

#### SECTION

HOW CSS WORKS: A LOOK BEHIND THE SCENES

### LECTURE

THREE PILLARS OF WRITING GOOD
HTML AND CSS (NEVER FORGET THEM!)



# THREE PILLARS TO WRITE GOOD HTML AND CSS... AND BUILD GOOD WEBSITES

Responsive design

Maintainable and scalable code

Web performance

- · Fluid layouts
- · Media queries
- · Responsive images
- · Correct units
- · Desktop-first vs mobile-first

- Clean
- Easy-to-understand
- Growth
- · Reusable
- · How to organize files
- · How to name classes
- · How to structure HTML

- · Less HTTP requests
- · Less code
- · Compress code
- Use a CSS preprocessor
- Less images
- Compress images



#### SECTION

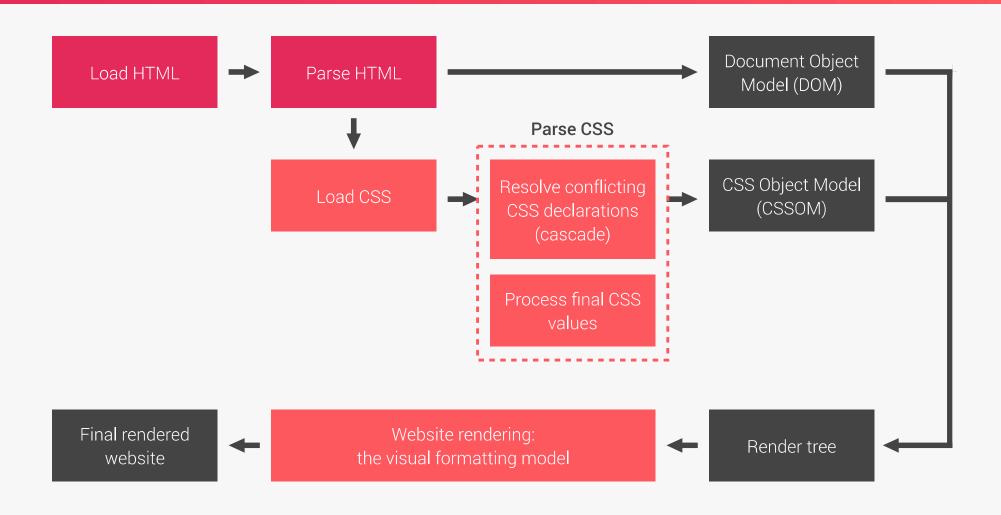
HOW CSS WORKS: A LOOK BEHIND THE SCENES

### **LECTURE**

HOW CSS WORKS BEHIND THE SCENES: AN OVERVIEW



### WHAT HAPPENS TO CSS WHEN WE LOAD UP A WEBPAGE?





#### SECTION

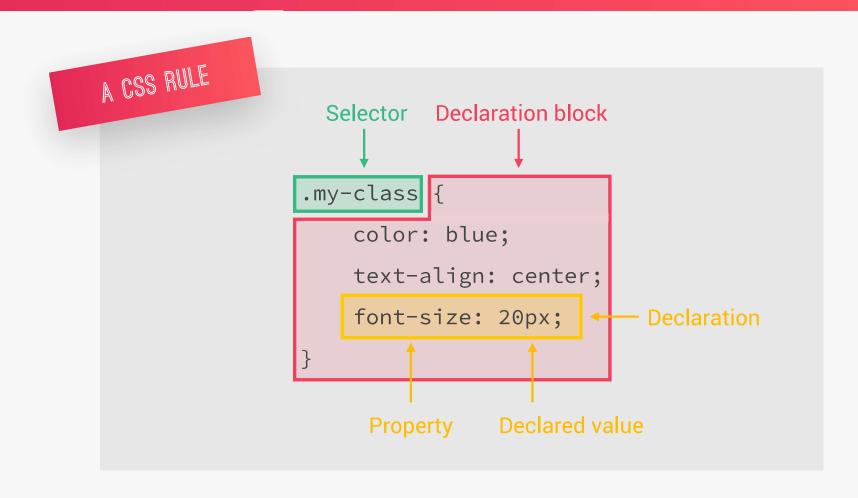
HOW CSS WORKS: A LOOK BEHIND THE SCENES

### **LECTURE**

HOW CSS IS PARSED, PART 1: THE CASCADE AND SPECIFICITY



# QUICK REVIEW: CSS TERMINOLOGY



# THE CASCADE (THE "C" IN CSS)



Process of combining different stylesheets and resolving conflicts between different CSS rules and declarations, when more than one rule applies to a certain element.



