

**CSS
IS
AWESOME!**

\$ whoami

#1

Igor Laborie

Expert Java & Web, < Monkey Patch />



@ilaborie



igor@monkeypatch.io



Je ne suis pas un designer

“ When designing computer systems, one is often faced with a choice between using a more or less powerful language for publishing information, for expressing constraints, or for solving some problem. This finding explores tradeoffs relating the choice of language to reusability of information. The "Rule of Least Power" suggests choosing the least powerful language suitable for a given purpose.

Règles du jeu

#3

1. Texte
2. HTML (sémantique) & CSS (layout, style, animations simples)
3. SVG (formes et animations complexes)
4. JavaScripts

⚠... mais il y a toujours de bonnes raisons pour ne pas suivre ces règles

Le CSS c'est vaste

#4

- Selectors
- Box model
- Float
- Media Query
- Transitions
- Gradients
- Responsive Design
- Media
- Variables
- Colors
- Shapes
- ...

Plan

#5

- I. Utiliser un pré-processeur ?
- II. Unités
- III. Flexbox et Grid
- IV. Pseudo éléments
- V. Animations
- VI. Pseudo classes d'état
- VII. HTML
- VIII. Conclusion

Utiliser un pré-processeur ?

Bordure des boutons

#7

```
button {  
    background: lightblue;  
    border: medium solid purple;  
}  
button.danger { /*  
    background: salmon;  
    color: rebeccapurple; */  
}
```

Alors utilise-t-on un pré-processeur ?

#8

Oui, mais privilégez:

- le CSS
- les post-processeurs
-  `currentColor`
-  `background-origin`
-  [CSS Variables \(aka Custom Properties\)](#)
-  [CSS Color Module Level 4](#)

Compatibilité

#9



	Chrome		Android		iOS		Firefox		IE		Safari		Edge		Opera	
	49	58	59	60	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	54	55	11	10	9.1 10.1	14	4.4 4.4.3-4.4.4	46
CSS currentColor value	49	58	59	60	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	54	55	11	10	9.1 10.1	14	4.4 4.4.3-4.4.4	46
CSS3 Background-image options	49	58	59	60	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	54	55	11	10	9.1 10.1	14	4.4 4.4.3-4.4.4	46
CSS Variables (Custom Properties)	49	58	59	60	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	54	55	11	10	9.1 10.1	14	4.4 4.4.3-4.4.4	46

Unités

Une histoire d'unités CSS

#11

 CommitStrip

Les unités de longueur

#12

px, cm, pt, ... longueurs absolues (mesure physique)

em, rem fonction de la font-size

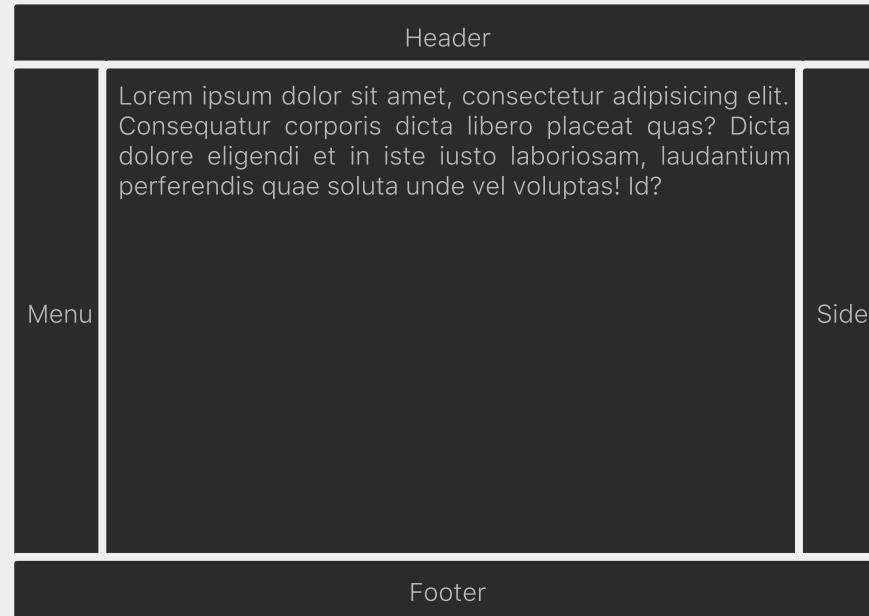
ex, ch hauteur d'un x, largeur d'un 0

vh, vw $(100vh, 100vw) = (\text{hauteur}, \text{largeur})$ du
viewport

vmin, vmax $\min(1vh, 1vw), \max(1vh, 1vw)$

Holy Grail avec calc

#13



```
<body>
  <header>Header</header>
  <div>
    <nav>Menu</nav>
    <main>Content</main>
    <aside>Side</aside>
  </div>
  <footer>Footer</footer>
</body>
```

