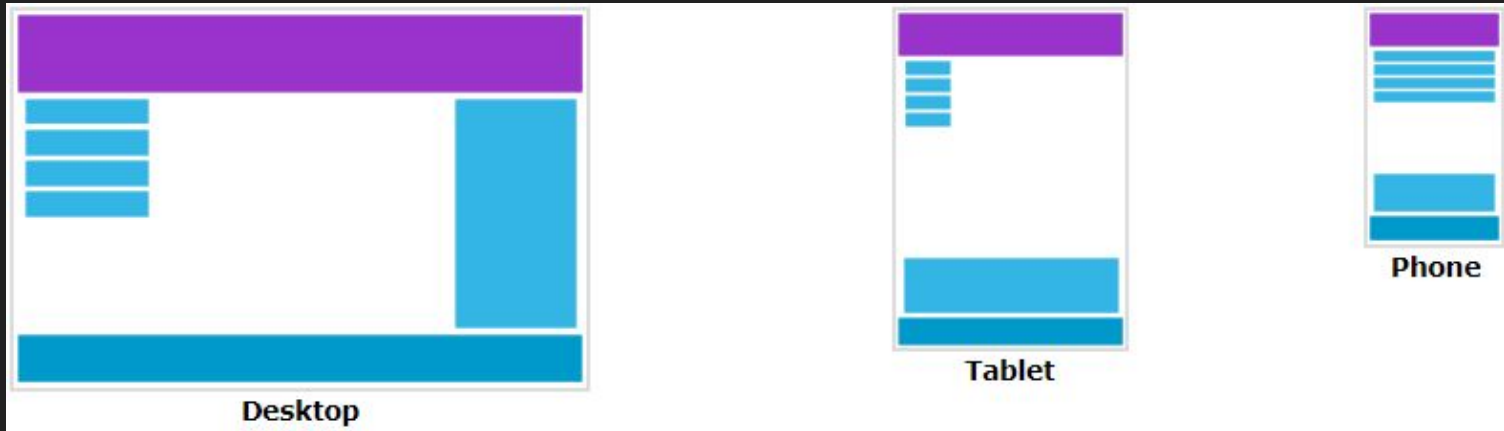# What should I know about Responsive Design?

- Responsive Design
- Media Queries
- Flow and relative units
- Mobile First !

What is Responsive Design   *link*

- Responsive Design makes your website look good on all devices

- 3 Devices: Desktop - Tablet   -   Mobile

Desktop

Tablet

Phone

Media Queries   *link*

- <u>CSS Media Queries</u> allow to create responsive designs

- How to use CSS @media rule

- You can use all media queries in a same file: example

- Foreach resolution, we will create one media query, example:

```
@media screen and (max-width: 480px) {

    /* for screens with width equal or less than 480px */

}
```

Setting the Viewport *link*

- ○ The **viewport** is the visible area in the browser window

`<meta name="viewport" content="width=device-width, initial-scale=1.0">`

- ○ **width="device-width"** → the width of the page follows the screen-width of the device

- ○ **initial-scale=1.0** sets the initial zoom level when the page is first loaded by the browser

Principles on Responsive Design

▶ [Responsive Web Design | 10 Basic](#)

.. among which we will highlight:

1. Responsive vs. Adaptive
2. The flow
3. Relative Units
4. Breakpoints
5. Max and Min values
6. Nested objects
7. Mobile First!

Principles on Responsive Design

1. **Responsive** vs. **Adaptive**

   ◆ Items *flow* in Responsive design, they don't have to in Adaptive design

2. **The flow**

   ◆ The vertical dimension must be taken into account → containers and items must flown orderly and not step on each other.

3. **Relative Units**

   ◆ Use relative units (**em**, **%**, **rem** , vw, vmin, vmax) whenever possible.

4. **Breakpoints**

   ◆ Usa MediaQueries to place the containers according to the layout (desktop, mobile, tablet)

Principles on Responsive Design

5. **Max and Min values**

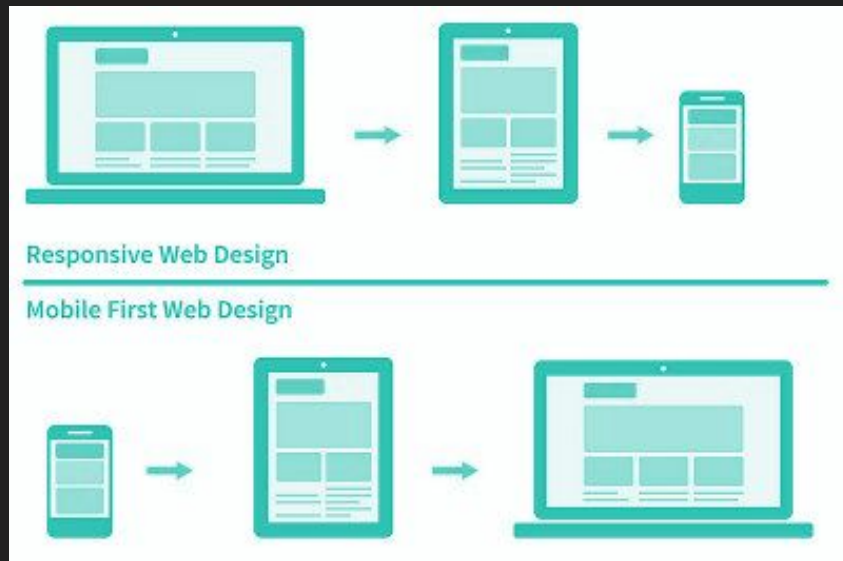   ◆ Use max and min values for mesures

6. **Nested objects**

   ◆ Wrapping elements in a container and thus creating different level makes everything easier to manage.

7. **Mobile First!**

   ◆ According to some experts, it is better to design for mobile first and then for desktop.

Mobile First Design   *link*

- Start creating a Mobile device before working the classical Desktop layout

- But... *Why?*

  - Because Mobile internet usage has surpassed desktop usage since 2016 (and keeps growing...)

  - Because according to people who know *way more* than me and speak faster - like KP - it's more efficient

Responsive Web Design

Mobile First Web Design

More info

- [Different Fluid / Responsive / Fluid+Responsive Designs](#)

- [Responsive Image](#)