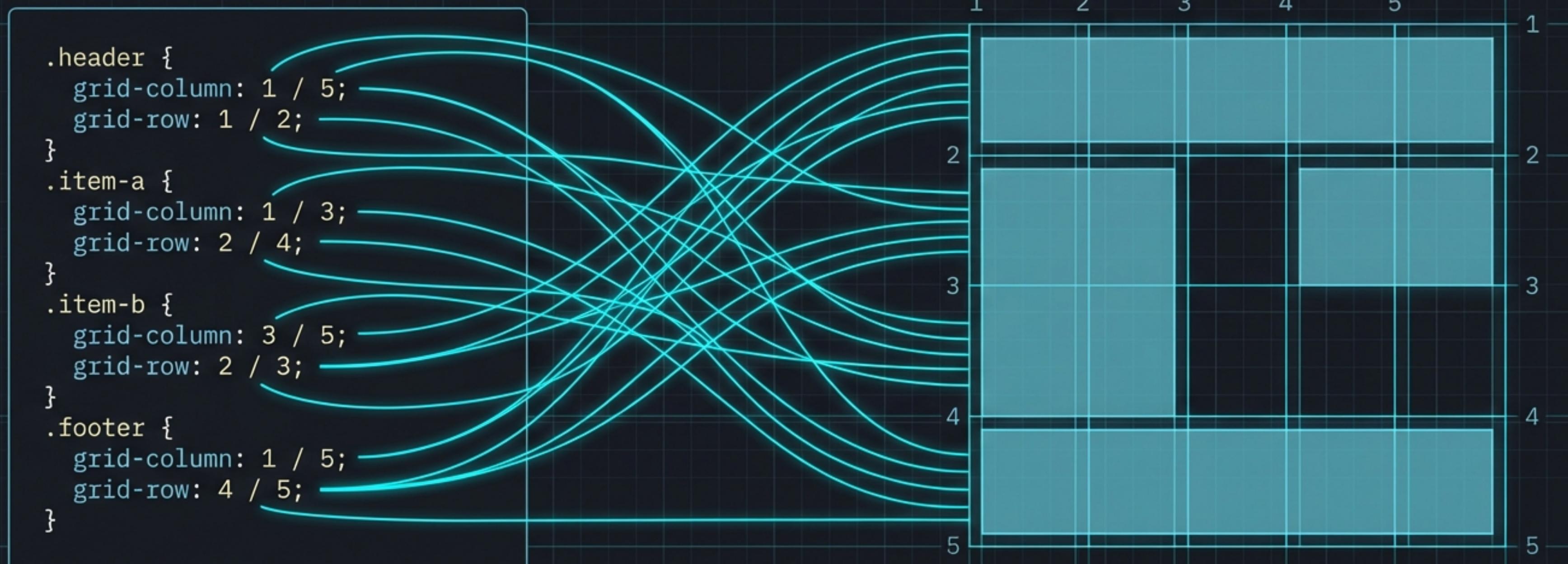


# **Named Areas**

## **Blueprints, Not Coordinates**

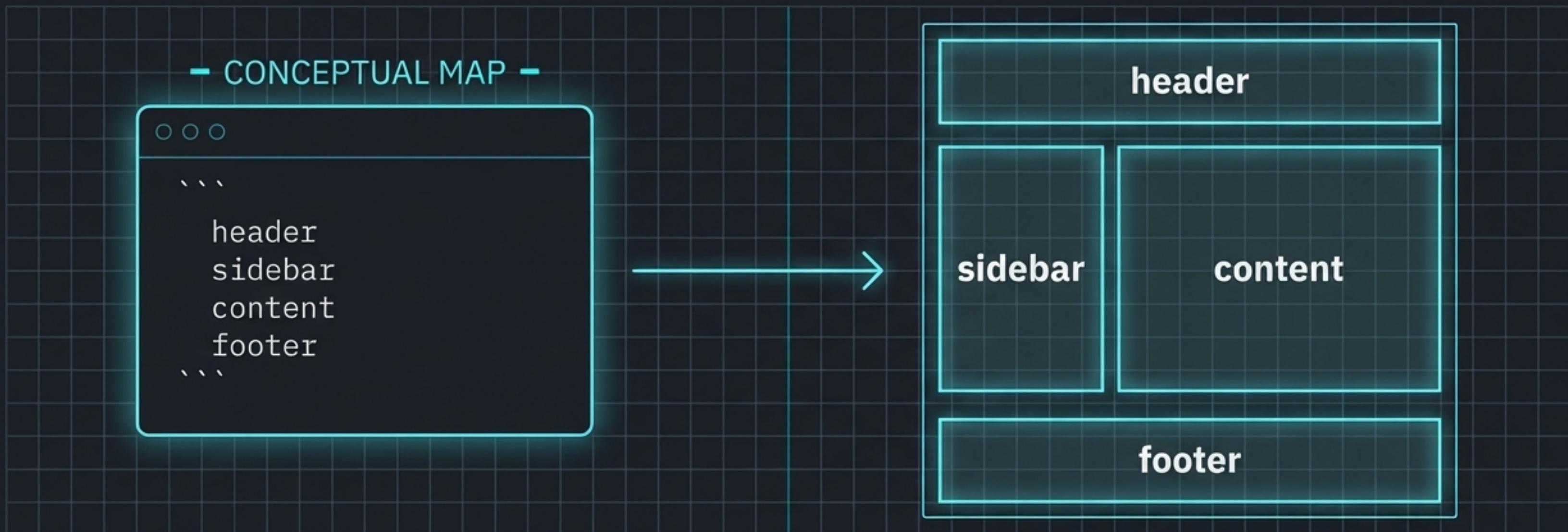
# Line numbers are precise. But they can also get... gross.

Using line numbers to place grid items works, but it can be difficult to read and even harder to change. The layout's intent is hidden in a series of coordinates.



# A layout described as a map.

`grid-template-areas` lets you design a layout visually, right in your CSS. It's for creating readable layout intent.



# Step 1: Define Areas on the Container

On the grid container, you use the `grid-template-areas` property. Each string defines a row, and the names you use create the structure of your layout map.

```
.layout {  
  display: grid;  
  grid-template-columns: 14rem 1fr;  
  grid-template-rows: auto 1fr auto;  
  grid-template-areas:  
    "header header"  
    "sidebar content"  
    "footer footer";  
}
```

The diagram illustrates the mapping of grid-template-areas for a 2x2 grid. It shows three rows of area names: "header header", "sidebar content", and "footer footer". Arrows point from each row to its corresponding row index: Row 1 for the first row, Row 2 for the second, and Row 3 for the third. The grid itself is represented by a 2x2 grid of squares, with the top-left square being white and the other three being light blue.

