
CLEAR PROPERTY

- ❖ An element that follows a floated element will be placed next to the floated element if possible.
- ❖ If you want an element to sit below (and not next to it) then use the clear property on the element.
- ❖ You can set the clear property to left, right, both.
 - ❖ Implies elements “sits below” elements floated on left, right or both.
- ❖ **Example:** float.html

CSS POP-UP Effect

- ❖ The display property can assume the none value.
- ❖ Elements whose display property is set to none are not displayed.
 - ❖ Any space occupied by the element is removed.
- ❖ Using the position and display property (along with :hover pseudo-class) we can create pop-up effects.
- ❖ :hover pseudo-class – Allow us to define a response when we hover an element.
- ❖ **Example:** popUp.html, popUp.css

PaGE LAYOUTS (1-COLUMN)

- ❖ Use % to make column width flexible
- ❖ **Example:** oneColumnPageLayout.html,
oneColumnPageLayout.css

Page Layouts (2-Column)

- ❖ When designing your pages it will help you to set borders.
- ❖ Notice how block elements (e.g., div) float around each other.
- ❖ **Example:** twoColumnPageLayoutA.html,
twoColumnPageLayoutA.css
- ❖ Adding header and footer.
- ❖ Notice how to generate line divisions.
- ❖ **Example:** twoColumnPageLayoutB.html,
twoColumnPageLayoutB.css

Page Layouts (3-Column)

- ❖ Define the width of columns using %.
- ❖ The total percentage should add to a 100.
- ❖ Make each column float to left.
- ❖ **Example:** threeColumnPageLayoutA.html,
threeColumnPageLayoutA.css

Reference

- *CSS Cookbook by Christopher Schmitt*
 - ISBN-13: 978-0-596-52741-9
 - <http://www.oreilly.com/catalog/cssckbk2/>

Graphics in JavaScript

❖ JS3D

- ❖ <http://www.wxs.ca/js3d/>

- ❖ Library which allows you to have interactive 3d objects on your website.

- ❖ Let's see some examples.

❖ Walterzorn

- ❖ http://www.walterzorn.com/jsgraphics/jsgraphics_e.htm

- ❖ JavaScript Vector Graphics Library

- ❖ Provides graphics capabilities for JavaScript: functions to draw circles, ellipses (ovals), polygons, etc. dynamically into a webpage.

❖ Ortho

- ❖ <http://www.craic.com/ortho/>

- ❖ 2-D graphics library

Graphics in JavaScript (<canvas>)

- ❖ <canvas> new html which can be used to:
 - ❖ Draw graphics
 - ❖ Make photo compositions
 - ❖ Perform Animations
 - ❖ <http://developer.mozilla.org/en/docs/HTML:Canvas>
 - ❖ Originally introduced by Apple
- ❖ Safari, Opera 9, and Firefox supports the canvas tag.
- ❖ **Examples:**
 - ❖ http://developer.mozilla.org/en/docs/Drawing_Graphics_with_Canvas#A_Simple_Example
 - ❖ **Path Example**
http://developer.mozilla.org/en/docs/Drawing_Graphics_with_Canvas#Using_Paths
 - ❖ **Canvas Painter** → <http://caimansys.com/painter/index.html>
 - ❖ **3D Demo** → <http://www.tapper-ware.net/canvas3d/>

Rounding Corners with JavaScript

- ❖ Alternative I: Using Nifty Corners Cube by Alessandro Fulciniti
- ❖ <http://www.html.it/articoli/niftycube/index.html>
- ❖ Alternative II: <http://www.netzgesta.de/corner/>
 - ❖ Read license before using.

Making Scalable IMAGES

- ❖ Define width and height of images using percentages.
- ❖ **Example:** scalableImage.html, scalableImage.css
- ❖ Defining only the width allows you to widen the image.
- ❖ You keep the image from expanding beyond a particular point use the max-width property.

REFLECTION ON IMAGES USING JAVASCRIPT

- ❖ Using Reflection.js 1.9 at:

<http://cow.neondragon.net/stuff/reflection/>

- ❖ Usage:

- ❖ Add to the header section (where reflectionJS is the folder with reflection.js)

```
<script type="text/javascript" src="reflectionJS/reflection.js"></script>
```

- ❖ Add class to element you want to reflect. For example:

```

```

- ❖ rheightNN – NN (% image's height used for the reflection's height)
- ❖ ropacityNN – NN (% of the transparency of the reflected image)
- ❖ **Example:** reflection.html, reflection.css

Applets

- ❖ Applet – Java program that can be run in a browser. The program is represented by a file with the .class extension.
- ❖ Web sites with Java Applets
 - ❖ <http://javaboutique.internet.com/javasource/>
 - ❖ Sites provide instructions on how to install the applet and the parameters you need to specify.
 - ❖ <http://freewarejava.com/>
- ❖ Two main types of Java Applets
 - ❖ **Type 1:** You only need one file (a <fileName>.class file)
 - ❖ **Type 2:** You need other files besides the main <fileName>.class file). A folder with all the required files needs to be specified.
- ❖ Example: AppletExampleOne (Type 1)
 - ❖ Based on <http://javaboutique.internet.com/Mdrain/>
- ❖ Example: AppletExampleTwo (Type 2)
 - ❖ Based on <http://javaboutique.internet.com/BallDrop/>