
Aldryn Boilerplate Standard Documentation

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Aldryn Boilerplate Bootstrap 3 is the most complete **django CMS** based Boilerplate for rapid development. It uses the full potential of the **Bootstrap** framework for developing responsive, mobile-first projects on the web, and implements various best practices from within the front-end community.

This Boilerplate can be used with standalone django CMS websites as well as on the **Aldryn** cloud platform.

The latest stable version is available on GitHub - <https://github.com/aldryn/aldryn-boilerplate-bootstrap3>.

Documentation

1.1 General

Note: Welcome to the starting point of this documentation. Throughout each section we familiarise you with the [Guidelines](#), [Structure](#), [Testing](#) and other essential modules for our front-end code. The goal is to create a common coding ground for all developers.

1.1.1 What's inside

Note: This Boilerplate includes and configures a number of components.

Sass

For CSS pre-processing, we use [Sass](#). In particular, we use:

- the official [Sass port](#) of Bootstrap
- the [Compass](#) framework

All styles should be created in `/private/sass`, and will be compiled to `/static/css`.

Bootstrap

The full [Bootstrap library](#) is imported via the [Sass component](#) and the [JavaScript component](#).

The [Glyphicon](#) icon set has been [disabled](#) in favour of the [Font Awesome](#) icon set.

Font Awesome

The [Font Awesome library](#) offers a larger and better [variety of icons](#) than the Bootstrap defaults. Additional [utility classes](#) are also available.

We have implemented the [library](#) separately from the [icon choices](#). This allows for better customisation and integration of other icon fonts or services.

JavaScript

We are implementing the latest **2.x.x** versions of **jQuery** as they are released. In addition we encourage the use of **class.js**, a simple library that helps out with the modular pattern in **JavaScript**.

- <http://jquery.com>
- <https://github.com/FinalAngel/classjs>

In addition several commonly-used shims are available to you including:

- The HTML5 Shiv
- Respond.js
- <swfobject>
- Outdated Browser
- console.log wrapper

Addons

We are currently implementing the [select2.js bootstrap version](#) and [cl.debug.js](#) as default addons.

Template Language

As this is a django CMS based boilerplate, naturally we are using the [Django template language](#).

In order to implements assets efficiently, [django-sekizai](#) and [aldryn-snake](#) are implemented within the `base_root.html` template. This gives you the `{% addtoblock "js" %}{% endaddtoblock %}` and `{% addtoblock "css" %}{% endaddtoblock %}` template tags in addition to the django defaults.

Example

```
{% load sekizai_tags %}
{% addtoblock "css" %}<link href="{% static 'css/theme.css' %}" rel="stylesheet">{% endaddtoblock %}
{% addtoblock "js" %}<script src="{% static 'libs/jquery.min.js' %}"></script>{% endaddtoblock %}
```

- <http://docs.django-cms.org>

Configuration

There are several **configuration files** included such as:

- **EditorConfig** within `.editorconfig`
- **CSSComb** within `.csscomb.json`
- **JSCS** within `.jscsrc`
- **JSLint** within `.jshintrc`
- **SCSS-Lint** within `scss-lint.json`

Please mind that they are ignored if your editor doesn't support them.

1.1.2 Installation

Note: The following dependencies should be installed on your system in order to work with this Boilerplate.

- Ruby: <https://www.ruby-lang.org/>
- Sass: <http://sass-lang.com/>
- Compass: <http://compass-style.org/>
- SCSS-Lint: <https://github.com/brigade/scss-lint>
- Bootstrap: <https://github.com/twbs/bootstrap-sass>
- Node JS: <http://nodejs.org/>
- Gulp: <http://gulpjs.com/>

You can find most installation steps within `osx-bootstrap` but in short:

1. run `ruby -v` ensure ruby is installed
2. run `gem update --system`
3. run `gem install sass`
4. run `gem install compass`
5. run `gem install scss-lint`
6. run `gem install bootstrap-sass`
7. run `brew install node` when using [Homebrew](#)
8. run `curl -L https://npmjs.org/install.sh | sh`
9. run `npm install -g bower`
10. run `npm install -g gulp`

At last make sure you correctly configured your [paths](#).

Setup

Run the following commands to install all requirements from within the root of the package:

- `npm install` to install the requirements from `package.json`
- `bower install` to install the requirements from `bower.json` via `.bowerrc`

Gulp Commands

Warning: Please mind that `gulp` also starts `browserSync` equal to `gulp browser` which tries to connect to a Django server. The Django setup is **not included** within this boilerplate.

All front-end related tasks are handled via the [Gulp](#) task runner:

- `gulp` runs the gulp defaults
- `gulp watch` runs the gulp watch defaults
- `gulp lint` starts all linting services using `.jshintrc`, `.jscsrc` and `scss-lint.json`

- `gulp preprocess` optimises images within `/static/img` and compiles YUIDoc into `static/docs`
- `gulp browser` connects to a given server (django) and runs live reload on a separate IP
- `gulp tests` runs the test suite

We also offer some standalone commands:

- `gulp jshint` runs JavaScript linting
- `gulp scsslint` runs Sass linting
- `gulp images` optimises images within `/static/img`
- `gulp docs` compiles YUIDoc into `static/docs`
- `gulp karma` only runs karma for debugging

We love code over configuration.

Sass Compilation

You can compile/watch Sass using the following commands from within the root:

- `compass compile private` to compile the css
- `compass watch private` to constantly watch for changes and compile

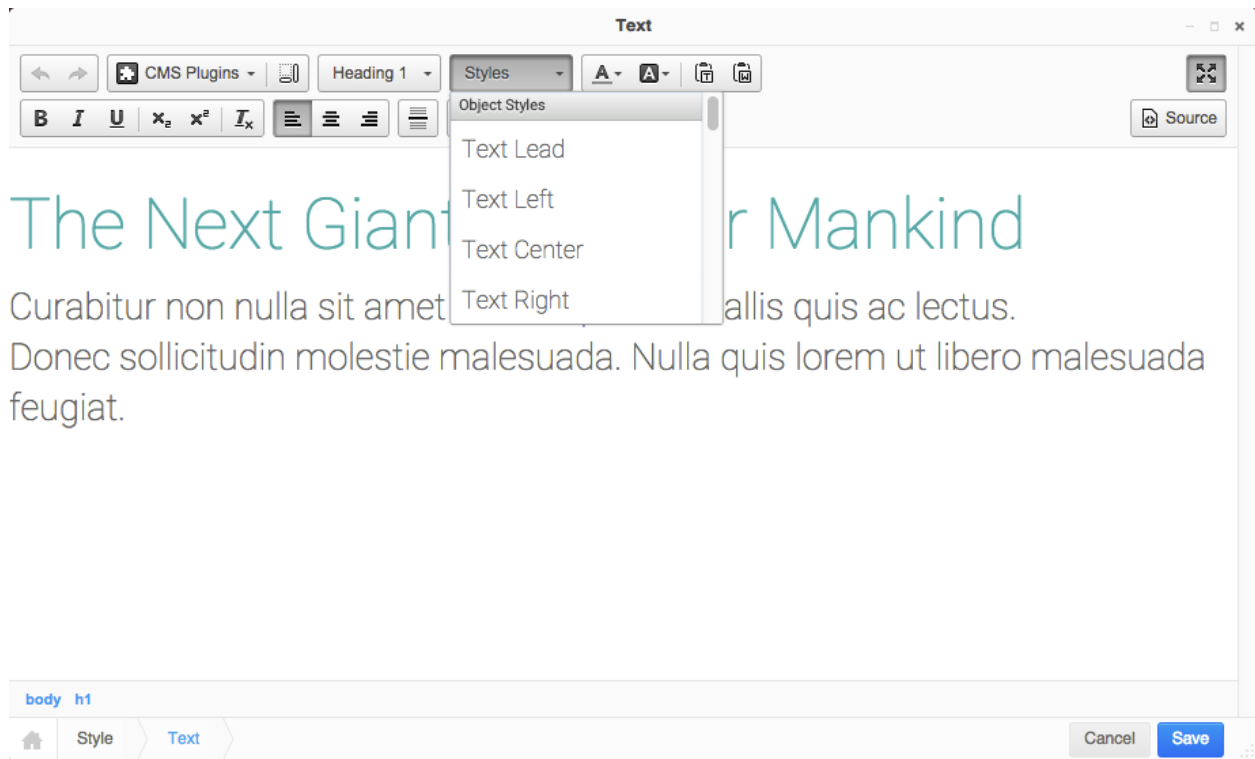
The configuration will automatically be applied from `/private/config.rb`.

