



CSS3.0



CSS3.0



- CSS is used to control the style and layout of Web pages.
- CSS3 is completely backwards compatible, so we will not have to change existing designs. Browsers will always support CSS2.
- CSS3 is split up into "modules". The old specification has been split into smaller pieces, and new ones are also added.
- Some of the most important CSS3 modules are:
 - Selectors
 - Box Model
 - Backgrounds and Borders – Text Effects
 - 2D/3D Transformations
 - Animations
 - Multiple Column Layout – User Interface



CSS3 Borders



- With CSS3, we can create rounded borders, add shadow to boxes, and use an image as a border - without using a design program, like Photoshop.
- Border properties:
 - border-radius
 - box-shadow
 - border-image
- In CSS3, the border-radius property is used to create rounded corners:

```
div {  
    border: 2px solid;  
    border-radius: 25px;  
}
```



CSS3.0



- In CSS3, the box-shadow property is used to add shadow to boxes:

```
div {  
  box-shadow: 10px 10px 5px #888888;  
}
```

Text-Effects:

- CSS3 contains several new text features.
Text properties:

text-shadow
word-wrap

- Text-shadow: H1 {text-shadow: 5px 5px 5px #FF0000; }
- word-wrap: H1 { word-wrap: break-word; }



CSS3 Transforms



- In CSS3 transform, we can move, scale, turn, spin, and stretch elements.
- A transformation is an effect that lets an element change shape, size and position.
- `translate()` • `rotate()` • `scale()` • `skew()`
- ```
div {
 transform: rotate(30deg);
 transform: translate(50px,100px);
 transform: scale(2,4);
 transform: skew(30deg,20deg);
}
```



# CSS3 Transitions



- In CSS3, we can add an effect when changing from one style to another, without using Flash animations or Java Scripts.
- CSS3 transitions are effects that let an element gradually change from one style to another.
- ```
div {  
  transition-delay: 2s;  
}  
div.hover {  
  width: 300px;  
}
```



Multiple Column Layout



- With CSS3, you can create multiple columns for laying out text - like in newspapers!

- multiple column properties:

column-count

column-gap

column-rule

div {

column-count: 3;

column-gap: 40px;

column-rule: 3px outset #ff00ff; }

- **Animation** – In CSS3, we can create animations, which can replace animated images, Flash animations, and JavaScripts in many web pages.



CSS3 User Interface



- In CSS3, some of the new user interface features are resizing elements, box sizing, and outlining.
- In CSS3 following user interface properties:
 - `resize`
 - `box-sizing`
 - `outline-offset`
- In CSS3, the `resize` property specifies whether or not an element should be resizable by the user.
- The `outline-offset` property offsets an outline, and draws it beyond the border edge.

```
div {  
  border: 2px solid black;  
  outline: 2px solid red;  
  outline-offset: 15px; }  
}
```




Run on the
client's machine
not on the server

Client-Side Programming: the JavaScript Language



History and Version of javascript



- JavaScript was initially developed by Brendan Eich as part of Netscape
- The language was called LiveScript for a while.
- Netscape navigator, the web browser, wanted a “glue language”, to use images etc. with HTML.
- JavaScript’s original name was Mocha.
- JavaScript has nothing to do with Java.
- Java was famous at that time, hence the name “JavaScript” was chosen, to ride on Java’s success.
- Microsoft created a reverse-engineered version of JavaScript, know as JScript.



History and Version of javascript



- In 1996 - 1997 JavaScript was taken to ECMA(European Computer Manufacturers Association) to carve out a standard specification.
- ECMAScript is the name of the official standard, with JavaScript being the most well known of the implementations. Other implementation includes ActionScript 3.
- ECMAScript 2 was released in 1998, ECMAScript 3 (baseline for modern day JS) was released in 1999, ECMAScript 5 was released in december 2009.
- ECMAScript 4 never happened.
- ECMAScript 6 (Officially: ECMAScript 2015), also know as ES6.
- ECMAScript simply call as javascript



JavaScript Introduction



If you've ever attempted to register for a website, entered a username, and immediately received feedback that the username you've entered is already taken by someone else.

Whoops! Some errors occurred.

- That username is already in use.
- Email confirmation doesn't match

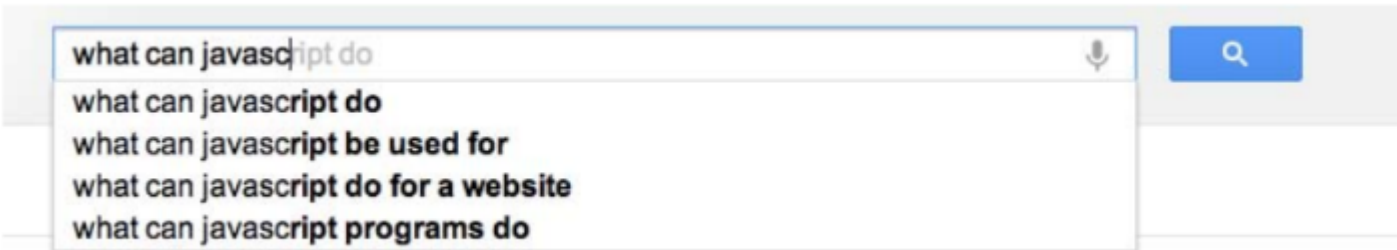
Username	<input type="text" value="wilto"/> <small>Must be at least 4 characters</small>
Email	<input type="text" value="sample@email.com"/>
Confirm Email	<input type="text" value="sampil@email.com"/>
Password	<input type="password" value="*****"/>
Confirm Password	<input type="password" value="*****"/>



