Properties Worthy of Mention

Here are some behaviors that are worth mentioning.

1. Custom properties are ordinary properties, so they can be declared on any element.

Declare them on a paragraph element, section, aside, root, or even pseudoelements. They'll work as expected.

```
p {
    --color: blue
section {
    --color: #bad
}
                                  Like normal properties,
aside {
                                 They work everywhere:)
    --color: yellow
}
:root {
    --color: teal
p:before {
    --color: red
```

2. CSS variables are resolved with the normal inheritance and cascade rules

Consider the block of code below:

```
div {
    --color: red;
}

div.test {
    color: var(--color)
}

div.ew {
    color: var(--color)
}
```

As with normal variables, the --color value will be inherited by the divs

```
div {
    --color: □ red;
}

Both DIVs will inherit the
div.test {
    color: var(--color)
}

div.ew {
    color: var(--color)
}
```

3. CSS variables can be made conditional with omedia and other conditional rules

As with other properties, you can change the value of a css variable within a <code>media</code> block or other conditional rules.

For example, the following code changes the value of the variable, gutter on larger devices.

```
:root {
   --gutter: 10px
}

@media screen and (min-width: 768px) {
   --gutter: 30px
}
```

4. CSS variables can be used in HTML's style attribute.

You can choose to set the value of your variables inline, and they'll still work as expected.

```
<!--HTML-->
<html style="--color: red">
<!--CSS-->
body {

colon: yan( colon)
```

```
}
```

```
<!--HTML-->
<html style="--color: red">

<style>

body {
    color: var(--color)
 }

</style>
```

CSS variables are case sensitive. Be careful with this one. I save myself the stress and write variables in the lower case. Your mileage may vary.

```
/*these are two different variables*/
:root {
    --color: blue;
    --COLOR: red;
}
```

Be sure to toy with the variable in the playground below. Add some more variables and try out the different behaviors discussed in this lesson.