Resolve conflicting CSS declarations (cascade)

Process final CSS values

- Author
- · User
- · Browser (user agent)

IMPORTANCE (WEIGHT)



**SPECIFICITY** 



SOURCE ORDER

#### **IMPORTANCE**



SOURCE ORDER



```
.button {
    font-size: 20px;
    color: white;
    background-color: blue !important;
}

#nav .pull-right .button {
    background-color: green;
}
```

#### **IMPORTANCE**

SPECIFICITY

>

#### SOURCE ORDER

- 1. User ! important declarations
- 2. Author ! important declarations
- 3. Author declarations
- 4. User declarations
- **5.** Default browser declarations

Same importance?

- 1. Inline styles
- **2.** IDs
- 3. Classes, pseudo-classes, attribute
- 4. Elements, pseudo-elements

Same specificity?

The last declaration in the code will override all other declarations and will be applied.

```
1 button {
    font-size: 20px;
    color: white;
    background-color: blue;
}

2 nav#nav div.pull-right .button {
    background-color: green;
}

(0, 1, 2, 2)

Don't click here!

4 #nav a.button:hover {
    background-color: yellow;
}
```

#### CASCADE AND SPECIFICITY: WHAT YOU NEED TO KNOW



- CSS declarations marked with !important have the highest priority;
- But, only use ! important as a last resource. It's better to use correct specificities more maintainable code!
- Inline styles will always have priority over styles in external stylesheets;
- · A selector that contains 1 ID is more specific than one with 1000 classes;
- · A selector that contains 1 class is more specific than one with 1000 elements;
- The universal selector \* has no specificity value (0, 0, 0, 0);
- · Rely more on **specificity** than on the **order** of selectors;
- But, rely on order when using 3rd-party stylesheets always put your author stylesheet last.



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### LECTURE

SPECIFICITY IN PRACTICE





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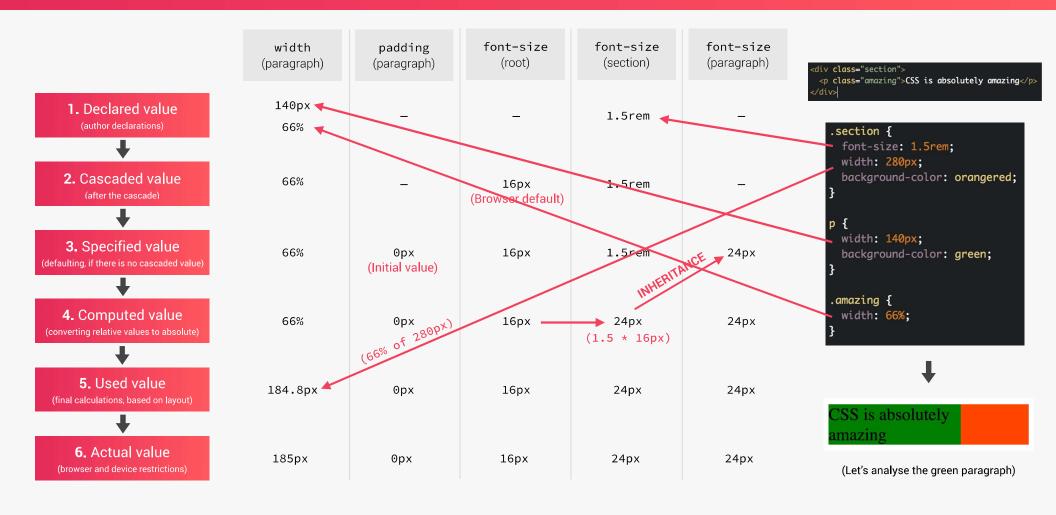
HOW CSS WORKS: A LOOK BEHIND THE SCENES