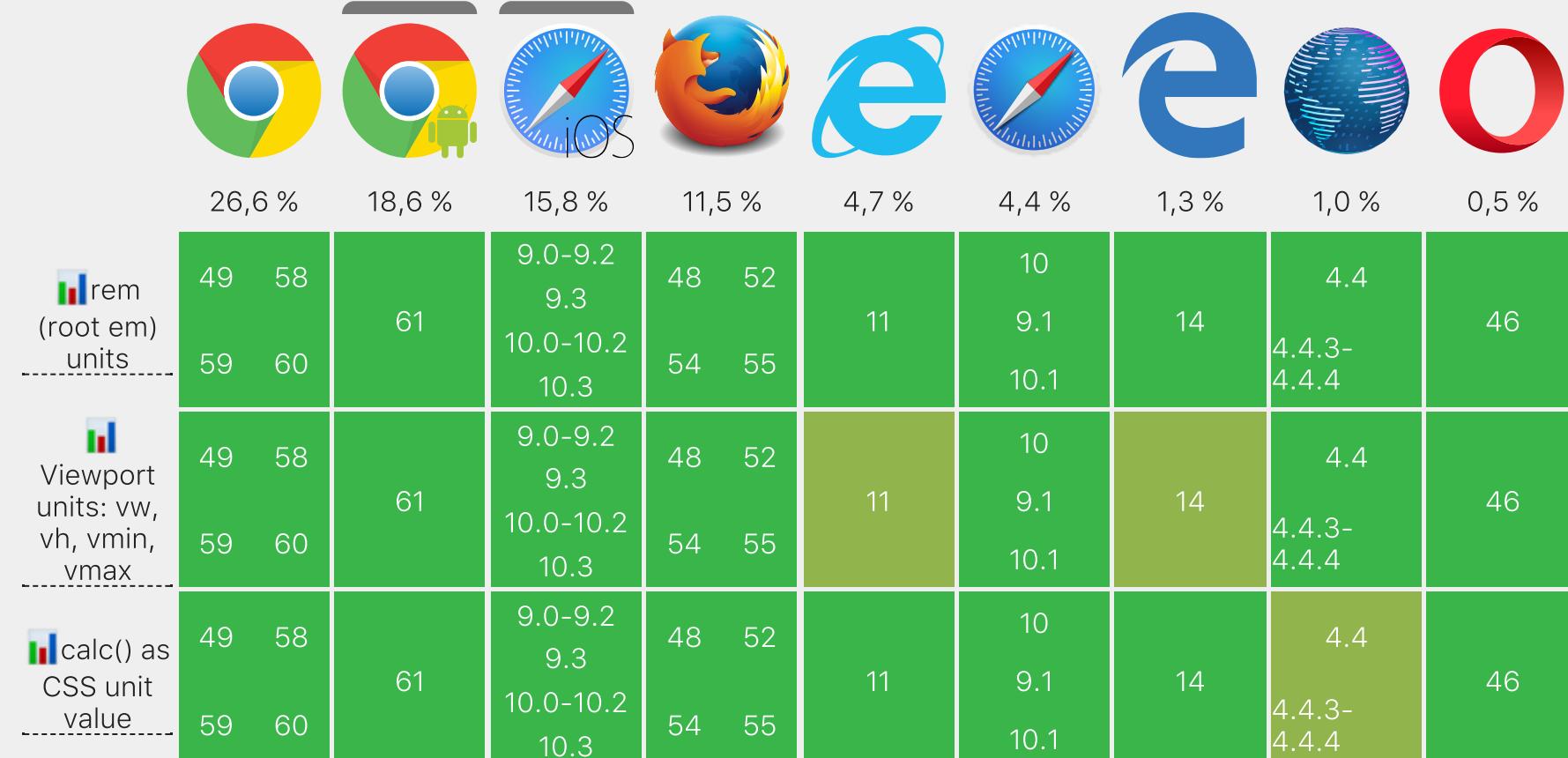
Bilan unités

#14

-  Unités
-  Truc et astuces
-  calc
-  Fun with Viewport Units

Compatibilité

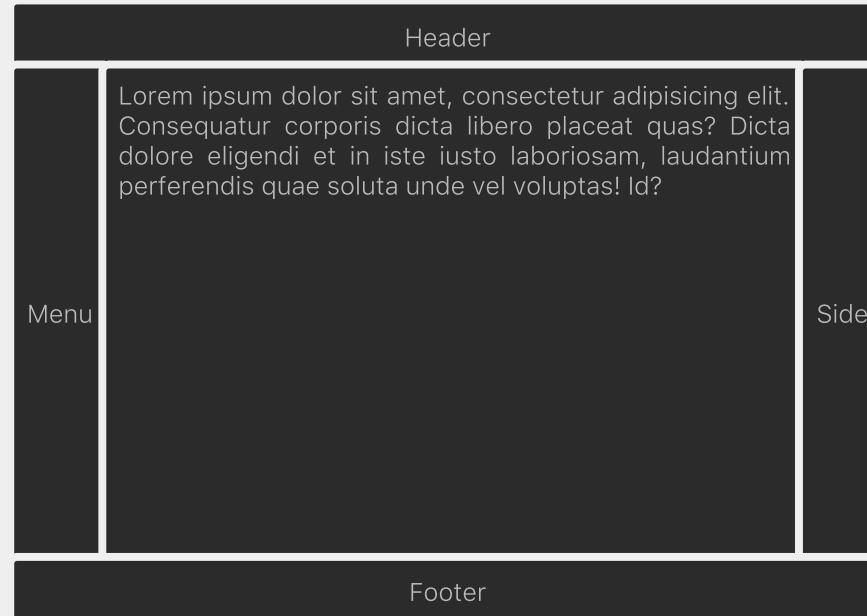
#15



Flexbox et Grid

Holy Grail avec flexbox

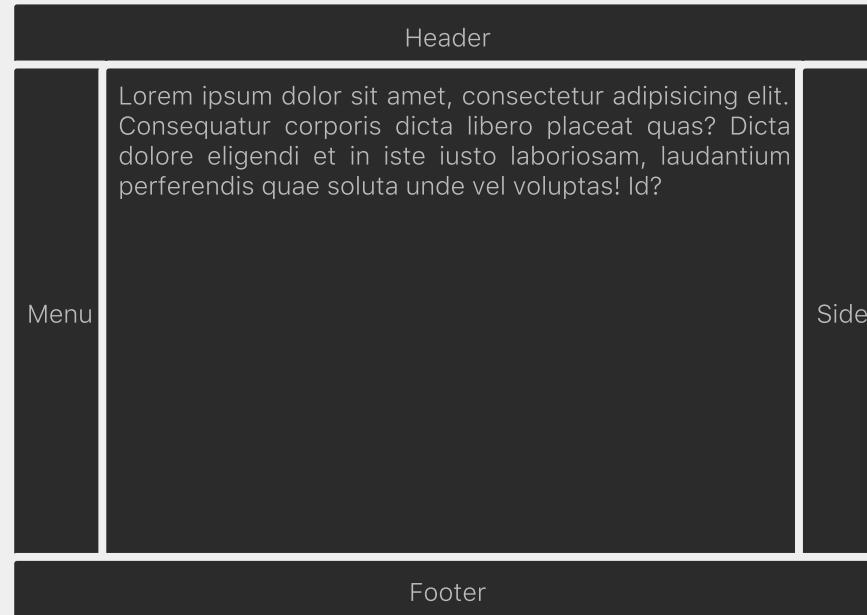
#17



```
<body>
  <header>Header</header>
  <div>
    <nav>Menu</nav>
    <main>Content</main>
    <aside>Side</aside>
  </div>
  <footer>Footer</footer>
</body>
```

Holy Grail avec grid

#18



```
<body>
  <header>Header</header>
  <div>
    <nav>Menu</nav>
    <main>Content</main>
    <aside>Side</aside>
  </div>
  <footer>Footer</footer>
</body>
```

