d) Create a comparative table between the 3 methodologies (pros and cons)

**Pros**

|  | **OOCSS** | **SMACCS** | **BEM** |
| --- | --- | --- | --- |
| **Scalability** |  | Scales very well in large projects |  |
| **Maintainability** | Defines how we structure our project folder. | Exclusively thought for large projects | Easily maintainable |
| **Clean Code** | Its naming convention makes our HTML document clean and readable | We know where styles rules should be | Follows a naming convention (we know how to give class names to elements) |
| **Good for** | Small projects | Big projects | Big and Small projects |

**Cons**

|  | **OOCSS** | **SMACCS** | **BEM** |
| --- | --- | --- | --- |
| **Clean Code** |  |  | Class names can get very long |
| **Maintainability** |  | Not recommended for small projects | Not Easily maintainable for large projects |
| **HTML** | Charges HTML with a lot of classes | Charges HTML with a lot of classes | Charges HTML with a lot of classes |
| **Tools** | No tools needed | Requires a precompiler | No tools needed |
| **CSS Structure** | More CSS rules | Complicated Structure | Ugly naming classes |

e) Document which of the methodologies was your favorite one and why

|  | **OOCSS** | **SMACCS** | **BEM** |
| --- | --- | --- | --- |
| **Name** | Paulo | Jorge Luis | Socrates |
| **Rate** | 4/5 | 4/5 | 4/5 |
| **Why?** | OCSS is easy and intuitive to understand. If we separated the structure well from the skin, we would have a clean, clear and easy to understand files and css. | Keeps a well-organized by categories structure and files about the architecture design in order to maintain styles clean and well documented. | In my opinion, it is easier to quickly understand what is going on with BEM because new files are created for each block.  BEM appears to provide more support. |