

Header Text: Sass is a scripting language that is interpreted into Cascading Style Sheets (CSS), also known as a preprocessor. If you can write CSS you can start using Sass, and begin taking advantage of the benefits it offers like variables, nested rules, mixins and many other features that enable quicker front end development. Check our livestreams and a great collection of JavaScript tutorial videos!

Meta Title: The Complete Guide to Sass (Syntactically Awesome Stylesheets) Programming Language – Livecoding.tv

Meta Description: Learning Sass programming language with Livecoding.tv community has additional advantages in live streaming and videos for all difficulty levels!

Meta Keywords: sass, scss, syntactically awesome stylesheets, sass tutorial, what is sass, learn sass, sass code, learn sass online, sass programming, sass language, how to code sass, understanding sass

About Sass Programming Language

Sass is a scripting language that is interpreted into Cascading Style Sheets (CSS), also known as a preprocessor. Sass can be compiled into CSS either by application, like CodeKit or Scout, or from the command line. Sass can be written in one of two syntaxes: SCSS, the newer, more CSS-like syntax, or Sass, the older, indent-dependent syntax. Sass can be used on most operating systems, including Mac, Windows and Linux.

Using Sass to create style sheets makes the process quicker, less complicated and easier to maintain. Sass also enables you to use features not yet included (or well supported) in standard CSS, like variables, mixins, and advanced operations and functions.

Sass is arguably the most dominant CSS preprocessor available. It is supported by a large, friendly and highly active developer community. Many major front end development frameworks, like Bootstrap and Foundation, are built on Sass.

Though Sass can seem a bit intimidating to get started with, due to its Ruby dependency and breadth of powerful features, if you're familiar with the syntax of standard CSS, learning Sass will come easily.

Sass History

Sass was initially designed by Hampton Catlin and developed by Natalie Weizenbaum in 2006 as a feature of the Haml markup language. Chris Eppstein, creator of Compass, later joined primary developer Weizenbaum in 2008 to continue to extend Sass with SassScript. Numerous contributors have since joined the Sass community and have helped keep the project thriving.

Originally written in Ruby, Sass has been ported to many languages, including C, C++, Java, JavaScript, .Net, Perl, PHP, Python and Scala.

References:

<http://sass-lang.com/>

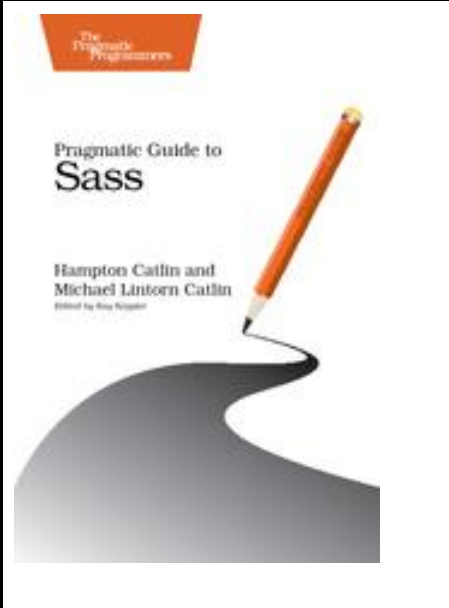
[https://en.wikipedia.org/wiki/Sass_\(stylesheet_language\)](https://en.wikipedia.org/wiki/Sass_(stylesheet_language))