### **LECTURE**

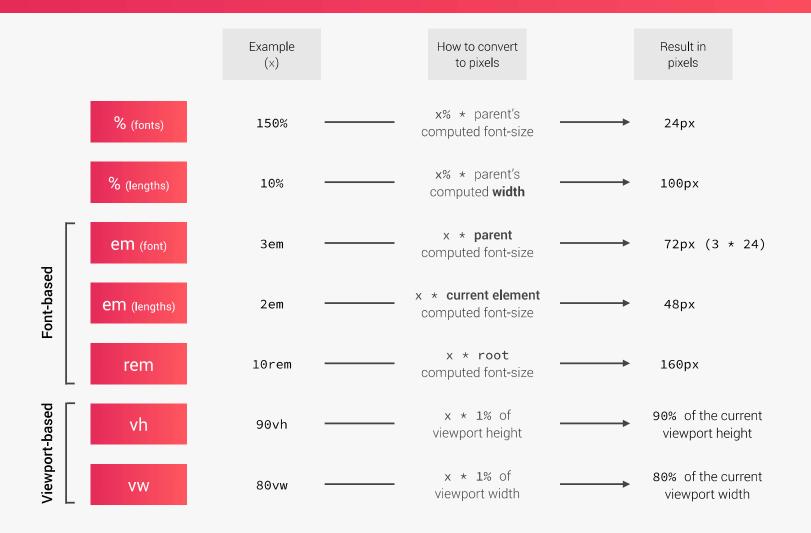
HOW CSS IS PARSED, PART 2: VALUE PROCESSING



#### HOW CSS VALUES ARE PROCESSED



#### HOW UNITS ARE CONVERTED FROM RELATIVE TO ABSOLUTE (PX)



# **4.** Computed value (converting relative values to absolute)

```
html, body {
   font-size: 16px:
   width: 80vw;
}

header {
   font-size: 150%:
   paddina: 2em:
   margin-bottom: 10
   height: 90vh;
   width: 1000px;
}

header-child {
   font-size: 3em:
   padding: 10%;
}
```

#### CSS VALUE PROCESSING: WHAT YOU NEED TO KNOW

- Each property has an initial value, used if nothing is declared (and if there is no inheritance see next lecture);
- Browsers specify a root font-size for each page (usually 16px);
- Percentages and relative values are always converted to pixels;
- · Percentages are measured relative to their parent's **font-size**, if used to specify font-size;
- · Percentages are measured relative to their parent's width, if used to specify lengths;
- em are measured relative to their parent font-size, if used to specify font-size;
- em are measured relative to the **current** font-size, if used to specify lengths;
- · rem are always measured relative to the **document's root** font-size;
- · vh and vw are simply percentage measurements of the viewport's height and width.



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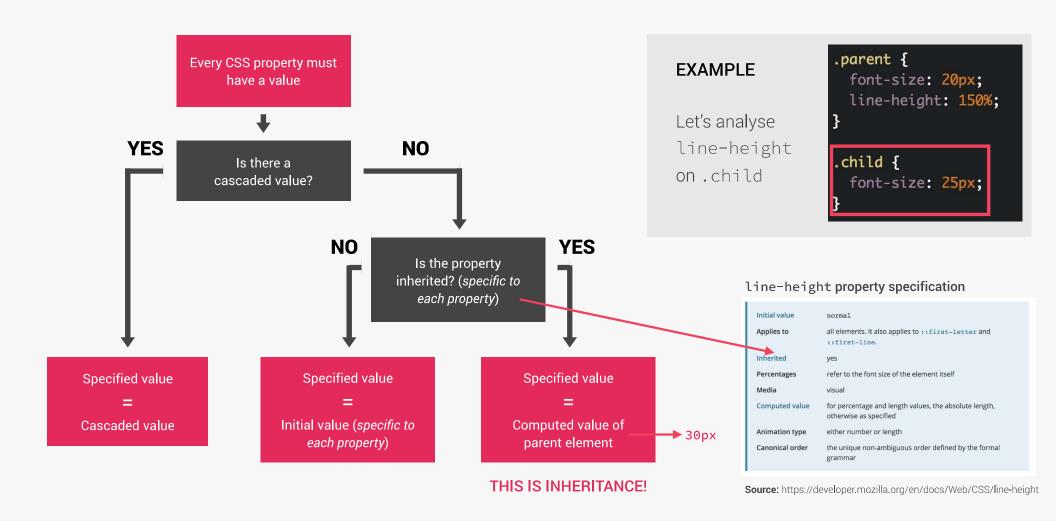
HOW CSS WORKS: A LOOK BEHIND THE SCENES

