CSS Preprocessors & Semantic UI

CSS Preprocessing languages

- A CSS preprocessor helps write maintainable, future-proof code and it will seriously reduce the amount of CSS you have to write.
- Where these tools shine best are in large-scale user interfaces that require huge stylesheets and many style rules.
- Two candidates:
 - SASS
 - LESS

SASS



INSTALL

LEARN SASS

BLOG

DOCUMENTATION

GET INVOLVED

LIBSASS

CSS with superpowers



Sass is the most mature, stable, and powerful professional grade CSS extension language in the world.

Variables ———

Nesting

Partials

Import

Mixins

Inheritance

```
$font-stack: Helvetica, sans-serif;
$primary-color: #333;

body {
   font: 100% $font-stack;
   color: $primary-color;
}
```

Variables

Nesting ———

Partials

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```
nav {
  ul {
    margin: 0;
    padding: 0;
    list-style: none;
  }
  li { display: inline-block; }
  a {
    display: block;
    padding: 6px 12px;
    text-decoration: none;
```

```
// _reset.scss
html,
body,
ul,
ol {
    margin: 0;
    padding: 0;
}
```

Variables

Nesting

Partials —

Import —

Mixins

Inheritance

```
/* base.scss */
@import 'reset';
body {
  font: 100% Helvetica, sans-serif;
  background-color: #efefef;
}
```

Variables

Nesting

Partials

Import

Mixins —

Inheritance

```
@mixin border-radius($radius) {
   -webkit-border-radius: $radius;
   -moz-border-radius: $radius;
   -ms-border-radius: $radius;
   border-radius: $radius;
}
.box { @include border-radius(10px); }
```

```
Preprocessing
Variables
Nesting
Partials
Import
Mixins
Inheritance —
Operators
```

```
.message {
 border: 1px solid #ccc;
 padding: 10px;
 color: #333;
.success {
 @extend .message;
 border-color: green;
.error {
 @extend .message;
 border-color: red;
.warning {
 @extend .message;
 border-color: yellow;
```

Variables

Nesting

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```
.container { width: 100%; }
article[role="main"] {
 float: left;
 width: 600px / 960px * 100%;
aside[role="complimentary"] {
  float: right;
 width: 300px / 960px * 100%;
```

LESS

The state of Less, how to download and use, examinated more.

 Less is a CSS pre-processor, meaning that it extends the CSS language, adding features that allow variables, mixins, functions and many other techniques that allow you to make CSS that is more maintainable, themable and extendable. **Variables**

Extend

Mixins

Parametric Mixins

Mixins as Functions

Passing Rulesets to Mixins

Import Directives

Import Options

Mixin Guards

CSS Guards

Loops

Merge

Parent Selectors

Less Variables

Less

```
@color : #33333;

p {
   color : @color;
}

.demo {
   background : @color;
}
```

```
p {
  color : #333333;
}
.demo {
  background : #333333;
}
```

Less Scope

Less

```
@var: red;

#page {
    #header {
       @var: white;
       color: @var; // white
    }
    color : @var;
}
```

```
#page {
  color: #ff0000;
}
#page #header {
  color: #ffffff;
}
```

Less Mixins

Less

```
.demo-class {
  color : #aaa;
  font-size : 20px;
}

.class-A {
  .demo-class;
  background : #000;
}
```

```
demo-class {
  color: #aaa;
  font-size: 20px;
}

.class-A {
  color: #aaa;
  font-size: 20px;
  background: #000;
}
```

Less Parametric Mixins

Less

```
demo-class(@padding) {
  padding : @padding;
}

.class-A {
  .demo-class(5px);
  background : #000;
}

.class-B {
  .demo-class(8px);
}
```

```
.class-A {
  padding : 5px;
  background : #000;
}
.class-B{
  padding : 8px;
}
```

Less Operations

Less

```
#class {
    color: #222222;
    background-color: #bbbbbb;
    height: 60%;
    width: 65%;
}
#class {
    color: #888 / 4;
    background-color: @base-color + #111;
    height: 100% / 2 + @filler;
    width : @other + 50%;
}
```

