Summary

In this lesson, we will summarize what we learned in this chapter.

Cascading Style Sheets (CSS) is a fundamental technology to separate the structure of web pages (markup) from the visual styles the page is rendered with.

The basic idea behind this technology is simple: **you define a selector that specifies a set of HTML nodes in the document tree of the page and assign values to a number of predefined visual properties.**

A **selector** with the properties to apply builds up a single style rule, and a set of rules composes a style sheet.

You can declare style sheets as external files with **.css** extensions and add them to your page with the `<link>` HTML element.

Alternatively, you can embed style rules directly to your page with the `<style>` tag. You can link more than one CSS file to the page, add more `<style>` sections, and **you can combine internal and external style sheets** as you wish.

There are a number of selectors to define the set of HTML nodes to apply a **style rule** for. These include:

> - the universal selector
> - the class selector
> - the ID selector
> - the attribute selectors
> - the descendant selector
> - the child selector
> - the sibling selectors
> - a number of pseudo-element and pseudo-class selectors.

If more rules select an HTML node, all of them are applied. If there are competing properties (properties specified by more than one rule), the **winner** (the one that is applied) is selected by the **cascading order mechanism**.

CSS supports several **media types**, such as devices with screens, printers, handhelds, etc. You can define styles that apply only for one or more specific media types. With the **media queries extension** of CSS3, you can test device features, so you can take greater control over rendering across different devices than with media types alone.

In Chapter 11, you will learn basic CSS patterns that allow you to establish the visual style of your web pages.