1.1.3 Configuration

Note: The Boilerplate ships pre-configured and runs out of the box if the [Installation](#) steps are followed properly. However most components can be freely configured.

WYSIWYG

The CMS allows for custom style sets within the editor. This ables the user to choose certain pre-sets or colours. We already added the general Bootstrap utilities for you. The file can be found at: `/static/js/addons/ckeditor.wysiwyg.js`.



1.1.4 Basic usage

Once installed in an Aldryn or django CMS project, Aldryn Boilerplate Bootstrap 3 is ready to use.

In your project

See [Templates](#) for guidelines on how to set up your project templates so that they take advantage of what it has to offer.

Fundamentally, if your project's templates inherit from the `base.html` template, they'll be furnished with the classes, elements, hooks and other things they need.

In your applications

Your applications, if they are aware of Aldryn Boilerplate Bootstrap 3, can also take advantage of it.

You could simply make your application assume that Aldryn Boilerplate Bootstrap 3 will be available. That's not ideal though, because it will be off-putting to people who don't want to have to use it. A reusable application should have requirements that are as generic as possible, not based on a particular frontend framework.

So, although it means a little more work for you, you should **also** provide more generic frontend (templates, CSS etc) support for the application, and if you like, for other Boilerplates too.

At the very least, the developers who use your application will find it easier to create templates and static file for it that support their own frontend conventions if they can start with simple ones.

Aldryn Boilerplates

To make this easier, use the [Aldryn Boilerplates](#) application.

This provides support for multiple Boilerplates, allowing you to offer rich frontend machinery compatible with Aldryn Boilerplate Bootstrap3 for those who want it, and generic frontend files for those who don't, in a way that the correct set will automatically be chosen.

You can also add support for *other* Boilerplates, by adding the frontend files to namespaced directories in your application. This example of an application named *aldryn_addon* mentions only templates for sake of simplicity, but the same principle applies to static files:

```
aldryn_addon
  templates/ # the generic templates
    aldryn_addon/
      base.html
  boilerplates/ # templates for particular Boilerplates
    aldryn_boilerplate_bootstrap3/
      templates/
        aldryn_addon/
          base.html
    some_other_boilerplate/
      templates/
        aldryn_addon/
          base.html
```

See [Aldryn Boilerplates](#) for more.

1.2 Guidelines

Note: This section describes guidelines for several front-end related technologies. We advise you to follow them. However it is sometimes necessary to [break the rules](#) in which case you have to watch [this video](#) and **leave a comment** describing why this was necessary.

1.2.1 General

Note: There are global guidelines which affect every single language, file or folder.

Standards

Important:

- **Validate** your code through the [W3C validators](#).
 - There is something called [Accessibility](#).
 - Don't forget about **HiDPI**, **Retina** and **High Resolutions** displays.
 - Proper fallbacks should be available if a connection is slow or features are disabled.
 - Progressive enhancement, graceful degradation and responsive design are buzzwords you care about.
 - Develop with modularity and extensibility in mind.
 - Documentation is your friend.
-

Spacing

Important:

- Use **4 spaces** for indentation.
-

Not 2, 3 or 8 – no tabs – if you are able to do $3^{3/4}$, that's good enough

Line Length

Important:

- Don't breach **120 characters** per line.
-

Not even for HTML. We even encourage you to use 80 characters per line. Yes, screens have got much bigger over the last few years, but your brain hasn't. Better to use screen estate for splits, anyway.

Naming

Important:

- **lowercase**, **camelCase** or **hyphened separation** are all good; use **no special characters** except for underscore `_`.
 - Use dashes – for file naming, unless expressly counterindicated (e.g. in HTML template names).
 - Always use full words instead of abbreviations: `number` is better than `nr`.
 - **BEM** is a nice methodology to be aware of.
-

“There are only two hard things in Computer Science: cache invalidation and naming things” – Phil Karlton

Quotes

Important:

- We always use **double** `" . "` quotes for everything, *except in JavaScript*, where we use **single** `' . '` quotes.
-

1.2.2 Comments

Note: If peppering your code with lots of comments is good, then having zillions of comments in your code must be great, right? Not quite. It doesn't make sense to comment every step your code makes, or to comment on things that don't need to be explained.

Comments in code should describe:

- **what** is being done
- **why** it's being done

They do not need to describe:

- **how** it is being done (the code already shows this)

- what you are thinking about

Section Comments

The first separation style is *section comment*. This uses the full 120 width span ideally placed to separate large chunks of logic or a nice addition to the top of a file:

```
// #####  
// #NAME#
```

The second available style separates smaller code blocks using 60 only lines:

```
// #####  
// #NAME#
```

Inline Comments

When using comments inline, make use of the appropriate formats:

- {# ... #} or {% comment %} ... {% endcomment %} for Django templates and **never** <!-- ... -->
- // ... and /* ... */ for Sass and JavaScript

Notes

We also use several comment helpers which, if configured in your editor, add additional highlighting to your code:

FIXME:

to annotate problems with the code

```
function Calculator() {  
  // FIXME: shouldn't use a global here  
  total = 0;  
  ...  
}
```

TODO:

to annotate solutions to problems with the code

```
function Calculator() {  
  // TODO: total should be configurable by an options param  
  this.total = 0;  
  ...  
}
```

DOCS:

provides a simple docs link

```
// DOCS: https://django-cms.readthedocs.org/en/latest/
```

Formatting

Comments

- Add proper whitespace.
- In general use lowercases except for the *Notes*.

```
bad
//TODO: THIS NEEDS ADDITIONAL REVIEW
//
// square root of n with Newton-Raphson approximation
/**
 * Contains various helpers, feel free to extend and adapt
 */
```

```
good
// TODO: this needs additional review
// square root of n with Newton-Raphson approximation
/**
 * Contains various helpers, feel free to extend and adapt
 *
 * @class Utils
 * @namespace Cl
 */
```

YUIDoc

In 3.3.0 we introduced [YUIDoc](#) which uses syntax similar to JSDoc in order to further improve JavaScript documentation. We encourage using this style within your code, as shown in `/static/js/addons/cl.utils.js`.

1.2.3 Markup

Note: In addition to the [General](#) guidelines, the following sections describe markup specific rules.

Naming

Important:

- Use **underscores** for HTML file naming.
 - Use lowercase for **all** attributes.
-

```
// bad
two_column_template.html, tpl-master.html, askForAdditionalInformation.html

<DIV class="box boxHighlighted" DATA-rel="#my_modal"> ... </DIV>
```

```
// good
two_column_template.html, tpl_master.html or ask_for_additional_information.html

<div class="box box-highlighted" data-rel="#my-modal"> ... </div>
```

Indentation

Important:

- Always add an indent after Django tags such as `{% if %}`, `{% forloop %}`, `{% block %}` and so on.
 - Use single lines within `{% addtoblock %}` for **files** and multilines for `<code>`.
 - **Code readability** always wins.
-

```
// bad
{% block content %}
<div class="plugin-blog">{% if true %}<p>Hello World</p>{% endif %}</div>
{% endblock content %}

{% addtoblock "js" %}
<script src="{% static "js/libs/jquery.min.js" %}"></script>
{% endaddtoblock %}
{% addtoblock "js" %}
    <script>
        jQuery(document).ready(function ($) {
            alert('hello world');
        });
    </script>
{% endaddtoblock %}
```

```
// good
{% block content %}
    <div class="plugin-blog">
        {% if true %}
            <p>Hello World</p>
        {% endif %}
    </div>
{% endblock content %}

{% addtoblock "js" %}<script src="{% static "js/libs/jquery.min.js" %}"></script>{% endaddtoblock %}
{% addtoblock "js" %}
<script>
jQuery(document).ready(function ($) {
    alert('hello world');
});
</script>
{% endaddtoblock %}
```


IDs vs Classes

Important:

- Avoid IDs wherever possible.
- Where it's necessary to use IDs, always use **unique names**.

You should **always** use classes instead of IDs where you can. Classes represent a more OOP approach to adding and removing style sets like `box box-wide box-hint`.

Try to avoid declaring ID's at all. They should only be used to reference form elements or for in-page navigation in which case you need to make the name **absolutely unique**.

```
// bad
<div class="box box-highlighted" id="box-8723"> ... </div>
<!-- IDs only for navigation jumper through <a href="#page-anchor-team"></a> -->
<div id="team"></div>
<!-- IDs only for form elements -->
<label for="firstname">Name</label>
<input type="text" name="firstname" id="firstname">
```

```
// good
<div class="box box-highlighted box-8723"> ... </div>
<!-- IDs only for navigation jumper through <a href="#page-anchor-team"></a> -->
<div id="page-anchor-team"></div>
<!-- IDs only for form elements -->
<label for="field-id12-firstname">Name</label>
<input type="text" name="firstname" id="field-id12-firstname">
```

Modularity

Important: Try to keep HTML structure simple, avoiding unnecessary elements. It is sometimes easier to use a single div with a single class rather than multiple divs with multiple classes.

