

**CSS
IS
AWESOME!**

\$ whoami

#1

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 *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.



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

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

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

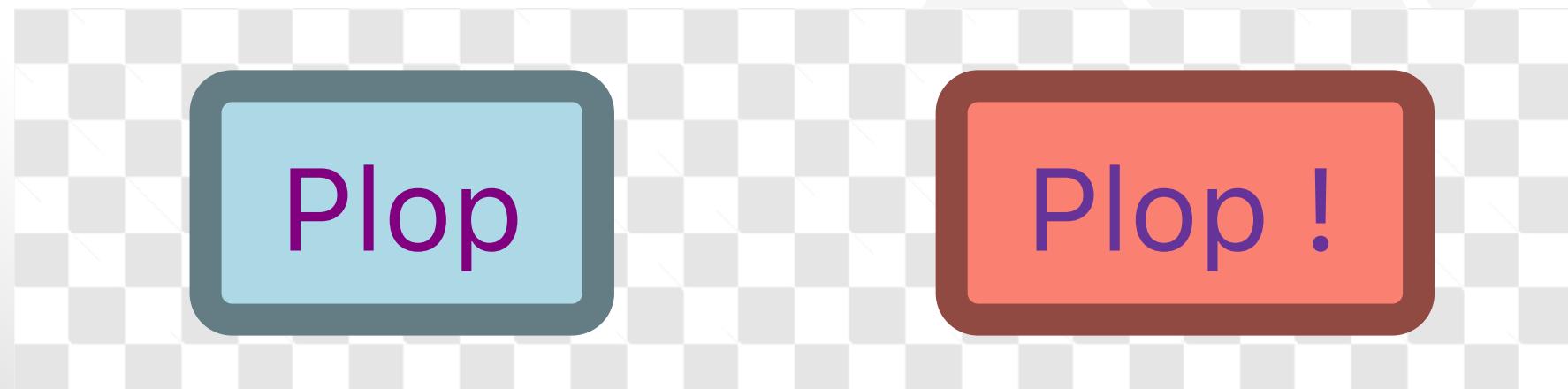
- I. Utiliser un pré-processeur ?
- II. Unités
- III. Flexbox et Grid
- IV. Pseudo éléments
- V. Animations
- VI. Pseudo classes d'état
- VII. HTML
- VIII. Conclusion

UTILISER UN PRÉ-PROCESSEUR ?

Bordure des boutons

#7

```
button {  
    background: lightblue;  
    color: purple;  
    /*border: medium solid currentColor;*/  
    border: medium solid rgba(0,0,0,.42);  
}  
button.danger {  
    background: salmon;  
    color: rebeccapurple;  
}
```



Alors utilise-t-on un pré-processeurs ?

#S

Oui, mais priviléz:

- le CSS
- les post-processeurs

-  [currentColor](#)
-  [background-origin](#)
-  [CSS Variables \(aka Custom Properties\)](#)
-  [CSS Color Module Level 4](#)

Compatibilité

#9

Navigateur usage ≥ 0,4% en France



	49	58	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	11	10	9.1 10.1	14	4.4 4.4.3- 4.4.4	46
CSS currentColor value	49	58	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	11	10	9.1 10.1	14	4.4 4.4.3- 4.4.4	46
CSS3 Background-image options	49	58	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	11	10	9.1 10.1	14	4.4 4.4.3- 4.4.4	46
CSS Variables (Custom Properties)	49	58	61	9.0-9.2 9.3 10.0-10.2 10.3	48	52	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`

