Meigan First

Bootstrap code review

After reviewing some of the SASS code for the bootstrap modules, I am very impressed. These all seem to be highly portable and easy to use by simply including the correct class names in the proper places in the HTML. It does not appear that a lot of specific code is needed in the HTML document to use Bootstrap. It all looks very organized with the proper level of description for files and folders. It is easy to tell what each folder contains and where it might be useful. (Assuming that one had a better understanding of how it might be used then I do currently.)

I think that Bootstrap follows a OOCSS framework, more than the other ones we learned about. It is mostly just building objects that function somewhat like Lego blocks. You can use the ones you need where you need them and leave the rest in the box.

Although, I think you might always need to use the variables file as well. Or at least parts of it. Each object has many variables that are used to define how that object will look and feel on the page. All those many variables are listed in the variables document. Without that document, the individual objects would not be very customizable. It seems to work somewhat like the normalize css file that we used in previous semesters and provides a central place to define all the variables that would be used.

I think that if I were assigned to work on a specific task, I would have an easy time finding the code I need to modify. It seems to be named in a logical way that is specific enough to be distinct from other sections of the code, but not so specific as to prevent objects from being portable.