For example, lets take a look at the following code snippet:

```
<div class="addon-blog">
  <h2>My Blog</h2>
  <p>Hello World</p>
</div>
```

We should build modular HTML, and take pains to avoid type selectors. Add additional classes for lead, content, author, meta info, tags and so on. The content section itself can then contain the usual HTML code:

```
<div class="addon-blog">
  <h2 class="blog-heading">My Blog</h2>
  <p class="blog-lead">Hello World</p>
  <div class="blog-content">
    <h3>Details</h3>
    <p>More</p>
    <p>Content</p>
  </div>
  <div class="blog-author">Dummy Man</div>
  <ul class="blog-tags tags">
    <li class="blog-tag-items"><a href="#">News</a>
    <li class="blog-tag-items"><a href="#">Blog</a>
```

```
<li class="blog-tag-items"><a href="#">Tags</a>
</li>
</div>
```

1.2.4 Styles

Note: In addition to the [General](#) guidelines, the following sections describe stylesheet-specific rules.

Naming

Important:

- Use **lowercase** in SCSS file names.
 - Use only **dashes** in class/ID names.
-

```
// bad
Search.scss, marketingSite.scss or theme-dark-blog.scss

class="blog blogItem blog_item__featured"
```

```
// good
search.scss, marketing_site.scss or theme_dark_blog.scss

class="blog blog-item blog-item-featured"
```

Nesting

Important:

- Don't overuse nesting; nest elements to a maximum of **4 indents**.
-

With great power comes great responsibility (just wanted to throw that in here). When writing in **Sass** or **Less** laziness can have performance implications. While nesting is very powerful, we should avoid unnecessary levels or blocks that can be simplified.

```
// bad
.nav-main {
  ul {
    @extend list-reset;
    li {
      padding: 5px 10px;
      a {
        color: red;
      }
    }
  }
}
```

```
// good
.nav-main {
  ul {
```

```
    @extend list-reset;
  }
  li {
    padding: 5px 10px;
  }
  a {
    color: red;
  }
}
```

Formatting

Important:

- Always add a space after the colon `:`.
 - Only write one CSS property per line.
 - Avoid using selectors such as `div.container` or `ul > li > a` (i.e. ad-hoc, non-namespaced) to determine specificity.
 - Write colour values in lowercase and avoid colour names.
-

```
// bad
article.item {
  color: white;
  padding: 10px; margin-left: 0; margin-top: 0; margin-bottom: 10px;
  background-repeat: no-repeat;
  background-position: left top;
}
```

```
// good
.item {
  color: #fff;
  padding: 10px;
  margin: 0 0 10px 0;
  background: no-repeat left top;
}
```

Ordering

Important:

- Use block-style, and group elements below.
 - See `scss-lint.json` for a comprehensive ordering example.
-

1. includes (Compass includes)
2. extending
3. visibility, position
4. color, font-size, line-height, font-* (font relevant data)
5. width, height, padding, margin (box model relevant date)
6. border, background (box style data)

7. media, print (media queries)
8. :after, :before, :active (pseudo elements)
9. nested elements or parent referencing selectors

Note: Combine attributes such as background-image, background-color, background-repeat into a single line background: #fff url("image.png") no-repeat left top; when it makes sense. But remember, that a shorthand like background cannot be overridden with just background-image, so use wisely!

Example

```
.addon-blog {
  // mixins
  @include border-radius(3px);
  @include box-shadow(0 0 2px #eee);
  // extending
  @extend .list-unstyled;
  // styles
  display: inline;
  position: relative;
  z-index: 1;
  color: white;
  font-size: 16px;
  line-height: 20px;
  width: 80%;
  height: 80%;
  padding: 5px;
  margin: 0 auto;
  border: 2px solid #ccc;
  background: #ddd;
  // desktop and up
  @media (min-width: $screen-md-min) {
    display: block;
  }
  // pseudo elements
  &:active,
  &:hover {
    color: black;
  }
}
```

1.2.5 JavaScript

Note: In addition to the [General](#) guidelines, the following sections describe JavaScript specific rules. [Code Conventions for the JavaScript Programming Language](#) should be your Bible.

Naming

Important:

- Use **dot** annotation test.base.js for JavaScript file naming.

- Use a library's prefix, such as `cl.xplorer.js` or `jquery.tablesorter.js`, for file naming.
 - Name `variablesLikeThis`, `ClassesLikeThis`, `CONSTANTS_LIKE_THIS` and `events-like-this`.
 - Use the `js-` prefix when working with JS-related selectors and do not add styling to it.
 - Never use comma separation for variable declarations like `var a, b, c;`.
 - Never use `$` for variable names such as `var $el = $(' .el');`.
 - We are using the `Cl.` singleton for all custom JavaScript code.
-

When using jQuery to refer to a DOM instance, always use the `js-` prefix to separate styles from JavaScript functionality. For example: `<div class="addon addon-gallery js-addon-gallery"></div>`.

In this example, *addon* and *addon-gallery* have styles attached to them, *js-plugin-gallery* refers to the JavaScript functionality attached to the DOM element.

Even when removing the JS class (or just waiting for JavaScript to kick in), the addon should still look good.

```
// bad
CL.Utills.js, jquery_tooltip.js, testWebsiteCreateNew.js

var $jquery, current_state;
var test-website-create-new;
```

```
// good
cl.utills.js, jquery.tooltip.js or test.website.create.new.js

var jquery;
var currentState;
var nextIndexValue;
```

Formatting

Important:

- Always declare variables on top of the functions and not in between.
 - Always use `semicolons` and full brackets, except in shorthand like `var i = (true) ? 'yes' : 'no';`.
 - Use proper spaces for `if (true) {} else {}` or `function () {}`.
-

```
// bad
function(cont){
    var c = $(cont);
    if(c.length) {
        // do something
    }
    else
    {
        // so something else
    }
}
```

```
// good
function (container) {
```

```
var container = $(container);
if (container.length) {
    // do something
} else {
    // so something else
}
}
```

Implementation

Important:

- Keep `<script>` and the following starting closure on the same level.
 - Separate all script tags using `{% addtoblock "js" %}{% endaddtoblock %}`.
 - Never use JavaScript attributes on HTML elements such as `onclick=""` or `onload=""`.
 - Don't add inline JavaScript within HTML, implement JavaScript through **files only**. Instantiate functionality from within the JavaScript file instead.
-

```
// bad
<div class="dashboard" id="dashboard"> ... </div>
{% addtoblock "js" %}
<script src="{% static "js/addons/cl.dashboard.js" %}"></script>
{% endaddtoblock %}
<!-- javascript gets initialised inside the template -->
{% addtoblock "js" %}
<script>
jQuery(document).ready(function () {

    Cl.dashboard.init('#dashboard');

});
</script>
{% endaddtoblock "js" %}
```

```
// good
<div class="dashboard js-dashboard" data-dashboard="..."> ... </div>
<!-- javascript gets initialised within the file -->
{% addtoblock "js" %}<script src="{% static "js/addons/cl.dashboard.js" %}"></script>{% endaddtoblock %}
```

Patterns

Important:

- Use the [singleton pattern](#) to avoid globals.
 - Use the [module pattern](#) to structure code.
 - Avoid the [functional pattern](#).
-

1.3 Structure

Note: This section covers naming conventions for folders and sub-directories. The correct placing of files is imperative for a common shared structure. It is easier to find code when you already know where it's going to be.

1.3.1 General

Note: Let's cover the core structure of this Boilerplate consisting of the main folders:

```
docs/  
private/  
static/  
templates/  
tests/
```

The starting point for each entry is always named "base""", with the appropriate file extension. For HTML `base.html`, Sass `base.scss`, JavaScript `base.js` – you get the idea. This way you always know which file you should look after **first**. Lets take a closer look at each individual folder:

docs/

The full documentation is stored within `/docs` and is compiled into `/docs/_build` when running `make run`. The documentation is automatically pushed to [Read the Docs](#) once something is committed to the *master* branch. More information on how to contribute to the documentation can be found within the [Contribution](#) section.

private/

Important: This folder is **not published**, nor touched by preprocessing or other build libraries. Anything in here should be and remain safe.

This folder is intended for storing preprocessing library code (Sass, Less, Coffee, HAML, etc). Simply create a folder within `/private` with appropriate name: `/sass`, `/less` or `/haml` and so on as required. Always place required configuration files within the `/private` root.