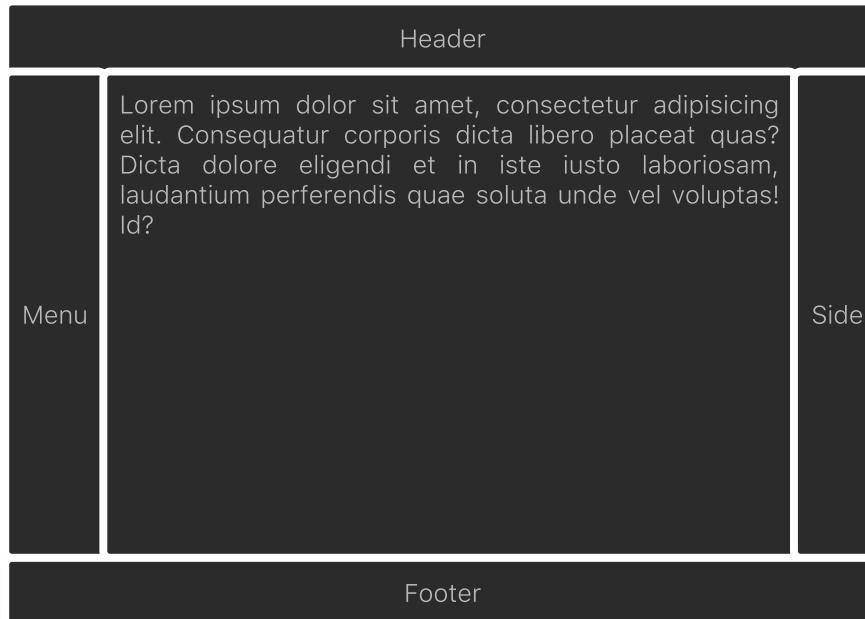
ex, ch hauteur d'un x, largeur d'un Ø

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>
```

❯  Unités

❯  Truc et astuces

❯  calc

❯  Fun with Viewport Units

Compatibilité

#15

Navigateur usage ≥ 0,4% en France

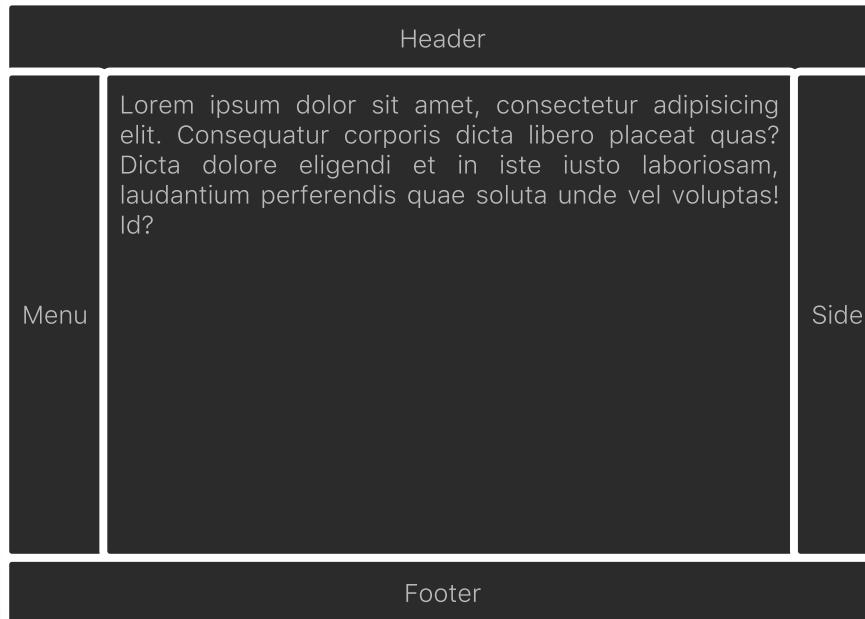


	26,6 %	18,6 %	15,8 %	11,5 %	4,7 %	4,4 %	1,3 %	1,0 %	0,5 %
rem (root em) units	49 58	61	9.0-9.2 9.3 10.0-10.2 10.3	48 52	11	10 9.1 10.1	14	4.4 4.4.3- 4.4.4	46
Viewport units: vw, vh, vmin, vmax	49 58	61	9.0-9.2 9.3 10.0-10.2 10.3	48 52	11	10 9.1 10.1	14	4.4 4.4.3- 4.4.4	46
calc() as CSS unit value	49 58	61	9.0-9.2 9.3 10.0-10.2 10.3	48 52	11	10 9.1 10.1	14	4.4 4.4.3- 4.4.4	46

FLEXBOX ET GRID

Holy Grail avec flexbox

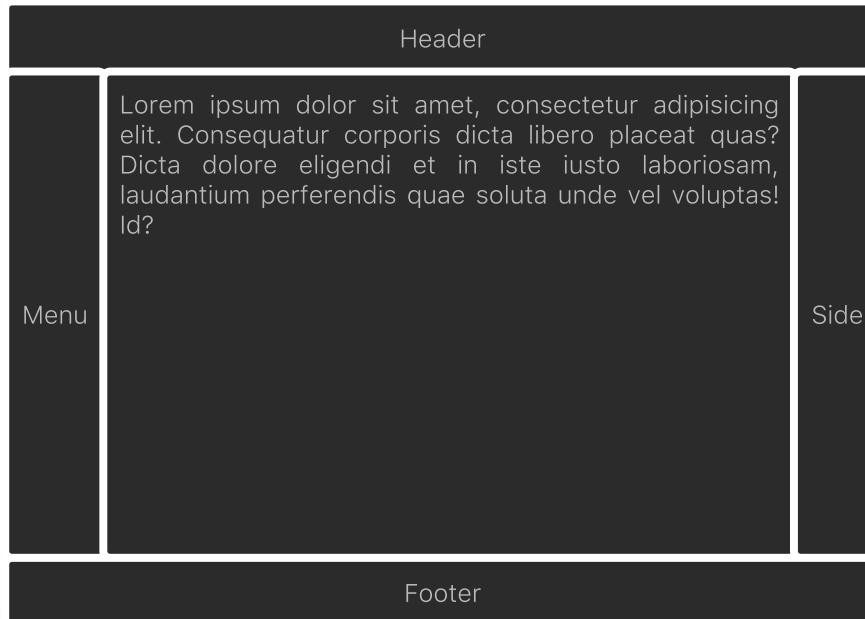
#17