JavaScript Introduction



Suggest the complete term a user might be entering in a search box as he types. You can see this in action on Google.com





JavaScript Introduction



- **JavaScript** often abbreviated as **JS**, is a high-level, interpreted scripting language that conforms to the ECMAScript specification.
- Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive Web pages and is an essential part of web applications.
- It can be written right in a web page's HTML and run automatically as the page loads.
- Scripts are provided and executed as plain text. They don't need special preparation or compilation to run.
- Today, JavaScript can execute not only in the browser, but also on the server, or actually on any device that has a special program called [the JavaScript engine](#).
- The vast majority of websites use it, and major web browsers have a dedicated [javascript engine](#) to execute it.



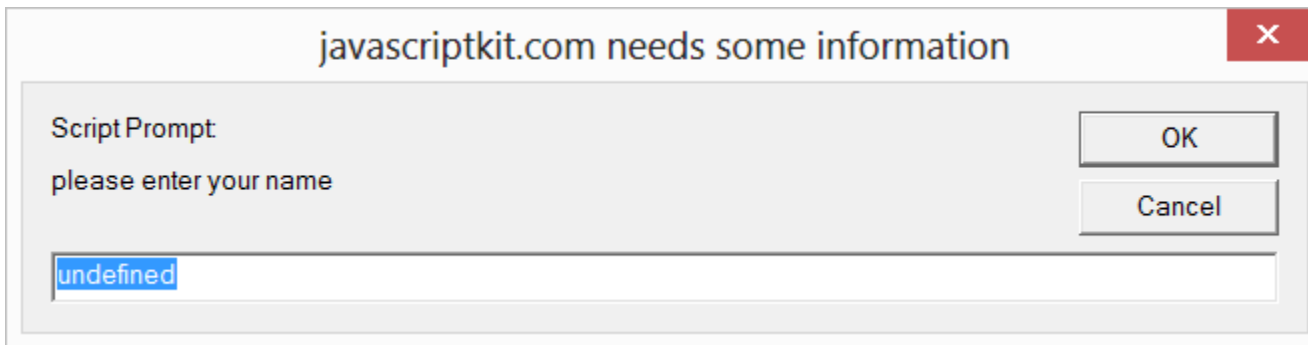
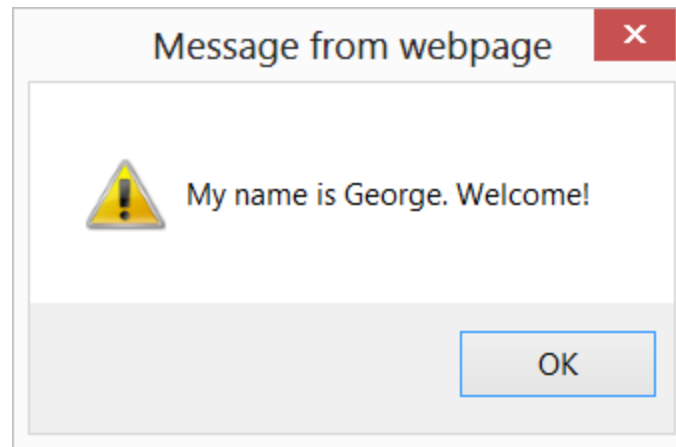
JavaScript Introduction



- Let's write a "Hello World!" JavaScript program
- Problem: the JavaScript language itself has **no input/output** statements(!)
- Solution: Most browsers provide standard I/O methods
 - **alert:** pops up **alert box** containing text
 - **prompt:** pops up window where user can enter text



JavaScript Introduction





JavaScript Introduction



- File JSHelloWorld.js:

```
window.alert("Hello World!");
```

- HTML document executing this code:

```
<!DOCTYPE html
    PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
  <head>
    <title>
      JSHelloWorld.html
    </title>
    <script type="text/javascript" src="JSHelloWorld.js">
    </script>
  </head>
  <body>
  </body>
</html>
```

