## Responsive CSS

# CS 390 - Web Application Development 

J. Setpal

September 6, 2023


## Callout: Machine Learning @ Purdue

If you can view this screen, I am making a mistake.

## Outline

(1) Why It's Worth Your Time
(2) Some Static Stuff
(3) Animations

4 ETC

## Outline

(1) Why It's Worth Your Time
(2) Some Static Stuff
(3) Animations
(4) ETC

## WIWYT - Responsive CSS

- Every single website needs to generalize to every device specification.


## WIWYT - Responsive CSS

- Every single website needs to generalize to every device specification.
- Animations and Transitions make websites look very cool.


## WIWYT - Responsive CSS

- Every single website needs to generalize to every device specification.
- Animations and Transitions make websites look very cool.
- We want to write less JavaScript.


## Outline

## (1) Why It's Worth Your Time

(2) Some Static Stuff

## (3) Animations

(4) ETC

## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously.

## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously. By manipulating position in CSS, we can update element placement. Syntax: target \{ position: relative|absolute|sticky|fixed \}

## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously. By manipulating position in CSS, we can update element placement. Syntax: target \{ position: relative|absolute|sticky|fixed \}

Each of these values have the following behaviors:

- static: Default value; positions elements based on the DOM tree


## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously. By manipulating position in CSS, we can update element placement. Syntax: target \{ position: relative|absolute|sticky|fixed \}

Each of these values have the following behaviors:

- static: Default value; positions elements based on the DOM tree
- relative: Positions elements relative to the parent element


## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously. By manipulating position in CSS, we can update element placement. Syntax: target \{ position: relative|absolute|sticky|fixed \}

Each of these values have the following behaviors:

- static: Default value; positions elements based on the DOM tree
- relative: Positions elements relative to the parent element
- absolute: Positions elements relative to the HTML document


## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously. By manipulating position in CSS, we can update element placement. Syntax: target \{ position: relative|absolute|sticky|fixed \}

Each of these values have the following behaviors:

- static: Default value; positions elements based on the DOM tree
- relative: Positions elements relative to the parent element
- absolute: Positions elements relative to the HTML document
- sticky: Element scrolls with it's parent till the parent ends and stays at the viewport edge after


## Positioning Elements

Complicated webpages have a lot of elements interacting simultaneously. By manipulating position in CSS, we can update element placement. Syntax: target \{ position: relative|absolute|sticky|fixed \}

Each of these values have the following behaviors:

- static: Default value; positions elements based on the DOM tree
- relative: Positions elements relative to the parent element
- absolute: Positions elements relative to the HTML document
- sticky: Element scrolls with it's parent till the parent ends and stays at the viewport edge after
- fixed: Positions elements relative to the viewport


## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.


## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.
- Cross Axis: Orthogonal to the axis of alignment.


## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.
- Cross Axis: Orthogonal to the axis of alignment.

Parent Attributes:

Key
flex-direction row / column main axis

## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.
- Cross Axis: Orthogonal to the axis of alignment.

Parent Attributes:

| Key | Use-case |
| :--- | :---: |
| flex-direction | row / column main axis |
| flex-wrap | [don't] move objects to the below line |

${ }^{1}$ MDN

## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.
- Cross Axis: Orthogonal to the axis of alignment.

Parent Attributes:

| Key | Use-case |
| :--- | ---: |
| flex-direction | row / column main axis |
| flex-wrap | [don't] move objects to the below line |
| justify-content | Item spacing against the main axis |

${ }^{1}$ MDN

## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.
- Cross Axis: Orthogonal to the axis of alignment.

Parent Attributes:

$$
\begin{aligned}
& \text { Key } \\
& \hline \text { flex-direction } \\
& \text { flex-wrap } \\
& \text { justify-content } \\
& \text { align-content }
\end{aligned}
$$

## Use-case

## Alignment - Flexbox

Flexbox is a one dimensional layout method ${ }^{1}$ for content alignment within a parent container.

It is triggered by setting display: flex in the parent container. It aligns elements on the basis of two axes:

- Main Axis: Along the axis of alignment.
- Cross Axis: Orthogonal to the axis of alignment.