```
<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>
```

Flexbox

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

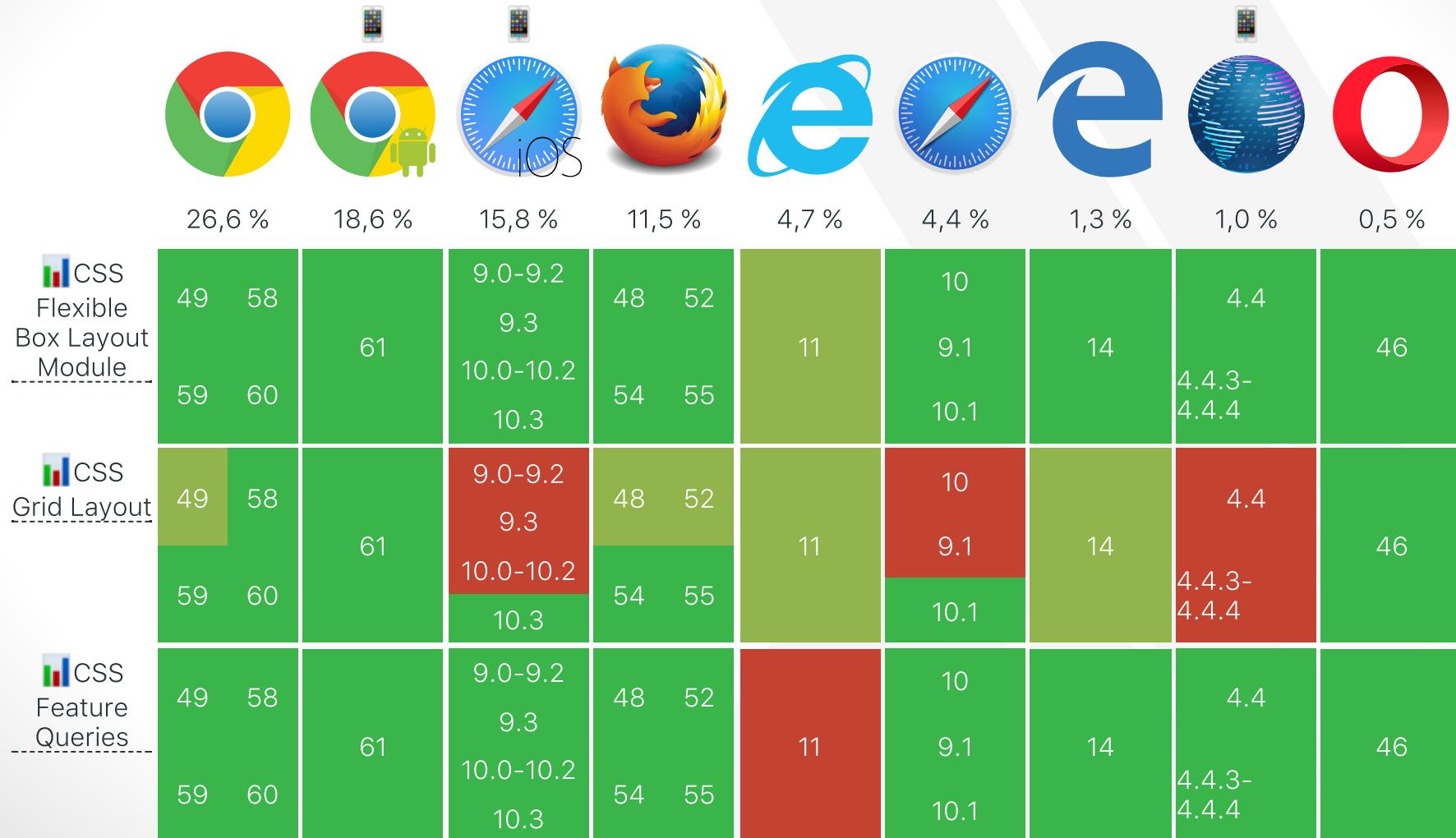
Grid

