





Scott Vandehey — @spaceninja — Devsigner 2016

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FridayFrontEnd.com

@fridayfrontend

Assembled with love by Scott Vandehey

Front-end development links tweeted daily, emailed weekly.

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riant(\$default-button-color, \$primary-blue, \$primary-blue);

riant(\$default-button-color, \$primary-green, \$primary-green

@include button-variant(\$default-button-color, \$primary-yellow, \$primary-yell







"Replace 'can you build this?' with 'can you maintain this without losing your minds?"

–Nicolas Gallagher, @necolas





Difficult to Understand

<div class="box profile pro-user"> ... </div>

goo.gl/NcVzZ3





Difficult to Reuse

- You want to re-use a style from another page, but it's written in a way that only works on that page
- You don't want to break the original, so you duplicate the code
- Now you have two problems

Difficult to Maintain

- You change the markup and the whole thing breaks
- You want to change a style on one page and it breaks on another
- You try to override the other page, but get caught in a specificity war



Thomas Fuchs @thomasfuchs

Two CSS properties walk into a bar.

A table in a bar across town collapses.

goo.gl/wScTMY





What does that even mean?



"Code which adheres to the separation of concerns can be much more confidently modified, edited, extended, and maintained because we know how far its responsibilities reach. We know that modifying layout, for example, will only ever modify layout—nothing else." –Harry Roberts, @csswizardry







Remind you of anything?

credit: Alan Chia, goo.gl/KwJ17v





credit: goo.gl/NOIjdw





Media Block Smaller Subheading

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna

Media Block Right

Smaller Subheading

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna

"The Media Object Saves Hundreds of Lines of Code," goo.gl/3bi2fS





facebook

News Feed

💭 Messages (6)

Events (2)

A Friends (17)

PO Applications

Photos

🖲 Games

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More

Go Online

EL Groups (4)

VisitedTM +

Upcoming 🔶

Chat with Friends

TripAdvisor – Cities I've

Nicole Sullivan

View My Profile



News Feed

What's on your mind?



Jeffrey Zeldman The Big Web : /9Yi5Fs

- 9 hours ago via Twitter Comme
- 📫 6 people like this.



Alec Pollak Finally! I've beer going to leap into making a



Jeffrey Zeldman Aw shucks



Rami Daud awesomel Can'

Write a comment...



Neha Heera I'm hungry :'(11 hours ago - Comment - Like

Wiew all 4 comments



Neha Heera i had my health fasting for 12 hours :(



Richa Priyanka oh.hope tht

Write a comment....



Abigail Ipredictariot Ksn wate to devour its prey.

urs ago - Comment - Like

credit: goo.gl/3bi2fS



Top News · Most Recent 34	Requests	See All	
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Object Oriented CSS



Created by Nicole Sullivan in 2009 based on her work at Yahoo

• Key concept: Objects are reusable patterns whose visual appearance is not determined by context





"a CSS 'object' is a repeating visual pattern, that can be abstracted into an independent snippet of HTML, CSS, and possibly JavaScript. That object can then be reused throughout a site."

-Nicole Sullivan, @stubbornella

credit: John Morrison, goo.gl/AZBz7y

OOCSS: Context

- matter where you put it
- on their context

An object should look the same no

Objects should not be styled based



OOCSS: Skins

- visual styles like drop shadows

Abstract the structure of an object from the skin that is being applied Create reusable classes for common



OOCSS: Use Classes

- Use classes to name your objects
- eg, .site-nav not header ul

and their components so markup can change without impacting style



OOCSS: NO IDS

- They mess up specificity because they are too strong
- They are unique identifiers, which means components built with them are not reusable on the same page





Block, Element, Modifier

- Key concept: **Blocks** (objects) are be modified (skinned)

BEM

Created in 2009 by Russian internet company Yandex who faced similar problems to Yahoo using CSS at scale made of smaller elements and can



"BEM is a way to modularize development of web pages. By breaking your web interface into components... you can have your interface divided into independent parts, each one with its own development cycle." –Varya Stepanova, @varya_en



- Logically & functionally independent components
- blocks
- Repeatable: An interface can contain multiple instances of the same block

BEM: BIOCKS

• Nestable: Blocks can be nested inside other



- A constituent part of a block that can't be used outside of it
- For example, a menu item is not used outside the context of a menu block

BEM: Elements



BEM: Modifiers

- Defines the appearance and behavior of a block or an element
- For instance, the appearance of the menu block may change depending on a modifier that is used on it