Bilan Flexbox & Grid

#19

Flexbox

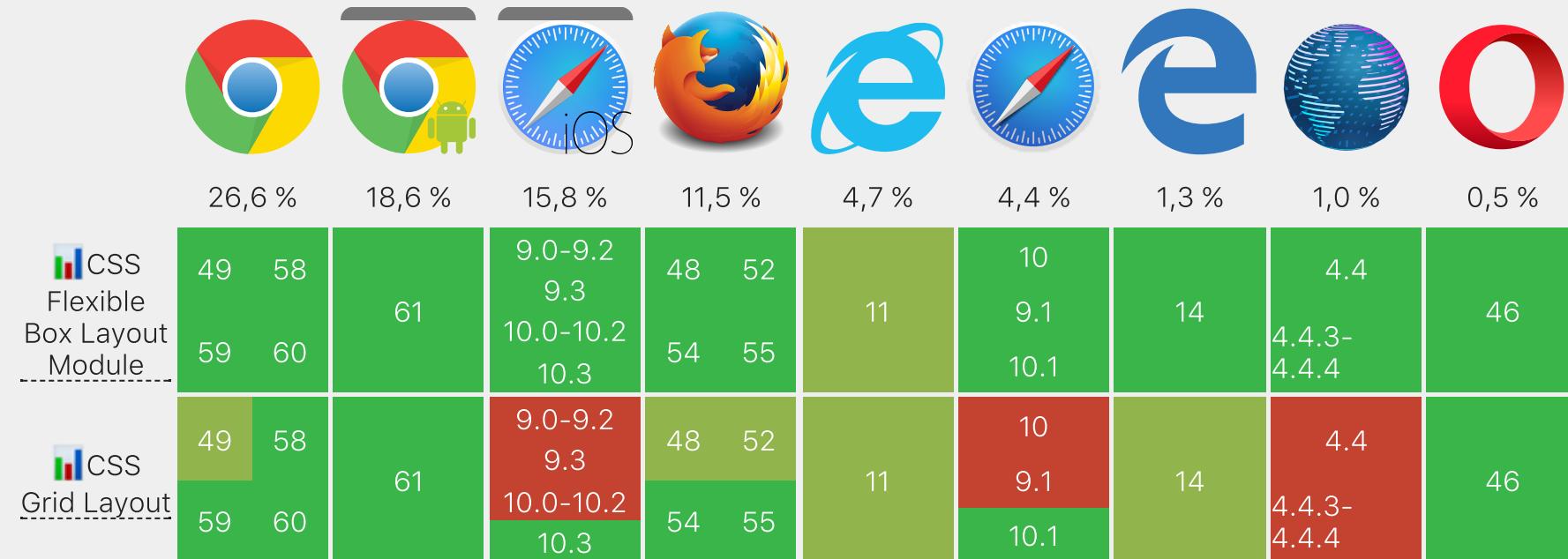
-  Flexbox, et le CSS redevient fun ! (Hubert SABLONNIÈRE)
-  Solved by Flexbox
-  Flexbox Froggy

Grid

- # Grid by examples
-  CSS Grid Changes Everything (About Web Layouts)
by Morten Rand-Hendriksen
-  Grid Garden

Compatibilité

#20



Pseudo éléments

Le dinner d'un philosophe

#22

```
.table {  
  color: gray;  
  font-size: 5em;  
  /*content: '' */  
}
```

Triangle avec des bordures

#23

```
div.top, div.right, div.bottom, div.left {  
    border: 1em solid transparent;  
    display: inline-block;  
    box-shadow: 0 0 0 .1em transparent;  
}  
  
div.top { border-top-color: transparent; }  
div.right { border-right-color: transparent; }  
div.bottom { border-bottom-color: transparent; }  
div.left { border-left-color: transparent; }
```

Info-bulle

#24

```
.popover {  
    position: relative;  
    background: teal;  
}  
  
/*.popover::before {  
    position: absolute;  
    z-index: 0;  
    content: '';  
    top: 0em; left: 0em;  
    border: 1em solid red;  
    border-top-color: red;  
}*/
```

Bilan pseudo éléments

#25

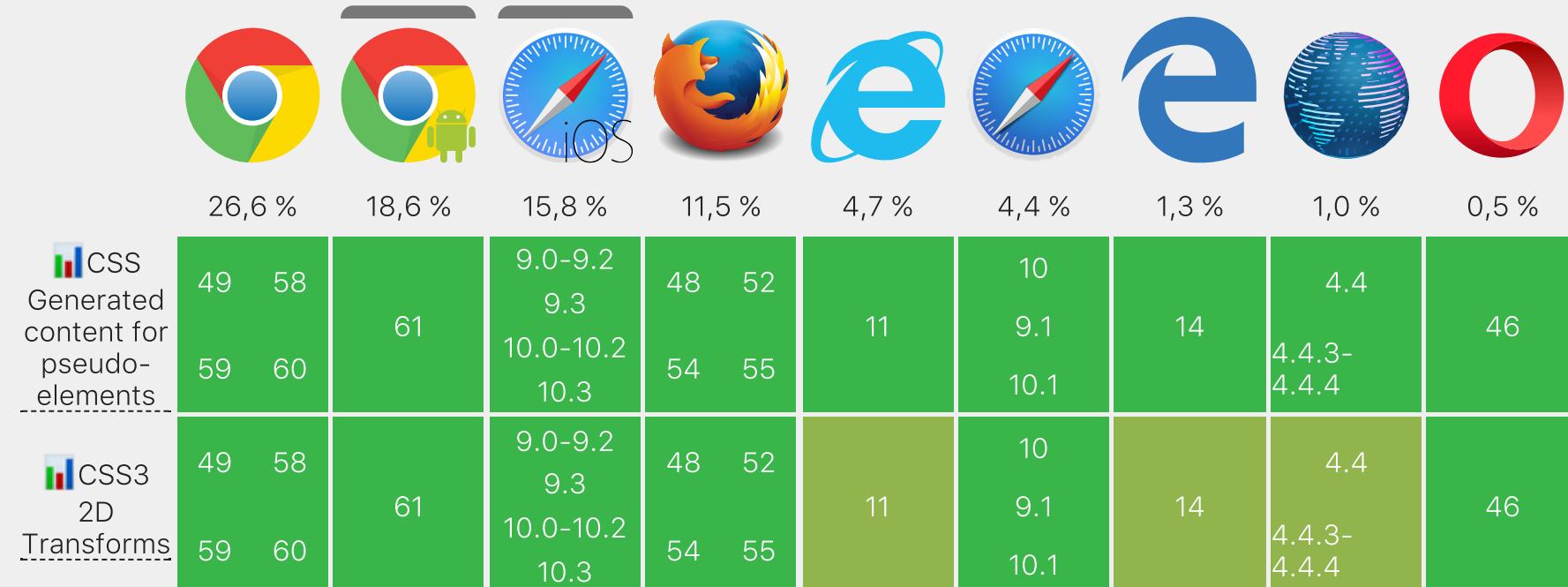
- [w3c The :before and :after pseudo-elements](#)
- mais aussi [:: first-letter, :: first-line, :: selection, :: backdrop](#)
- [S An Ultimate Guide To CSS Pseudo-Classes And Pseudo-Elements](#)