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

Compatibilité

#20

Navigateur usage ≥ 0,4% en France



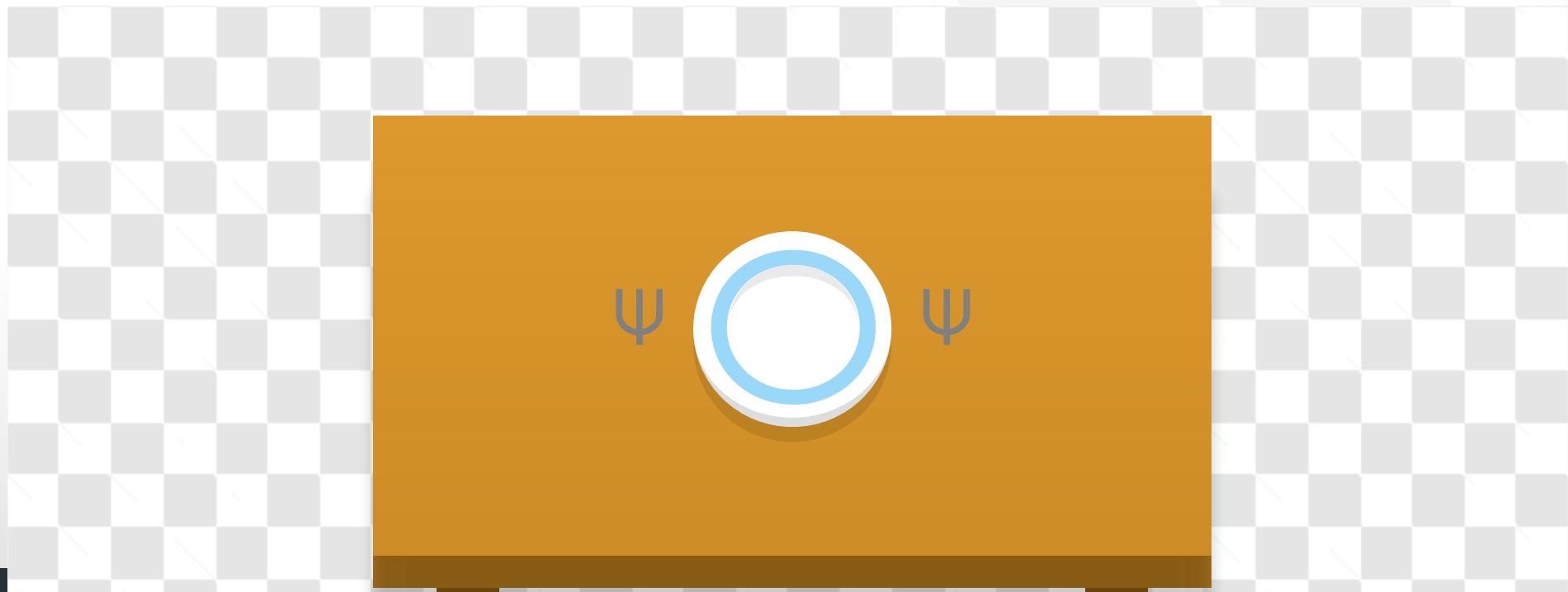
PSEUDO ÉLÉMENTS

Le dinner d'un philosophe

#22