### LECTURE

HOW CSS IS PARSED, PART 3: INHERITANCE



#### INHERITANCE IN CSS



#### INHERITANCE: WHAT YOU NEED TO KNOW

- Inheritance passes the values for some specific properties from parents to children more maintainable code;
- · Properties related to text are inherited: font-family, font-size, color, etc;
- · The computed value of a property is what gets inherited, **not** the declared value.
- · Inheritance of a property only works if no one declares a value for that property;
- · The inherit keyword forces inheritance on a certain property;
- The initial keyword resets a property to its initial value.



#### SECTION

HOW CSS WORKS: A LOOK BEHIND THE SCENES

### LECTURE

CONVERTING PX TO REM: AN EFFECTIVE WORKFLOW



# WHAT YOU WILL LEARN IN THIS LECTURE

- How and why to use rem units in our project;
- A great workflow for converting px to rem.





#### SECTION

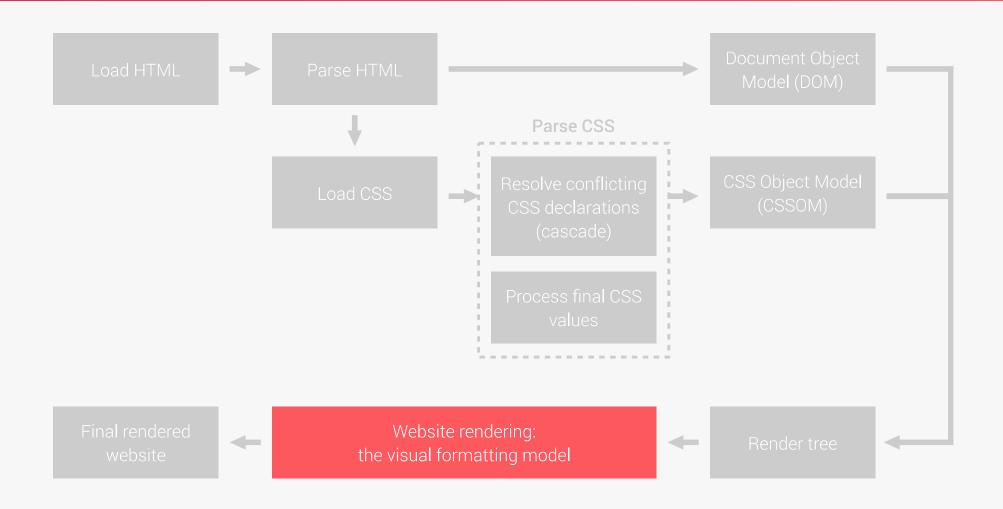
HOW CSS WORKS: A LOOK BEHIND THE SCENES

### LECTURE

HOW CSS RENDERS A WEBSITE: THE VISUAL FORMATTING MODEL



# REMEMBER...?



# THE VISUAL FORMATTING MODEL

Algorithm that calculates boxes and determines the layout of theses boxes, for each element in the render tree, in order to determine the final layout of the page.