Let's take a look at the Sass example using the compass configuration file:

```
private/  
- sass/  
  | - base.sass  
  - config.rb
```

Hint: The `config.rb` is taken from [Compass](#). We are using `/sass` as folder name and not `/scss` as the language itself is called [Sass](#). Always use the full written acronym.

static/

Important: This folder is publicly available, all files can be accessed via `http://yourwebserver/static/`.

The default folder layout looks as follows:

```
static/  
- css/  
- fonts/  
- img/  
- js/  
- swf/  
- ...
```

If folders are not required, just simply remove them. When a folder reaches a certain file count, make use of grouping and create additional sub-directories such as `/static/img/icons` or `/static/js/addons/jquery`.

templates/

All django templates should be allocated within the `/templates` folder. This also applies for apps or inclusion files. When using [Haml](#), set your configuration so templates get compiled into `/templates`.

The default `index.html` is always `/templates/base.html`.

Global inclusion files are placed within `/templates/includes`. Addons normally have their own `/includes` folder so they are not overcrowding the structure.

tests/

The test suite is described in more depth within the [Testing](#) section.

1.3.2 Private

Note: Let's have a closer look at the **Sass** setup within `/private` and explain how we structured the code in there. These principles can be expanded to other preprocessors options such as **Less** or **HAML**.

Every folder within `/private/sass` has a file called `_all.scss`. This file ultimately gets imported by `/private/sass/base.scss` which gets compiled into `/static/css/base.css`. Update the `_all.scss` file to include additional modules. To keep the file simple, do not include files directly within `base.scss`.

Let's cover the folders individually:

addons/

If a component is plug-and-playable, it probably belongs in here. Good examples are jQuery plugins or Aldryn addons. Sometimes larger application such as a shop might also be pluggable. If this is **not** the case, they belong in the `/sass/sites` directory.

Warning: You will always encounter the question whether to place a component within `/sass/addons` or `/sass/sites`. In case of doubts, use the **sites folder**.

layout/

We consider the general look and feel as the *layout* of a website or application. This might include the typography, header and footer, icons or the printable version. The layout can be broken down into further parts if a website gets

very large. We advise in general against this strategy and rather prefer to use `/sass/sites` to create specific layouts and derive from a global common style guide.

Warning: Everything that targets a specific element, such as custom styles for Bootstrap components or a specific form error, belongs in `/sass/addons` or `/sass/sites`.

libs/

All independent files are placed within this folder. This implies that the order of inclusion does not matter within `/sass/libs/_all.scss`. The only exception is `/sass/libs/_bootstrap.scss` for re-using the Bootstrap variables.

Hint: Libraries are, in their very core, plug-and-playable. The main difference is between libraries and other plug-and-play components is that if a library is removed, other things will break.

mixins/

This folder is used to store additional functions or mixins which are not part of the default bootstrap eco-system.

We provide already some helper functions such as `em(12px, 16px)` that calculates the pixel values from a given size in relation to the parent size or `lh(16px)` which returns the line-height value according the golden ratio from a passed size.

Additionally we have mixins for managing *z-index* layers, *keyframes* rendering, *hide-content* and a simplified *micro-clearfix*.

settings/

It is very useful to store values, that are used more than twice, within their own variable. We even encourage storing **all colour values** within the settings. **Don't repeat yourself**. Create a sub-structure, similar to `/sites` if the structure becomes more complex.

Warning: Do **not** add additional variables to `/private/sass/settings/_bootstrap.scss`. This file is reserved for **Bootstrap-only** variables.

sites/

Besides `/addons` you will work mostly within the `/private/sass/sites` folder. All custom elements that are in general not plug-and-playable, fixed into the website somewhere or specific components, get thrown in here.

This will force you to devise and adhere to structure patterns. Here are some examples depending on the requirements for your project:

Note: Multisite Setup

Let's assume you create one style guide sharing different marketing websites or applications - your structure might look something like:

```
sites/
- application/
| - _all.scss
| - _general.scss
| - _wizard.scss
- marketing/
| - _all.scss
| - _layout.scss
| - _addons.scss
- _application.scss (imports application/_all.scss)
- _marketing.scss (imports marketing/_all.scss)
```

Note: Theme Setup

If you are using different themes for the same markup, your structure might look something like:

```
sites/
- dark_theme/
| - _all.scss
| - _header.scss
| - _footer.scss
- white_theme/
| - _all.scss
| - _header.scss
| - _footer.scss
- dark_theme.scss (imports dark_theme/_all.scss)
- white_theme.scss (imports white_theme/_all.scss)
```

1.3.3 Static

Note: As `/static` is publicly accessible, avoid adding sensitive files into this directory.

Keep the **root path** of `/static` simple and clean. Only favicons should be placed there. They ultimately get picked up by the `base_root.html` template.

css/

CSS gets automatically compiled via `/private/config.rb` into this folder. You can add additional files such as `*.htc` if required. But **always add CSS files through Sass**.

fonts/

All fonts should be placed here including icon fonts. You can create sub-directories to create a better overview. This folder might not be required if you are implementing fonts via services such as [Google Fonts](#) or [fonts.com](#).

img/

Demo images (which might be later integrated as media files via Filer) should be placed within `/static/img/dummy`. This folder will be ignored by the `gulp preprocess` and `gulp images` commands.

Make use of grouping and create additional sub-directories such as `/static/img/icons` or `/static/img/visuals` if the file count seems to be excessive.

js/

The same structure approach as described within [Private](#) is applied to the JS directory. `/layout`, `/settings` and `/sites` are not required, but may be used. jQuery is an essential part and should be treated the same as the Bootstrap component.

swf/

Old school, currently only required to use `/static/js/libs/swfobject.min.js`.

1.3.4 Templates

Note: Aldryn Boilerplate Bootstrap 3 follows django CMS good practices, and provides three layers of site template inheritance using `{% extends %}`. See [Django template engine](#).

From the top down the three layers are:

- *user-selectable page templates* (`fullwidth.html`, `sidebar_left.html` and so on), which inherit from:
- `base.html`, which inherits from:
- `base_root.html`

base_root.html

`base_root.html` sets up the components that will rarely if ever need to be changed, and that you want to keep out of sight and out of mind as much as possible.

It contains fundamental HTML elements (`<html>` `<body>` and so on) so that these don't need to be managed in inheriting templates.

It is also intended to be almost wholly content-agnostic - it doesn't know or care about how your site's pages are going to be structured, and shouldn't need to. To this end it provides an empty `{% block extend_root %}{% endblock %}`, that inheriting templates will override to provide the page's content.

In addition, Addons such as [Aldryn News & Blog](#) in the Aldryn Collection family of applications are designed to use the same JavaScript frameworks throughout, so there is no need for references to them to be made anywhere else than `base_root.html`.

base.html

`base.html` is the template that *designers* will be most interested in. It fills in the bare HTML elements of `base_root.html`, and allows page content structures and layouts (headings, divs, navigation menus and so on) to be created within `{% block extend_root %}`.

`base.html` contains an *empty* `{% block content %}`, that - in templates that extend it - is filled with `{% placeholder content %}` as well as width cues for images etc.

User-selectable page templates

Finally, users can select templates that inherit from `base.html`. Even if your project has one 'standard' template and some minor variations, it is wise for *all* of them to inherit from a `base.html`, so that they can all be edited

independently. Even if your ‘standard’ template changes nothing in `base.html`, you should not be tempted to make `base.html` selectable by the user.

