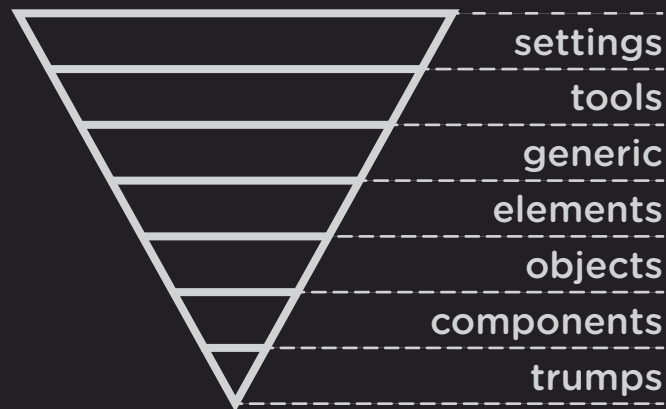




ITCSS uses three metrics to define the cascade's ordering. Sections of code are grouped in the inverted triangle's layers.

DOM impact and selector's specificity are the main things you will look at to place your new rules.



Generic ► Explicit

Far-reaching ► Localised

Low specificity ► High specificity

**ITCSS** provides an interesting approach to the CSS structure and ordering to make the cascade work to our advantage. This system is designed to build a sane, scalable and manageable code base. It helps reducing redundancies and eases team work while keeping the technical dept on sight.

The Dummy wraps it with a robust and automated structure. It brings simple and sound concepts to build sane and scalable projects of *Haute Couture*.

This union helps developers to build sane foundations, enforcing a consistent team work. Easy to learn and customise, Dummy fits everywhere and allows you to keep focused on what matters : building high-end user interfaces.

Thanks: Grégory Copin, Harry Roberts, Stéphanie Dragon, David Viallard-Debaenne.

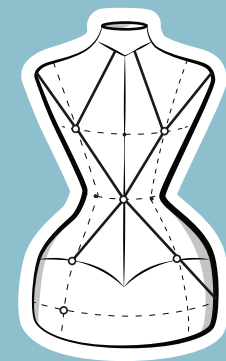
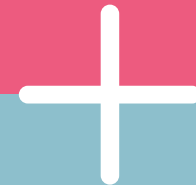
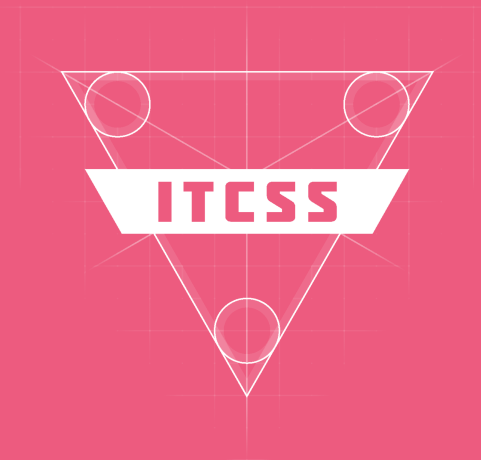
Learn more :

**M** [medium.com/dev-notes](https://medium.com/dev-notes)

Credits :

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Dummy © Inouit  [github.com/Inouit](https://github.com/Inouit)



**dummy**