



Sass Basics

Variables

Defining Variables	Variables in Sass start with a <code>\$</code> and can store any CSS value. <pre>\$primary-color: #007bff; \$font-size: 16px;</pre>
Using Variables	Variables can be used throughout your Sass code. <pre>body { font-size: \$font-size; color: \$primary-color; }</pre>
Scope	Variables have scope. Variables defined inside a block (e.g., a mixin or a selector) are only accessible within that block unless made global with <code>!global</code> . <pre>@mixin set-color { \$local-color: red !global; } @include set-color; body { color: \$local-color; // Accessible because of !global }</pre>

Nesting

Nesting Selectors	Sass allows you to nest CSS selectors, following the HTML structure. <pre>nav { ul { margin: 0; padding: 0; list-style: none; } li { display: inline-block; } a { display: block; padding: 6px 12px; text-decoration: none; } }</pre>
<code>&</code> Operator	The <code>&</code> operator refers to the parent selector, useful for pseudo-classes and pseudo-elements. <pre>a { color: blue; &:hover { color: red; } }</pre>
Nesting Properties	You can also nest properties that share the same namespace. <pre>.text { font: { size: 16px; weight: bold; } margin: { top: 10px; bottom: 5px; } }</pre>

Mixins

Defining Mixins	Mixins allow you to define reusable styles. Use <code>@mixin</code> to define and <code>@include</code> to use. <pre>@mixin border-radius(\$radius) { -webkit-border-radius: \$radius; -moz-border-radius: \$radius; border-radius: \$radius; }</pre>
Including Mixins	Include mixins in your CSS rules. <pre>.button { @include border-radius(5px); }</pre>
Mixins with Arguments	Mixins can accept arguments. <pre>@mixin box-shadow(\$x, \$y, \$blur, \$color) { -webkit-box-shadow: \$x \$y \$blur \$color; -moz-box-shadow: \$x \$y \$blur \$color; box-shadow: \$x \$y \$blur \$color; } .box { @include box-shadow(2px, 2px, 5px, rgba(0, 0, 0, 0.3)); }</pre>
Default Arguments	You can also define default values for mixin arguments. <pre>@mixin text-style(\$size: 16px, \$color: #000) { font-size: \$size; color: \$color; } .title { @include text-style(20px); } .paragraph { @include text-style; }</pre>

Sass Functions

Color Functions

<code>rgba()</code>	Creates a color with red, green, blue, and alpha values. <pre>color: rgba(100, 120, 140, 0.5); color: rgba(\$color, 0.5);</pre>
<code>mix()</code>	Mixes two colors together. <pre>color: mix(\$color1, \$color2, 50%); // Mixes 50% of color1 and 50% of color2</pre>
<code>darken()</code> , <code>lighten()</code>	Adjusts the lightness of a color. <pre>background-color: darken(\$primary-color, 10%); background-color: lighten(\$primary-color, 10%);</pre>
<code>saturate()</code> , <code>desaturate()</code>	Adjusts the saturation of a color. <pre>color: saturate(\$desaturated-color, 20%); color: desaturate(\$saturated-color, 20%);</pre>
<code>grayscale()</code>	Converts a color to grayscale. <pre>color: grayscale(\$colorful-color);</pre>
<code>adjust-hue()</code>	Adjusts the hue of a color. <pre>color: adjust-hue(\$color, 30deg);</pre>
<code>complement()</code>	Returns the complementary color. <pre>color: complement(\$base-color);</pre>

String Functions

<code>quote()</code> , <code>unquote()</code>	Adds or removes quotes from a string. <pre>content: quote(string); font-family: unquote("Open Sans");</pre>
<code>to-upper-case()</code> , <code>to-lower-case()</code>	Converts a string to upper or lower case. <pre>text-transform: to-upper-case(lowercase); text-transform: to-lower-case(UPPERCASE);</pre>
<code>str-length()</code>	Returns the length of a string. <pre>\$length: str-length("hello world"); // Returns 11</pre>
<code>str-insert()</code>	Inserts a substring into a string at a specified position. <pre>\$new-string: str-insert("abcd", "X", 1); // Returns "xabcd"</pre>
<code>str-slice()</code>	Extracts a substring from a string. <pre>\$substring: str-slice("hello", 2, 4); // Returns "ell"</pre>