```
<div class="table">  
  <div class="plate"></div>  
</div>
```

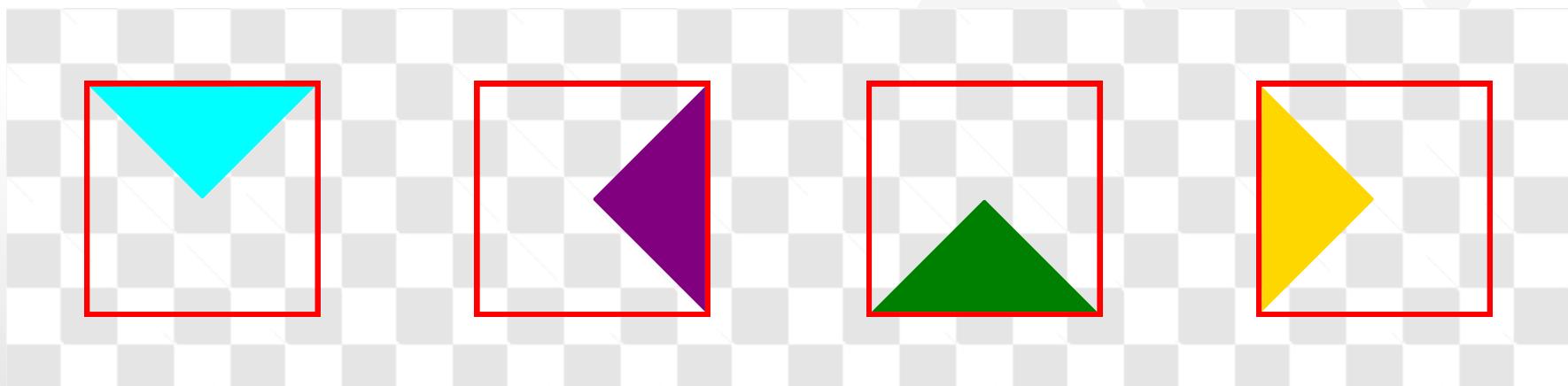
```
.table::before, .table::after {  
  color: gray;  
  font-size: 2rem;  
  content: '⠃';  
  transform: rotate(180deg);  
}
```



Triangle avec des bordures

#23