header	header	Row 1
sidebar	content	Row 2
footer	footer	Row 3

## Step 2: Assign Items to Areas

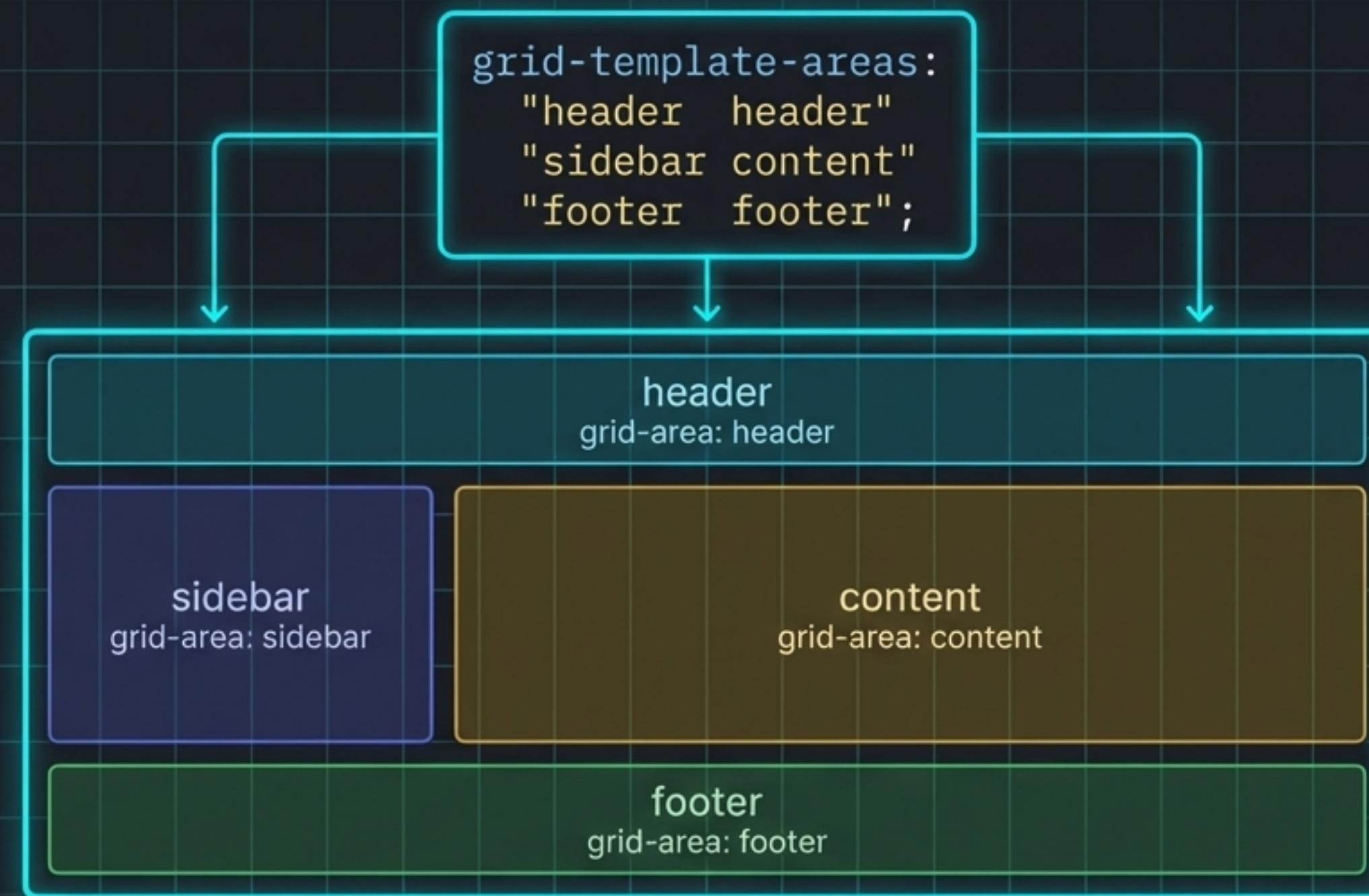
With the blueprint defined, you assign each grid item to a named area using the `grid-area` property. Now your HTML can stay semantic, and the grid does the layout work.

```
<header>...</header>
<aside>...</aside>
<main>...</main>
<footer>...</footer>
```

```
header { grid-area: header; }
aside { grid-area: sidebar; }
main { grid-area: content; }
footer { grid-area: footer; }
```

# The Blueprint and the Blocks

You're not “placing items”. You're declaring a blueprint — then assigning blocks to named areas.