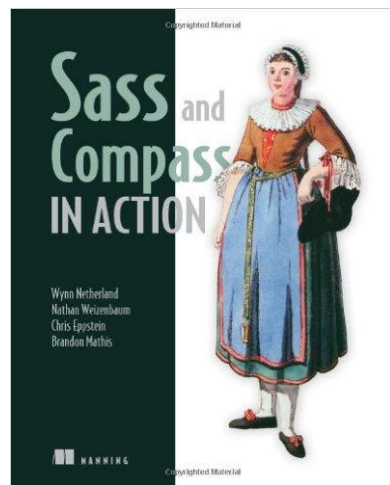
Sass Tools

- compass-style.org: Compass is an open-source CSS authoring framework
- sassmeister.com: SassMeister is a playground for Sass, Compass, and LibSass
- mhs.github.io/scout-app: Scout runs Sass and Compass in a self-contained Ruby environment, letting you effortlessly manage all of your Sass projects with a handful of clicks
- bourbon.io: Bourbon is a simple and lightweight mixin library for Sass
- susy.oddbird.net: Susy is a Sass-based grid framework
- css2sass.herokuapp.com: Css2Sass is a CSS to Sass/SCSS converter
- github.com/brigade/scss-lint: Scss-lint is a tool to help keep your SCSS files clean and readable
- sassdoc.com: SassDoc is a documentation system to build pretty and powerful docs
- sass-guidelin.es: An opinionated styleguide for writing sane, maintainable and scalable Sass.

Sass Best Books

There is a small, but steadily growing library of Sass-related books. They all take a slightly different look at Sass application in the real world, and are all worth a read.

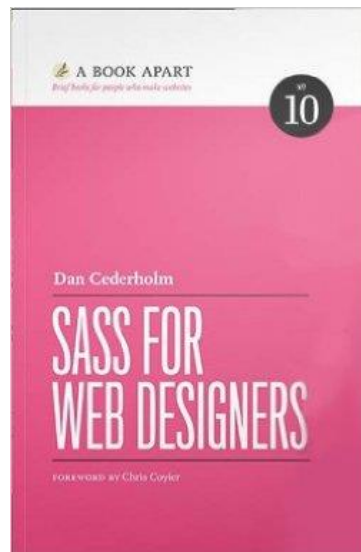
	<h3><u>Pragmatic Guide to Sass</u></h3> <p>By Hampton Catlin and Michael Lintorn Catlin</p> <p>CSS is fundamental to the web, but it's a basic language and lacks many features. Sass is just like CSS, but with a whole lot of extra power so you can get more done, more quickly. Build better web pages today with <i>Pragmatic Guide to Sass</i>. These concise, easy-to-digest tips and techniques are the shortcuts experienced CSS developers need to start developing in Sass today.</p>
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Sass and Compass in Action

By Wynn Netherland, Nathan Weizenbaum, Chris Eppstein, and Brandon Mathis

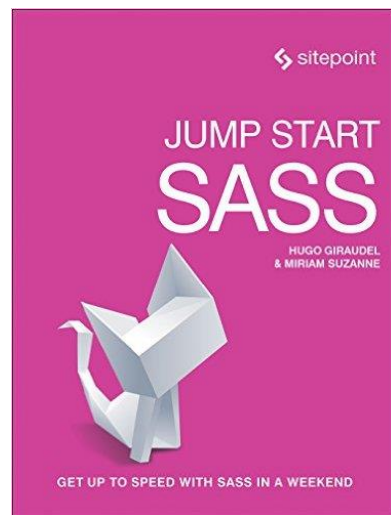
Sass and Compass in Action is the definitive guide to stylesheet authoring using these two revolutionary tools. Written for both designers and developers, this book demonstrates the power of both Sass and Compass through a series of examples that address common pain points associated with traditional stylesheet authoring. The book begins with simple topics such as CSS resets and moves on to more involved topics such as grid frameworks and CSS3 vendor implementation differences.



Sass for Web Designers

By Dan Cederholm

A reluctant convert to Sass, Dan Cederholm shares how he came around to the popular CSS pre-processor, and provides a clear-cut path to taking better control of your code (all the while working the way you always have). From getting started to advanced techniques, Dan will help you level up your stylesheets and instantly start taking advantage of the power of Sass.



[Jump Start Sass](#)

By Hugo Giraudel and Miriam Suzanne

This book provides a comprehensive introduction to Sass for the beginner. Knowledge of HTML and CSS is assumed, some experience with JavaScript or another programming language is helpful.