- · **Dimensions of boxes**: the box model;
- Box type: inline, block and inline-block;
- · Positioning scheme: floats and positioning;
- Stacking contexts;

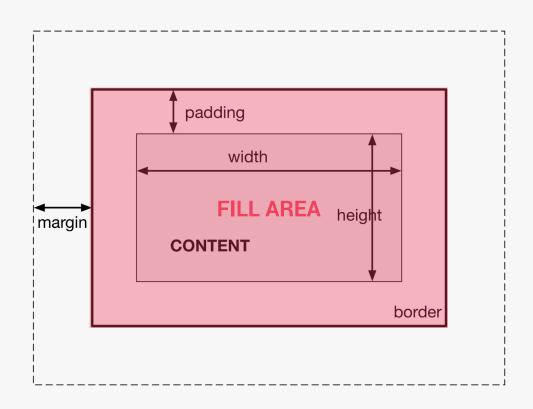
DEFINITION

- · Other elements in the render tree;
- · Viewport size, dimensions of images, etc.





# 1. THE BOX MODEL



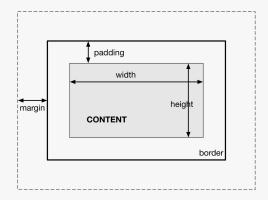
- · Content: text, images, etc;
- Padding: transparent area around the content, inside of the box;
- Border: goes around the padding and the content;
- Margin: space between boxes;
- **Fill area**: area that gets filled with background color or background image.

#### 1. THE BOX MODEL: HEIGHTS AND WIDTHS

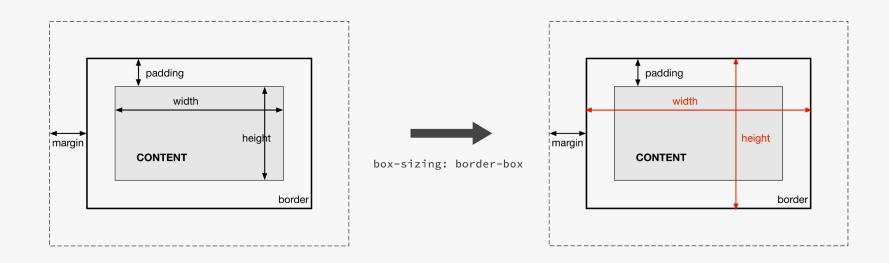
**total width** = right border + right padding + specified width + left padding + left border

total height = top border + top padding + specified height + bottom padding + bottom border

**Example:** height = 0 + 20px + 100px + 20px + 0 = 140px



#### 1. THE BOX MODEL WITH BOX-SIZING: BORDER-BOX



total width = right border + right padding + specified width + left padding + left border

total height = top border + top padding + specified height + bottom padding + bottom border

**Example:** height = 0 + 20px + 100px + 20px + 0 = 100px

### 2. BOX TYPES: INLINE, BLOCK-LEVEL AND INLINE-BLOCK

Block-level boxes

- Elements formatted visually as blocks
- · 100% of parent's width
- · Vertically, one after another
- · Box-model applies as showed

display: block

(display: flex)
(display: list-item)
(display: table)

Inline-block boxes

- · A mix of block and inline
- Occupies only content's space
- · No line-breaks
- · Box-model applies as showed

display: inline-block

Inline boxes

- · Content is distributed in lines
- Occupies only content's space
- No line-breaks
- No heights and widths
- Paddings and margins only horizontal (left and right)

display: inline

### 3. POSITIONING SCHEMES: NORMAL FLOW, ABSOLUTE POSITIONING AND FLOATS

Normal flow

- · Default positioning scheme;
- NOT floated;
- NOT absolutely positioned;
- Elements laid out according to their source order.

Default

position: relative

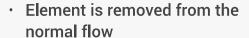
Floats

- Element is removed from the normal flow;
- Text and inline elements will wrap around the floated element;
- The container will not adjust its height to the element.

float: left

float: right

Absolute positioning



 No impact on surrounding content or elements;