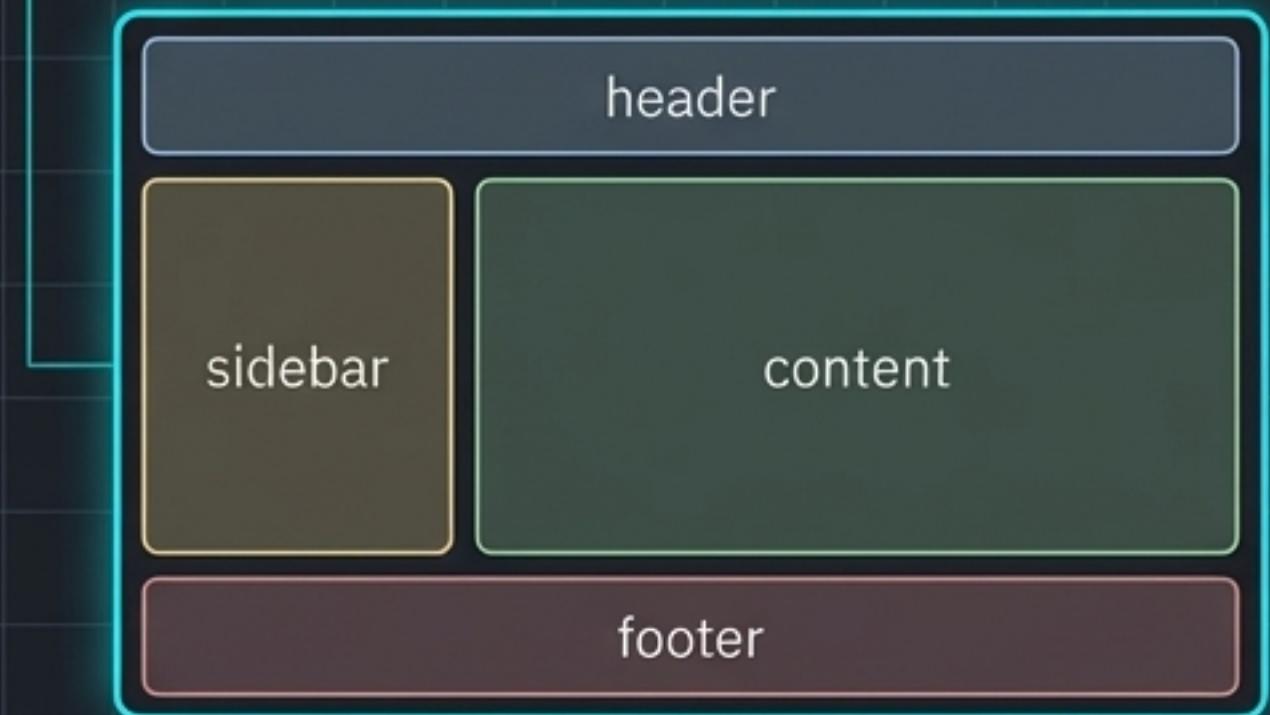


# Dots Mean “Empty”

You don't have to use every cell in your grid. A period (.) in the blueprint acts as a placeholder for an empty cell.

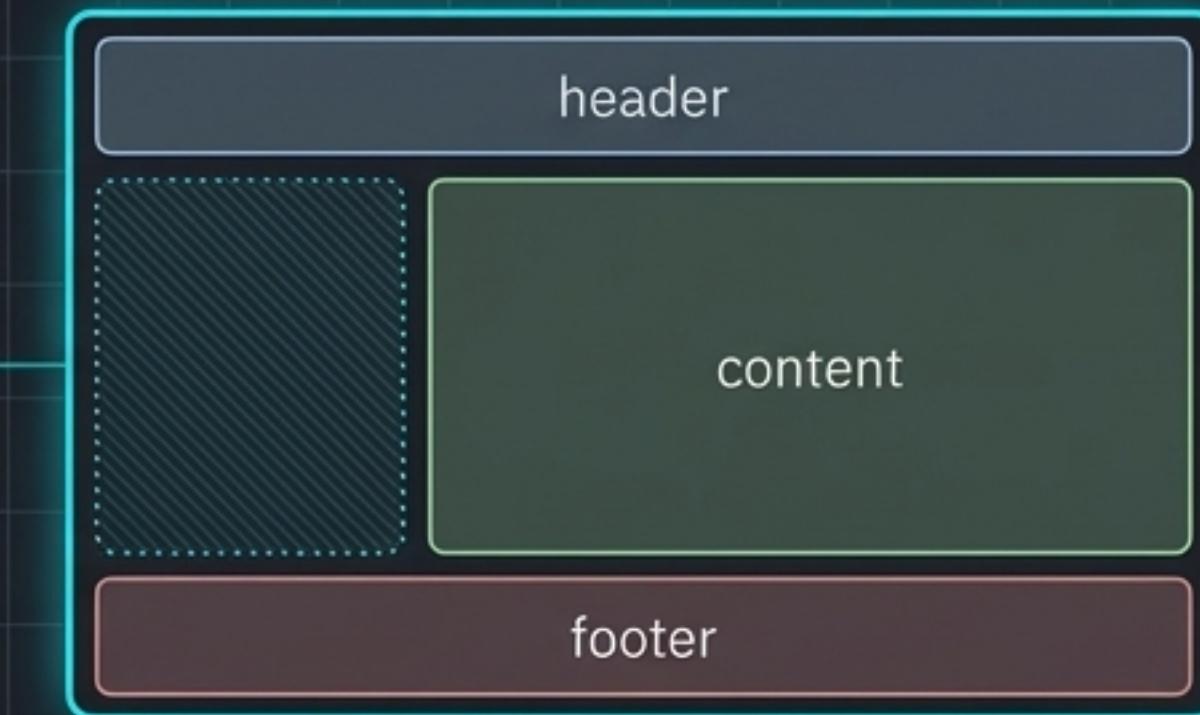
**Before**

```
grid-template-areas:  
  "header header"  
  "sidebar content"  
  "footer footer";
```



