

HTML Review
+
CSS Review
CSS Selectors
CSS Positioning

ZOOM OUT

Markup vs. Programming

A markup language provides structure and controls the presentation of content. Like “represent these user names as a bullet list or as a table.” *HTML and CSS are markup languages.*

A programming language gives instructions to a machine so that it can process data and make decisions. Like “if the user clicks the switch, turn the lights on.” *JavaScript is a programming language.*

W3C®

Web Standards

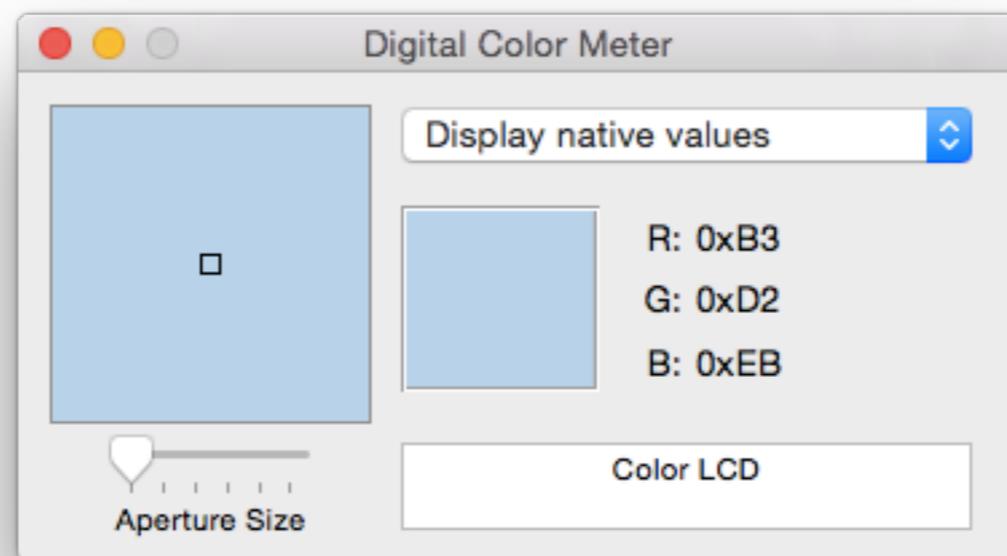
W3C is the World Wide Web Consortium. They maintain the rules for markup and programming languages used by the World Wide Web (WWW).

Tim Berners-Lee, the best known inventor of the WWW, is founder (1994) and current leader of W3C.



Web Colors

1. Name — written word (predefined)
red, yellow, blue, mediumspringgreen
140 total defined names
2. Hex code — six digit code
#000000, #FFFFFF, #7FFFD4, #97603A
3. RGB — “red green blue” value
rgb(0, 0, 0)
rgb(255, 255, 255)
rgb(24, 82, 111)



Web and File Naming

Rules:

1. Only lowercase
2. If you'd like to use a space, use hyphens or underscores.

my_amazing_file.html

my-amazing-file.html

my_amazing_file-v1.html

my-amazing-file_v1.html

Chrome's Developer Tools

To view “Developer Tools” in Chrome, press
command + option + i

To view the page's source in Chrome, press
command + option + u

Extremely useful and important!

HTML Review

H.T.M.L.

HyperText Markup Language

H.T.M.L.

