# CSS techniques

Web development I: Front-end engineering

#### CSS reset



**Goal:** Set a starting point that is as neutral as possible.

**Method:** Create style rules that overrides all user agent styles.

```
/* http://meyerweb.com/eric/tools/css/reset/
    v2.0 | 20110126 License: none (public domain)*/
html, body, div, span, applet, object, iframe,
h1, h2, h3, h4, h5, h6, p, blockquote, pre,
a, abbr, acronym, address, big, cite, code,
del, dfn, em, img, ins, kbd, q, s, samp,
small, strike, strong, sub, sup, tt, var,
b, u, i, center, dl, dt, dd, ol, ul, li,
fieldset, form, label, legend,
table, caption, tbody, tfoot, thead, tr, th, td,
article, aside, canvas, details, embed,
figure, figcaption, footer, header, hgroup,
menu, nav, output, ruby, section, summary,
time, mark, audio, video {
    margin: 0;
    padding: 0;
    border: 0;
    font-size: 100%;
    font: inherit;
    vertical-align: baseline;
/* HTML5 display-role reset for older browsers */
article, aside, details, figcaption, figure,
footer, header, hgroup, menu, nav, section {
    display: block;
body {
    line-height: 1;
ol, ul {
    list-style: none;
```

# Image replacement techniques

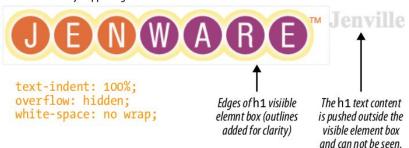


```
h1#logo {
  background: url(f.png) no-repeat;
  overflow: hidden;
  text-indent: -9999px;
}
```

#### What users see:



#### What's actually happening:



#### CSS sprites



```
    <a class="hide tw"
href="...">Twitter</a>
    <a class="hide fb"
href="...">Facebook</a>
    ...
```



#### CSS variables and functions



```
:root {
 --main-color: red;
 color: var(--main-color);
```

```
div {
   width: calc(10px + 100px);
}
```

#### Preprocessors (Sass, SCSS, Less)



```
$my-red: #900;
a {
   border-color: $my-red;
}
```

```
@mixin special {
  color: #fff;
  background-color: #befc6d;
  border: 1px dotted #59950c;
a.nav {
  @include special;
```

# Methodologies



OOCSS Object-Oriented CSS

SMACSS Scalable and Modular Architecture for CSS

SUIT CSS Style tools for UI components

BEM Blocks, Elements and Modifiers

#### Responsive Web Design



Goal: adapt a page's layout based on screen size.

**Method:** Fluid/Hybrid layout + Flexible images + CSS media queries.



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> 1024px (Chrome/desktop)



#### Responsive Web Design



Setting the viewport is key:

```
<meta name="viewport" content="width=device-width, initial-scale=1" />
```

Making images flexible:

```
img { max-width: 100%; }
```

# Media types



all: Matches all devices.

**print:** Matches printers.

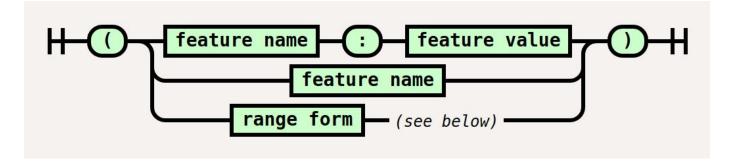
**screen:** Matches non-printers.

#### Examples:

```
<link rel="stylesheet" type="text/css" media="print" href="print.css" />
@import "print-styles.css" print;
```

#### Media queries





```
<link rel="stylesheet" type="text/css" media="screen and (color)"
href="file.css" />
@import "file.css" screen and (color);
@media screen and (color) { ... }
```

#### Media features



width and height

<u>aspect-ratio</u>

<u>orientation</u>

<u>display-mode</u>

resolution

grid

<u>color</u>

monochrome

Device width and height

Aspect ratio: width / height

Device orientation: portrait, landscape

Only in manifest of PWAs

Pixel density of the device

Is it a grid (1) or bitmap (0) screen?

Number of bits per color component (RGB)

Monochrome display

# Media features (level 4)



<u>update</u>

<u>pointer</u>

hover

any-pointer

any-hover

Frequency of rendered content

Match *primary* pointing device (e.g. mouse)

Primary input device can hover

Match any pointing device

Match any hovering capabilities

#### Media features (level 5)



prefers-color-scheme

prefers-reduced-motion

prefers-contrast

scripting

User wants a light or dark color scheme

User wants less animations

User wants higher (or lower) contrast

Whether JavaScript is enabled

## Media features: logical operators



and Chain features

not Negate features

only Apply a style only if an entire query

matches

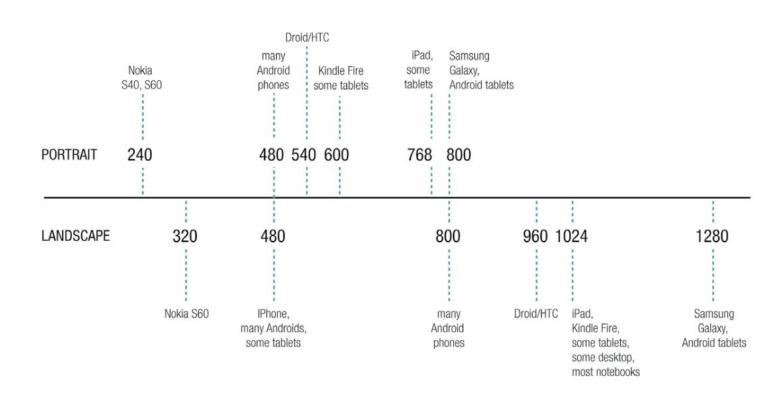
## Targeting devices



```
@media screen and (max-width: 480px) {
   /* Styles for mobile browsers go here. */
@media screen and (min-resolution: 300dpi) {
   /* Styles referencing high-resolution images. */
```

# Choosing breakpoints





#### Feature queries