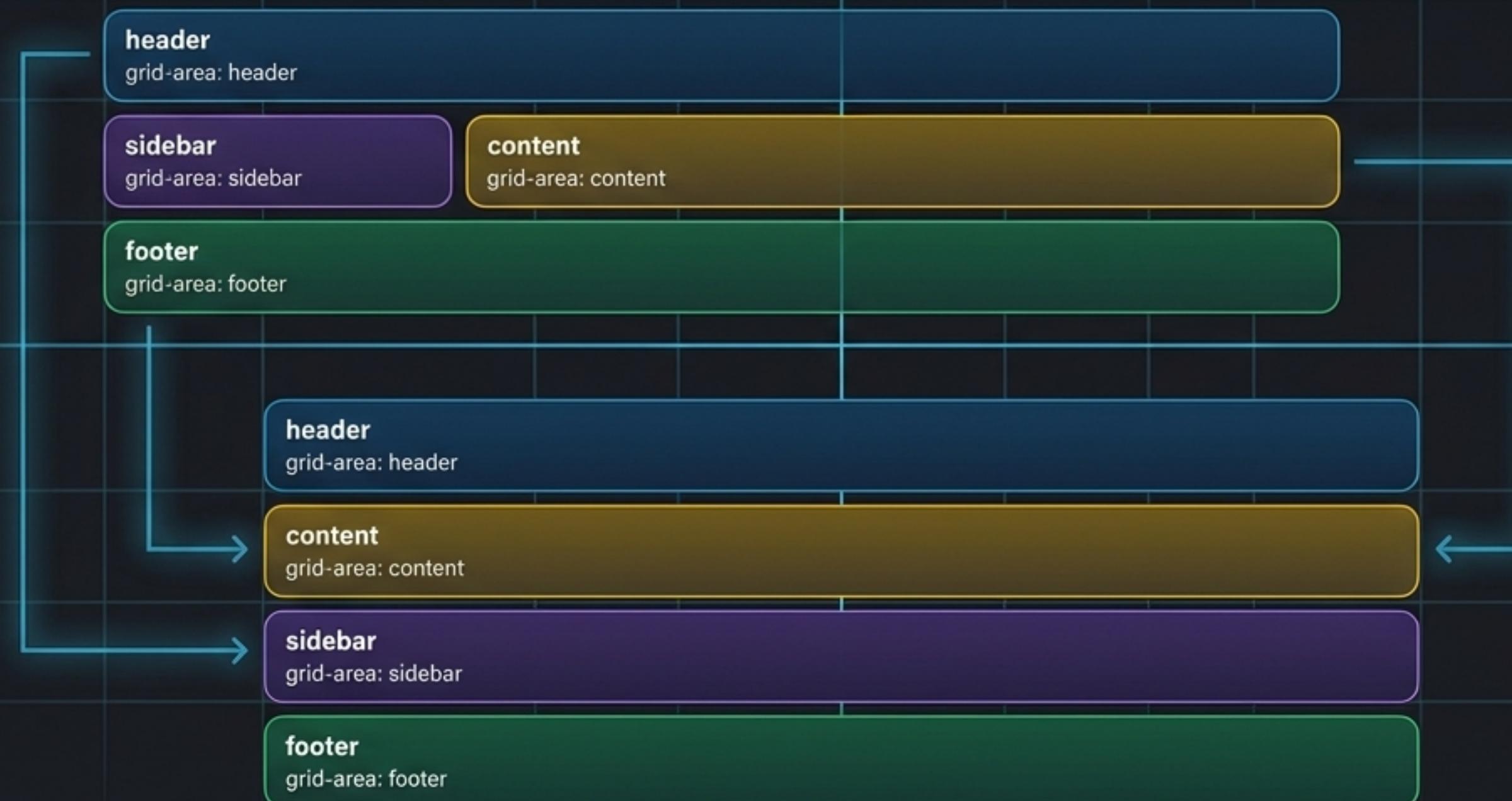
**After**

```
grid-template-areas:  
  "header header"  
  ". content"  
  "footer footer";
```



