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Black Codher Bootcamp

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UNIT 2
HTML and CSS

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SESSION 6
Our last hurrah

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Learning objectives

1. Learn how to learn: make a list of all the concepts we'd like to practice more
2. Learn some other key Command Line, Git, and GitHub functionalities
3. Learn about SASS and SCSS plus the differences between them

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15 minutes free time

This is your time to ask for us to go over anything from Sessions 1 - 5 that is still not quite clear / you'd like to recap. You can type in the chat, unmute yourself, message me privately, go into a breakout room, look at the example code and or share your screen: all completely up to you. Even if you feel up to date, try to do something e.g. review your code, help someone else, go over past slides, improve syntax or do research.

Task 1: Code review & MVP preview

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Within your groups, present your portfolio or bookshop site. Talk the others through it line by line explaining your choices / why things are there both in terms of HTML and CSS. Invite them to give feedback on what they liked and anything they think you could consider as an improvement especially in line with the DRY (Don’t Repeat Yourself) over WET (Write Every Time) principle.

MVP stands for Minimum Viable Product - the baseline version which is still a work in progress. Don’t worry about things being “perfect”. The goal here is to get comfortable with sharing our progress and getting help from others. If there’s anything you aren’t sure of, it’s perfectly okay to say so. Let your fellow students, instructor, plus mentors and volunteers know so that we can assist.

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Snack break

Task 2: Going further with Git(Hub)

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As before, we'll break out into groups depending on what stage you're at with Git and GitHub. Let me know if you would like helping with your first push.

If you've already done so, see if you can try any or all of the following instead:

- Make some changes via GitHub so that your remote repository will be different to the local one. How can you **pull** those changes?
- Ensure you have more than 1 commit with a few changes at least that you can spot. How do you **revert** back to a previous commit?

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Tea time

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Introduction to SASS and SCSS

Syntactically Awesome Style Sheets

Sassy CSS

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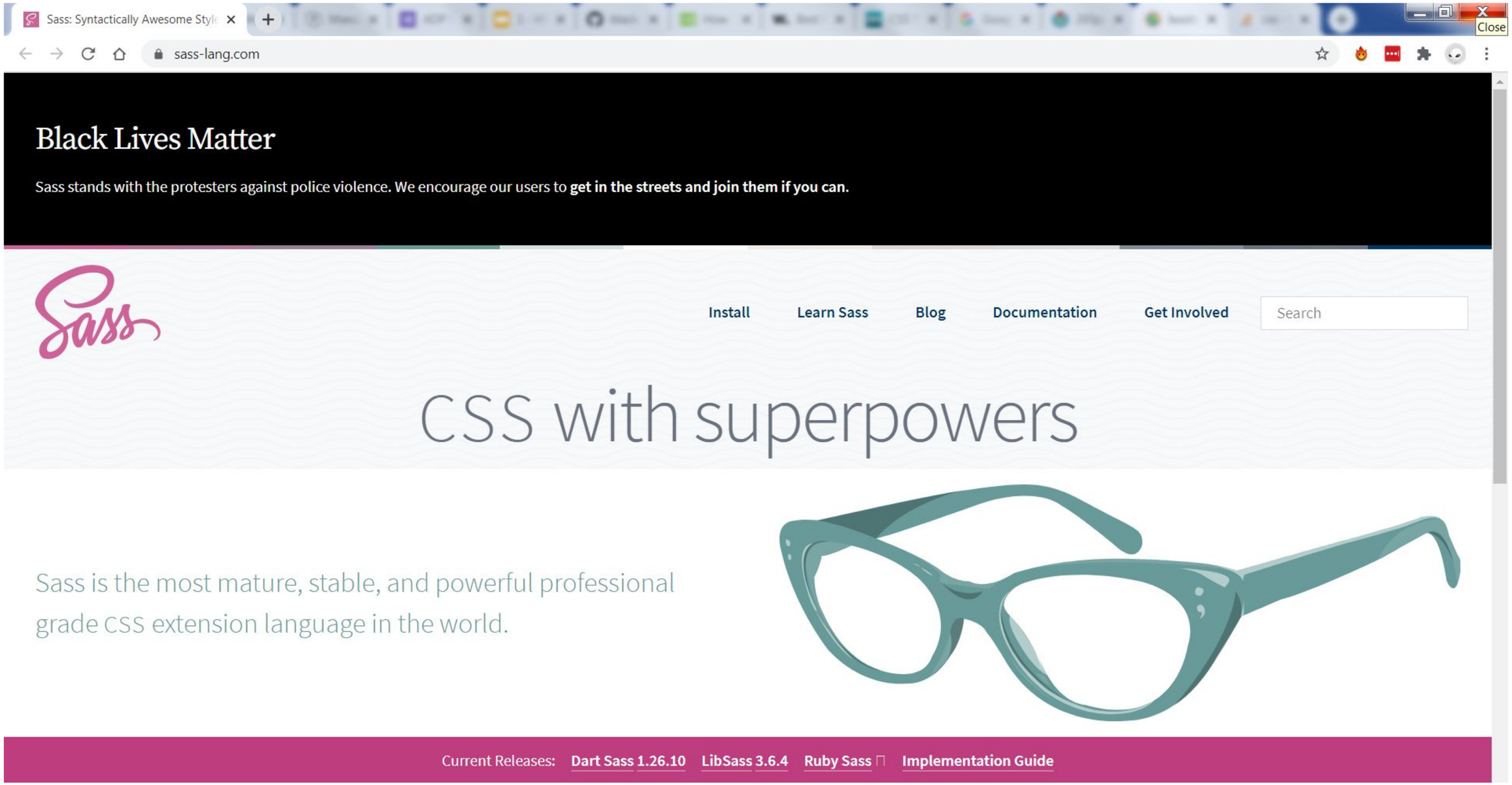

