

CSS: Positioning

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

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</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;`


```
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  change the rules of any games and believe in
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</div>
</body>
```

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

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

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`position: absolute;`

```
<body>
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<div class="content">
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  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 and the only true privilege is to be able to change the rules of any games and believe in them enough in order to continue playing.

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<body>
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  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;  
}
```

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```
body {  
}  
  
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  background: yellow;  
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  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 by media coming at us that we don't have the same active imaginations as we used to. Back when I made The Who 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.

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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.


```
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.

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Display

`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;
}
```

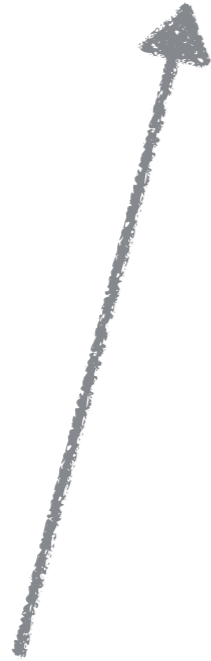
Skateboarding with my daughter


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

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

Skateboarding with my daughter

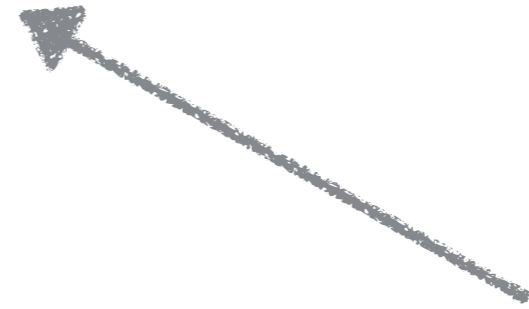
Skateboarding with my daughter



Use a span for this

Skateboarding

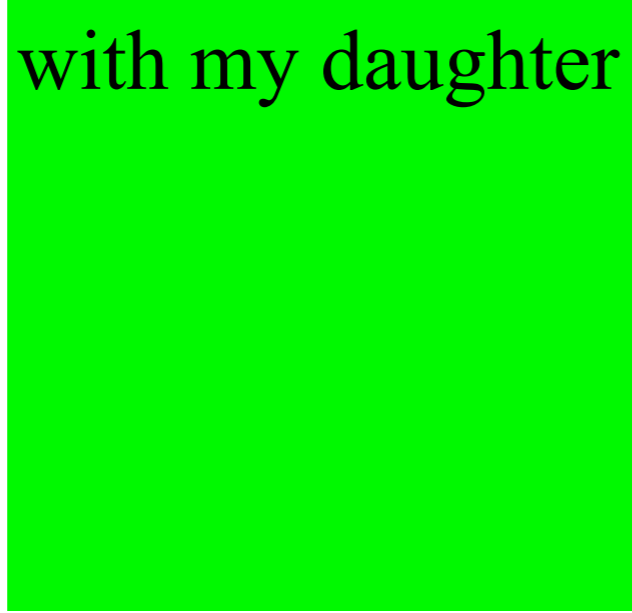
with my daughter



Use a div for this

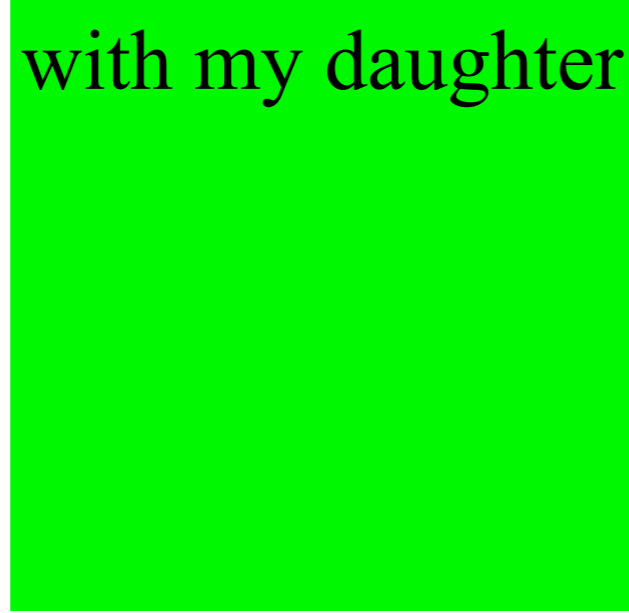
`display: inline-block;`

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

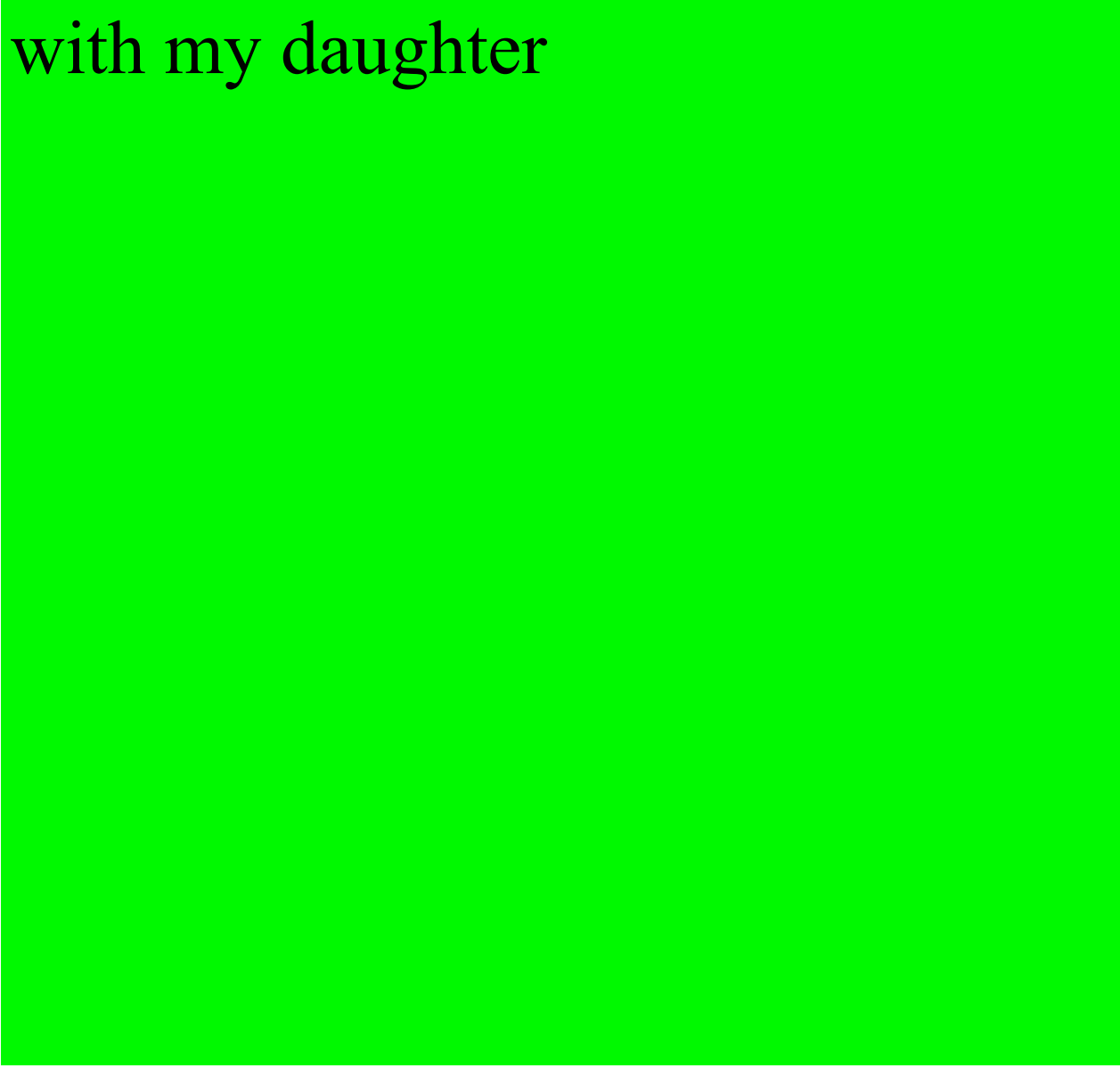
with my penpal

with my aunt

with my rock

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

Float

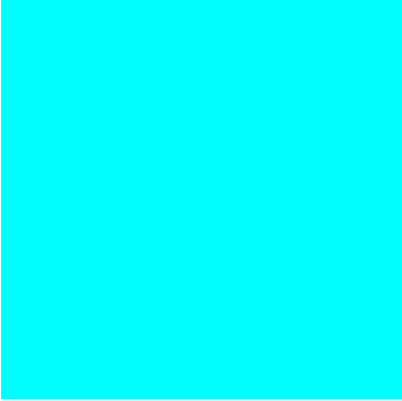
float: left;
float: right;

Rules of the Game

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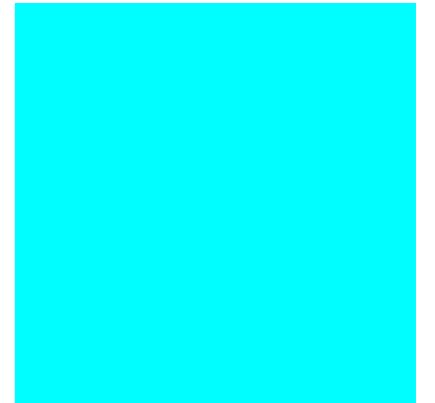
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clear: left;
clear: right;
clear: both;

(one last thing)

Favicon