HyperText Markup Language

```
view-source:localhost:8888 x
view-source:localhost:8888/summer2016.veryinteractive.net/
Laurel

1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4
5 <meta charset="utf-8" />
6 <link rel="shortcut icon" type="image/png" href="/assets/images/favicon.ico">
7 <meta name="viewport" content="width=device-width,initial-scale=1.0">
8
9 <title>Very Interactive | Home</title>
10 <meta name="description" content="">
11 <meta name="keywords" content="">
12
13 <link rel="stylesheet" href="http://localhost:8888/summer2016.veryinteractive.net/assets/css/main.css"><link rel="stylesheet"
href="http://localhost:8888/summer2016.veryinteractive.net/assets/css/home.css">
14 </head>
15 <body><nav id="top">
16
17 <ul>
18 <a class="home-link" href="http://localhost:8888/summer2016.veryinteractive.net"></a>
19 <li >
20 <a href="http://localhost:8888/summer2016.veryinteractive.net/syllabus">Syllabus</a>
21 </li>
22 <li >
23 <a href="http://localhost:8888/summer2016.veryinteractive.net/calendar">Calendar</a>
24 </li>
25 <li >
26 <a href="http://localhost:8888/summer2016.veryinteractive.net/people">People</a>
27 </li>
28 <li >
29 <a href="http://localhost:8888/summer2016.veryinteractive.net/projects">Projects</a>
30 </li>
31 <li >
32 <a href="http://localhost:8888/summer2016.veryinteractive.net/workshops">Workshops</a>
33 </li>
34 <li >
35 <a href="http://localhost:8888/summer2016.veryinteractive.net/resources">Resources</a>
36 </li>
37 </ul>
38
39 </nav>
40 <div style="position: fixed; top: 92px; left: 0; right: 0;">
41 <div style="height: 160px; width: 160px; display: block; background: #FDEE2F; border-radius: 50%; margin: 0 auto;" class="sun">
42 </div>
43 </div>
44 <div id="town"></div>
45
46 <div id="greeting" class="large">
47 <p>Welcome!</p></div>
48
```

HTML Nesting



<head>
is invisible part of document,
contains “meta” info

<body>
is visible part of document

```
<!DOCTYPE html>
<html>
  <head>
    <title>Welcome to HTML!</title>
  </head>
  <body>
    <h1>Welcome to my webpage!</h1>
    <p>Lorem ipsum dolor sit amet.</p>
  </body>
</html>
```

HTML — The Box Model

Everything you create in HTML is a box



margin

border

padding



CSS Review

C.S.S.

Cascading Style Sheets

a series of rules that dictate
the styling of your page

```
localhost:8888/summer2016.veryinteractive.net/assets/css/main.css
/* BASE
----- */

html, body {
  height: 100%;
}

body {
  margin: 0;
  background: #ffffbf;
  font-family: "Times New Roman", Times, serif;
  font-size: 19px;
  line-height: 1.2;
}

h1, h2, h3, h4, h5, h6 {
  font-size: 1em;
  font-weight: normal;
}

a {
  text-decoration: none;
  color: #000;
}

ul {
  padding: 0;
  margin: 0;
  list-style-type: none;
}

ol {
  padding: 0;
  padding-left: 1.25em;
}

img {
  max-width: 100%;
}

figure {
  margin: 0;
  margin-bottom: 2em;
}
```

localhost:8888/summer2016.veryinteractive.net/assets/css/main.css

```
/* BASE
----- */
html, body {
  height: 100%;
}
body {
  margin: 0;
  background: #ffff00;
  font-family: "Times New Roman", Times, serif;
  font-size: 19px;
  line-height: 1.2;
}
h1, h2, h3, h4, h5, h6 {
  font-size: 1em;
  font-weight: normal;
}
a {
  text-decoration: none;
  color: #000;
}
ul {
  padding: 0;
  margin: 0;
  list-style-type: none;
}
ol {
  padding: 0;
  padding-left: 1.25em;
}
img {
  max-width: 100%;
}
figure {
  margin: 0;
  margin-bottom: 2em;
}
```

Rule #1

Rule #2

Rule #3

Rule #4

Rule #5

Rule #6

Rule #7

Rule #8

```
p {  
  color: red;  
  font-size: 47px;  
}
```

selector

```
p {  
  color: red;  
  font-size: 47px;  
}
```

declaration

```
p {  
  color: red;  
  font-size: 47px;  
}
```

```
p {  
  color: red;  
  font-size: 47px;  
}
```

property value semicolon

```
p {  
  color: red;  
  font-size: 47px;  
}
```

property value semicolon

```
p {  
  color: red;  
  font-size: 47px;  
  font-weight: bold;  
  text-transform: uppercase;  
}
```

CSS Selectors

```
p {  
  color: red;  
  font-size: 47px;  
}
```

selector

```
p {  
  color: red;  
  font-size: 47px;  
}
```

Selectors determine what specific parts of an HTML document a rule applies to.