Sass Projects

[Setting Up Sass on Windows](#)

This post provides a very simple guide to help Windows-based developers get up and running quickly with Sass.

[Install and Update Sass on Mac OSX 10.11 El Capitan](#)

This post provides a very simple guide to help Mac-based developers get up and running quickly with Sass.

[Getting Started with Sass](#)

Three simple exercises (variables, mixins and nested media queries) to help you get started with Sass.

[Getting started with Sass and Compass](#)

So your friend, co-worker, web-buddy or whomever told you about Sass, Compass ... or both. Great! Now what? In this beginner guide we take you through the first steps of getting started with Sass and Compass. We walk you through installation, creating a test project, compiling your first lines of Sass to CSS, and we even "mixin" a little Sass history.

[Leveraging Sass mixins for cleaner code](#)

Without question, one of the most powerful and valuable features of Sass is the ability to package up existing code into reusable chunks of code called mixins.

[Understanding Variable Scope in Sass](#)

In this article, we'll take a deeper look at variables and variable scope in Sass. The scope of a variable describes the context within which it's defined and therefore where it's available to use.

[Referencing parent selectors using the ampersand character](#)

Referencing parent selectors by using the ampersand (&) can be a powerful tool, if used right. There are simple uses of this feature as well as some very complex uses of this feature. In this post we will cover the basic uses of the ampersand (&) as well as link you to a post by Joel Oliveira that goes much deeper on the subject.

[Sass control directives: @if, @for, @each and @while](#)

Sass control directives are the cornerstone of creating libraries for reuse and distribution, and need to be among the very first items on your list of things to learn when taking your Sass skills to the next level.

Sass Community

Sass Gurus



Hampton Catlin: Hampton Catlin is the co-founder and CEO of Wordset, an online collaborative dictionary, and rarebit. He is also the inventor of Sass, Haml, and m.wikipedia.org. He's the founder of the libsass project and the author of "The Pragmatic Guide to Sass." He was formerly mobile lead at the Wikimedia Foundation and CTO of Moovweb, helping large companies build better interfaces.

[Hampton's Website](#)



Natalie Weizenbaum: Natalie Weizenbaum is the primary developer and designer of Sass and has been involved in the project since the second commit. She lives in Seattle, Washington and works on Dart application libraries at Google.

[Natalie's GitHub Page](#)



Chris Eppstein: Chris Eppstein is a core contributor to Sass and the creator of Compass, the first Sass-based framework, and Eyeglass, a node-sass plugin ecosystem for NPM. He lives in San Jose, California with his wife and two children. He is an Engineer for LinkedIn.com, where his primary responsibility is to maintain Sass and many other Sass-related open source projects.

[Chris' Website](#)



Hugo Giraudel: Hugo Giraudel is a French front end developer working at Edenspiekermann in Berlin. He is an active open-source contributor and conference speaker, maintainer of SassDoc and writer of Sass Guidelines.

[Hugo's Website](#)



Miriam Suzanne: Miriam Suzanne is an author, performer, musician, designer, web developer, speaker and consultant. As co-founder of OddBird, she is creator for the open-source Accoutrement, Susy and True Sass toolkits.

[Miriam's Website](#)



Roy Tomeij: Roy Tomeij is a full stack developer and co-founder of a Ruby consultancy. He is specialized in Sass., and is an internationally acclaimed conference speaker on the subject.

[Roy's Website](#)



Jina Bolton: Jina Bolton is a designer, developer, writer and speaker. She leads the Sass brand and website.

[Jina's Website](#)



John W. Long: John W. Long is a full-stack application designer from Raleigh, North Carolina. He is Managing Editor of The Sass Way, a site covering the latest news and topics on handcrafting CSS with Sass and Compass.

[John's Website](#)

Sass Conferences

- [SassConf](#): Various locations in U.S.
- [CSS Summit](#): Virtual