Parent Attributes:

| Key | Use-case |
| :--- | ---: |
| flex-direction | row / column main axis |
| flex-wrap | [don't] move objects to the below line |
| justify-content | Item spacing against the main axis |
| align-content | Item spacing against the cross axis |
| align-items | Orientation within child elements |

${ }^{1}$ MDN

## Flexbox - Child Elements

Child Elements:
Key Use-case
flex-shrink Ratio for space reduction

## Flexbox - Child Elements

Child Elements:
Key
Use-case
flex-shrink Ratio for space reduction
flex-grow Ratio for space extension

## Flexbox - Child Elements

Child Elements:
Key

## Use-case

flex-shrink Ratio for space reduction
flex-grow
flex-basis
Ratio for space extension
Initial item size

## Flexbox - Child Elements

Child Elements:

| Key | Use-case |
| :--- | :---: |
| flex-shrink | Ratio for space reduction |
| flex-grow | Ratio for space extension |
| flex-basis | Initial item size |
| align-self | Override child orientation |

## Compounding Rules

## On Monday (August 28, 2023), we spoke about D.R.Y: Don't Repeat Yourself.

## Compounding Rules

On Monday (August 28, 2023), we spoke about D.R.Y: Don't Repeat Yourself. Having multiple CSS targets with the same rule can introduce such a situation.

## Compounding Rules

On Monday (August 28, 2023), we spoke about D.R.Y: Don't Repeat Yourself. Having multiple CSS targets with the same rule can introduce such a situation.

One way to avoid this is to use compounded rules.

## Compounding Rules

On Monday (August 28, 2023), we spoke about D.R.Y: Don't Repeat Yourself. Having multiple CSS targets with the same rule can introduce such a situation.

One way to avoid this is to use compounded rules.
Syntax: target1, target2 \{ k: v; \}

## Compounding Rules

On Monday (August 28, 2023), we spoke about D.R.Y: Don't Repeat Yourself. Having multiple CSS targets with the same rule can introduce such a situation.

One way to avoid this is to use compounded rules. Syntax: target1, target2 \{k: v; \}

You can also compound rules to subset targets. This targets descendants of specific elements.

## Compounding Rules

On Monday (August 28, 2023), we spoke about D.R.Y: Don't Repeat Yourself. Having multiple CSS targets with the same rule can introduce such a situation.

One way to avoid this is to use compounded rules.
Syntax: target1, target2 \{k: v; \}
You can also compound rules to subset targets. This targets descendants of specific elements.
Syntax: target1target2 \{ k: v; \}
English: Apply to all target2's that are descendants ${ }^{2}$ of target1's.

## Compounded Specificity

$\mathbf{Q}_{\mathbf{0}}$ : Recap: What is specificity?

## Compounded Specificity

$\mathbf{Q}_{\mathbf{0}}$ : Recap: What is specificity?
$\mathbf{Q}_{\mathbf{1}}$ : How would you resolve specificity for rules:
A. ul\#primary-nav li.active, and
B. nav a:hover::before?

## Compounded Specificity

$\mathbf{Q}_{\mathbf{0}}$ : Recap: What is specificity?
$\mathbf{Q}_{\mathbf{1}}$ : How would you resolve specificity for rules:
A. ul\#primary-nav li.active, and
B. nav a:hover::before?
$\mathbf{A}_{\mathbf{1}}$ : Create a new system (power $\propto$ specificity):

## Compounded Specificity

$\mathbf{Q}_{\mathbf{0}}$ : Recap: What is specificity?
$\mathbf{Q}_{\mathbf{1}}$ : How would you resolve specificity for rules:
A. ul\#primary-nav li.active, and
B. nav a:hover::before?
$\mathbf{A}_{\mathbf{1}}$ : Create a new system (power $\propto$ specificity):

1. IDs have power $10^{2}$.
2. Classes, attributes, pseudo-classes have power $10^{\mathbf{1}}$.
3. Elements, pseudo-elements have power $10^{0}$.

## Compounded Specificity

$\mathbf{Q}_{\mathbf{0}}$ : Recap: What is specificity?
$\mathbf{Q}_{\mathbf{1}}$ : How would you resolve specificity for rules:
A. ul\#primary-nav li.active, and
B. nav a:hover::before?
$\mathbf{A}_{\mathbf{1}}$ : Create a new system (power $\propto$ specificity):

1. IDs have power $10^{2}$.
2. Classes, attributes, pseudo-classes have power $10^{\mathbf{1}}$.
3. Elements, pseudo-elements have power $10^{0}$.

Then add the scores; the higher score retains precedence.

