Sierra Angell

WDD 331

Code Review – Bootstrap

Bootstrap is laid out in a way that it is both well organized and made to be effective and easy to use for anyone building webpages, simplifying CSS and offering bases to build off of. With it not being connected to HTML you can use it with HTML you’ve built yourself without worrying too much about it doing things you don’t want it to do in places you don’t want it to do it. The bootstrap files have helpful comments about how to use the functionality of each part. Adding classes into the HTML seems to be enough.

The folders are well named and well organized. Even without really knowing what I was getting into, I was actually able to find the files I wanted to look at pretty easily. With it being wholly unfamiliar I was able to navigate and understand what I was looking at. Without variables it would be a nightmare to figure out what was going on, and the variables are also well named, which makes them easy to edit and implement in our own work instead of just changing things blindly and hoping for the best. It’s surprisingly flexible.

I personally think that with a little more familiarity it would be very easy to find and modify anything that is in bootstrap as needed for my project. It has a clear line of information and where things connect, and even though right now some of it is fumbling, that’s only due to having never seen it before. Like being in a new building, it is really well laid out, I just need a little bit to figure out where everything is and then it will be simple second nature. I think the class names are all specific enough that you can apply it where it needs to go and avoid changing things you don’t like. Not super sure about that, would need to play around with it some, but it reminds me a bit of a normalize css file, where you can plug in a basic uniform layout with bootstrap into your CSS and then change what makes sense from there.

I think it’s well organized and not problematic. Maybe if I were building it from the ground up I would do it slightly differently myself, but there is nothing that strikes me as clunky or ill suited.