The following templates are always required:

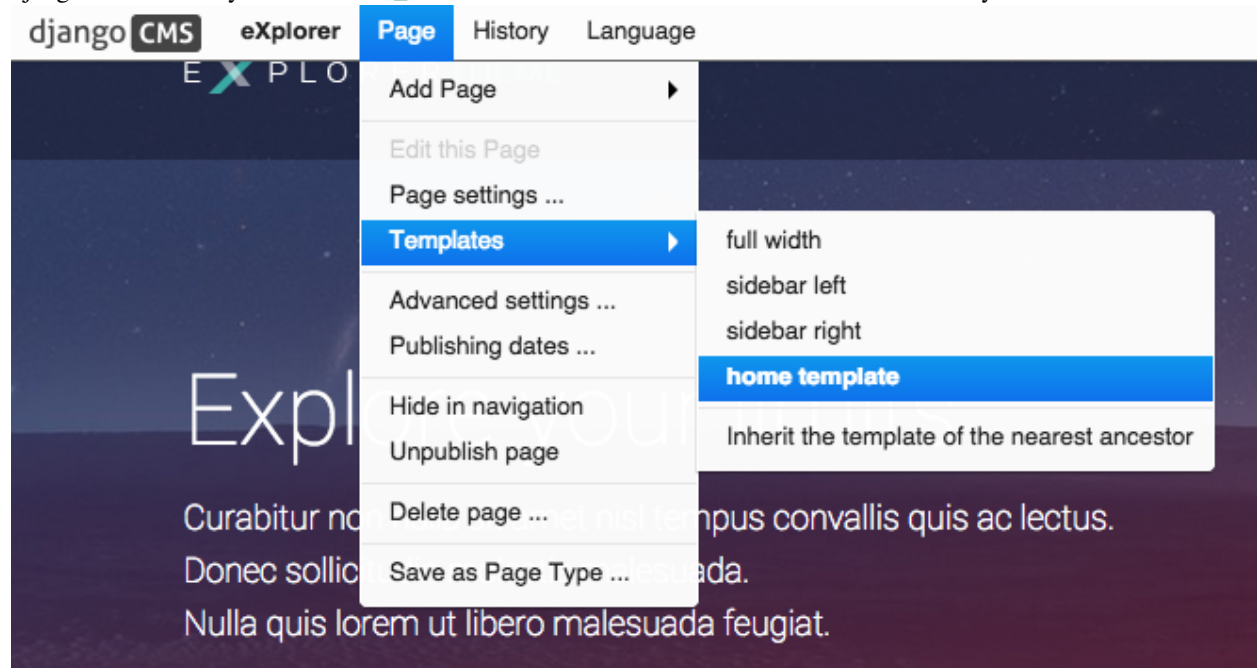
- `404.html` for 404 error handling. You are not obliged to construct an elaborate and hilarious tribute to some trope in popular culture, because you are an adult.
- `500.html` for critical errors, **only add generic html without template tags**
- `base.html` as entry point for `{% extends %}`

includes/

Global inclusion files should be added here, for example the [navigation](#), [django messages](#) or tracking codes. Create additional `/include` folders within addons to avoid overcrowding this directory.

Page Templates

django CMS allows you to set `CMS_TEMPLATES` which can be chosen within the CMS by the user.



The following templates are provided from the start:

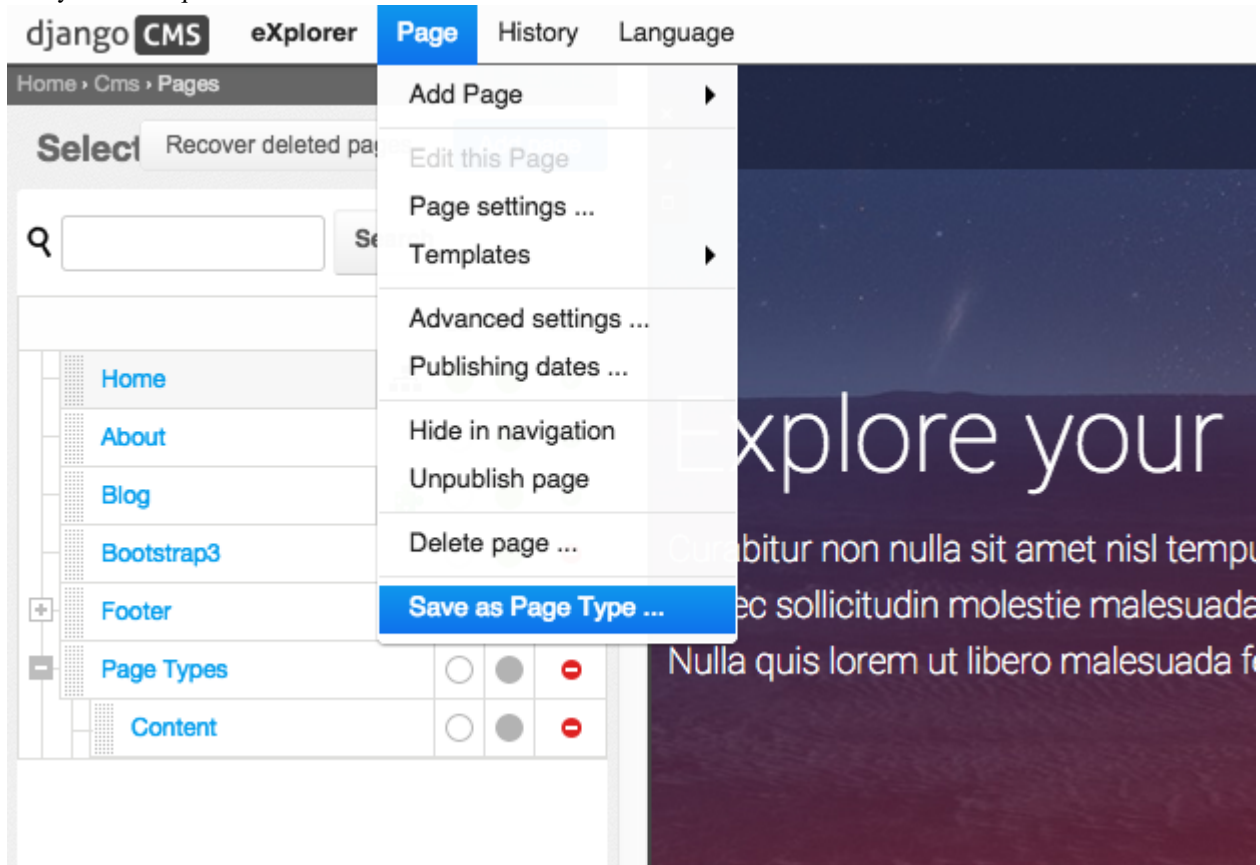
- `fullwidth.html` uses the 100% span of the Bootstrap grid
- `sidebar_left.html` creates a left sidebar with the content placed on the right
- `sidebar_right.html` creates a right sidebar with the content placed on the left
- `tpl_home.html` specific template for the landing page

Page Types

You can save a CMS page as “Page Type” and re-use it later when creating a new page. Simply select *Page > Save as Page Type ..* and choose a name. You can create a new page by selecting *Page > Add Page > New Page* and choose

the “Page type” you want to use. That drop down does not show up if there are no page types saved.

Page types are listed separately within the menu tree underneath *Page Types*. This allows you to change or delete them at any time if required.



Blocks and Placeholders

The content block `{% block content %}{% endblock %}` and placeholder `{% placeholder content %}` always need to be present within page templates.

1.4 Testing

Note: We are using the [Jasmine](#) test suite and the [Karma](#) test runner for behaviour driven tests.

1.4.1 General

All tests are located within `/tests`. Each pull request gets validated through [Travis](#) by running those tests using `gulp tests`. You can also run this command on your local computer considering you followed the [Installation](#) instructions.

1.4.2 Structure

Name the files according to the [General](#) guidelines and consider the [JavaScript](#) additions for proper prefixing, for example:

```
test.header.js
test.footer.js
test.content.typography.js
test.content.wysiwyg.js
...
```

1.4.3 Coverage

The success of your project does not depend on the tests or the percentage of your code coverage. Yet it will improve maintainance and further development for you and other contributors. We should “Aim for the highest” possible test coverage.

1.5 Coding Style

Note: Compare to the [Guidelines](#) and the [Structure](#) we offer many more coding conventions, most of them are being covered by certain linting tools such as JSHint and CSS Lint. You will also find good practice and common sense here. Yet note that these are conventions and eventually will make their way to the guidelines.

1.5.1 JavaScript

Note: This section is heavily inspired by a [Airbnb JavaScript Style Guide](#), [Yandex Codestyle](#), [Idiomatic Javascript](#) and lots of common sense, really.

Why?

“All code in any code-base should look like a single person typed it, no matter how many people contributed.” - Rick Waldron

These are the fundamental principles we should follow when we design and develop software.

- Consistent code is easy to read.
 - Simple code is easy to maintain.
 - In simple expressions it’s harder to make mistakes.
-

Formatting

Blocks

Use braces with all blocks. Don’t do inline blocks.

```
// bad
if (test)
    return false;

// bad
if (test) return false;

// good
if (test) {
    return false;
}

// bad
function () { return false; }

// good
function () {
    return false;
}
```

When you're using multi-line blocks with if and else, put else on the same line as your if block's closing brace.

```
// bad
if (test) {
    thing1();
    thing2();
}
else {
    thing3();
}

// good
if (test) {
    thing1();
    thing2();
} else {
    thing3();
}
```

Comments

Follow the guidelines. Use // for single line comments. Place single line comments on a newline above the subject of the comment. Between the // and the text of the comment should be one space character.

```
// bad
var active = true; //is current tab

// good
// is current tab
var active = true;
```

Most importantly, **keep comments up to date** if the code changes.