```
div.top, div.right, div.bottom, div.left {  
    border: 2em solid transparent;  
    display: inline-block;  
    box-shadow: 0 0 0 .1em red;  
}  
  
div.top { border-top-color: cyan; }  
div.right { border-right-color: purple; }  
div.bottom { border-bottom-color: green; }  
div.left { border-left-color: gold; }
```



```
.popover {  
  position: relative;  
  background: teal;  
}  
.popover::before {  
  position: absolute;  
  z-index: -1;  
  content: '';  
  top: 1.25em; left: 1em;  
  border: .8em solid transparent;  
  border-top-color: teal;  
  transform: skew(-30deg);  
}
```

Hello DevFest Toulouse !



[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](#)

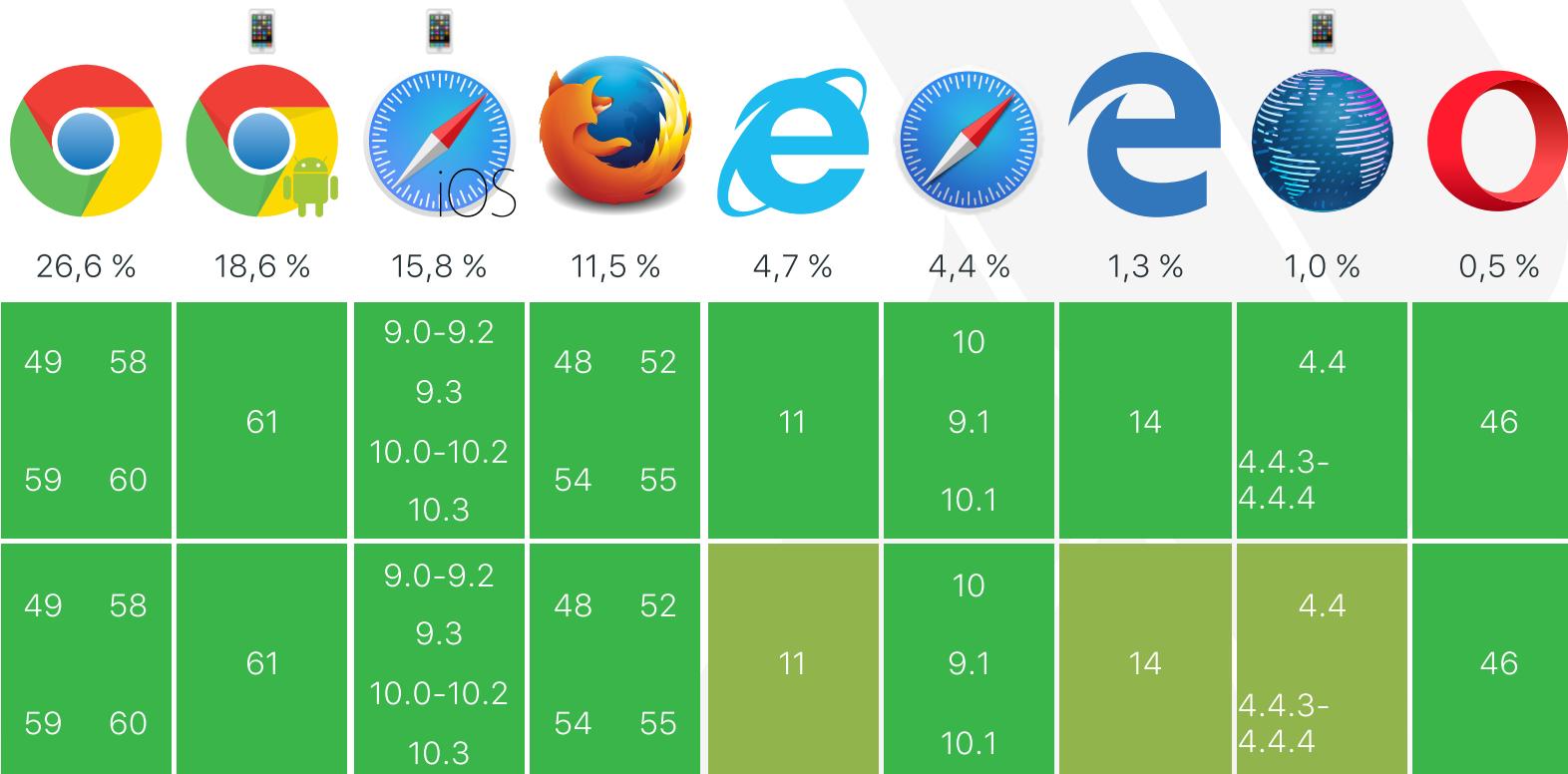


 [Dîner des philosophes](#)

Compatibilité

#26

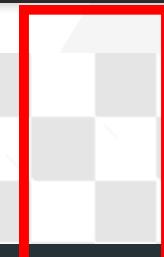
Navigateur usage ≥ 0,4% en France



ANIMATIONS

Texte de chargement

#23



