Code Review

The first thing I noticed as I opened Bootstrap’s scss folder is the subfolders in it, the structure for the folders follow some of the lines from the Hugo’s 7-1 system, but only some of the ideas; then the files and the code inside each file follows the structure given by the BEM system. With this, I see Bootstrap has come up with its own system of organization and even its own code structure. There are several files and three separate subfolders inside the scss folder itself; they are all separate from HTML files and any other language but use import and export for the implementation of them. Something else is that each file is very specific about its use, so each is handling a small part of the structure and then they all come together in a different file. The variables are also declared on a separated file inside the main scss folder. There is a lot of nesting and mixins in these files, and to use the code, I tried with an html file on CodePen and found that if one of the classes applied, it will apply the general rules given but if something more specific is desired then you have to use a more specific selector from Bootstrap. The good thing is that the folder is not poorly organized and inside each file there are comments indicating the use of each selector, this keeps it clean and easy to find the block of code to use on a specific element or to understand how that one selector and all the attributes and values given will work. The only thing I think I would have a problem with would be to change anything on these files, to be honest they are all so intertwined and importing inside each other that I would be worried about braking the code if changed anything, other than that it is a very useful and understandable framework.

**325 words.**