Whitespace

With proper .editoconfig and jshint/jscs setup these will be enforced automatically, but still:

- 4 spaces for tabs.
- Place 1 space before leading curly brace.
- Place 1 space before the opening parenthesis in `if`, `while`, etc.
- Place 1 space after colon.
- Place no space before the argument list in function calls and declarations, e.g. `function fight() { ... }`
- Set off operators with spaces, e.g. `var x = 2 + 2;`
- No whitespace at the end of line or on blank lines.
- **Lines should be no longer than 120 characters. There are 2 exceptions, both allowing the line to exceed 120 characters:**
 - If the line contains a comment with a long URL.
 - If the line contains a regex literal. This prevents having to use the regex constructor which requires otherwise unnecessary string escaping.
- End files with a single newline character.

Use indentation when making long method chains. Use a leading dot, which emphasises that the line is a method call, not a new statement.

```
// bad
$('#items').find('.selected').highlight().end().find('.open').updateCount();

// bad
$('#items').
    find('.selected').
        highlight().
            end().
    find('.open').
        updateCount();

// good
$('#items')
    .find('.selected')
        .highlight()
            .end()
    .find('.open')
        .updateCount();
```

Leave a blank line after blocks and before the next statement

```
// bad
if (foo) {
    return bar;
}
return baz;

// good
if (foo) {
    return bar;
}

return baz;

// bad
```



```
var obj = {
  foo: function() {
  },
  bar: function() {
  }
};
return obj;

// good
var obj = {
  foo: function() {
  },

  bar: function() {
  }
};

return obj;
```

Use newlines to group logically related pieces of code. For example:

```
doSomethingTo(x);
doSomethingElseTo(x);
andThen(x);

nowDoSomethingWith(y);

andNowWith(z);
```

Commas

- Leading commas: God, **no**!
- Additional trailing comma: **No**

```
// bad
var hero = {
  firstName: 'Kevin',
  lastName: 'Flynn',
};

var heroes = [
  'Batman',
  'Superman',
];

// good
var hero = {
  firstName: 'Kevin',
  lastName: 'Flynn'
};

var heroes = [
  'Batman',
  'Superman'
];
```

Semicolons

Yes, always.

```
// bad
(function () {
    var name = 'Skywalker'
    return name
}) ()

// good
(function () {
    var name = 'Skywalker';
    return name;
}) ();

// good (guards against the function becoming an argument when two files with IIFEs are concatenated,
// this should not happen if the previous example is enforced, but sometimes we have no control over
;(function () {
    var name = 'Skywalker';
    return name;
}) ();
```

Variables

General

Always use var to declare variables. Not doing so will result in global variables. We want to avoid polluting the global namespace

Assign variables at the top of their scope. This helps avoid issues with variable declaration and assignment hoisting related issues.

Use one var declaration per variable. It's easier to add new variable declarations this way, and you never have to worry about swapping out a ; for a , or introducing punctuation-only diffs.

```
// bad
var items = getItem(),
    goSportsTeam = true,
    dragonball = 'z';

// bad
// (compare to above, and try to spot the mistake)
var items = getItem(),
    goSportsTeam = true;
dragonball = 'z';

// good
var items = getItem();
var goSportsTeam = true;
var dragonball = 'z';
```

Objects

Use the literal syntax for object creation.

```
// bad
var item = new Object();

// good
var item = {};
```

Don't use reserved words as keys.

```
// bad
var superman = {
  default: { clark: 'kent' },
  private: true
};

// good
var superman = {
  defaults: { clark: 'kent' },
  hidden: true
};
```

Do not use quotes for properties, it is only needed for screening reserved words which we are not supposed to use.

Arrays

Use the literal syntax for array creation.

```
// bad
var items = new Array();

// good
var items = [];
```

Use `Array#push` instead of direct assignment to add items to an array.

```
var someStack = [];

// bad
someStack[someStack.length] = 'abracadabra';

// good
someStack.push('abracadabra');
```

To convert an array-like object to an array, use `Array#slice`. If you need to copy an array, use `slice` as well.

```
function trigger() {
  var args = Array.prototype.slice.call(arguments);
  ...
}
```

```
var length = items.length;
var itemsCopy = [];
var index;

// bad
for (index = 0; index < length; index++) {
  itemsCopy[index] = items[index];
}
```

```
// good
itemsCopy = items.slice();
```

Strings

Use single-quotes for strings. When programmatically building a string use `Array#join` instead of string concatenation

```
// bad
var template = '<div class="whatever">' +
  message +
  '</div>';

// good
var template = [
  '<div class="whatever">',
  message,
  '</div>'
].join('');
```

If you have a complicated string buildup it's always better to use javascript templating instead. That way templates could have their own files with proper syntax highlighting and pre-compilation build step.

Functions

Function expressions:

```
// anonymous function expression
var anonymous = function () {
  return true;
};

// named function expression
var named = function named() {
  return true;
};

// immediately-invoked function expression (IIFE)
(function () {
  console.log('Welcome to the Internet. Please follow me.');
```

Tend to avoid anonymous function expressions, try to always use named ones, it will save you a lot of pain going through stack traces and debugging in general.

Never declare a function in a non-function block (if, while, etc). Assign the function to a variable instead. Browsers will allow you to do it, but they all interpret it differently, which is really bad news.

```
// bad
if (currentUser) {
  function test() {
    console.log('Nope.');
```

```
  }
}

// good
```

```
var test;
if (currentUser) {
  test = function test() {
    console.log('Yup.');
```

Never name a parameter arguments. This will take precedence over the arguments object that is given to every function scope. It is also a [reserved word](#).

```
// bad
function nope(name, options, arguments) {
  // ...stuff...
}

// good
function yup(name, options, args) {
  // ...stuff...
}
```

Prefer early returns.

```
// bad
function returnLate(foo) {
  var value;

  if (foo) {
    value = 'foo';
  } else {
    value = 'quux';
  }
  return value;
}

// good
function returnEarly(foo) {
  if (foo) {
    return 'foo';
  }

  return 'quux';
}
```

```
// bad
function doThingsWithComponent(element) {
  if (element.length) {
    // do things
  }
}

// good
function doThingsWithComponent(element) {
  if (!element.length) {
    return false;
  }

  // do things
}
```

Functions context

Prefer `Function#bind` over `$.proxy(function (), scope)`.

```
doAsync(function () {  
    this.fn();  
}).bind(this);
```

If the context argument is available, it is preferred.

```
// bad  
[1, 2, 3].forEach(function (number) {  
    this.fn(number);  
}).bind(this);  
  
// good  
[1, 2, 3].forEach(function (number) {  
    this.fn(number);  
}, this);
```

If assigning the current context to a variable, the variable should be named `that`:

```
var that = this;  
doAsync(function () {  
    that.fn();  
});
```

Properties

Use dot notation when accessing properties.

```
var luke = {  
    jedi: true,  
    age: 28  
};  
  
// bad  
var isJedi = luke['jedi'];  
  
// good  
var isJedi = luke.jedi;
```

Use subscript notation `[]` **only** when accessing properties with a variable.

```
var luke = {  
    jedi: true,  
    age: 28  
};  
  
function getProp(prop) {  
    return luke[prop];  
}  
  
var isJedi = getProp('jedi');
```

Hoisting

Variable declarations get hoisted to the top of their scope, but their assignment does not.

```
// we know this wouldn't work (assuming there
// is no notDefined global variable)
function example() {
    console.log(notDefined); // => throws a ReferenceError
}

// creating a variable declaration after you
// reference the variable will work due to
// variable hoisting. Note: the assignment
// value of `true` is not hoisted.
function example() {
    console.log(declaredButNotAssigned); // => undefined
    var declaredButNotAssigned = true;
}

// The interpreter is hoisting the variable
// declaration to the top of the scope,
// which means our example could be rewritten as:
function example() {
    var declaredButNotAssigned;
    console.log(declaredButNotAssigned); // => undefined
    declaredButNotAssigned = true;
}
```

Anonymous function expressions hoist their variable name, but not the function assignment.

```
function example() {
    console.log(anonymous); // => undefined

    anonymous(); // => TypeError anonymous is not a function

    var anonymous = function() {
        console.log('anonymous function expression');
    };
}
```

Named function expressions hoist the variable name, not the function name or the function body.

```
function example() {
    console.log(named); // => undefined

    named(); // => TypeError named is not a function

    superPower(); // => ReferenceError superPower is not defined

    var named = function superPower() {
        console.log('Flying');
    };
}

// the same is true when the function name
// is the same as the variable name.
function example() {
    console.log(named); // => undefined
```

```
named(); // => TypeError named is not a function

var named = function named() {
  console.log('named');
}
```

Function declarations hoist their name and the function body.

```
function example() {
  superPower(); // => Flying

  function superPower() {
    console.log('Flying');
  }
}
```

For more information on hoisting refer to [JavaScript Scoping & Hoisting](#) by Ben Cherry.

