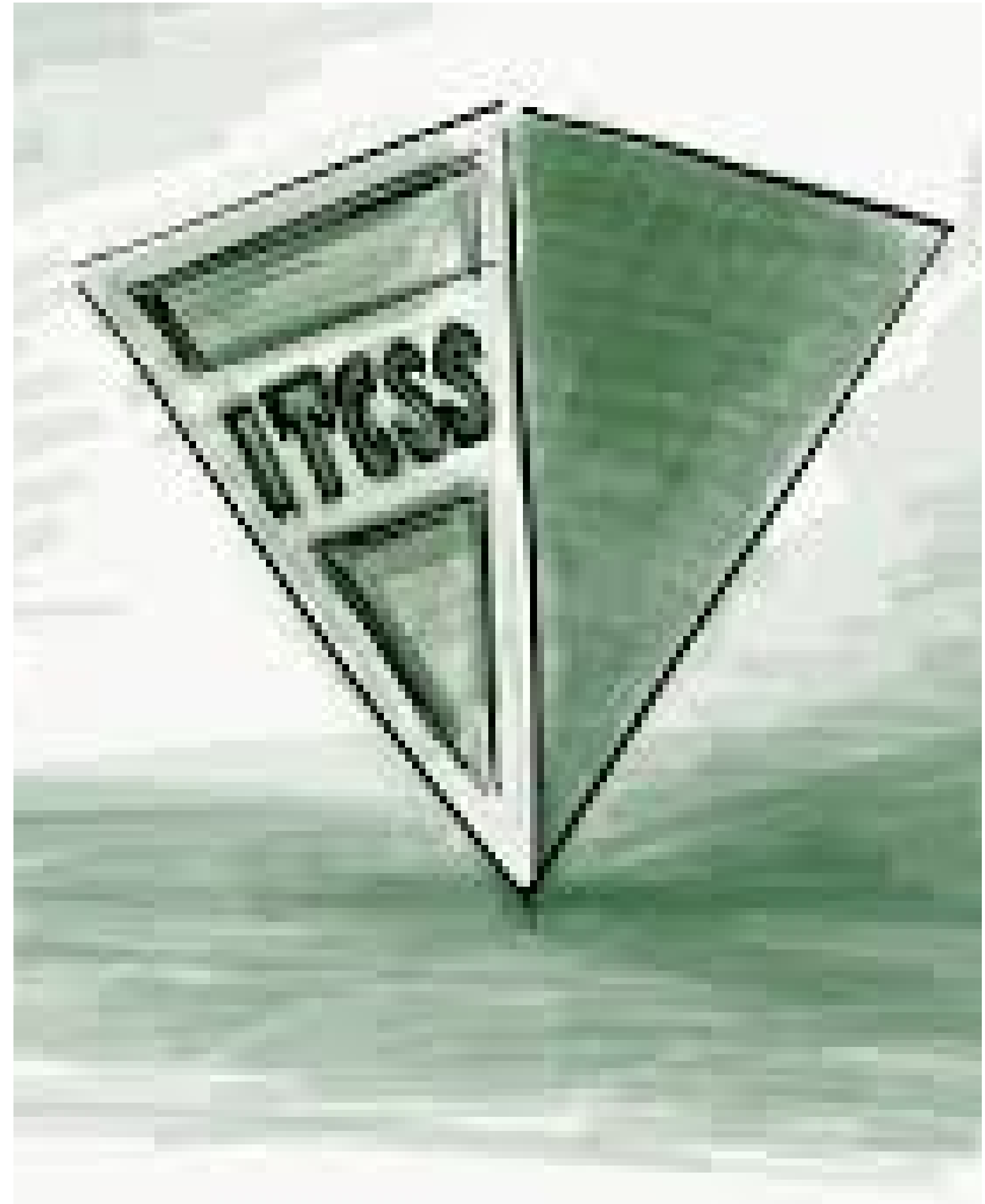


ITCSS

Scalable and Maintainable CSS
Architecture



CONTENT PRESENTATION

1

Problems

2

Introduce

3

Content

4

Pratice & Discuss

THE MAIN PROBLEMS WHEN USING CSS

01

Global scope

All rules in CSS are in the same scope, so that we can overwrite rules when you use different style sheets.

