

CSS Positioning

HTML defines the structure of a document, not how it looks. CSS is like the skin of a webpage to provide layout and visual styling for HTML elements.

Both HTML and CSS render together to create a static, non-changing website. It is important to note that *static* here doesn't mean totally non-interactive. CSS and HTML can be combined in powerful ways to integrate features such as animation and minor interactivity to your website.

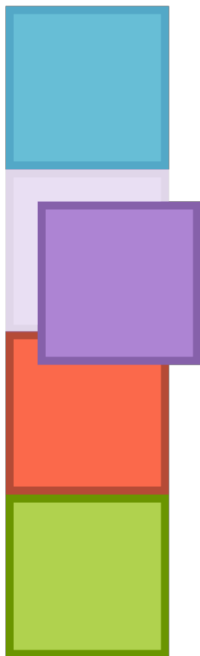
The CSS `position` property specifies the type of positioning value used for an element and where it should render on a page. Refer to the values below for the ways that you can define the `position` property for a page element.

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`static`

Elements with the `static` value are not positioned in any special way; they are always positioned according to the normal flow of the page and therefore are not affected by the top, bottom, left, and right properties.

`relative`



This box is set to
"position: relative"
and is offset using
top and left values

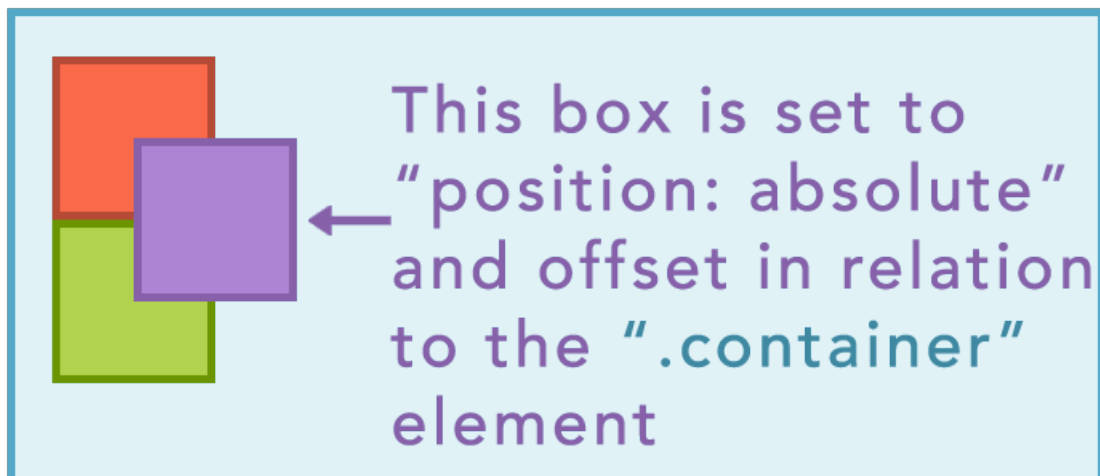
A `relative` positioned element is offset in relation to their normal static position within the page flow by the use of the top, right, bottom, and left properties. These properties will cause it to be adjusted away from its normal position. Other content will not be adjusted to fit into any gap left by the element.

`fixed`



A `fixed` position element is positioned in relation to the viewport, which means it always stays in the same place even if the page is scrolled. The `top`, `right`, `bottom`, and `left` properties are used to position the element.

absolute



`absolute` elements are positioned in relation to the nearest positioned ancestor (instead of positioning relative to the viewport, like `fixed`). If an `absolute` positioned element has no positioned ancestors, it uses the document body and moves along with page scrolling.

sticky

A `sticky` element is positioned based on the user's scroll position and will toggle between `relative` and `fixed`, depending on the scroll position. It is positioned relative to a given offset position in the viewport and then it "sticks" in place (for example, `position:fixed`).