⚠ :: before et :: after ne marchent pas sur input, img, iframe (pas encore spécifié)

- Table et assiette de [CSS Diner](#)
- [Dîner des philosophes](#)

Compatibilité

#26



Animations

Texte de chargement

#28

```
.loader {  
    display : inline-block;  
    white-space : normal;  
    height: 1em;  
    line-height : 1.5;  
    overflow: auto;  
    box-shadow : 0 0 0 .05em red;  
}  
.loader::before {  
    display : inline-table;  
    /*content: '0\ufe0f 1\ufe0f 2\ufe0f 3\ufe0f 4\ufe0f 5\ufe0f 6\ufe0f 7\ufe0f 8\ufe0f 9\ufe0f';*/  
    /*content: ':\ufe0f :\ufe0f :\ufe0f :\ufe0f :\ufe0f :\ufe0f :\ufe0f :\ufe0f :\ufe0f :\ufe0f';*/  
    /*animation: spin 5s infinite;*/  
}  
@keyframes spin {  
    to { transform : translateY(-15em); }  
}
```

Dessiner

#29

```
.editable svg path {  
  stroke: purple;  
  stroke-width: .1em;  
  fill: none;  
  /*stroke-dasharray: 0;*/  
  /*stroke-dashoffset: 0;*/  
  /*animation: draw 4s linear;*/  
}  
  
@keyframes draw {  
  to { stroke-dashoffset: 0; }  
}
```