There are many types of selectors...

```
p {  
  color: red;  
}
```

```
.my-test-class {  
  background: green;  
  font-style: italic;  
}
```

```
p.my-test-class {  
  color: magenta;  
}
```

```
p {  
  color: red;  
}
```

element selector

```
.my-test-class {  
  background: green;  
  font-style: italic;  
}
```

class selector

```
p.my-test-class {  
  color: magenta;  
}
```

combined selector

<p>

Probably the essential thesis of our firm is that things evolve over time.

</p>

<div class="my-test-class">

Probably the essential thesis of our firm is that things evolve over time.

</div>

<p class="my-test-class">

Probably the essential thesis of our firm is that things evolve over time.

</p>

Probably the essential thesis of our firm is that things evolve over time.

Probably the essential thesis of our firm is that things evolve over time.

Probably the essential thesis of our firm is that things evolve over time.

nested selectors

```
p span { ... }
```

```
h1 #asdf { ... }
```

```
body.special ul li { ... }
```

pseudo class selectors

```
a:link { ... }
```

```
a:hover { ... }
```

```
a:visited { ... }
```

```
a:active { ... }
```

```
div:hover { ... }
```

```
h1:hover { ... }
```

```
a.laurel:hover { ... }
```

```
a.chase:hover { ... }
```

```
a.sheila:hover { ... }
```

nested selectors

```
p span { ... }
```

```
h1 #asdf { ... }
```

```
body.special ul li { ... }
```

```
<p>  
  <span>Rule 1 applied here</span>  
</p>
```

```
<h1>  
  <div id="asdf">  
    Rule 2 applied here  
  </div>  
</h1>
```

```
<body class="special">  
  <ul>  
    <li>Rule 3 applied here</li>  
  </ul>  
</body>
```

CSS Positioning

Display

4 main values:

`display: block;`

`display: inline;`

`display: inline-block;`

`display: none;`

`display: block;`

div

display: block;

h1

h2

h3

h4

h5

h6

ul

ol

```
<body>
  skateboarding
  <div class="special">
    with my daughter
  </div>
</body>
```

```
.special {
  background: lime;
  display: block;
}
```

Skateboarding

with my daughter

```
<body>
  skateboarding
  <div class="special">
    with my daughter
  </div>
</body>
```