Number Functions

<code>percentage()</code>	Converts a number to a percentage. <pre>width: percentage(0.5); // Returns 50%</pre>
<code>round()</code> , <code>ceil()</code> , <code>floor()</code>	Rounds a number to the nearest integer. <pre>\$rounded: round(3.5); // Returns 4 \$ceiled: ceil(3.1); // Returns 4 \$floored: floor(3.9); // Returns 3</pre>
<code>abs()</code>	Returns the absolute value of a number. <pre>\$absolute: abs(-5); // Returns 5</pre>
<code>min()</code> , <code>max()</code>	Returns the minimum or maximum of a set of numbers. <pre>\$min: min(1, 2, 3); // Returns 1 \$max: max(1, 2, 3); // Returns 3</pre>
<code>random()</code>	Returns a random number. <pre>\$random: random(100); // Returns a random number between 1 and 100</pre>

Directives and Control Structures

Import and Use

<code>@import</code>	The <code>@import</code> directive includes another Sass file. It's being phased out in favor of <code>@use</code> . <pre>@import 'variables'; @import 'mixins';</pre>
<code>@use</code>	The <code>@use</code> directive loads another Sass file as a module, preventing variable and mixin name collisions. <pre>@use 'variables' as vars; @use 'mixins' as mix; body { color: vars.\$primary-color; @include mix.border-radius(5px); }</pre>
<code>@forward</code>	The <code>@forward</code> directive makes variables and mixins from another Sass file available without explicitly using <code>@use</code> in the current file. <pre>@forward 'variables';</pre>

Control Directives

@if, @else if, @else	Conditional statements. <pre>@if \$theme == 'dark' { background-color: #000; color: #fff; } @else { background-color: #fff; color: #000; }</pre>
@for	For loops. <pre>@for \$i from 1 through 3 { .item-#{ \$i } { width: 20px * \$i; } }</pre>
@each	Each loops for lists and maps. <pre>\$sizes: 40px, 50px, 80px; @each \$size in \$sizes { font-size: \$size; } \$colors: (light: #fff, dark: #000); @each \$key, \$color in \$colors { .theme-#{ \$key } { color: \$color; } }</pre>
@while	While loops. <pre>\$i: 1; @while \$i <= 3 { .item-#{ \$i } { width: 10px * \$i; } \$i: \$i + 1; }</pre>

Other Directives

@extend	Shares the styles of one selector with another. <pre>.error { border: 1px solid red; padding: 10px; } .seriousError { @extend .error; font-weight: bold; }</pre>
@at-root	Causes one or more rules to be emitted at the root of the document. <pre>nav { ul { @at-root { .global-style { color: black; } } } }</pre>
@debug	Prints a SassScript expression to the standard error output stream. Useful for debugging. <pre>@debug 1px + 1px; // Output: 2px</pre>
@warn	Prints a warning to the standard error output stream. <pre>@warn "This mixin is deprecated.";</pre>
@error	Causes Sass to emit a fatal error and halt compilation. <pre>@if \$value == null { @error "Value cannot be null."; }</pre>

Data Types and Operators

Data Types

Numbers	Integers and decimals. <code>\$number: 10;</code> <code>\$decimal: 3.14;</code>
Strings	Sequences of characters. <code>\$string: "Hello, Sass!";</code>
Colors	Color values. <code>\$color: #007bff;</code> <code>\$rgba: rgba(0, 0, 0, 0.5);</code>
Booleans	<code>true</code> or <code>false</code> . <code>\$is-active: true;</code>
Null	Represents the absence of a value. <code>\$empty: null;</code>
Lists	Ordered sequences of values. <code>\$list: 10px, 20px, 30px;</code>
Maps	Key-value pairs. <code>\$map: (key1: value1, key2: value2);</code>

Operators

Arithmetic Operators	<code>+</code> , <code>-</code> , <code>*</code> , <code>/</code> , <code>%</code> for addition, subtraction, multiplication, division, and modulus. <code>\$width: 10px + 5px; // 15px</code> <code>\$height: 20px * 2; // 40px</code>
Relational Operators	<code>></code> , <code><</code> , <code>>=</code> , <code><=</code> for comparison. <code>@if \$width > 10px {</code> <code>width: 100%;</code> }
Equality Operators	<code>==</code> , <code>!=</code> for equality and inequality. <code>@if \$theme == 'dark' {</code> <code>color: white;</code> }
Logical Operators	<code>and</code> , <code>or</code> , <code>not</code> for logical operations. <code>@if (\$width > 10px) and (\$theme == 'dark') {</code> <code>font-weight: bold;</code> }
String Operators	<code>+</code> for string concatenation. <code>\$message: "Hello, " + "Sass!";</code>