02

Cascading rules.

The source order really matters when we have a global scope.

03

Inheritance

The rules can inheritance between their and we can expect a different behavior due to this characteristic.

04

Selector specificity

One of the biggest problems when creating style sheets comes from the fact that the operation of selectors is not known in depth.



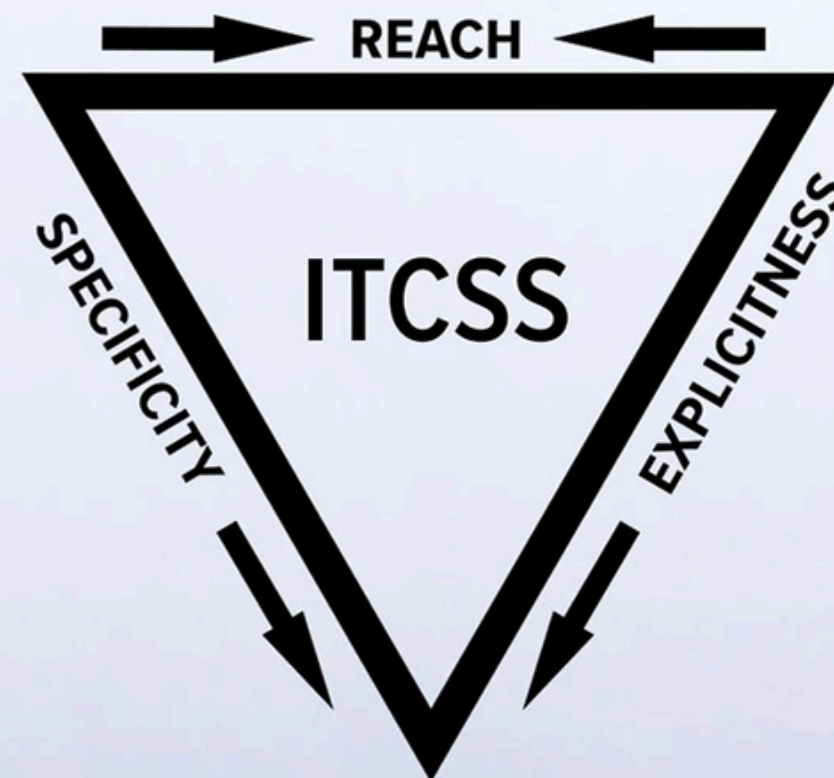
INTRODUCE ITCSS

ITCSS stands for Inverted Triangle CSS created by Harry Roberts In 2016.

A methodology for organizing CSS files within layers—from generic to explicit, and from low to high specificity.