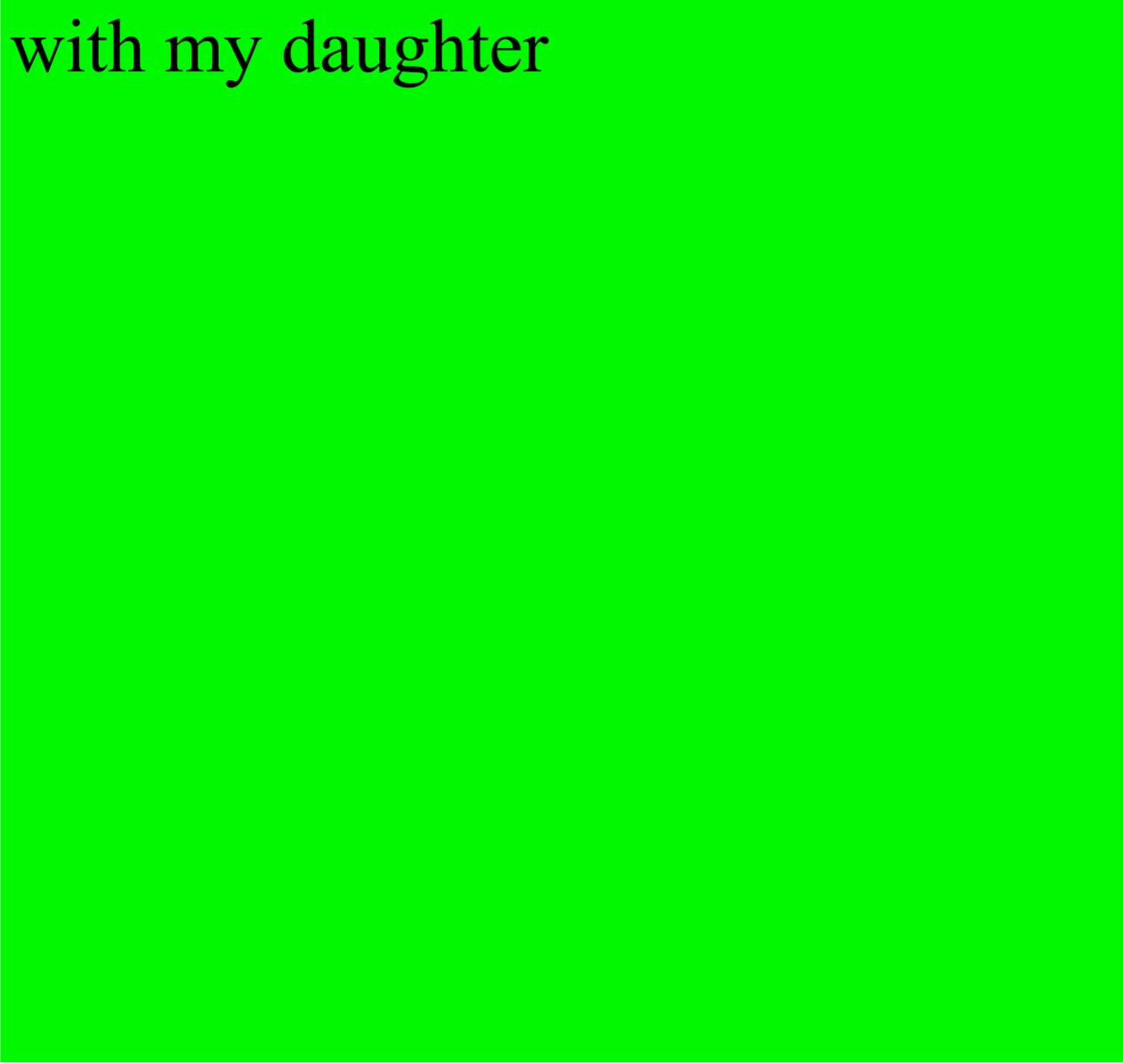
```
.special {
  background: lime;
  display: block;
  height: 400px;
  width: 400px;
}
```

Skateboarding

with my daughter

Skateboarding

with my daughter



`display: inline;`

span

display: inline;

img

a

```
<body>
  skateboarding
  <div class="special">
    with my daughter
  </div>
</body>
```

```
.special {
  background: lime;
  display: inline;
}
```

Skateboarding with my daughter

```
<body>
  skateboarding
  <div class="special">
    with my daughter
  </div>
</body>
```

```
.special {
  background: lime;
  display: inline;
  height: 400px;
  width: 400px;
}
```

Skateboarding with my daughter

Skateboarding with my daughter



Use a span for this

Skateboarding

with my daughter



Use a div for this

`display: inline-block;`

```
<body>
  skateboarding
  <div class="special">
    with my daughter
  </div>
</body>
```