## Compounded Specificity

$\mathbf{Q}_{\mathbf{0}}$ : Recap: What is specificity?
$\mathbf{Q}_{\mathbf{1}}$ : How would you resolve specificity for rules:
A. ul\#primary-nav li.active, and
B. nav a:hover::before?
$\mathbf{A}_{\mathbf{1}}$ : Create a new system (power $\propto$ specificity):

1. IDs have power $10^{2}$.
2. Classes, attributes, pseudo-classes have power $10^{\mathbf{1}}$.
3. Elements, pseudo-elements have power $10^{0}$.

Then add the scores; the higher score retains precedence.

Fantastic reference: https://specificity.keegan.st/

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |
| translate $\langle X>$ | Compute an updated relative position |

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |
| translate<X> | Compute an updated relative position |
| img | Load an image |

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |
| translate $\langle X>$ | Compute an updated relative position |
| img |  |
| rotate $<X>$ | Coad an image |

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |
| translate<X> | Compute an updated relative position |
| img | Load an image |
| rotate<X> | Compute an updated relative rotation |
| $\max$ | Compute the maximum of a series of values |

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key |
| :--- |
| var |
| translate<X> |
| img |
| rotate<X> |
| $\max$ |
| $\min$ |

## Use-case

Get custom properties
Compute an updated relative position
Load an image
Compute an updated relative rotation
Compute the maximum of a series of values
Compute the minimum of a series of values

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |
| translate $<X>$ | Compute an updated relative position |
| img | Load an image |
| rotate $<X>$ | Compute an updated relative rotation |
| $\max$ | Compute the maximum of a series of values |
| $\min$ | Compute the minimum of a series of values |
| clamp | Setup a minimum, ideal and maximum value set |

## CSS Functions

Certain values for CSS elements cannot be precomputed. To enable this use-case, CSS includes a set of predefined value functions.
Syntax: func (*args)

| Key | Use-case |
| :--- | :---: |
| var | Get custom properties |
| translate<X> | Compute an updated relative position |
| img | Load an image |
| rotate<X> | Compute an updated relative rotation |
| $\max$ | Compute the maximum of a series of values |
| $\min$ | Compute the minimum of a series of values |
| clamp | Setup a minimum, ideal and maximum value set |
| calc | Perform arithmetic operations |

## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.

## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
@ rules are defined in two ways:

- Regular Syntax: @identifier (RULE);


## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
© rules are defined in two ways:

- Regular Syntax: @identifier (RULE);
- Nested Syntax: @identifier (RULE) \{ k:v \};


## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
© rules are defined in two ways:

- Regular Syntax: ©identifier (RULE);
- Nested Syntax: @identifier (RULE) \{ k:v \};

| Key | Type | Use-case |
| :--- | :---: | :---: |
| @charset | Regular | Define character encoding |

## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
© rules are defined in two ways:

- Regular Syntax: ©identifier (RULE);
- Nested Syntax: @identifier (RULE) \{ k:v \};

| Key | Type | Use-case |
| :--- | :---: | :---: |
| @charset | Regular | Define character encoding |
| @supports | Nested | Apply if property is supported |

## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
© rules are defined in two ways:

- Regular Syntax: ©identifier (RULE);
- Nested Syntax: @identifier (RULE) \{ k:v \};

| Key | Type | Use-case |
| :--- | :---: | :---: |
| @charset | Regular | Define character encoding |
| @supports | Nested | Apply if property is supported |
| @media | Nested | Apply viewport specific rules |

## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
© rules are defined in two ways:

- Regular Syntax: ©identifier (RULE);
- Nested Syntax: @identifier (RULE) \{ k:v \};

| Key | Type | Use-case |
| :--- | :---: | :---: |
| @charset | Regular | Define character encoding |
| @supports | Nested | Apply if property is supported |
| @media | Nested | Apply viewport specific rules |
| @keyframes | Nested | Keyframes |

## © Rules

At-Rules are descriptive / conditionally applied properties, that inform custom behaviours of the webpage.
© rules are defined in two ways:

- Regular Syntax: ©identifier (RULE);
- Nested Syntax: @identifier (RULE) \{ k:v \};

| Key | Type | Use-case |
| :--- | :---: | :---: |
| @charset | Regular | Define character encoding |
| @supports | Nested | Apply if property is supported |
| @media | Nested | Apply viewport specific rules |
| @keyframes | Nested | Keyframes |
| @import | Regular | Use remote CSS styles |

## Variables in CSS

CSS also allows us to define custom properties, or variables. Syntax: --property-name: value;

## Variables in CSS

CSS also allows us to define custom properties, or variables. Syntax: --property-name: value;

These are accessible only within their defined attribute by default. Common best practice is to make it accessible globally: :root \{ --property-name: value; \} using the root psuedo-class.

