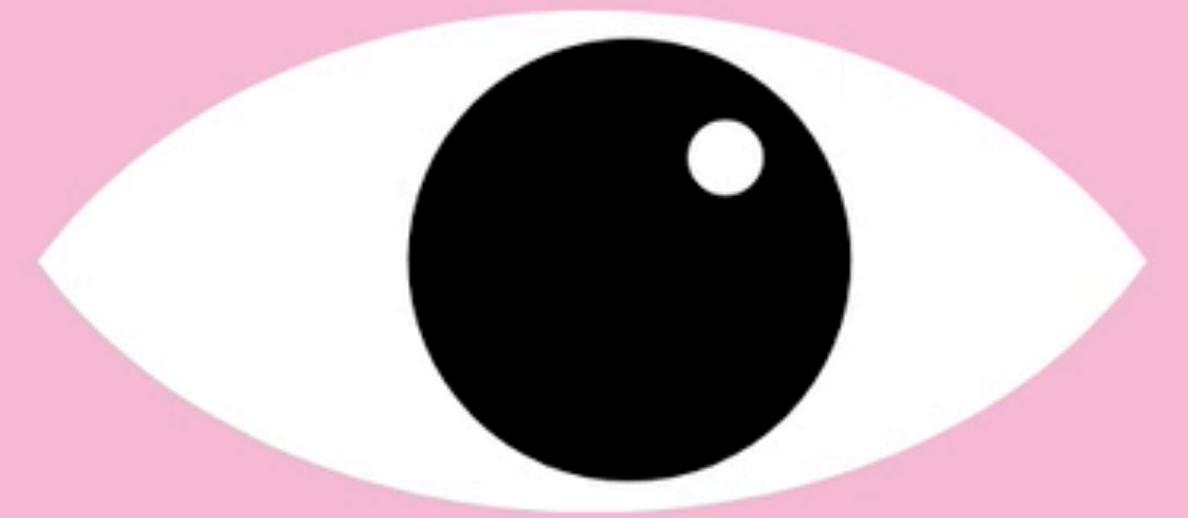
Useless is not worthless

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animating SVG

with simple
CSS animations





Skillshare course

<https://skl.sh/2HwXY7f>

„Everything is remixed”

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