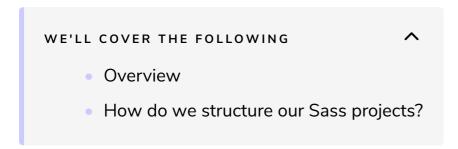
How should we structure our Sass projects?

In this next lesson, we'll learn all about structuring our SASS projects, starting with a brief overview.



```
sass/
|- abstracts/
|- _variables.scss  # Sass Variables
|- _functions.scss  # Sass Functions
|- _mixins.scss  # Sass Mixins
|- _placeholders.scss  # Sass Placeholders
|- base/
|- _reset.scss  # Reset/normalize
|- _typography.scss  # Typography rules
|- _ _typography.scss  # Typography rules
|- _components/
|- _buttons.scss  # Buttons
|- _carousel.scss  # Carousel
|- _cover.scss  # Cover
|- _dropdown.scss  # Dropdown
|- _ _dropdown.scss  # Dropdown
```

Overview

Let's take a look into how we structure our SASS projects.

As projects grow and expand, the need to organize our directory structure increases dramatically. SASS helps us achieve this by giving us the ability to modularize our stylesheet code. We also have the added benefit of creating components that can be reused across multiple projects. Adding a further element of structure & organization.

How do we structure our Sass projects?

We do this by using **Partials** (which we introduced earlier) to divide up our stylesheets into separate files. These files will represent different components.

We then import our partials using an <code>@import</code> directive, into one master stylesheet — typically the <code>main.scss</code> file.

For example:

```
// File: main.scss
@import 'layout/header';
```

We can then create a layout folder for our layout specific files, such as:

```
// File: _header.scss

// This file contains all styles related to the header of the site/applica
tion.

/* STYLES GO HERE */
```

Remember: The name of a partial file should always begin with an underscore __.

Next up, let's take a look at some of the ways we could choose to structure our projects!

Let's keep in mind that there is no one *correct* structure — it's entirely up to you!