Types

Type Casting and Coercion

Strings:

```
// => this.reviewScore = 9;

// bad
var totalScore = this.reviewScore + '';

// good
var totalScore = '' + this.reviewScore;

// bad
var totalScore = '' + this.reviewScore + ' total score';

// good
var totalScore = this.reviewScore + ' total score';
```

Numbers: Use `parseInt` for Numbers and always with a radix for type casting.

```
var inputValue = '4';

// very bad
var val = new Number(inputValue);

// bad
var val = +inputValue;

// bad
var val = inputValue >> 0;

// bad
var val = parseInt(inputValue);

// ok
var val = Number(inputValue);
```



```
// good
var val = parseInt(inputValue, 10);
```

Booleans:

```
var age = 0;

// bad
var hasAge = new Boolean(age);

// ok
var hasAge = Boolean(age);

// good
var hasAge = !!age;
```

Comparison Operators & Equality

Use `===` and `!==` over `==` and `!=`.

Comparison operators are evaluated using coercion with the `ToBoolean` method and always follow these simple rules:

- **Objects** evaluate to **true**
- **Undefined** evaluates to **false**
- **Null** evaluates to **false**
- **Booleans** evaluate to the **value of the boolean**
- **Numbers** evaluate to **false** if **+0**, **-0**, or **NaN**, otherwise **true**
- **Strings** evaluate to **false** if an empty string `''`, otherwise **true**

```
if ([0]) {
  // true
  // An array is an object, objects evaluate to true
}
```

- Use shortcuts.

```
// bad
if (name !== '') {
  // ...stuff...
}

// good
if (name) {
  // ...stuff...
}

// bad
if (collection.length > 0) {
  // ...stuff...
}

// good
if (collection.length) {
  // ...stuff...
}
```

```
}
```

More info in `Javascript Equality Table` <<https://dorey.github.io/JavaScript-Equality-Table/>>`_

- Condition statements should not contain assignment operations:

```
// bad
var foo;
if ((foo = bar()) > 0) {
    // ...
}

// good
var foo = bar();
if (foo > 0) {
    // ...
}
```

- Logical operators should not be used for conditional branching:

```
// bad
condition && actionIfTrue() || actionIfFalse();

// good
if (condition) {
    actionIfTrue();
} else {
    actionIfFalse();
}
```

- Conditions longer than the maximum line length should be divided as in the example:

```
// good
if (longCondition ||
    anotherLongCondition &&
    yetAnotherLongCondition
) {
    // ...
}
```

- The ternary operator should be written as in the examples:

```
var x = a ? b : c;

var y = a ?
    longButSimpleOperandB : longButSimpleOperandC;

var z = a ?
    moreComplicatedB :
    moreComplicatedC;
```

- If a statement is longer than the maximum line length, it is split into several lines and properly indented.
- Closing parentheses should be on a new line with the indentation of the current block statement. Tend to do the same with object properties.

```
DoSomethingThatRequiresALongFunctionName (
    veryLongArgument1,
    argument2,
    argument3,
```

```

    argument4
  );
  anotherStatement;

```

Common patterns

Loops

Use `for-in` only for iterating over keys in an `Object`, never over an `Array`.

Naming conventions

Refer to guidelines. Use leading underscore to denote private methods/properties. The only place where it's allowed to use single letter variable is in event callbacks:

```

// bad
$('div.elem').on('click', function (clickEvent) {
  ...
});

// good
$('.js-element').on('click', function (e) {
  ...
});

```

Events

When attaching data payloads to events (whether DOM events or something more proprietary like Backbone events), pass a hash instead of a raw value. This allows a subsequent contributor to add more data to the event payload without finding and updating every handler for the event. For example, instead of:

```

// bad
$(this).trigger('listingUpdated', listing.id);

...

$(this).on('listingUpdated', function(e, listingId) {
  // do something with listingId
});

```

prefer:

```

// good
$(this).trigger('listingUpdated', { listingId: listing.id });

...

$(this).on('listingUpdated', function(e, data) {
  // do something with data.listingId
});

```

Templates

When passing data to JS templates (using underscore.js / window.templ by J. Resig) - always pass an object that has only one property, and that property is the data you need.

Consider this template:

```
<% if (people) { %>
  <%= people %>
<% } %>
```

```
// bad
var markup = templ(template, { prop1: true, prop2: '1' });
```

This will throw a ReferenceError because these template engines use with underneath. Instead do this:

```
<% if (addon.people) { %>
  <%= addon.people %>
<% } %>
```

```
// good
var markup = templ(template, {
  addon: {
    prop1: true,
    prop2: '1'
  }
});
```

You will have explicit scope without any unexpected behaviours.

jQuery

Do not prefix jQuery variables with \$. Always cache jQuery lookups.

```
// bad
function setSidebar() {
  $('.sidebar').hide();
  $('.sidebar').css({
    'background-color': 'pink'
  });
}

// bad
function setSidebar() {
  var $sidebar = $('.sidebar');
  $sidebar.hide();
  $sidebar.css({
    'background-color': 'pink'
  });
}

// good
function setSidebar() {
  var sidebar = $('.sidebar');
  sidebar.hide();
  sidebar.css({
    'background-color': 'pink'
  });
}
```

```
});
}
```

Classes

It is a common pattern when creating javascript components to save all the ui elements under a common namespace. It is also a common mistake to declare an object called `ui` on a class.

```
// bad
var Widget = new Class({
  ui: {
    oneElement: null,
    anotherElement: null
  },
  initialize: function (container, options) {
    this._buildUI(container);
  },
  _buildUI: function (container) {
    this.container = $(container);

    // another bad thing
    this.ui.oneElement = $('.js-one-element');
    this.ui.anotherElement = $('.js-another-element');
  }
});
```

There are several problems. The `ui` object is declared on prototype in this case, and as with all complex types in javascript we are working with a reference to the value. That means that the same `ui` object will be shared across all instances of the class, which in turn will mean that you won't be able to use several instances on the page.

```
// good
var Widget = new Class({
  initialize: function (container, options) {
    this._buildUI(container);
  },
  _buildUI: function (container) {
    this.container = $(container);
    this.ui = {
      // scoping widget's moving parts under the same container is a good pattern as well
      oneElement: $('.js-one-element', this.container),
      anotherElement: $('.js-another-element', this.container)
    };
  }
});
```

We do not always know how the widget will be used. Even if “it’s only gonna be on this page and it’s gonna be this particular instance” seems like a valid reason not to change - it never is. We should always strive for making components independent and reusable, it’s usually not a big effort (especially if you think about before writing the widget) and it can solve a lot of problems for you in the future.

Passing data to components

Avoid instantiating components in inline scripts. Instead pass the data to the components through data attributes.

Avoid spreading options into multiple data attributes, as it might happen that two different javascript components live on the same DOM node and require an option with the same name. Instead use json notation.

Bad:

```
<div class="js-component-1 js-component-2"
  data-something="false" {# for component 2 #}
  data-value="for component 1"
  data-value="for component 2"> {# aw maaan #}
  Sad panda :(
</div>
```

Imagine in this case component 1 functionality is significantly affected by an option that is meant for component 2. Also if they share the same option property name, such as value - sad panda.

Good:

```
<div class="js-component-first js-component-second"
  data-component-first='{
    "value": "for component 1"
  }'
  data-component-second='{
    "value": "for component 2",
    "something": false
  }'>
  Happy panda!
</div>
```

Passing the data to the components is also very straightforward. This way you have the same initialisation method for all existing instances of the widget even if they have different options.

```
var componentElements = $('.js-component-2');
var defaults = {
  x: 0,
  y: 0,
  something: true
};
componentElements.each(function () {
  var componentElement = $(this);
  var options = $.extend({}, defaults, componentElement.data('component-second'));
  new ComponentSecond(componentElement, options);
});
```

Magic numbers

- Avoid magic numbers. Try to parametrise or use constants.

```
// bad
setTimeout(function () {
  if (failed && count < 5) {
    count++;
    return;
  }
  // or do stuff
}, 3000);

// better
var POLLING_TIMEOUT = 3000;
var MAX_FAILURES_COUNT = 5;

setTimeout(function () {
```

```

    if (failed && count < MAX_FAILURES_COUNT) {
        count++;
        return;
    }
    // or do stuff
}, POLLING_TIMEOUT);

```

```

switch (e.keyCode) {
    case keyCodes.ENTER:
    case keyCodes.SPACE:
        x();
        break;
    case keyCodes.TAB
    case keyCodes.ESCAPE:
        y();
        break;
    default:
        z();
}

```

ECMAScript 5

Use where appropriate. Use array methods for working with arrays, but don't use them when working with array-like objects such as jQuery collections. For them use `$.fn.each` instead.

