Leather skin (Draft)

Table of contents

1. Introduction

Like stated in the <u>Skin documentation file</u> (skins.html) the aim of the forrest skins is to provide many capabilities so that extra skins are not needed.

The aim of "leather" is to established a semantic container approach for div elements that we can used as a base for all upcoming skins. The leather DOM will be used for "corium" the upcoming skin bot. With other words "corium" is based internally on leather DOM.

2. Background on leather

The problem with the forrest skins so far have been that "only" the design changed, but still we had to write a completely new skin and implement all functionality. Then we decided to support the new developed standard regarding naming conventions for css elements. This standard have been developed on the <u>OSCOM website</u> (http://www.oscom.org/wiki/cssnamingconventions/) , where you can find some more background informations.

3. Definition of naming conventions

"A naming convention is an attempt to systematize names in a field so they unambiguously convey similar information in a similar manner." <u>wordiq-definition</u> (http://www.wordiq.com/definition/Naming_convention)