Suitable for large projects

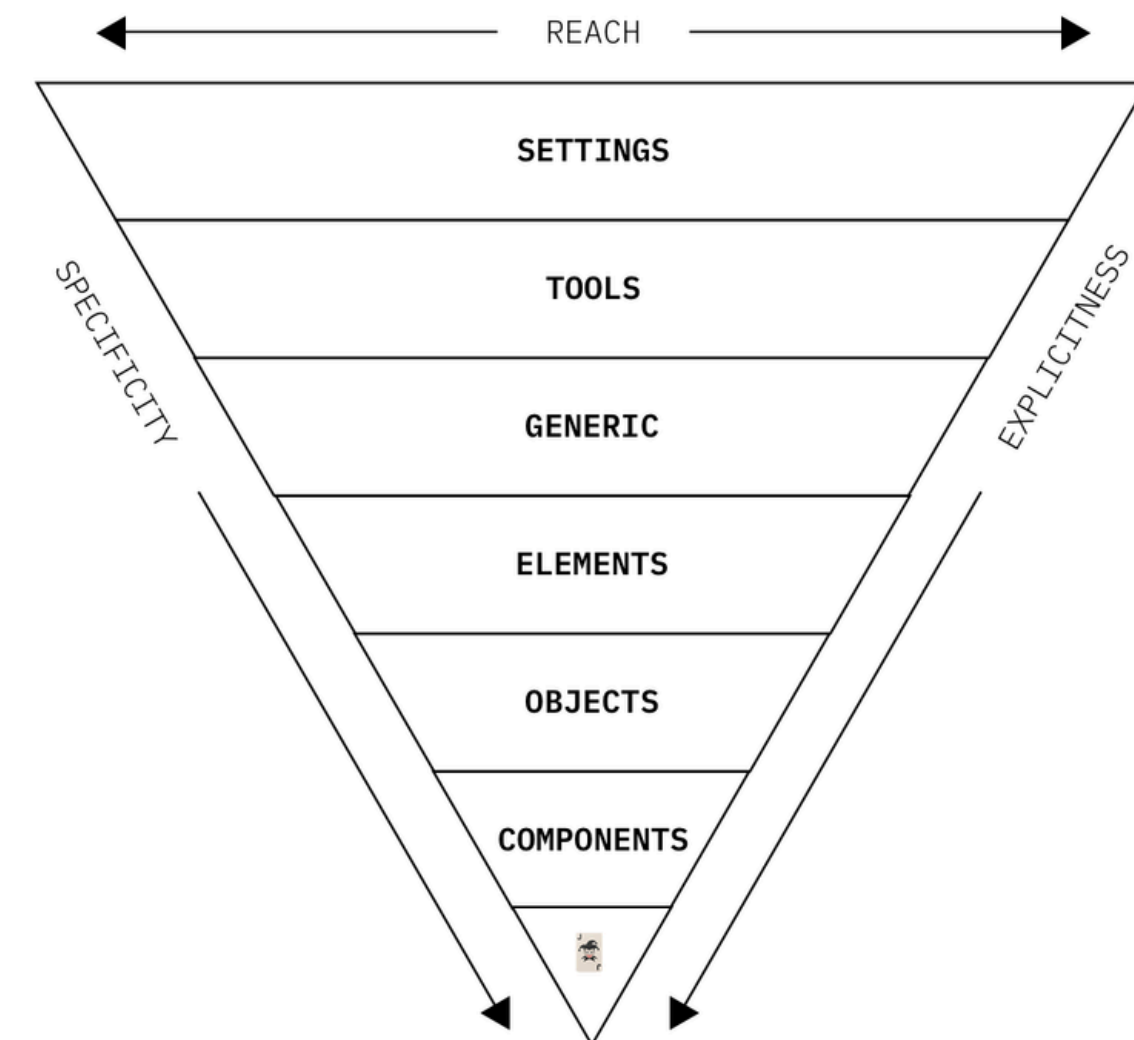
Write Better CSS



CONTENT (LAYERS)

01	<i>Settings</i>	Contain font, colors definitions, variables, etc.
04	<i>Elements</i>	Styling for bare HTML elements (like H1, A, header, footer, ...)
05	<i>Objects</i>	Class-based selectors
06	<i>Components</i>	Specific UI component (like button, card, list, etc..)
07	<i>Inheritance</i>	Utilities and helper classes with ability to override anything which go before in the triangle.

02	<i>Tools</i>	Mixins and functions.
03	<i>Generic</i>	Reset and/or normalize styles, box-sizing definition, etc.



CONTENT (TIPS ON USING ITCSS)

1

ADJUST ITCSS TO YOUR NEEDS

2

USE WITH BEM, RSCSS, PREPROCESSOR LIKE SCSS, SASS,...

3

ORGANIZE LAYERS TO SUBFOLDERS

4

LIMIT NESTING TO 2 LEVELS

5

USE ONE FILE PER COMPONENT IF NECESSARY

PRATICE & DISCUSS

**THANK YOU
FOR
WATCHING**