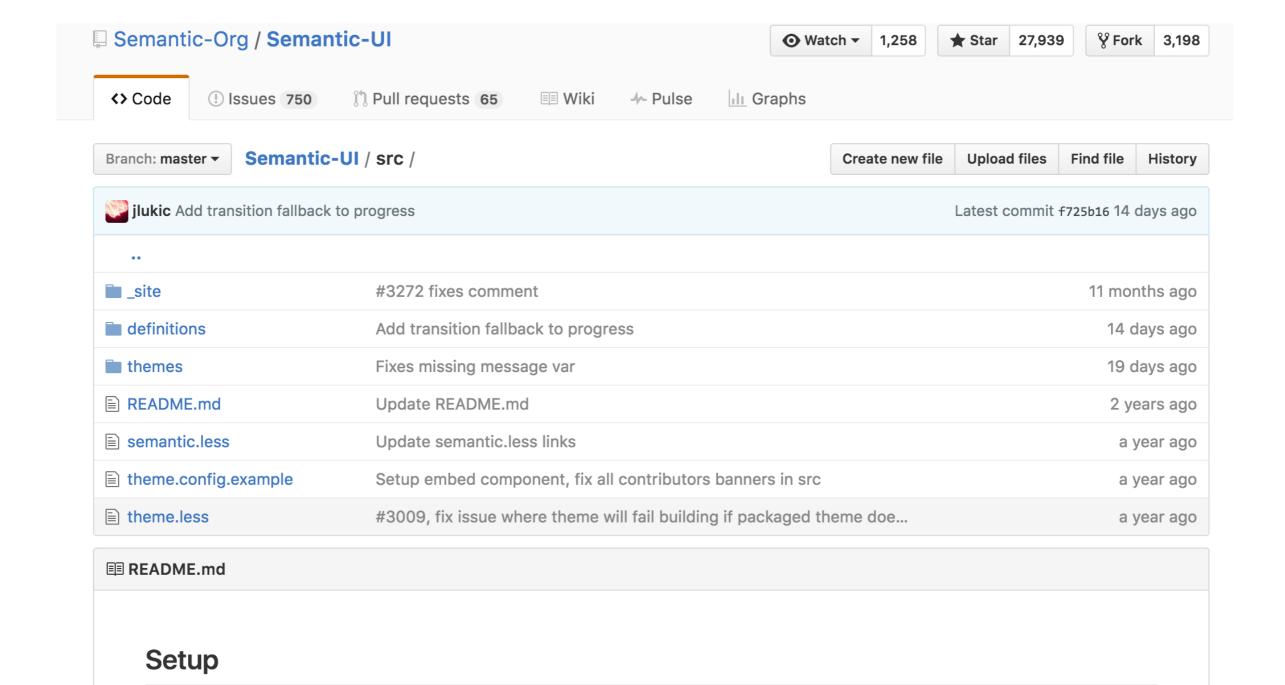
Less Functions & Loops

Less

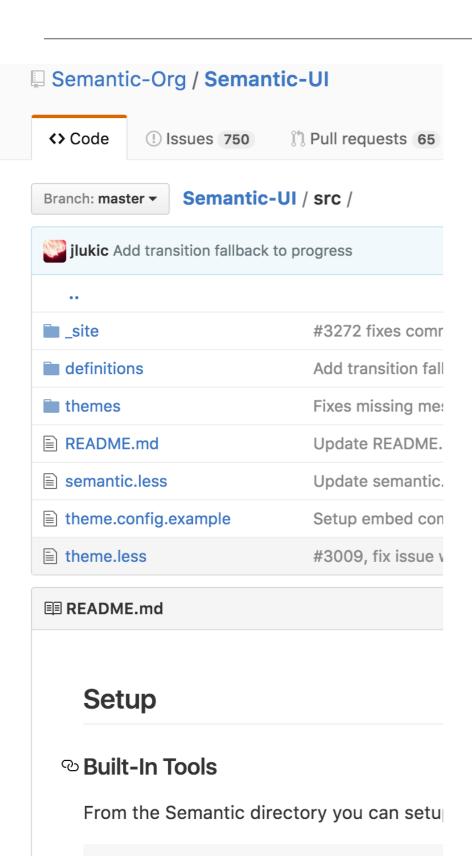
```
.generate-columns (@n, @i: 1) when (@i =< @n) {
  .column-@{i} {
   width: (@i * 100% / @n);
  .generate-columns(@n, (@i + 1));
                                     .column-1 {
.generate-columns(2);
                                       width: 50%;
                                     .column-2 {
                                       width: 100%;
```

Semantic UI Sources

Written in Less



Source Structure



Generated css/js

Sources

Build script

semantic dist components ገ themes semantic.css semantic.js semantic.min.css semantic.min.js Src behaviors つ collections 🗀 elements globals 🗀 modules 🗀 views ገ site themes semantic.less theme.config theme.less tasks
 tasks

gulpfile.js

Gulp

 A task runner/ build tool for front end developers



Automate and enhance your workflow

Try it now

Easy to use

By preferring code over configuration, gulp keeps things simple and makes complex tasks manageable.

Efficient

Using the power of node streams, gulp gives you fast builds that don't write intermediary files to disk.

