

Borders

This lesson discusses how we'll deal with borders in our app.

WE'LL COVER THE FOLLOWING ^

- Using alpha channel
- Borders around cards

Borders are commonly used in most apps. This is one of the easier topics to talk about. We'll be talking about only two variables for borders:

- `--bd`: The normal border color.
- `--bd-focus`: The more stressed border color can be used on hover, for example.

Using alpha channel

We'll use an alpha channel with either white or black to create our borders. We'll be using `rgba` again here:

- Light theme

```
// We're aiming for a simple transparent black border, so we set the alpha channel of black:  
$bd-light: rgba(0, 0, 0, 0.1);  
$bd-focus-light: rgba(0, 0, 0, 0.2);
```



- Dark theme

```
// We're aiming for a simple transparent white border, so we set the alpha channel of white:  
$bd-dark: rgba(255, 255, 255, 0.1);  
$bd-focus-dark: rgba(255, 255, 255, 0.2);
```

Some simple usages:

some simple designs.

Output
HTML
CSS (SCSS)
First
Second
Third



Borders around cards #

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Meanings

skill, art, craft, ability, feat,
performance, vocation, arts

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Since our borders have an alpha channel, they'll work pretty much anywhere. The only decision we have to make is whether to use `--bd` or the more stressed `--bd-focus`.

Node: Changing these variables to point to the correct light or dark version is, once again, the responsibility of the theming platform. You get that for free when using `css-theming`.

That's all about borders, in the next lesson we'll learn how icons and svgs fit into our theming platform.