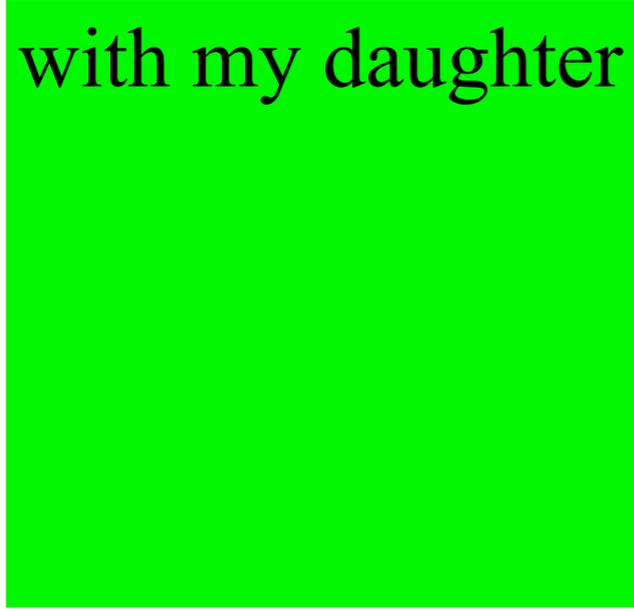
```
.special {
  background: lime;
  display: inline-block;
}
```

Skateboarding with my daughter

```
<body>
  skateboarding
  <div class="special">
    with my daughter
  </div>
</body>
```

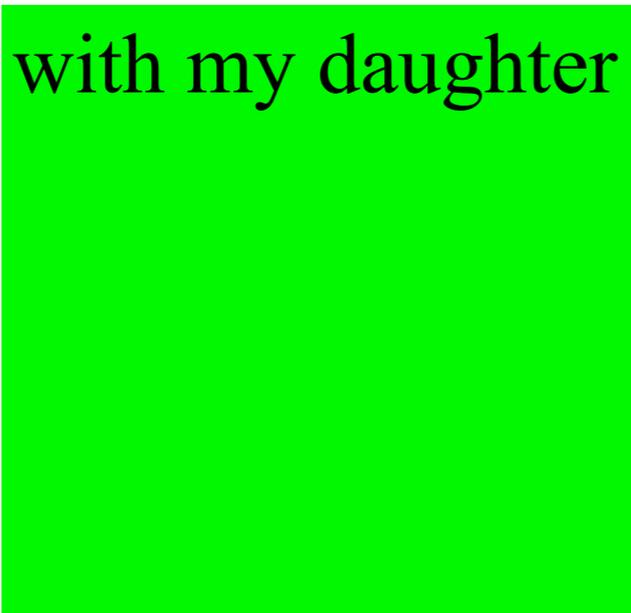
```
.special {
  background: lime;
  display: inline-block;
  height: 200px;
  width: 200px;
}
```

