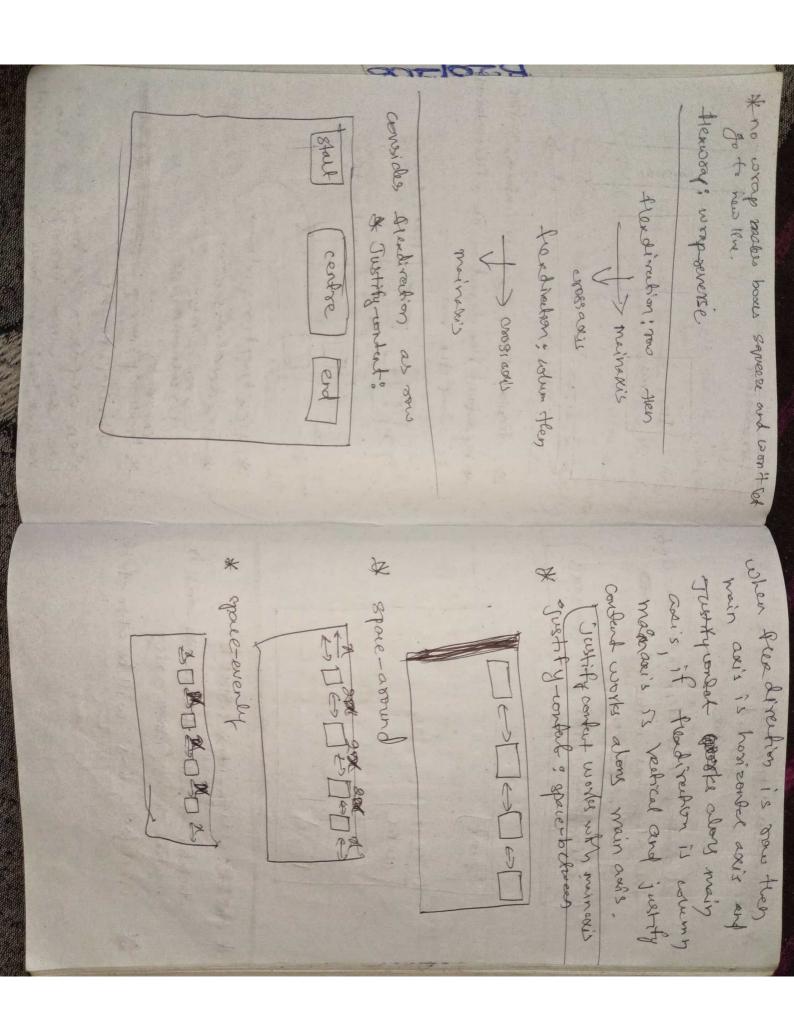
margin Padding content span tas height & width clock? Insporting we can't use height & wroten but wing display inline and display that properly we can up be the wilder without it goon toy-



* state: align-liters : Stackh * align-items: flex sout by default Hems will be setto stretch Stocked flex House through the rais in then align Hows works along of attentions when there is no sow direction which it is (cross axis) ouiphons works with crossavis of axis the Stock centre flex end arrive - Her think: wulkers I align-self: whene -> order , numbers * treateurs properties * align content: store fond centre A align self-, is, (orlign item to her shrings or grows/exponds number between they thems. flow from will be than more order, more last in line that adign sent is align items for the will sesset everytand is as What or confunds margin: opa Ale: Carpool

* align-items: Spex short

they align items worker along exper

ating them works with corossavis

control

control

A flexitems properties

more order, more last in live that

flexitem will be then

flexitem will be then

show slexponds number

show slexponds number

show slexponds number

A align-self: easier

A align-self: easier

what a

alignophent: store fond centre

* alignophent: store fond centre

befinees to spaces at a and space

Ascepties flow through the owis in which it is (cross owis)

Why default Hones will be setto stretch

(media (min-width: Xpx)

He min width mentioned above tollow this consistion until it searchy selected or human of

a media (man-width: x pm) climent action ?

(6)

the max winders mentioned above follows this condition with the earlies

@ media (min-width: 20px and man-width: 4pm) we can also newboon a large of sucer resolution elevery {

> & Implementing Here direction along One dia opening sempect to the Screen Resolutions

* Box - Shoulow ?-

) Firen Bon-Hadow : x y Blux colour >

(i) Box-stondow : x y Bluer spread-road (range of themas) colours

in) Box-shodows : "inset x y Recon colour, to have shadow inide the box

in multiple vladavis : Box-shadow : x1 y1 colours 1, x2 y2 colour 2

Note: - are can also create custom variables and

amen values

Symbax " - Thorns var (--var-rome) -- Val-rame: value

12 三十二) Scope of the variables is within the -- primary - wood " brown] to chapround - colour : vau (-- primary - when)

superier

* To define Global vaciables suclant : root & -- primary-value : 330 pm - custom - colver : blue ; Stant w. rost

I tent-shordow : x y sur colour;

Boolstrap 12 grid system.

10 6 8 5 6