

## Naming

For **blocks** and **elements**, choose names that describe purpose. For **modifiers**, choose names that describe appearance or behavior.

block	<code>block-name</code>
element	<code>block-name__elem-name</code>
modifier (boolean)	<code>block-name__elem-name_mod-name</code>
modifier (key/value)	<code>block-name__elem-name_mod-key_mod-value</code>

## Blocks

Logically and functionally independent page components:

- Blocks can be used anywhere on the page
- Blocks can be nested inside each other
- Do not apply positioning or margins to blocks

```
<div class="card">
  
</div>
```

## Elements

Component parts of a block that have no meaning outside of their block:

- Elements cannot appear outside of their block
- Elements of the same block can be nested inside each other
- But you can't have an element of an element

```
<div class="card">
  <h2 class="card__title"></h2>
  <button class="card__button"></button>
</div>
```

## Modifiers

Modifications of blocks or elements.

**Boolean modifiers** are used when there are only two possible values, true or false:

```
<!-- examples -->
<div class="card card_visible"></div>
<button class="btn btn_disabled"></button>
```

**Key-value modifiers** are used when more options are possible:

```
<!-- examples -->
<div class="card card_theme_dark"></div>
<div class="card card_theme_light"></div>
<div class="card card_theme_unicorn"></div>
```

Remember to always include the unmodified block alongside the modified block:

✅ `class="block block_mod"`    ❌ `class="block_mod"`

## Mixing

Applying multiple blocks to the same block or element to modify its appearance or behavior.

```
<!-- animating the logo element -->
<div class="card">
  
</div>
```