Prefer `Array#forEach` over `for () {}` loop.

```

var fighters = [
    {
        name: 'Jonny Cage',
        dead: true
    },
    {
        name: 'Kung Lao',
        dead: true
    },
    {
        name: 'Raiden',
        dead: false
    }
];

// bad
var i;
var l = fighters.length;

for (; i < l; i++) {
    console.log(fighters[i].name + ' ' + (fighters[i].dead ? 'lost' : 'did not lose'));
}

// good
fighters.forEach(function (fighter) {
    console.log(fighter.name + ' ' + (fighter.dead ? 'lost' : 'did not lose'));
});

```

More info on ES5 compatibility [here](#)

1.5.2 Styles

General

Formatting, nesting, ordering and everything else is covered by Guidelines

Main problem with CSS

There are two types of problems in CSS: cosmetic problems and architectural problems. Cosmetic problems—issues like vertical centering or equal-height columns—usually engender the most vocal complaints, but they’re almost never showstoppers. They’re annoying, sure, but they don’t break the build.

Philip Walton [Side Effects in CSS](#)

Since CSS is global, every rule you write or override has the potential to break completely unrelated things. With that in mind, try to avoid selectors that are too unspecific (e.g. [type selectors](#) or overly specific selectors, like `.nav > ul > li > a`. That selector is going to be extremely painful to extend and override if there’s going to be a “special” list item for example. That also brings us to

Selector performance

It is always said that css selectors performance is not that important and there are no “easy-to-follow” rules for fixing it. But just to reiterate, main points:

- If your project is sufficiently big and complex or really dynamic, css selector performance may play a major role in the perceived rendering performance.
- Selectors are interpreted by the browser from right to left, meaning `.my-class > *` will select all the elements on the page all the time and check if their immediate parent has a class `my-class`. If there would be no `>` it would traverse the tree all the way up for every element, which is not very good. It is true that browsers do optimize things like this, but you should always check for yourself.

JS selectors

We use `js-` prefixed selectors for referencing DOM Nodes from javascript. That means that these classes have a pure functional purpose and styles should **never** be applied to them. Same type of widget could be easily represented by completely different sets of markup.

Magic numbers

Tend not to use magic numbers in CSS. Let’s say you want to position an element in a specific place. Try to be agnostic of the environment and don’t use values that are too specific.

```
.nav {  
  height: 30px;  
}  
  
// bad  
.dropdown {  
  // it works, but imagine we are going to change  
  // the height of the nav. we'll need to go all over the css and change  
  // the value now  
  top: 35px;  
}
```



```
}  
  
// good  
.dropdown {  
  top: 100%;  
  margin-top: 5px;  
}
```

Another example of magic numbers could be computed values. Let's say you have a component that is created on top of existing component, like a bootstrap styled select.

```
// bad  
.custom-select {  
  height: 38px;  
  padding: 14px 17px;  
}  
  
// much better  
.custom-select {  
  height: $input-height-base - 2px;  
  padding: ($padding-base-vertical - 1px) ($padding-base-horizontal - 1px);  
}
```

Avoid magic numbers like the plague..

Sass

Sass or SCSS

That one is a no-brainer. We use SCSS flavor because it is closer to CSS and easier to pick up for everyone. It also resolves subtle issues with indentation.

Nesting

Optimal nesting level is 2. You can go up to 4 levels (scss-lint rule), but try not to. Overused nesting usually means that something is wrong with the code.

Extends

In general, try to avoid extend unless you know exactly what you are doing. Only use @extend when the rulesets that you are trying to DRY out are inherently and thematically related.

Do not force relationships that do not exist: to do so will create unusual groupings in your project, as well as negatively impacting the source order of your code.

<http://csswizardry.com/2014/11/when-to-use-extend-when-to-use-a-mixin/>

Color manipulation

When using alpha transparent colors keep in mind that `rgba` supports passing colors, so you can do things like this:

```
// bad
color: rgba(0, 0, 0, 0.85);

// good
color: rgba(black, 0.85);
color: rgba(#000, 0.85);
color: rgba($color, 0.85);
```

Compass vs LibSass

At the moment compass. In plans - dropping compass and implementing LibSass.

Autoprefixer

For generating vendor prefixes one should use Autoprefixer instead of relying on mixins. That way we reduce sass compilation time and ensure that we have only prefixes that we actually need. As a good side effect we will use actual standard CSS syntax.

Will be implemented with LibSass, but can be used with `autoprefixer-rails` gem.

Bootstrap

When using `settings/_bootstrap.scss` make sure that you have all the variables overwritten in the file, because overriding only some of them can lead to subtle bugs like [this](#):

```
// this is what happens in the bootstrap/_variables.scss
$line-height-computed: 20px !default;
$padding-base-vertical: 6px !default;

// and this is a computed property from bootstrap, 34px by default
$input-height-base: ($line-height-computed + ($padding-base-vertical * 2) + 2) !default;

// now what we want to do is to override line-height-computed in our settings file
$line-height-computed: 23px;
```

Now we would expect that `$input-height-base` will be 37px, but it will be still 34px because computed properties are already calculated and won't be changed. Since bootstrap components dimensions are all interconnected to these computed variables we should always have the full settings file. Order matters too.

Media queries

In general when using media queries with bootstrap variables, use appropriate values for appropriate type of a query.

```
// bad
@media (min-width: $screen-sm-max) {
  ...
}

@media (max-width: $screen-sm-min) {
  ...
}

// good
```

```
@media (min-width: $screen-md-min) {  
    ...  
}  
  
@media (max-width: $screen-xs-max) {  
    ...  
}
```

These values differ only by 1 pixel, but it's a very important one.

Open for discussion

- Screenshot regression testing
- autoprefixer implementation

1.6 Tips and Tricks

Note: There are several tips & tricks we found over the time that are worth mentioning.

1.6.1 Floating

When using `float: left; display: block;` is not required anymore as **every** element which is floated automatically gets the **block** state. This does not apply to sub-elements.

1.6.2 Hidden Attribute

With modern HTML5 we can use the `hidden="hidden"` attribute which is a **softer** version of `display: none;`. This state can easily be overwritten using CSS or JavaScript. As such the attribute is ideal for hiding elements which are later displayed through JavaScript to prevent jumping behaviours. But be aware of the [current support](#).

1.6.3 Image Optimisation

Images are the number one source of optimisation when it comes to file size. Optimise images using tools like [CodeKit](#), [ImageOptim](#) or our internal [Gulp](#) command: `gulp images`.

1.7 Contribution

Note: You are very welcome improving this boilerplate for Aldryn and your everyday use, especially the documentation always needs love. Feel free to fork and send us pull requests and follow the guidelines from within this section.

1.7.1 Code of Conduct

- Ensure code validates against or own guidelines
- Write documentation about what you are doing
- If you are not sure, just ask - join our community **#aldryn** on [Freenode](#)

1.7.2 Documentation

To extend and run the documentation, you will need [Python](#) and [Virtualenv](#) installed on your computer. You also need [Git](#) and a GitHub account obviously.

In addition, follow the steps underneath to get them running:

1. clone the repository using `git clone https://github.com/aldryn/aldryn-boilerplate-bootstrap3.git`
2. navigate to the documentation through `cd aldrn-boilerplate-bootstrap3/docs`
3. run `make install` to install additional requirements
4. run `make run` to let the server run

Now you can open **http://localhost:8000** on your favourite browser and start changing the rst files within `docs/`.

You need to be aware of [reStructuredText](#) to format the documentation properly.

Guidelines

- Always start paths with a `/` and leave the trailing slash.
 - Leave two spaces before a title.
 - Write “Django”, “django CMS” or “Aldryn”.
 - Write names properly: Sass, Bootstrap, JavaScript instead of sass (or SASS), bootstrap and javascript.
 - Additional guidelines from [django CMS](#) apply.
-

1.7.3 Pull Requests

Before starting to work on issues or features, please mind the branching model:

- **master** is used for hotfix releases (1.1.x)
- **develop** is used for features and issues (1.x.x)

Everything that is merged to *develop* will be released within the next proper release (1.x.x). Major releases (x.x.x) will have their own branches but are always merged against *develop*.

1.7.4 Releases

Always adapt the [CHANGELOG.rst](#) and [AUTHORS.rst](#) accordingly. After the release, set the correct release notes on [GitHub](#). Don't forget to update the release version within [boilerplate.json](#)