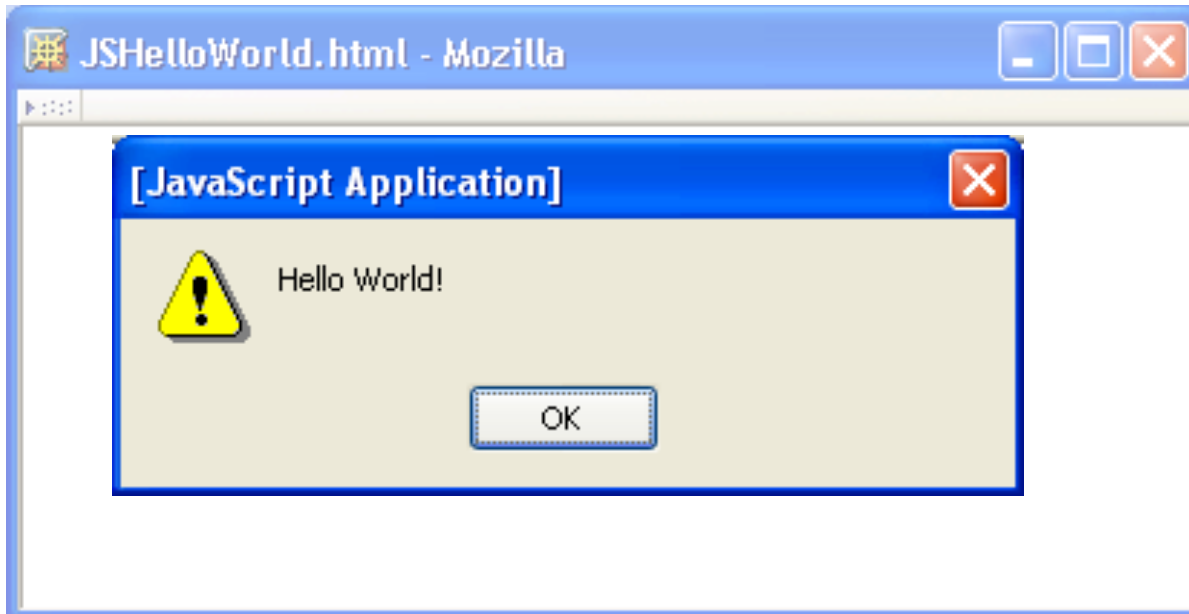
- **External Script**
<script> element used
to load and execute
JavaScript code



JavaScript Introduction



- Web page and alert box generated by JSHelloWorld.html document and JSHelloWorld.js code:





JavaScript Introduction: Adding JS to a Page



- Adding JS to your page:

1. Embedded Script:

```
<script>  
    ... JavaScript code goes here  
</script>
```

2.

```
<script src="my_script.js"></script>
```

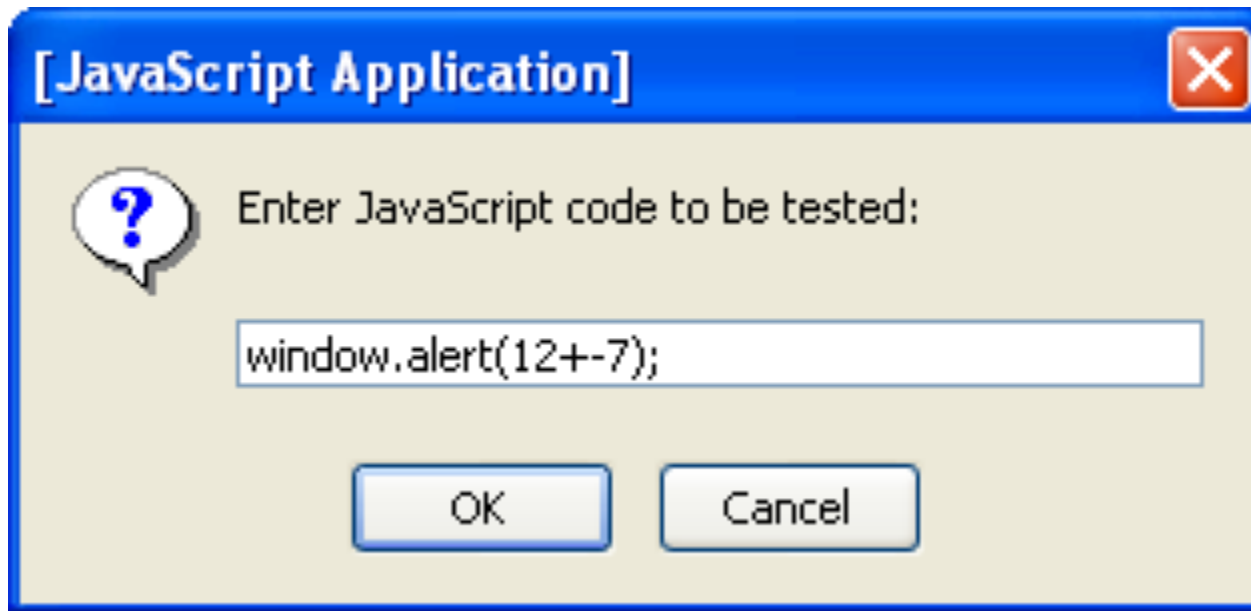


JavaScript Introduction



- Prompt window example:

```
var inString = window.prompt("Enter JavaScript code to be tested:",  
                             "");
```





Thank You