Source: HTML Responsive Web Design

Adding this tag will allow the browser to scale the webpage depending on the dimensions of the viewport:

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

For images using a percentage instead of "px" will allow it to adapt, for example, width: 100% or max-width: 100% (to ensure it does not get larger than its original size).

For text we can use the units "vw" or "viewport width" to make it adaptive to the size of the window. (Any relative units will work such as em/rem or % but we should make sure we use the same one throughout the project.)

Containers and elements can use flexbox, i.e., display: flex, so that the layout of the container can vary based on screen sizes.

More on flexbox: CSS Flexbox Responsive