High Quality

By enforcing strict plugin guidelines, we ensure that plugins stay simple and work as expected.

Easy to Learn

Using node best practices and maintaining a minimal API surface, your build works exactly as you would imagine.

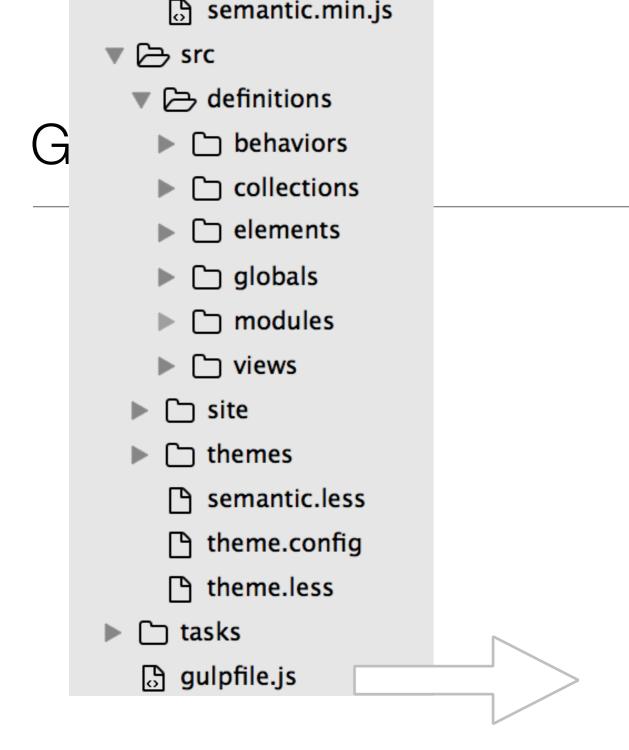
Why Gulp?

Tools like Gulp are often referred to as "build tools" because they are tools for running the tasks for building a website. The two most popular build tools out there right now are Gulp and Grunt. (Chris has a post on getting started with Grunt here). But there are others of course. Broccoli focuses on asset compilation, one of the most common build tool tasks.

There are already multiple articles covering the difference between Grunt and Gulp and why you might use one over another. You can check out this article, this one, or this if you're interested in finding out more. Brunch is similar in its focus on assets, and it bundles in some of the most common other tasks like a server and file watcher.

The main difference is how you configure a workflow with them. Gulp configurations tend to be much shorter and simpler when compared with Grunt. Gulp also tends to run faster.

Let's now move on and find out how to setup a workflow with Gulp.



- Gulp script is Javascript!
- List files to be compiled/ transformed + suitable steps

```
Set-up
= require('gulp-help')(require('gulp')),
  gulp
  // read user config to know what task to load
              = require('./tasks/config/user'),
  config
  // watch changes
  watch
              = require('./tasks/watch'),
  // build all files
  build
              = require('./tasks/build'),
  buildJS
              = require('./tasks/build/javascript'),
              = require('./tasks/build/css'),
  buildCSS
  buildAssets = require('./tasks/build/assets'),
  // utility
  clean
              = require('./tasks/clean'),
              = require('./tasks/version'),
  version
  // docs tasks
  serveDocs
              = require('./tasks/docs/serve'),
  buildDocs
              = require('./tasks/docs/build'),
  // rtl
  buildRTL
              = require('./tasks/rtl/build'),
  watchRTL
              = require('./tasks/rtl/watch')
Tasks
gulp.task('default', false, [
  'watch'
]);
gulp.task('watch', 'Watch for site/theme changes', watch);
gulp.task('build', 'Builds all files from source', build);
gulp.task('build-javascript', 'Builds all javascript from source', buildJS);
gulp.task('build-css', 'Builds all css from source', buildCSS);
gulp.task('build-assets', 'Copies all assets from source', buildAssets);
gulp.task('clean', 'Clean dist folder', clean);
gulp.task('version', 'Displays current version of Semantic', version);
     Docs
 Lets you serve files to a local documentation instance
  https://github.com/Semantic-Org/Semantic-UI-Docs/
gulp.task('serve-docs', 'Serve file changes to SUI Docs', serveDocs);
gulp.task('build-docs', 'Build all files and add to SUI Docs', buildDocs);
```