Skateboarding with my daughter



Skateboarding

with my daughter



Skateboarding

with my daughter

with my son

with my mom

with my dad

with my uncle

with my best
friend

with my dog

with my intern

with my penpal

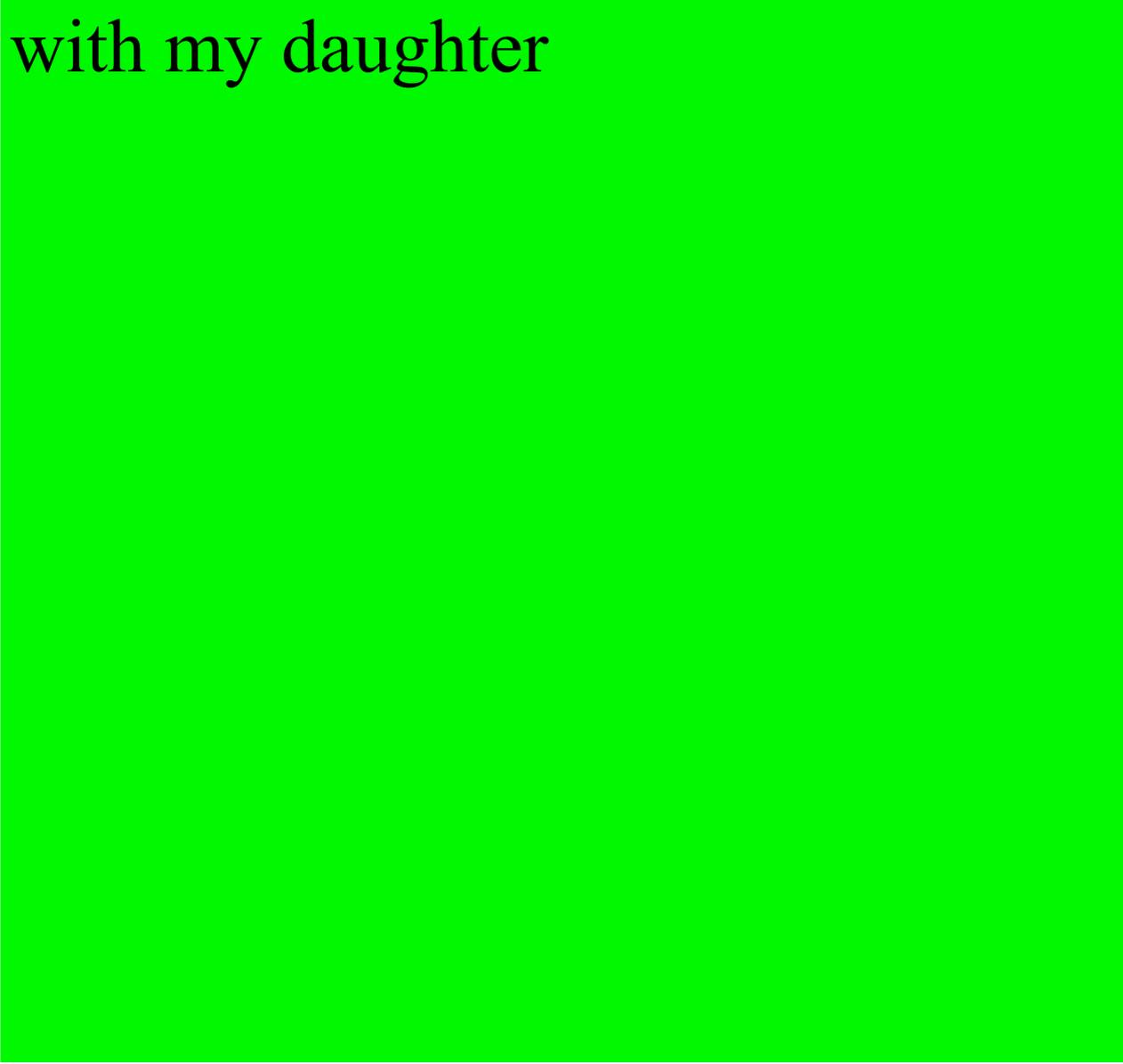
with my aunt

with my rock

Review

Skateboarding

with my daughter



Skateboarding

with my daughter

with my son

Skateboarding with my daughter with my son with my mom
with my dad with my uncle with my best friend with my dog
with my intern with my penpal with my aunt with my rock

Skateboarding

with my daughter

with my son

with my mom

with my dad

with my uncle

with my best
friend

with my dog

with my intern

with my penpal

with my aunt

with my rock

`display: none;`

Skateboarding

display: ...

There are many other display values, but they are more rare.
Here is an exhaustive list: <https://developer.mozilla.org/en-US/docs/Web/CSS/display>

Position

`position: static;`

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

```
body {
  position: static;
}

.content {
  position: static;
}
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

`position: relative;`

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

```
body {
}

.content {
}
```

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

```
body {
  position: relative;
}
```

```
.content {
  position: relative;
  top: 20px;
}
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

position: absolute;

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

```
body {
  position: relative;
}

.content {
  position: absolute;
  top: 20px;
}
```