```
.editable svg path {  
  stroke: purple;  
  stroke-width: 1em;  
  fill: none;  
  stroke-dasharray: 4700;  
  stroke-dashoffset: 4700;  
  animation: draw 2s linear infinite;  
}  
@keyframes draw {  
  to { stroke-dashoffset: 0; }  
}
```

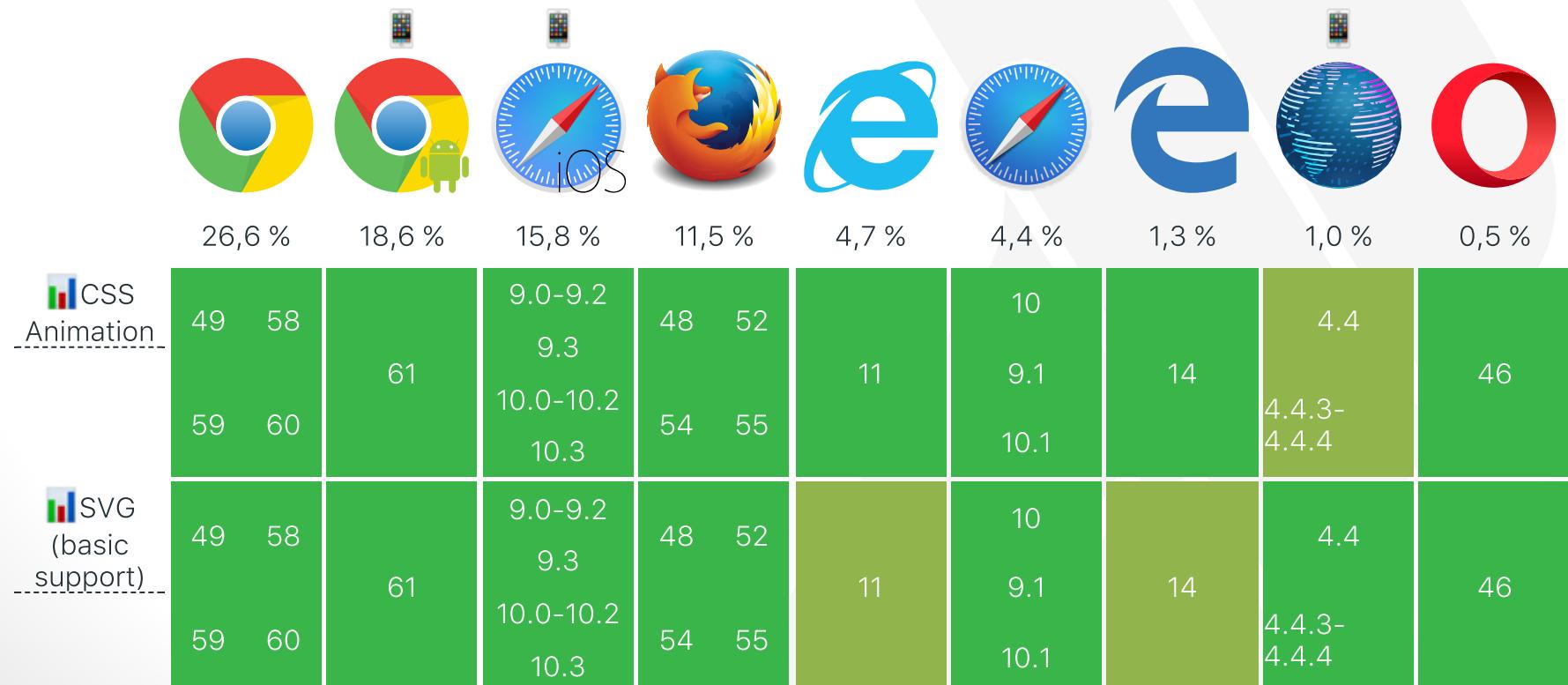


-  Utiliser les animations CSS
- ➡ Text Spinner
- ➡ CSS only loader
-  Animate.css
- * How SVG Line Animation Works
- ➡ Animated line drawing in SVG

Compatibilité

#31

Navigateur usage ≥ 0,4% en France



PSEUDO CLASSES D'ÉTAT

Usage des info-bulles

#33

Input Text

mandatory field

Mandatory

➡ hover me

Hello DevFest Toulouse

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

Checkbox Hack

#35

```
.editable input[type=checkbox] + label::before {  
    content: 'Click if you like it';  
}  
  
.editable input[type=checkbox]:checked + label::before {  
    content: '💖💖💖';  
}  
  
fieldset input[type=checkbox] { opacity: 0; }
```

"

The science of operations, as derived from mathematics more especially, is a science of itself, and has its own abstract truth and value.

→ Ada Lovelace



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);  
}
```



➡ Hiding Content for Accessibility

```
.panel input[type=checkbox] {  
  position: fixed;  
  left: -100vmax;  
}
```



