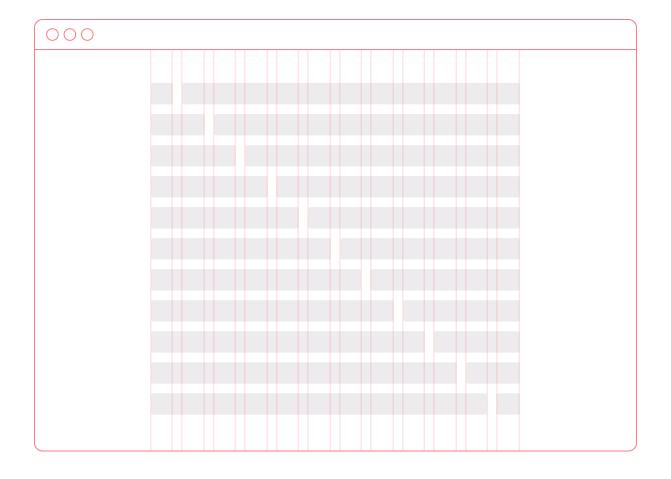


Systems

What is a grid system? (as it relates to design)

A framework of intersecting lines meant to be used as a skeleton to arrange different graphic elements



What is a grid system? (as it relates to CSS + web design)

- Rather than arbitrarily deciding how large content blocks on a web page should be, have them conform to a set width
- Going further, instead of a set width for each block, decide on a width unit and make certain blocks x number of that unit wide
- Makes for more symmetrical designs and easier to maintain, more easily responsive code

Grid-only Frameworks

- <u>SimpleGrid</u>
- Pills

Large Frameworks w/ Grids

- <u>Skeleton</u>
- Bootstrap
- Zurb Foundation

Using a Grid System

- Grid systems provide classes for you to use to size columns
- Classes used are not semantic like custom ones, they're prescriptive
- You must include the library before your custom styles
- Read the documentation! Every grid system is different, though most are 12 column.

Using a Grid System (Pills)

- Columns contained in . row class elements
- Classes can either be semantic sizes, or 1-12 numbers.

Using a Grid System (Bootstrap)

- Some grid systems allow you to define responsive behavior
- They might also have extra classes that allow for different behavior link

Exercise

Create the webpage mocked up in the file bootstrap.png using Bootstrap's fluid grid system

Mixin Frameworks

- Using SASS, we can make grids using mixins instead
- Keeps CSS in charge of display, and your classes semantic

Frameworks

- Neat
- Bootstrap (Mixins)
- Make your own mixin!

Mixin Frameworks (Neat)

```
<!-- HTML -->
<div class="content">
  <main class="content-main"></main>
  <aside class="content-sidebar"></aside>
</div>
// SCSS
@import "neat";
.content {
 &-main {
   @include grid-column(9);
 &-sidebar {
   @include grid-column(3);
```