STYLUS CHEATSHEET BY @CODE4MK

. styl

bg-color = red bg-font = 25px /* \$ also use for variable */ \$bg-color = red

```
.profile
  color: red
  .job
    color: yellow
  .career
    color: blue
        8:hover
        color: green
```

```
Interpolation {}

{/* this is interpolation*/}
/* example */
border-side = left
.profile
  color: red
  border-{border-side}: 2px solid red
```

```
profile(bg-color, bg-font = 25px)
background: bg-color
font-size: bg-font
.user
profile(red,30px)
```

```
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Let's code with fun
@code4mk

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```

```
if condition

else if condition

else

/* unless */

unless condition
```

```
Import & Required

@import 'mixins/btn'
@import 'mixin/*'

@require 'mixin/btn'
@require 'mixin/*'
```

```
@media (max-width: 500px)
.foo
    color: #000

@media (min-width: 100px), (min-height: 200px)
.foo
    color: #100
```

Import & Required

```
.message
    padding: 10px;
    border: 1px solid #eee
.user
    .profile
    color: red
    .career
    font-size: 25px;
.warning
    @extend .user .career
    @extend .message
    color: #E2E21E
```

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Block

```
bg-style =
  width: 20px
  height: 20px
.profile
  {bg-style}
```

Functions red(color, value) green(color, value) blue(color, value) alpha(color, value) dark(color) light(color) hue(color,value) saturation(color,value) lightness(color, value) push(expr, args...) pop(expr) shift(expr) unshift(expr, args...) index(list, value) keys(pairs) values(pairs) list-separator(list) typeof(node) unit(unit[, type]) percentage(num) abs(unit) ceil(unit) floor(unit) round(unit) Min(a,b) Max(a,b)even(unit) odd(unit) sum(nums) avg(nums) range(start, stop[, step]) base-convert(num, base, width) match(pattern, string[, flags]) replace(pattern, replacement, val) join(delim, vals...) split(delim, val) substr(val, start, length) slice(val, start[, end]) hsla(color | h,s,l,a) hsl(color | h,s,l) rgba(color | r,g,b,a)

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Functions
rgb(color r,g,b)
<pre>blend(top[, bottom])</pre>
lighten(color, amount)
darken(color, amount)
desaturate(color, amount)
saturate(color, amount)
<pre>complement(color)</pre>
invert(color)
spin(color, amount)
grayscale(color)
<pre>mix(color1, color2[, amount])</pre>
tint(color, amount)
shade(color, amount)
luminosity(color)
<pre>contrast(top[, bottom])</pre>
<pre>transparentify(top[, bottom, alpha])</pre>
unquote(str ident)
convert(str)
s(fmt,)
<pre>basename(path[, ext])</pre>
dirname(path)
extname(path)
pathjoin()
+prefix-classes(prefix)
lookup(name)
<pre>define(name, expr[, global])</pre>
operate(op, left, right)
length([expr])
selector()
selector-exists(selector)
warn(msg)
error(msg)
last(expr)
p(expr)
opposite-position(positions)
image-size(path)
<pre>embedurl(path[, encoding])</pre>
add-property(name, expr)
<pre>json(path[, options])</pre>
use(path)