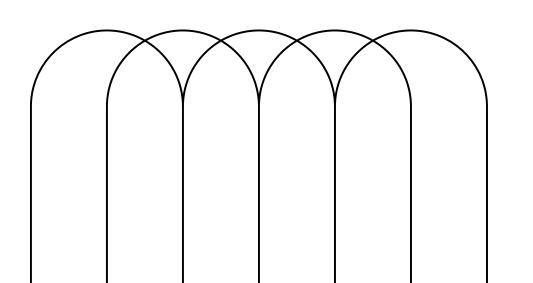
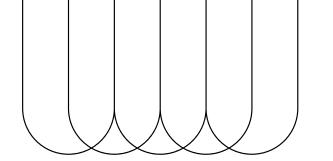




Introduction to SCSS





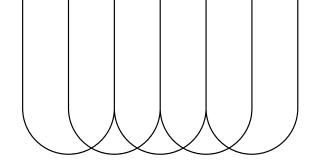


Installation

Step 1: To add and use SCSS in your project you need a Live SCSS Compiler extension in vs code

Step 2: Click on gears icon on bottom of left panel, then click on Settings. Search For **Live Saas Compile** and scroll to **Live sass compile>settings:formats** and click on **Edit in settings.json** then add the following code in the settings object.

Step 3: Click on watch scss on status bar. It will create a css folder on root level and a main.min.css file inside it. This main.min.css is the compiled file you'll add into your html file.



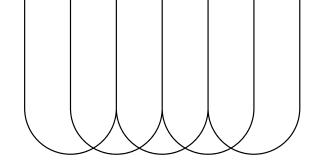


Variables

```
$primary: #1919bc; //dark blue
$accent: #f66308; //orange
$body-color: #333;
$body-bg: #f5f6fa
$base-family: "Montserrat", sans-serif; //default font-family
$heading-family: "Inter", sans-serif // Headings font-family

body{
   font-family: $base-family;
   background-color: $body-bg;
   color: $body-color;
}

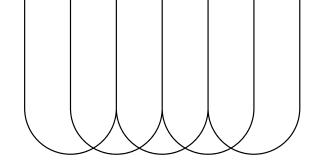
h1, h2, h3, h4, h5, h6{
   font-family: $heading-family;
}
```





Nested Rules

```
nav{
display: flex;
 display: flex;
  margin-right: 10px;
  &:last-child{
   margin-right: 0
 a{
  display: block;
  padding: .5em 1em;
  color: $body-color;
  &:hover{
   color: $accent;
```



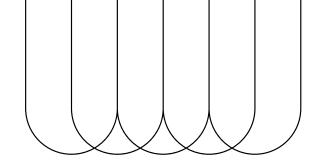


@import

```
@import "variables";
@import "colors";
@import "reset";
```

@mixin

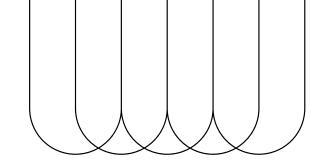
```
@mixin button-size($font-size, $padding-y, $padding-x){
   font-size: $font-size;
   padding: $padding-y $padding-x;
}
.btn-sm{
   @include button-size(.75rem, .25em, .75em)
}
.btn-lg{
   @include button-size(1.25rem, .75em, .1.25em)
}
```





@extend

```
.button-basic {
 border: none;
 padding: 15px 30px;
 text-align: center;
 font-size: 16px;
 cursor: pointer;
.button-report {
 @extend .button-basic;
 background-color: red;
 color: white
.button-submit {
 @extend .button-basic;
 background-color: green;
 color: white;
```





Important Functions

map-merge(map1, map2): Merges two or more maps and returns a new Map.

map-get(map, key): Returns the value for the specified key in the map.

@each: Loops through lists or maps

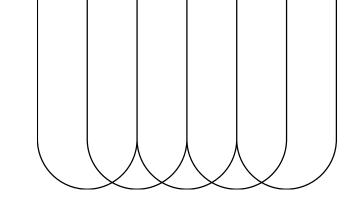
rgba(color, alpha): Returns a new color with alpha channel value.

lighten(color, amount): Creates a lighter color of color with an amount between 0% and 100%

darken(color, amount): Creates a darker color of color with an amount between 0% and 100%.

opacify *I* **fade-in(color, amount):** Creates a more opaque color of color with an amount between 0 and 1. The amount parameter increases the alpha channel by that amount.

transparentize / fade-out(color, amount): Creates a more transparent color of color with an amount between 0 and 1. The amount parameter decreases the alpha channel by that amount.





THANK YOU

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