





NAMING METHODOLOGIES BEM



Lesson plan

Introduction to Naming Methodologies Fundamentals of the BEM Methodology Class names rules BEM for UI KI

Attribute

class

- In HTML, a class is a label (tag) for a group of elements.
- In CSS, a class is a tool for styling multiple elements at once.

```
htmL:
<button class="button">Button</button>
<a class="button">Link</a>
```

```
css:
.button {
  background-color: red;
}
```

Attribute

class

- Group elements and style them all at once
- Less code duplication
- Easier to update styles in one place

A good class name should answer the question, "What does this element do?"

- .this-is-catalog-block-item
- .big-red-button-in-catalog

How to name class

A good class name should answer the question:

"What does this element do?"

General rules Class

Not recommended	Better	
Use only English words, no transliteration		
krasnaya-knopka	error-button	
Written in lowercase		
PageHeader	page-header	

General rules Class

Not recommended	Better	
Avoid using numbers in class names, the order of blocks may change		
first-element	product-item-highlighted or later choose needed element with css selector	
The name should be clear		
btn-01	button-primary	
No spaces in class names; use hyphens	s for compound class names	
product item	product-item	

General rules Class

Not recommended	Better
Do not name classes by content, style, or tag, as they may change	
text-in-block	product-itemtext
red-button	button buttondanger
p1	promotext

Order Instead of Chaos:

Naming methodology

is a set of rules that helps developers name CSS classes in a way that ensures the code is:

- Understandable
- Consistent
- Scalable

When you try to choose a meaningful class name.



PRACTICE:

LET'S TRY TO NAME CLASSES

Popular Naming Methodologies

- <u>00CSS</u> Separating container and content with CSS "objects"
- <u>SMACSS</u> Style-guide to write your CSS with five categories for CSS rules
- Atomic Breaking down styles into atomic, or indivisible, pieces

BEM

BLOCK / ELEMENT / MODIFIER

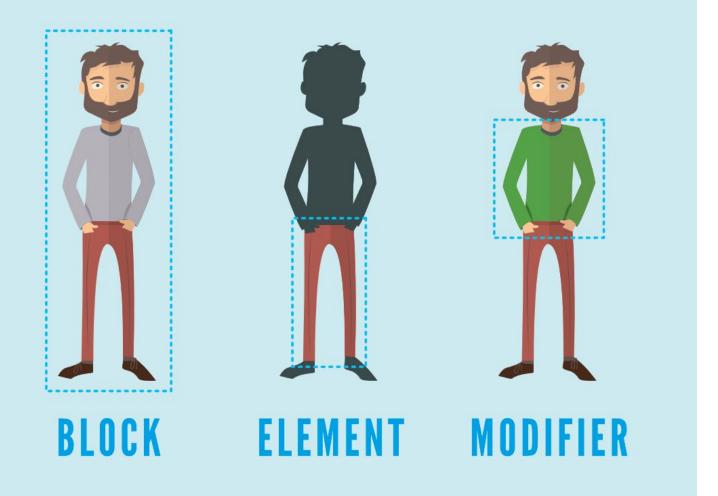
HISTORY of BEM

Created by Yandex \rightarrow **2009** Published in internet \rightarrow **2012**

Now used in:

- Google
- Airbnb
- BBC



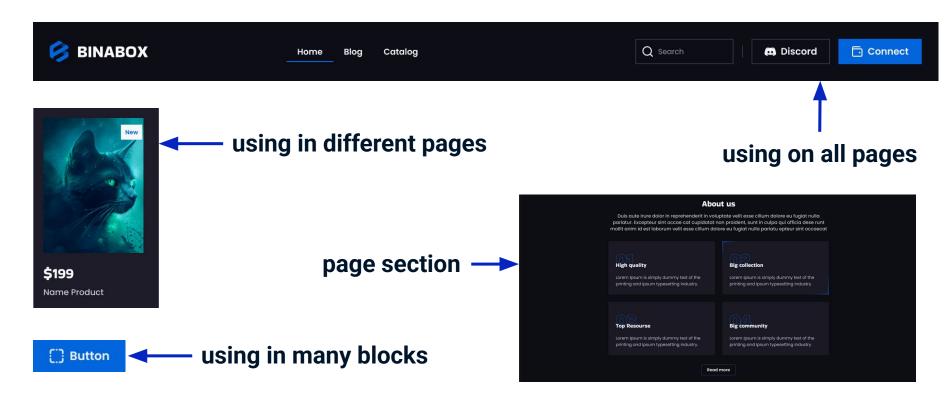


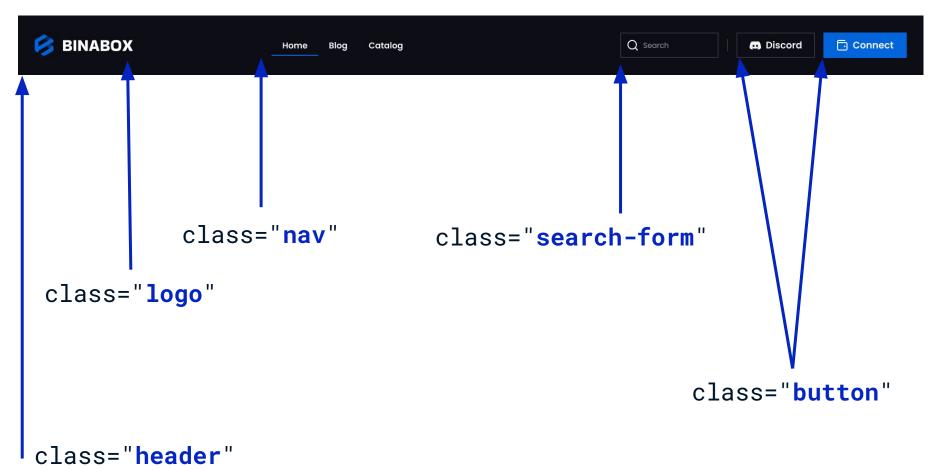
BLOCK

An independent component

that can be reused.

BLOCK examples





ELEMENT

A part of a block that

cannot exist independently.

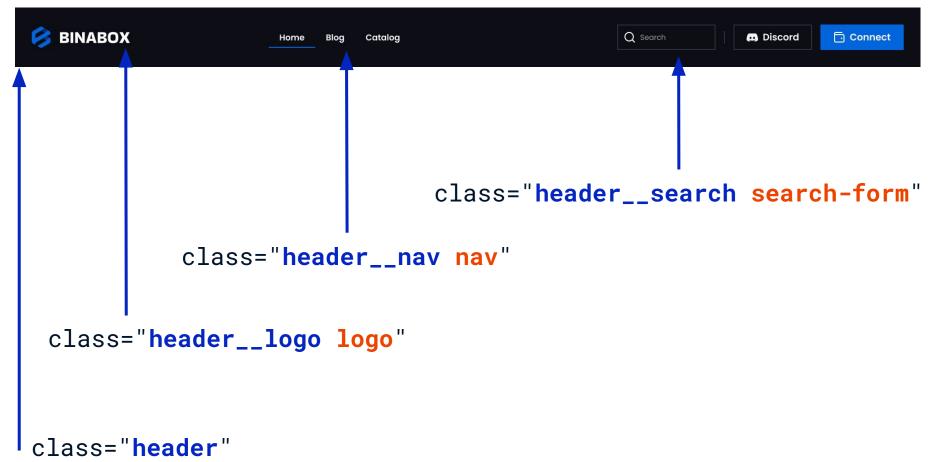


PRACTICE:

WHAT IS **BLOCK** AND **ELEMENT** IN BINABOX?

MIX

- In UI Kits, components often belong to multiple blocks simultaneously.
- Mixes allow combining styles from different blocks.



MODIFIER

A change in the **appearance or behavior** of a block/element.

What can be set for a modifier:

states (active, disable), specific sizes.