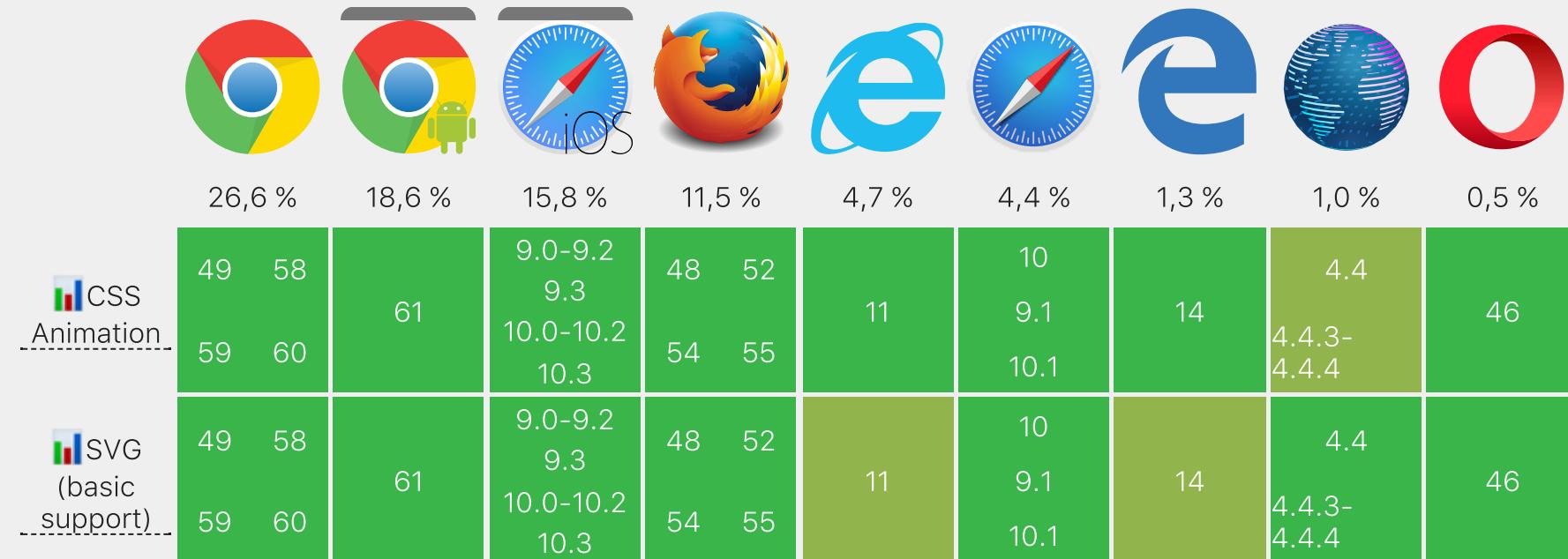
Bilan animations

#30

-  Utiliser les animations CSS
-  Text Spinner
-  CSS only loader
-  Animate.css
-  How SVG Line Animation Works
-  <progress>

Compatibilité

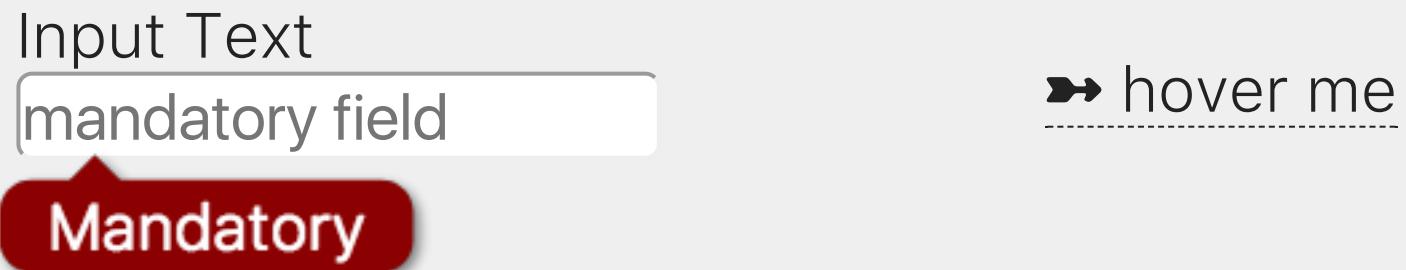
#31



Pseudo classes d'état

Usage des info-bulles

#33



Pseudo états

#34

- :hover
- :focus
- :visited
- :checked
- :valid
- :invalid
- :empty
- :target
- ...

Checkbox

#35

```
.like input[type=checkbox] + label {  
    box-shadow: 0 0 0 1px red;  
}  
.like input[type=checkbox] + label::before {  
    content: '';  
}  
.like input[type=checkbox] + label::before {  
    content: '';  
}  
.like fieldset input[type=checkbox] { opacity: 1; }
```

Switch

#36

```
.switch + label {  
  display: block;  
  position: relative;  
  padding: .1em;  
  width: 2em;  
  height: 1em;  
  background-color: #ccc;  
  border-radius: 1em;  
  border: medium solid #444;  
  transition: 0.4s;  
  
.switch:checked + label {  
  background-color: green;  
}
```

```
.switch + label::before {  
  display: block;  
  position: absolute;  
  content: '';  
  top: 0.1em;  
  left: 0.1em;  
  height: 1em;  
  width: 1em;  
  background-color: #fff;  
  border-radius: 50%;  
  transition: all 0.25s;  
  
.switch:checked + label::before {  
  transform: translateX(1em);  
}
```

