

# Sass

#### Walk through

#### Part 1 - making it run

- npm i sass
- create folders scss, css
- create a file main.scss

```
.success {
color: green;
}
.success-dark {
color: darken(green,10%);
}
```

See the generated CSS

### Part 2 - use partials

- Add HTML File and link to the CSS
- Add a file \_buttons.scss
- @import "buttons"
- Note that CSS imports makes multiple, delayed network request, but scss is compiling to single css main.css file.

## Part 3 - understand nesting



```
}
```

#### Part 4 - Use Variables

Variables allow us to update repeated values in one place. They can be block scoped, overridden, and even interpolated.

```
$color-text-default:#424954;
$color-text-light:#EBEBEB;

$color-primary:#8465D9;
$color-danger:#E83043;

$font-family-primary: Roboto,'Open Sans',Helvetica Neue,sans-serif;
$font-family-secondary:Georgia,TimesNew Roman,serif;

// Interpolation:
$puki: puki;
.#{$puki}:after {content:"#{$puki}";}
```

## **Part 5 - Play with Mixins**

Mixins are reusable chunks of code that are included, similar to calling a function:

```
@mixin make-box($bcolor){
    padding:1.4em;
    border-radius:0.8em;
    border:1px solid $bcolor;
}

.item-box {
@include make-box(gray)
}
.item-sale-box {
@include make-box(tomato)
}
```

Play with it



## Part 6 - Loops

Writing similar classes with minor variations, like utility classes, can be a pain to write and update, this is where @for loops become handy:

Each loops are also supported:

```
$sales: regular, sale, super-sale;
@each $sale in $sales{
    .#{$sale}-icon {
        background-image :url("../images/#{$sale}.gif");
    }
}
```