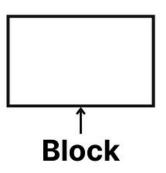


class="header"

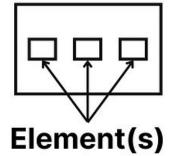
Different Ways to Define a Modifier

Yandex Approach	Gallagher Approach
_ (one underscore)	(two dashes)
block_modifier	blockmodifier

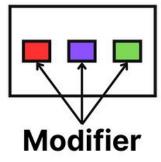
BEM IN CSS



A navigation bar with .nav



Each item in navigation bar with .nav__item



Add property to each item by adding .nav__item--red, .nav__item--purple, .nav__item--green

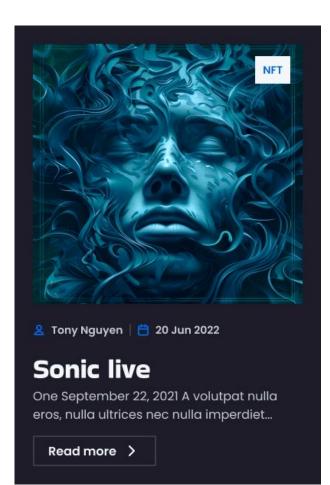
PRACTICE:

WHAT IS MODIFIER IN BINABOX?



BEM rules Class

Not recommended	Better
Avoid creating overly long names	
cardbuttonpassword-large-disabled	<pre>cardbutton cardbuttonlarge cardbuttondisabled</pre>



Use mixes to combine styles

class="button class="button" card_button"

BEM rules Class

Not recommended	Better	
Do not mix class naming		
<pre>class="block1element block2element"</pre>	class="blockelement"	
Each element belongs only to its own block !super common mistake		
blockelementsubelement	blocksubelement	
Modifiers do not change the meaning of a block or element		
class="buttonform-submit"	class="buttonlarge buttondisabled"	

BEM rules Class

Not recommended	Better	
 Avoid using global names for independent classes, especially when this classes have to be used as modifiers 		
menuitem active card highlighted	menuitemactive cardhighlighted	
A modifier cannot be used without the base class !super common mistake		
class="buttonlarge"	class="button buttonlarge"	



PRACTICE:

LET'S TRY TO CREATE CLASSES



One September 22, 2021 A volutpat nulla eros, nulla ultrices nec nulla imperdiet...

Read more >

```
<div class="blog-card">
   <img class="</pre>
       blog-card__image
   <div class="
       blog-card_label
   ">NFT</div>
   <div class="
       blog-card__title
    ">Sonic live</div>
   <div class="
       blog-card__button
       button
       button--large
       button--icon
    ">Read more</div>
</div>
```

USE BEM WITH UI KIT

button

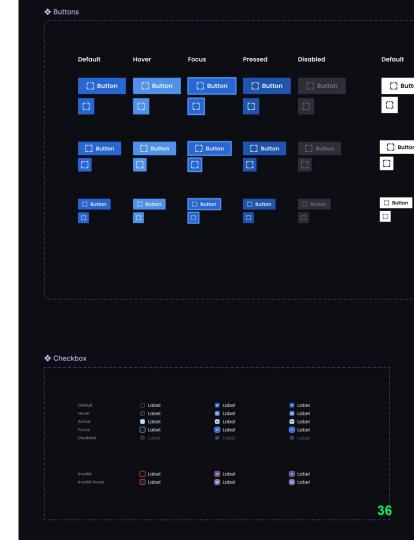
- --primary /secondary /basic
- --large / small / medium
- --icon
- --active / disabled

input

--checked / invalid / valid

card

--sold / new / popular

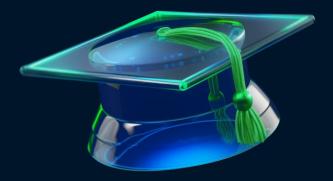


Quality Criteria for HTML Course

- Mandatory for passing the course
- Required for the highest grade
- Optional
- All independent components are defined as separate blocks.
- All subordinate parts are correctly defined as elements.
- Modifiers correctly describe states or variations.
- BEM syntax rules are followed
- Modifiers must not include: Colors, Numbers, Tag names.
- Modifiers cannot be used as the only class on a tag.
- Block, element, and modifier names must be meaningful.
- Classes must use only Latin letters and be written in lowercase.

Summary

- 1. What is naming Methodologies and Why It's Important
- 2. Popular naming Methodologies
- Core Concepts of BEM and Syntax Rules:
 - block
 - element
 - modifier
 - mix
- 4. Best Practices for Naming Classes
- 5. BEM for UI KIT



Homework

- 1. Add classes to your markup, using BEM:
 - BLOCKS
 - **ELEMENTS**
 - MODIFIERS



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QUESTIONS?