Panel

#37

```
.panel input[type=checkbox] {  
    /* hide me */  
}
```

Principe pour les onglets

#38

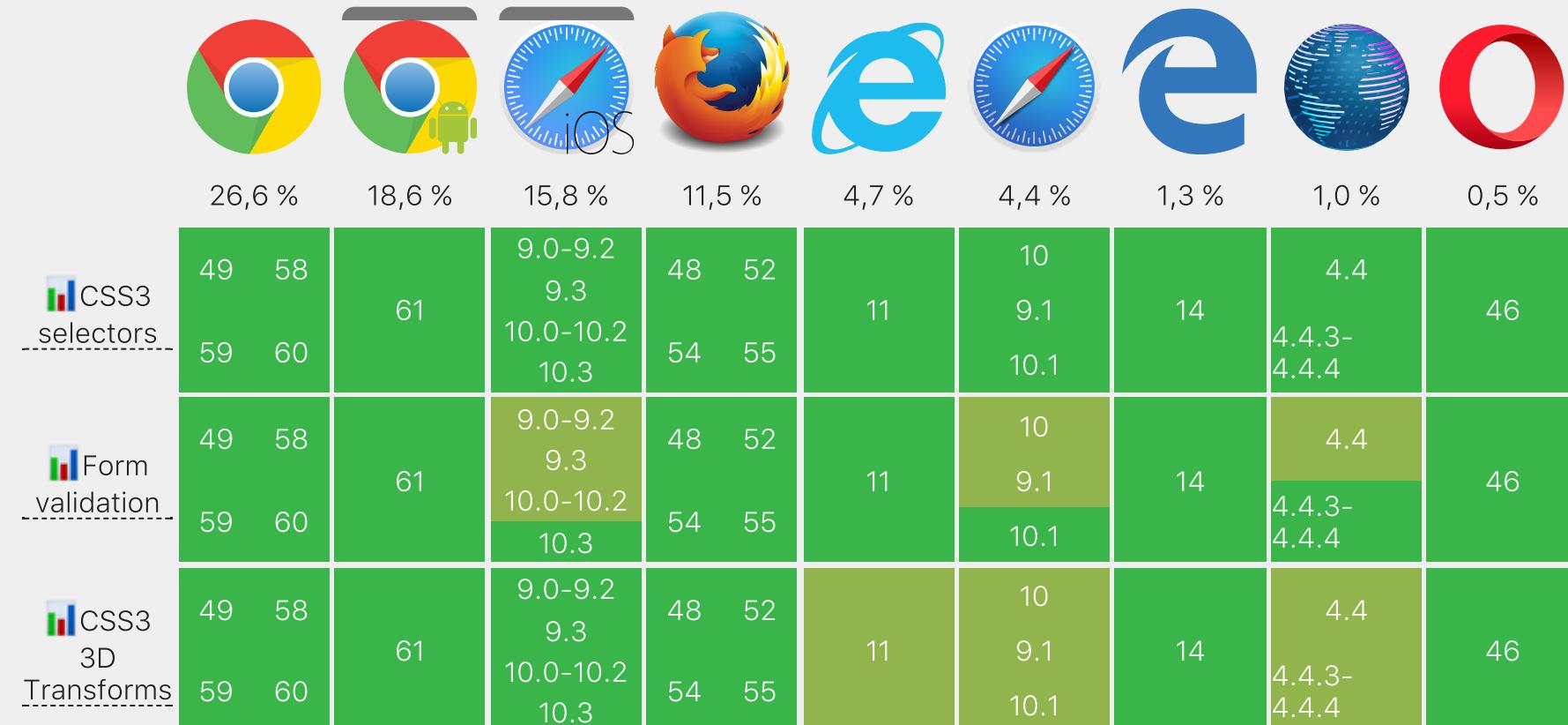
```
<div class="tabs">
  <input type="radio" name="tab" id="home" checked>
  <input type="radio" name="tab" id="projects">
  <input type="radio" name="tab" id="about">
  <nav>
    <label for="home">Home</label>
    <label for="projects">Projects</label>
    <label for="about">About</label>
  </nav>
  <div data-for="home">Home page</div>
  <div data-for="projects">Projects page</div>
  <div data-for="about">About page</div>
</div>
```

Démo des onglets

#39

Compatibilité

#40



HTML

Panel

#42

```
<details>
  <summary>Des détails</summary>
  <p>Plus d'infos
    à propos des détails.</p>
</details>
```

```
details {
  border: medium solid currentcolor;
  border-radius: .25em;
  width: 100%;
}

details summary {
  background: #888; color: #eee;
}
```

Dialog

#43

```
.editable dialog {  
  border: medium solid rgba(0, 0, 0, 0.3);  
  border-radius: .125em;  
  padding: .125rem;  
  box-shadow: .25em .25em .125em rgba(0, 0, 0, 0.42);  
}  
  
/* .editable dialog::backdrop {  
  position: fixed;  
  top: 0; right: 0; bottom: 0; left: 0;  
  background-color: rgba(0, 0, 0, 0.8);  
} */
```