Building Semantic UI

```
$ npm install gulp -g
$ git clone <a href="https://github.com/Semantic-Org/Semantic-UI.git">https://github.com/Semantic-Org/Semantic-UI.git</a>
$ cd Semantic-UI
$ gulp build
```

 gulp compiles the less + js sources to `dist` folder ready for use



```
[07:04:33] Using gulpfile ~/repos/modules/entweb/prj/Semantic-UI/gulpfil
[07:04:33] Starting 'build'...
Building Semantic
[07:04:33] Starting 'build-javascript'...
[07:04:33] Starting 'build-css'...
[07:04:33] Starting 'build-assets'...
Building assets
[07:04:34] Created: ../semantic/dist/components/site.js
[07:04:34] Created: ../semantic/dist/components/site.min.js
[07:04:34] Created: ../semantic/dist/components/form.js
[07:04:34] Created: ../semantic/dist/components/form.min.js
[07:04:34] Created: ../semantic/dist/components/accordion.js
[07:04:35] Created: ../semantic/dist/components/accordion.min.js
[07:04:35] Created: ../semantic/dist/components/checkbox.js
[07:04:35] Created: ../semantic/dist/components/checkbox.min.js
[07:04:35] Created: ../semantic/dist/components/dimmer.js
```

Gulp Build ...

```
    Src
    src
    src

  ▼   definitions

    behaviors

       collections
       了 elements
       globals 
        つ modules
       ☐ views
    了 site
    ☐ themes
     🖰 semantic.less
     1 theme.config
     Theme.less
▶ 🗀 tasks
   gulpfile.js
```

```
[07:04:33] Using gulpfile ~/repos/modules/entweb/prj/Semantic-UI/gulpfile.js
[07:04:33] Starting 'build'...
Building Semantic
[07:04:33] Starting 'build-javascript'...
[07:04:33] Starting 'build-css'...
[07:04:33] Starting 'build-assets'...
Building assets
[07:04:34] Created: ../semantic/dist/components/site.js
[07:04:34] Created: ../semantic/dist/components/site.min.js
[07:04:34] Created: ../semantic/dist/components/form.js
[07:04:34] Created: ../semantic/dist/components/form.min.js
[07:04:34] Created: ../semantic/dist/components/accordion.js
[07:04:35] Created: ../semantic/dist/components/accordion.min.js
[07:04:35] Created: ../semantic/dist/components/checkbox.js
[07:04:35] Created: ../semantic/dist/components/checkbox.min.js
[07:04:35] Created: ../semantic/dist/components/dimmer.js
```

Customising Semantic UI

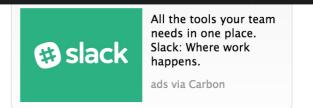
Developing: Customization Guide

C) Star 27,939



Customization Guide

Adopting SUI to fit your needs



Introduction

Setting Global Variables

Designing for the Long Now

Customizing UI Elements

Using Stub Files

Adjusting UI Variables

Designing for the Right Now

Layout CSS

Packaged Themes

The Future of Themes

Introduction

Semantic provides several ways to modify UI elements. For big projects that rely on building a personalized brand-aware visual language, site themes allow you to modify the underlying variables powering Semantic UI, as well as specify alternative overriding css. Site themes are portable between projects, and affect the compiled framework code.

For smaller projects, projects with quick deadlines, or for those who prefer not to get into front end coding, packaged themes are great for borrowing from other open source designs in the field.

For either project type, an important place to start customizing Semantic is the site variables file, the variables file which all other variable files inherit from.

Setting Global Variables

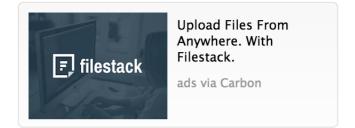
site.variables contains many of the most important variables for your site. Adjusting these parameters will instantly help make your site feel less like a cookie-cutter design, and more like your brand.

A good place to start customizing is by adjusting the fonts used in your project. Semantic includes several variables which let you specify free fonts available on Google Fonts.

For example, you might want to specify a custom font stack for your site by adding several superceding site theme variables in your site theme's variable file, src/site/globals/site.variables .



Creating Themes for Semantic UI



Theming Concepts

Elements of a Theme

Global Inheritance

Component Inheritance

CSS Overrides

Overrides in Practice

Theming Concepts

Semantic uses an inheritance system similar to Sublime Text designed to facilitate an ecosystem of theming.







Site User Overrides

Semantic definitions are compiled with LESS using only simple, well adopted CSS preprocessing features like **css variables**, **color adjustment functions**, and **unit conversions**, but not language-specific features like nested rule declarations, guards, or mix-ins.

A SCSS port is underway for those who are persnickety about which indicating character precedes their variable declarations.

Elements of a Theme

Themes are composed of two separate files: a variable file, which has values that modify variables for a component, and an overrides file, which includes LESS rules which will be included after the default css of a definition.

In the following examples, paths all refer to default project paths, these might be adjusted in your project's **semantic.json** file.



Unbelievable Theming

Semantic comes equipped with an intuitive inheritance system and high level theming variables that let you have complete design freedom.

Develop your UI once, then deploy with the same code everywhere.