What are SASS and SCSS?

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SCSS is the newer *syntax* of **SASS** (Syntactically Awesome Style Sheets) - a *preprocessor scripting* language. *Preprocessors* take input data to turn it into an output that is in an acceptable format to become the input elsewhere. *Scripting* usually means automating tasks as opposed to doing them 1 by 1. *Syntax* is of course rules for correct structure in a programming language.

So as you might figure, this **.scss** extension file will save us time and effort. This stands for Sassy CSS (Cascading Style Sheets in case a reminder helps ;) It's like a variant of SASS. We'll focus on SCSS as it's arguably easier to use. Why? Because it's a more similar to the normal CSS we're getting used to...

Why use SASS and SCSS?

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SASS radically does away with a lot of the things which slow us down with CSS. In short, it gives our CSS superpower features not in the main CSS3 standard yet.

You may hear **SCSS** called a superset of CSS and or a metalanguage of SASS. This means it has everything found in CSS plus more, while being a more helpful version of SASS (another contentious Flexbox vs Grids type pseudo debate...)

- It comfortably brings together the best of both worlds: core CSS + SASS supers
- Saves time and effort by avoiding repetition *DRY via variables to store values
- Results in less complex stylesheets which are smaller and simpler to maintain
- Easier to *refactor* restructure existing code as it mostly looks like CSS

How do SASS and SCSS work?

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Essentially, what we're doing again is finding ways to make life as a developer more convenient. We put in the input data written as SCSS for our convenience.

Then we take that preprocessed SASS/SCSS code and compile it into CSS code using our command line.

Let's try out one of the superpowers. **Variables** are stored values which can vary. Set a name and its value.

On the example here, you can see we used **$** to set a variable *$primary-color*, going on to put it where we'd have a property value in a typical declaration. We then compile our .scss input into .css output that we can use.

This saves us the effort of changing a colour each time we might use it in a file, now we only edit in one place.

```
// .sass input N.B comments differ here!
$primary-color: #123

body
  color: $primary-color
```

```
// .scss input N.B comments differ here!
$primary-color: #123;

body {
  color: $primary-color;
}
```

```
/* .css output */
body {
  color: #123;
}
```

Checkpoint!

How are you feeling?

RED - I have no idea what you're talking about

YELLOW - I have some questions but feel like I understand some things

GREEN - I feel comfortable with everything you've said

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How many minutes?

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SASS and SCSS 101

Syntactically Awesome Style Sheets

Sassy CSS

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SCSS	SASS
New syntax	Original and older syntax.
File save with .scss extension	File save with .sass extension
Syntax is similar to CSS	Syntax is similar to Ruby.
Use of semicolon; bracket {} is mandatory, otherwise error occurred.	Use of semicolon; bracket {} is strictly prohibited, otherwise error occurred.
No strict indentation.	Strict indentation.

Installation time

We'll be installing SASS, in order to use SCSS, via the (CLI) Command Line Interface. First, download it via the official website: https://sass-lang.com/install

If you run into issues e.g. the computer refusing to execute the programme, you can try using one of these free GUI (Graphical User Interface) applications instead: the Scout App https://scout-app.io or Koala App http://koala-app.com

Checkpoint!

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Task 3: Adding the Sassy in SCSS

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Have a go at installing SASS if you haven't already with any of the methods.

Start afresh with a new file, saving it as .scss. Next, see if you can set a font as a variable e.g. $main-font: ____ or anything else of your choosing.

Use that variable at least 3 times. Test that it's working. Now change it and check again.

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Q&A? Mine: are you attending our Saturday meetup with Le Wagon?

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Congratulations - you've completed Unit 2!

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