CSS Specificity

with Plankton, Fish and Sharks

`*` universal selector 0-0-0	`div` 1 element 0-0-1	`li > ul` 2 elements 0-0-2	`body div ... ul li p a` 14 elements 0-0-14
`.myClass` 1 class 0-1-0	`*.myClass` 1 universal selector 1 class 0-1-0	`*[type=checkbox]` 1 universal selector 1 attribute selector 0-1-0	`:only-of-type` 1 pseudo-class 0-1-0
`li.myClass` 1 element 1 class 0-1-1	`li[attr]` 1 element 1 attribute 0-1-1	`li:first-child` 1 element 1 pseudo-class 0-1-1	`li:nth-of-type(3n)~li` 2 elements 1 pseudo-class 0-1-2
`form input[type=email]` 2 elements 1 pseudo-class 0-1-2	`li.class:nth-of-type(3n)` 1 element 1 class 1 pseudo-class 0-2-1	`input[type]:not(.class)` 1 element 1 class 1 attribute 0-2-1	`.cl:nth-child(odd) .chk[type] ...` 10 class/attribute/ pseudo-classes 0-10-0
`#myDiv` 1 ID Selector 1-0-0	`#myDiv li.class a[href]` 2 types 2 class/attribute 1 ID Selector 1-2-2	`#divitis #myDiv` 2 ID Selectors 2-0-0	`#divitis #myDiv a` 2 ID Selectors 1 type selector 2-0-1

Estelle Weyl * @estellevw * www.standardista.com

X-0-0: The number of ID selectors

0-Y-0: The number of class selectors, attributes selectors, and pseudo-classes

0-0-Z: The number of type selectors and pseudo-elements

*, +, >, ~ : The universal selector has no value and combinators do not increase specificity

:not(x): The negation selector has no value, but the argument passed increases specificity