Rules of the Game As a result of my true privilege be able to change the rules of any games and believe in them enough in order to continue playing.

```
<body>
<h1>Rules of the Game</h1>
<div class="content">
  As a child my true privilege is to be able to
  change the rules of any games and believe in
  them enough in order to continue playing.
</div>
</body>
```

```
<body>
<h1>Rules of the Game</h1>
<div class="container">
  <div class="content">
    As a child my true privilege is to be able
    to change the rules of any games and
    believe in them enough in order to continue
    playing.
  </div>
</div>
</body>
```

```
body {  
  position: relative;  
}  
  
.container {  
  background: yellow;  
  height: 500px;  
  width: 500px;  
  padding: 12px;  
}  
  
.content {  
  top: 20px;  
  position: absolute;  
}
```

```
body {  
}  
  
.container {  
  background: yellow;  
  height: 500px;  
  width: 500px;  
  padding: 12px;  
  position: relative;  
  
}  
  
.content {  
  top: 20px;  
  position: absolute;  
}
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

```
body {  
}  
  
.container {  
  background: yellow;  
  height: 500px;  
  width: 500px;  
  padding: 12px;  
  position: relative;  
  
}  
  
.content {  
  top: 20px;  
  position: absolute;  
}
```

```
body {  
}  
  
.container {  
  background: yellow;  
  height: 500px;  
  width: 500px;  
  padding: 12px;  
  position: relative;  
  
}  
  
.content {  
  bottom: 0;  
  right: 0;  
  width: 200px;  
  font-size: 8px;  
  position: absolute;  
}
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

`position: fixed;`

```
body {  
}  
  
.container {  
  background: yellow;  
  height: 200px;  
  width: 200px;  
  padding: 12px;  
}  
  
.content {  
}
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any game and believe in them enough in order to continue playing.

```
body {  
}  
  
.container {  
  background: yellow;  
  height: 200px;  
  width: 200px;  
  padding: 12px;  
  position: fixed;  
  right: 10px;  
  top: 10px;  
}  
  
.content {  
}
```

Rules of the Game

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

Rules of the Game

Imagination is something else I worry about a lot I might be getting lost. Everybody is so bombarded with media coming at us that we don't have the same active imaginations as we used to. Back when I made The I would go through my record collection and flip through my LPs. There was something I wanted to listen to that I couldn't quite put my finger on, something that would sustain and keep moving in a certain way, and I found that I didn't have anything like it. I could picture the sound in my mind, but I couldn't find it on a record. So I was led by my internal auditory imagination. There was a piece developing there, taking form, and it was something I wanted to hear. If I'd had a record with something like it, I would have just played the record, but instead, I had to make it.

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

We all know that people don't get sawed in half or swallow 15 sharp swords and walk away unharmed. A magician has to persuade the audience that the seemingly impossible is, in fact, possible. Similarly,

Imagination is something else I worry about a lot. I might be getting lost. Everybody is so bombarded with media coming at us that we don't have the same active imaginations as we used to. Back when I made The Beatles I would go through my record collection and flip through my LPs. There was something I wanted to listen to, I put my finger on, something that would sustain an interest in a certain way, and I found that I didn't have anything like the sound in my mind, but I couldn't find it on a record. So I was led by my internal auditory imagination. There was a piece developing there, taking form, and it was something I wanted to hear. If I'd had a record with something like it, I would have just played the record, but instead, I had to make it.

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

We all know that people don't get sawed in half or swallow 15 sharp swords and walk away unharmed. A magician has to persuade the audience that the seemingly impossible is, in fact, possible. Similarly, leaders need to persuade others to believe in their strategies and products.