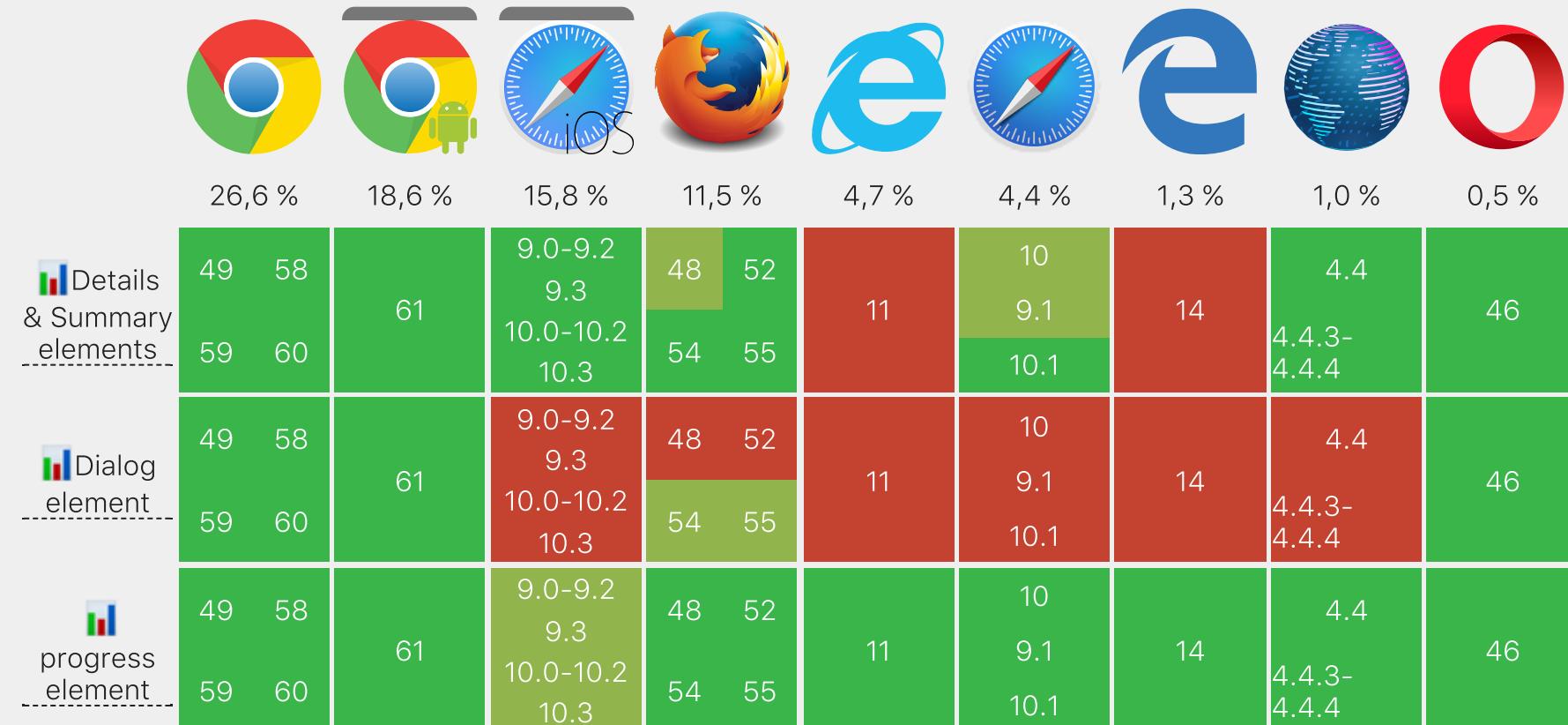
Polyfill

#44

-  Collapsible Panel Polyfill
-  Dialog Polyfill

Compatibilité

#45



Conclusion

1. Utilisez du CSS pour simplifier le code
2. Utilisez intelligemment les pre/post-processeurs
3. HTML, SVG are Awesome !
4. JavaScript, TypeScript could be Awesome !

👉 Traitez le CSS comme du code

#48

1. Revue de code
2. DRY
3. Clean Code
4. Single Responsibility Principle
5. ...

Liens

#49

- [!\[\]\(062d3cebbd680352be78d7d8b9c60b5e_img.jpg\) les slides en HTML](#)
- [!\[\]\(3809c7ad2f3b92500cfd0c99f721dc7b_img.jpg\) les slides en PDF](#)
- [!\[\]\(325f54298e2cdcd7a0a7da40790525af_img.jpg\) le code](#)
- [!\[\]\(a557bfee82e993bb7c7995679df0e8e7_img.jpg\) Making Of](#)

Pour apprendre

#50

- (Ctrl|⌘) + Shift + i



- ➡ CSS Secret by Lea Verou
- 🐺 CSS sur MDN
- ➡ CodePen , ➡ JSFiddle , ➡ Dabblet , ...
- ⚡ CSS Tricks , 💬 Smashing Magazine
- ⚙ CSS Flags