Apollo 11

“ The computer (or rather the software in it) was smart enough to recognize that it was being asked to perform more tasks than it should be performing. It then sent out an alarm, which meant to the astronaut, I'm overloaded with more tasks than I should be doing at this time and I'm going to keep only the more important tasks; i.e., the ones needed for landing ... Actually, the computer was programmed to do more than recognize error conditions. A complete set of recovery programs was incorporated into the software. The software's action, in this case, was to eliminate lower priority tasks and re-establish the more important ones ... If the computer hadn't recognized this problem and taken recovery action, I doubt if Apollo 11 would have been the successful moon landing it was.[26]

Letter from Margaret H. Hamilton, Director of Apollo Flight Computer Programming MIT Draper Laboratory,

Cambridge, Massachusetts[27], titled "Computer Got Loaded", published in Datamation, March 1, 1971

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

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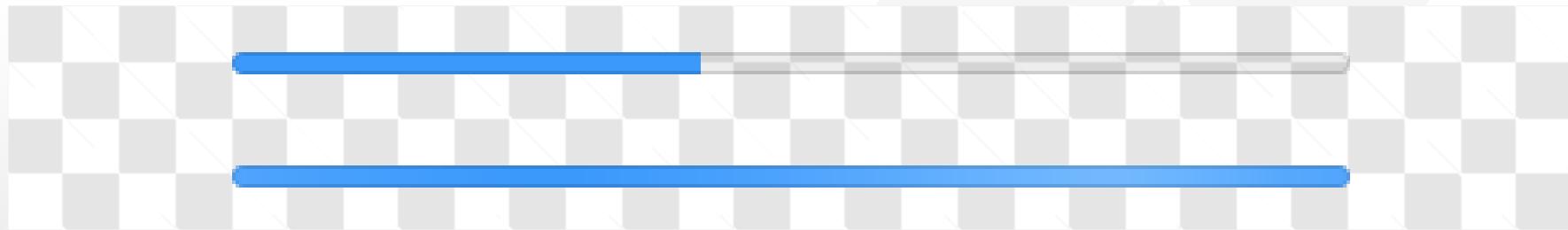


	Chrome	Chrome	Safari	Firefox	IE	Opera	Edge	iOS	Opera Mini	Others
CSS3 selectors	49 59	58 60	61	9.0-9.2 9.3 10.0-10.2 10.3	48 54	52 55	11	10 9.1 10.1	14	4.4 4.4.3- 4.4.4
Form validation	49 59	58 60	61	9.0-9.2 9.3 10.0-10.2 10.3	48 54	52 55	11	10 9.1 10.1	14	4.4 4.4.3- 4.4.4
CSS3 3D Transforms	49 59	58 60	61	9.0-9.2 9.3 10.0-10.2 10.3	48 54	52 55	11	10 9.1 10.1	14	4.4 4.4.3- 4.4.4

HTML

* The HTML5 progress Element

```
<progress value="42" max="100">42 %</progress>  
<progress></progress>
```



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

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

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

▶ Des détails

Dialog

#44

```
.editable dialog {  
    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);  
}
```



This is a dialog!



Collapsible Panel Polyfill



Dialog Polyfill

Compatibilité

#46

Navigateur usage ≥ 0,4% en France



	Details & Summary elements	Dialog element	progress element	IE	Edge	Opera	Microsoft Edge	Others	Others
Details & Summary elements	49 58	61	61	9.0-9.2 9.3 10.0-10.2 10.3	48 52	11	10	14	4.4
	59 60				54 55		9.1		46
Dialog element	49 58	61	61	9.0-9.2 9.3 10.0-10.2 10.3	48 52	11	10	14	4.4
	59 60				54 55		9.1		46
progress element	49 58	61	61	9.0-9.2 9.3 10.0-10.2 10.3	48 52	11	10	14	4.4
	59 60				54 55		9.1		46

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 !

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



les slides en HTML

<https://ilaborie.github.io/slides/devfest-tls.html#cssIsAwesome>



les slides en PDF

<https://ilaborie.github.io/slides/devfest-tls.pdf>



le code

<https://github.com/ilaborie/slides>



Blog: 'Making Of'



Pour apprendre

#51



(Ctrl|⌘) + Shift + i



➤ CSS Secret by Lea Verou



➤ CSS sur MDN ➤ The A11Y Project



➤ CodePen , ➤ JSFiddle , ➤ Dabblet , ...



✳ CSS Tricks , ⚡ Smashing Magazine



➤ CSS Flags

CSS
is
Awesome!