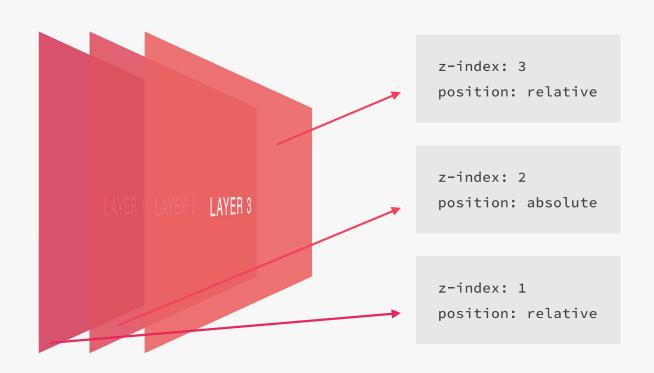
 $\neq$ 

 We use top, bottom, left and right to offset the element from its relatively positioned container.

position: absolute

position: fixed

# 4. STACKING CONTEXTS





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HOW CSS WORKS: A LOOK BEHIND THE SCENES

### LECTURE

CSS ARCHITECTURE, COMPONENTS AND BEM



# THE THINK - BUILD - ARCHITECT MINDSET



#### THINK

 $\rightarrow$ 

#### BUILD



#### ARCHITECT

**Think** about the layout of your webpage or web app before writing code.

**Build** your layout in HTML and CSS with a consistent structure for naming classes.

Create a logical **architecture** for your CSS with files and folders.

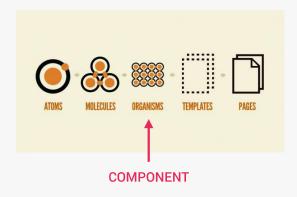
# THINKING ABOUT THE LAYOUT

THINK BUILD ARCHITECT

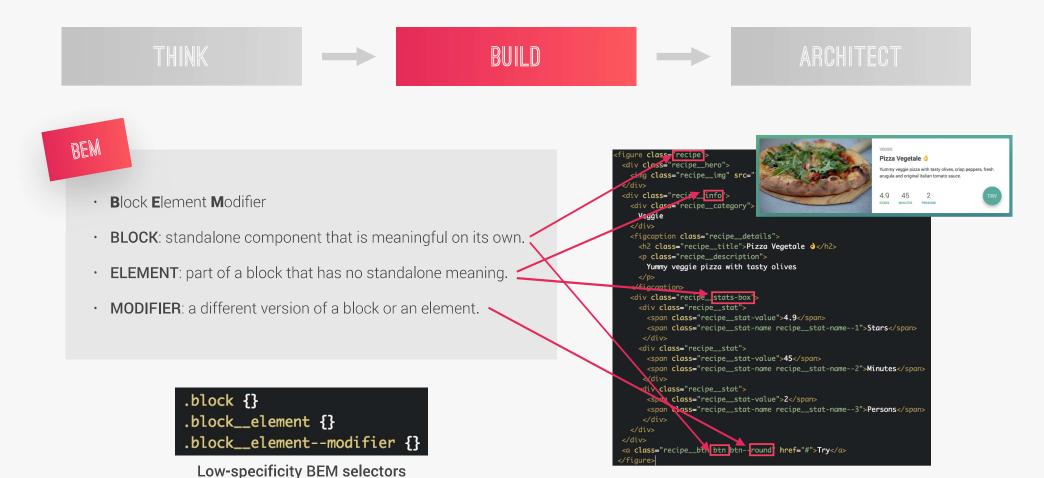
COMPONENT-DRIVEN DESIGN

- · Modular building blocks that make up interfaces;
- · Held together by the **layout** of the page;
- **Re-usable** across a project, and between different projects;
- · Independent, allowing us to use them anywhere on the page.

#### ATOMIC DESIGN



#### BUILDING WITH MEANINGFUL CLASS NAMES



# ARCHITECTING WITH FILES AND FOLDERS

THINK BUILD ARCHITECT

THE 7-1 PATTERN

7 different folders for partial Sass files, and 1 main Sass file to import all other files into a compiled CSS stylesheet.

#### THE 7 FOLDERS

- · base/
- · components/
- · layout/
- · pages/
- themes/
- abstracts/
- vendors/



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### **LECTURE**

IMPLEMENTING BEM IN THE NATOUR PROJECT



# WHAT YOU WILL LEARN IN THIS LECTURE

• How to use the BEM method in practice.

