

Scalable, Responsive SCSS

SCSS Directory Structure

- ⦿ layout/ -- collections of “modules”
- ⦿ module/ -- self-contained “modules”
- ⦿ _base.scss -- structure of your sites layout
- ⦿ _helpers.scss -- common utilities used for building a layout
- ⦿ _state.scss -- global, layout, or module state changes
- ⦿ _theme.scss -- visual theme of your layout
- ⦿ style.scss -- inherits everything above.

Thinking about layouts

- Structures the way modules are laid out on a page
- No style should be applied directly on a layout

Thinking about modules

- Structures the way content is laid out on a page
- Style should be applied to modules.
- if your module name is .test you should prefix every child class of .test
EXAMPLE: .test-header

Thinking about `_base.scss`

- ⌚ used to style the structure of your layout.
- ⌚ things that are considered structure:
font, box, floats.

Thinking about `_helpers.scss`

- ⦿ common patterns used to help you with the structure of your layout.
- ⦿ things you would consider making into helpers: `text-alignment`, `floats`, `vertical-alignment`, etc.

Thinking about `_state.scss`

- anything that modifies the original state of any part of your layout.
- you can prefix your sites layout (html, body, main content layer) with a class of something like `.is-active` or `.is-valid`.

Thinking about `_theme.scss`

- ⌚ Anything that directly correlates to the visual style of your site.
- ⌚ colors, transitions, etc.

Thinking about style.scss

- Where your all of your includes of your modules, layouts, helpers, etc get inherited
- Optionally include a css reset file here.

Tools of the trade

- ⦿ Zen Coding
- ⦿ Sublime Text 2 (it's awesome)
 - ⦿ Package Manager, Python Interpreter, TextMate Bundle Support
- ⦿ Photoshop Extensions
 - ⦿ CSS Hat
 - ⦿ Guide Guide
- ⦿ Dwarf - On Screen Rulers / Guides

It's time for the code!