# Swap blueprints. Watch the layout rewire itself.

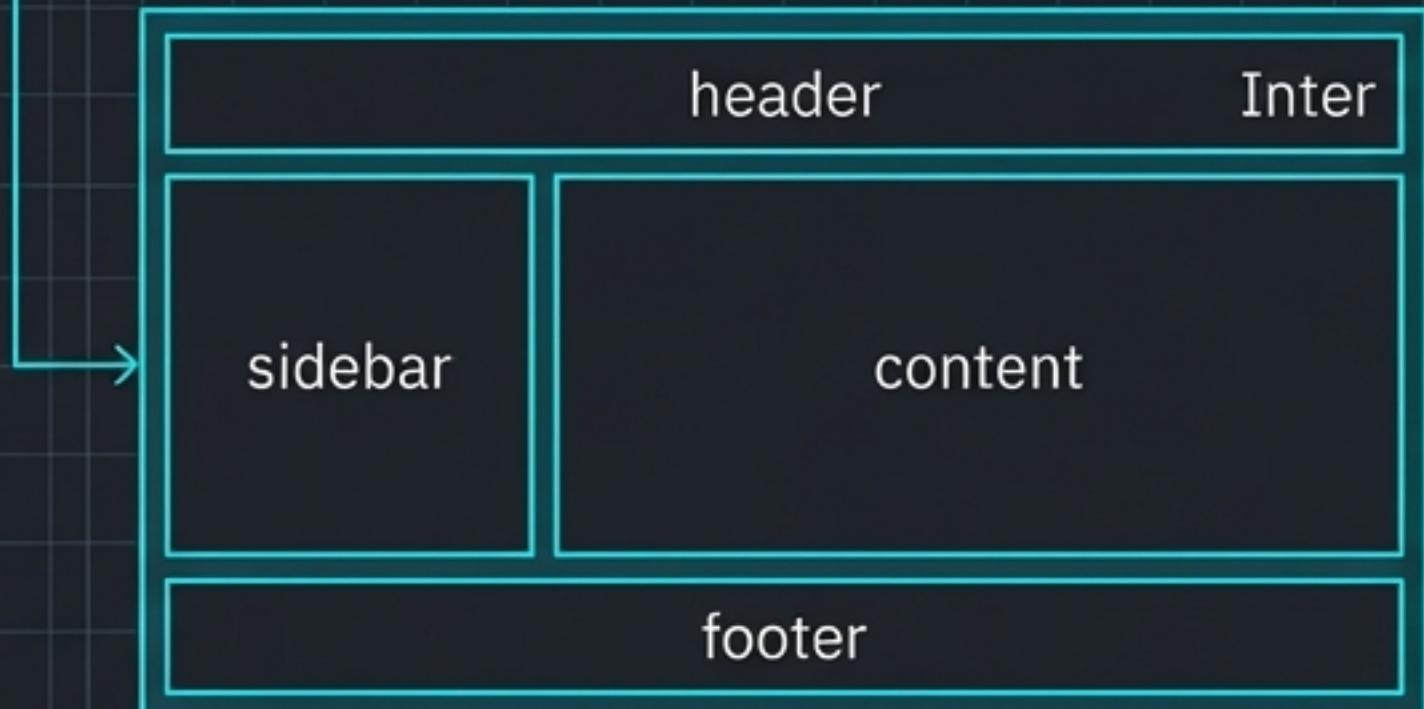
*“Same HTML. Different maps.”*



# The Code Behind the Change

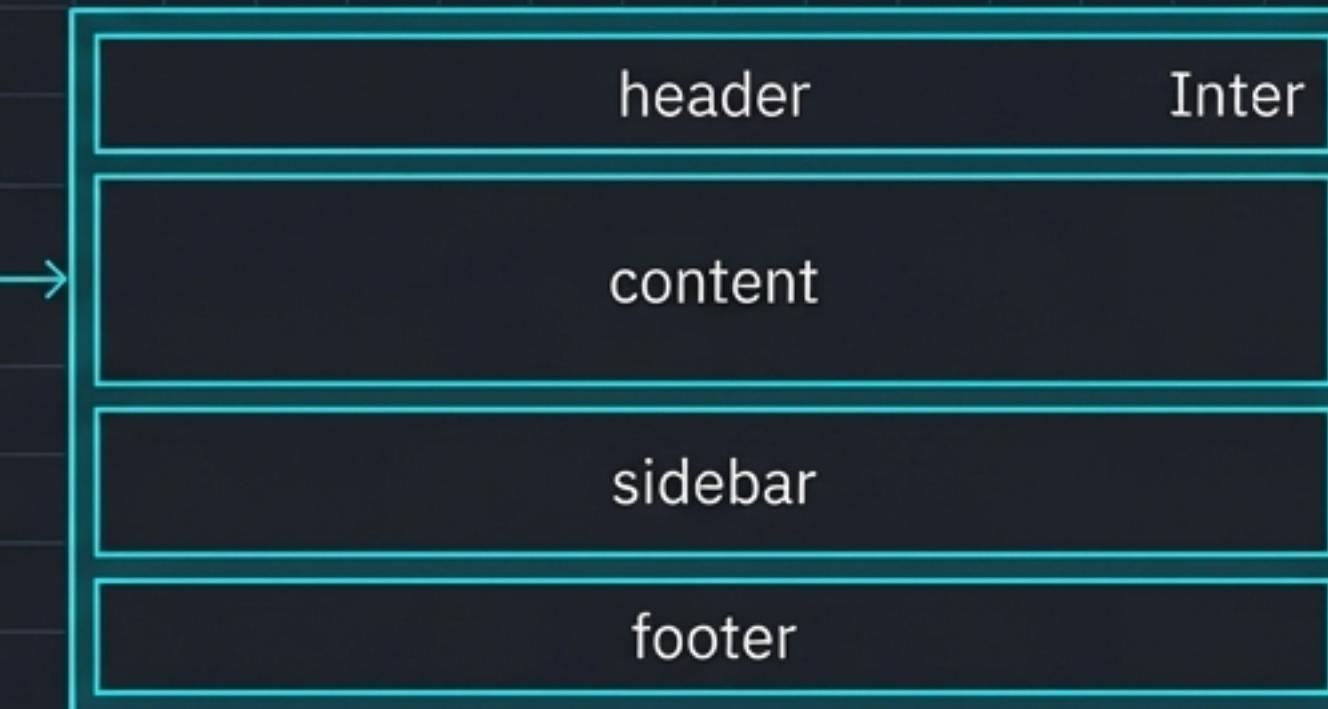
## Layout: classic

```
grid-template-areas:  
  "header header"  
  "sidebar content"  
  "footer footer";
```



## Layout: hero

```
grid-template-areas:  
  "header header"  
  "content content"  
  "sidebar sidebar"  
  "footer footer";
```



# The Takeaway: Areas are the readable option.



- Great for page layout



- Easy to refactor



- Less fragile than line-number spaghetti

**Readable layouts  
refactor better.**



**p.s., keep learning!**