## Variables in CSS (Contd.)

These values can then be accessed using the var (--property-name) function. Example:

```
style.css
:root {
    --background-color: blue;
}
h1 {
    background-color: var(--background-color);
}
h2 {
    background-color: var(--background-color);
}
```


## Outline

## (1) Why It's Worth Your Time

## (2) Some Static Stuff

(3) Animations

## Transition / Animation Dichotomy

Q: Any obvious difference between transitions and animations (semantic interpretation)?

## Transition / Animation Dichotomy

Q: Any obvious difference between transitions and animations (semantic interpretation)?
A: That's pretty much it! (did the gambit work?)

## Transition / Animation Dichotomy

Q: Any obvious difference between transitions and animations (semantic interpretation)?
A: That's pretty much it! (did the gambit work?)

More formally, transitions handle smooth state changes of updating properties.

## Transition / Animation Dichotomy

Q: Any obvious difference between transitions and animations (semantic interpretation)?
A: That's pretty much it! (did the gambit work?)

More formally, transitions handle smooth state changes of updating properties.

Animations allow more fine-grained control using keyframes to define the state of the update, and do not need to be triggered by updates within properties.

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>
2. transition-duration: n unit

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>
2. transition-duration: n unit
3. transition-timing-function: easelease-in|ease-in-out|linear

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>
2. transition-duration: n unit
3. transition-timing-function:
easelease-in|ease-in-out|linear
4. transition-delay: n unit

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>
2. transition-duration: n unit
3. transition-timing-function:
easelease-in|ease-in-out|linear
4. transition-delay: n unit

Shorthand: Use transition with the arguments in the above order.

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>
2. transition-duration: n unit
3. transition-timing-function:
easelease-in|ease-in-out|linear
4. transition-delay: n unit

Shorthand: Use transition with the arguments in the above order.

Multiple transitions can be defined by using comma-separation.

## Transitions

Transitions are generally used when state changes are performed interactively - i.e. through the GUI.

Syntax: The following primary properties define transitions:

1. transition-property: all|<property-name>
2. transition-duration: n unit
3. transition-timing-function:
easelease-in|ease-in-out|linear
4. transition-delay: n unit

Shorthand: Use transition with the arguments in the above order.

Multiple transitions can be defined by using comma-separation. Unlike fonts, these are applied in parallel; not as fallback.

## Animations

Animations allow us fine-grained access of the scene, using keyframes for controlling the manipulation.

## Syntax:

```
style.css
Qkeyframes <name>
    \{
    from \(10 \%\) \{
        \(\mathrm{k}: \mathrm{v}\);
    \}
    tol \(100 \%\) \{
        k: v;
    \}
\}
```


## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;
3. animation-delay: n unit;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;
3. animation-delay: n unit;
4. animation-iteration-count: infinite;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;
3. animation-delay: n unit;
4. animation-iteration-count: infinite;
5. animation-timing-function: ease[-in] [-out] llinear;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;
3. animation-delay: n unit;
4. animation-iteration-count: infinite;
5. animation-timing-function: ease[-in] [-out]llinear;
6. animation-direction: reverse;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;
3. animation-delay: n unit;
4. animation-iteration-count: infinite;
5. animation-timing-function: ease[-in] [-out]llinear;
6. animation-direction: reverse;
7. animation-fill-mode: none;

## Animations (Contd.)

Within the target we specify the following:

1. animation-name: <name>;
2. animation-duration: n unit;
3. animation-delay: n unit;
4. animation-iteration-count: infinite;
5. animation-timing-function: ease[-in] [-out]|linear;
6. animation-direction: reverse;
7. animation-fill-mode: none;

Shorthand: Use animation with the arguments in the above order.

## Outline

## (1) Why It's Worth Your Time

## (2) Some Static Stuff

(3) Animations
(4) ETC

## Thank you!

Have an awesome rest of your day!
Slides: https://cs.purdue.edu/homes/jsetpal/slides/r-css.pdf
If anything's incorrect or unclear, please ping jsetpal@purdue. edu I'll patch it ASAP.

