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Designing for Web Standards

Specificity

What is it and why am I writing a paper on it? Well specificity is the measurement of how specific something is. Why does this matter to us? Well in CSS it means that is something is very specific it is easy to target that element so you aren’t to change the entire pages style by accident. Another thing we would like to avoid is a vague selector because of inheritance. Well what is inheritance? “Inheritance in CSS is the mechanism through which certain properties are passed on from a parent element down to its children.” (dws\_day\_02, 2012). Well now that I know that how would I measure specificity? We actually have a point system to measure how specific something is. If it includes certain selectors is will have however many points that selector is worth. Elements are worth 1 point, Classes are worth 10 points, ID are worth 100 points, and inline is worth 1,000 points. One way to override this is by making many declarations to the same element but with that you have to worry about source order. If two declarations affect the same element, have the same importance and the same specificity, the final distinguishing mark is the source order. The declaration that appears later in the style sheets will “win” over those that come before it. Also in CSS there are 3 things that apply to the Cascade, the C in CSS. These things are the User Agent/ Browser, The Author, and the User. The every browser has a default style sheet which help render documents without styles applied. The Author is the style sheet that the web developer creates. The User is essentially; this is a custom style sheet that anyone can use.

Works Cited

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