.minifig



.minifig .minifig__head .minifig__headgear .minifig__backpack .minifig__torso .minifig__legs



.minifig--red .minifig__head .minifig__headgear .minifig__backpack .minifig__torso .minifig__legs



.minifig--yellow-new

.minifig__head

.minifig__headgear

.minifig__backpack

.minifig__torso

.minifig__legs



.minifig--batman .minifig__head .minifig__headgear .minifig__backpack .minifig__torso .minifig__legs



BEM: Naming

- .block-name__elem-name--mod-name
- Names are written in lower case
- Words within names are separated by hyphens (-)
- Elements are delimited by double underscores (__)
- Modifiers are delimited by double hyphens (--)



BEM: Example

\$9.99 Subscribe



BEM: No Nested CSS

- Nested selectors increase difficult.
- block or its modifier.

specificity, making code reuse more

 Really only appropriate for styling elements based on the state of a





Scalable & Modular Architecture for CSS (pronounced "smacks")



Created by Jonathan Snook in 2011. He had experience writing CSS at scale, including Yahoo Mail

SMACSS

• Key concept: Different categories of objects need to be handled differently

goo.gl/n01m99



"At the very core of SMACSS is categorization. By categorizing CSS rules, we begin to see patterns and can define better practices around each of these patterns."

–Jonathan Snook, @snookca

credit: elidr, goo.gl/Te8zQl



- 1. **Base** rules are default styles for things like links, paragraphs, and headlines
- 2. Layout rules divide the page into sections, hold one or more modules together
- 3. Modules are the reusable, modular parts of a design. Callouts, sidebar sections, product lists, etc.
- 4. State rules describe how modules or layouts look in a particular state. Hidden, expanded, active, etc.

SMACSS: Categories

goo.gl/n01m99



SMACSS: Naming

- Use prefixes to differentiate between different types of rules:
 - 1- for layout rules
 - m- for module rules
 - is-for state rules

goo.gl/n01m99





Modular CSS

- These methodologies are more alike than different
- Their evolution represents our industry's growing experience with CSS at scale
- We don't have to limit ourselves. Look at what they share and keep the best parts

- Module: a reusable pattern (aka Object, Block)
- Child Element: discrete piece of the module that can't stand alone
- Module Modifier: alters the visual appearance of a module

Modular Elements

Modular Categories

- **Base** rules are default styles for HTML elements 1.
- 2. Layout rules control how modules are laid out, but not visual appearance: .l-centered
- 3. Modules are visual styles for reusable, selfcontained UI components: .m-profile
- 4. State rules are added by JavaScript: .is-hidden
- 5. Helper rules are small in scope and unconnected to modules: .h-uppercase

goo.gl/n01m99



Nodular Rules Don't use IDs Don't nest CSS deeper than one level

- Add classes to child elements so you're not tied to specific markup
- Prefix class names so you can tell at a glance what a class does



So many classes!

- Having lots of classes might look ugly, but it doesn't hurt performance
- Carefully scoped classes help others combine your lego blocks in new ways
- Don't be afraid of long class names. They're self-documenting!

Grandchild classes? .minifig .minifig__arm



.minifig__hand



Module conflicts?

- Modules shouldn't overlap much
- in any order

You should be able to load modules

Consider an !important helper class



Trek Glowacki @trek

Your daily reminders that they're about isolation.

Reuse is a useful emergent property of isolation.

components aren't about reuse,

goo.gl/CKG3W9



- It's tricky to make layout modules using flexbox
- If you're not careful, you'll find single flex option
 - 「_(ツ)_/「

Flexbox modules?

yourself making modifiers for every

Preprocessors?

- Modular CSS is more of a philosophy than a framework
- As a result, it works with any preprocessor (or not) that you need

- methodology
- That said, it's built in a modular way:
- .btn .btn-primary .btn-sm



Bootstrap is a pattern library, not a



Modular CSS is dope

Remember This?

<div class="box profile pro-user"> ... </div>

goo.gl/NcVzZ3



Self-Documenting

 ... </div>

- <div class="box profile profile--is-pro-user">

goo.gl/NcVzZ3



Modular Benefits Simplifies code and facilitates

- refactoring
- Self-documenting code
- Reusable code that doesn't influence outside its own scope
- Naturally leads to a pattern library

Modular Benefits

Predictable Maintainable

Performant



Thomas Fuchs @thomasfuchs

Two CSS properties walk into a bar.



Everything is fine, thanks to modular code and proper namespacing.



goo.gl/wScTMY





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slides: goo.gl/sp9wRS