```
body {  
}  
  
.container {  
  background: yellow;  
  height: 200px;  
  width: 200px;  
  padding: 12px;  
  position: fixed;  
  right: 10px;  
  top: 10px;  
  z-index: -1;  
}  
  
.content {  
}
```

Rules of the Game

Imagination is something else I worry about a lot these days. I think it might be getting lost. Everybody is so bombarded and overloaded with media coming at us that we don't have the same access to our imaginations as we used to. Back when I made *The Expanding Universe*, I would go through my record collection and flip back and forth through my LPs. There was something I wanted to listen to that I couldn't quite put my finger on, something that would sustain and keep moving in a certain way, and I found that I didn't have anything like it. I could picture the sound in my mind, but I couldn't find it on a record. So I was led by my internal auditory imagination. There was a piece developing there, taking form, and it was something I wanted to hear. If I'd had a record with something like it, I would have just played the record, but instead, I had to make it.

We all know that people don't get sawed in half or swallow 15 sharp swords and walk away unharmed. A magician has to persuade the audience that the seemingly impossible is, in fact, possible. Similarly,

As a child my true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

Rules of the Game

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We all know that people don't get sawed in half or swallow 15 sharp swords and walk away unharmed. A magician has to persuade the audience that the seemingly impossible is, in fact, possible. Similarly,

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We all know that people don't get sawed in half or swallow 15 sharp swords and walk away unharmed. A magician has to persuade the audience that the seemingly impossible is, in fact, possible. Similarly, leaders need to persuade others to believe in their strategies and products.

Float

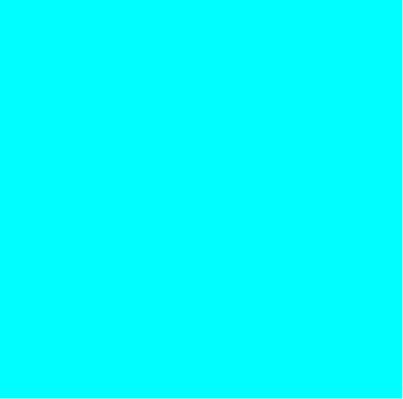
float: left;
float: right;

Rules of the Game

Imagination is something else I worry about a lot these days. I think it might be getting lost. Everybody is so bombarded and overloaded with media coming at us that we don't have the same access to our imaginations as we used to. Back when I made *The Expanding Universe*, I would go through my record collection and flip back and forth through my LPs. There was something I wanted to listen to that I couldn't quite put my finger on, something that would sustain and keep moving in a certain way, and I found that I didn't have anything like it. I could picture the sound in my mind, but I couldn't find it on a record. So I was led by my internal auditory imagination. There was a piece developing there, taking form, and it was something I wanted to hear. If I'd had a record with something like it, I would have just played the record, but instead, I had to make it.

We all know that people don't get sawed in half or swallow 15 sharp swords and walk away unharmed. A magician has to persuade the audience that the seemingly impossible is, in fact, possible. Similarly,

Rules of the Game



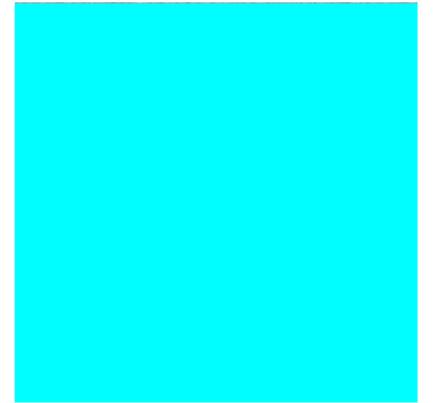
Imagination is something else I worry about a lot these days. I think it might be getting lost. Everybody is so bombarded and overloaded with media coming at us that we don't have the same access to our imaginations as we used to. Back when I made *The Expanding Universe*, I would go through my record collection and flip back and forth through my LPs. There was something I wanted to listen to that I couldn't quite put my finger on, something that would sustain and keep moving in a certain way, and I found that I didn't have anything like it. I could picture the sound in my mind, but I couldn't find it on a record. So I was led by my internal auditory imagination. There was a piece developing there, taking form, and it was something I wanted to hear. If I'd had a record with something like it, I would have just played the record, but instead, I had to make it.

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