Responsive Web Design

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big phones

small screens

big screens

big tablets

medium screens

small tablets

small phones

Why is this important?

What do we need to do?

_flexible layouts

_flexible media

_media queries

Source: http://learn.shayhowe.com/advanced-html-css/responsive-web-design/

Recommended Tools

_sublime text + packages

- _emmet.io (!!! <3)
- _ColorPicker
- _CSS3
- _Side Bar (SideBarEnhancements)

Development Tips

_browser console (cmd+i or inspect element)

_run local server

- _open Terminal
- _type cd path/of/your/folder and press enter
- _type python -m SimpleHTTPServer and press enter
- _go to browser and type in localhost:8000
- _go to system preferences > network and find your ip address
- _type your ip address in the browser on your phone and add :8000 at the end - **YAY you should see your index.html**

_to see your index.html on a different device go to System Preferences > Network and find your IP address

_your computer and your phone have to be on the same wifi, then type your IP address:8000

Relative Units like %, vw, vh

For comletely different content

_redirect to different html files depending on browser

_JavaScript for detection

Hey,
I am a
Phone.

Hello,
I am Desktop
Computer.

CSS Media Queries

Identifying Breakpoints

“Your instinct might be to write media query breakpoints around common viewport sizes as determined by different **device resolutions, such as 320px, 480px, 768px, 1024px, 1224px**, and so forth. This is a bad idea.

When building a responsive website it should **adjust to an array of different viewport sizes, regardless of the device**. Breakpoints should only be introduced when a website starts to break, **look weird**, or the experience is being hampered.

Additionally, new devices and resolutions are being released all of the time. Trying to keep up with these changes could be an endless process.”

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Mobile First

“...using styles targeted at smaller viewports as the default styles for a website, then use media queries to add styles as the viewport grows.

[...] a user on a mobile device, commonly using a smaller viewport, should’t have to load the styles [and assets] for a desktop computer only to have them over written with mobile styles later. Doing so is a waste of bandwidth. Bandwidth that is precious to any users looking for a snappy website.

The mobile first approach also advocates designing with the constraints of a mobile user in mind. Before too long, the majority of Internet consumption will be done on a mobile device. Plan for them accordingly and develop intrinsic mobile experiences.”

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CSS Rules Depending On

_css rules depending on

_screen size & device size

_device orientation

_display density

_aspect ratio

_pixel ratio

_resolution

More Links and Resources

_http://www.lynda.com/CSS-tutorials/Responsive-Images/372539-2.html

_http://www.smashingmagazine.com/responsive-web-design-guidelines-tutorials/