viewport dimension

If unit identifier not provided, it will be default to 'px'
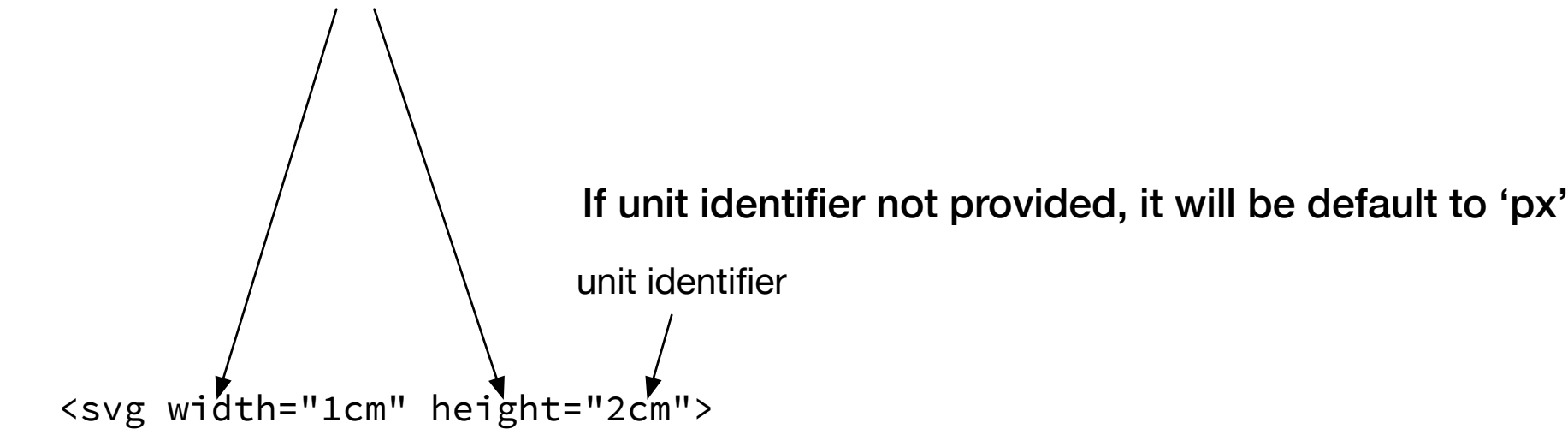
unit identifier
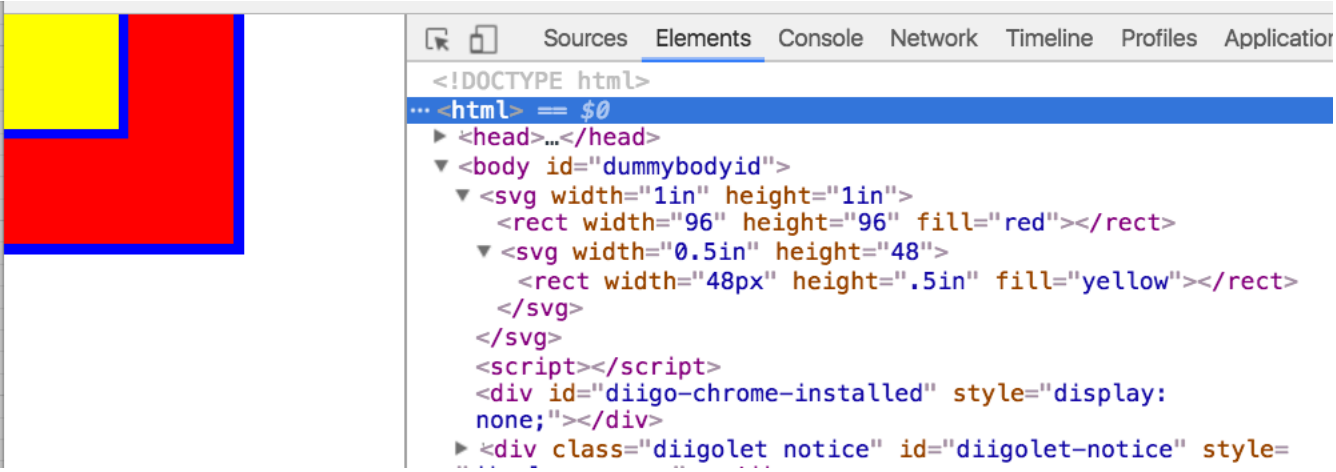
```
<svg width="1cm" height="2cm">
```

% unit identifier is relative to parent element

It was mistaken to conclude %unit identifier for height does not work.

But in fact relative unit of % for height does work, the container element (such as a div) must have an explicit height.

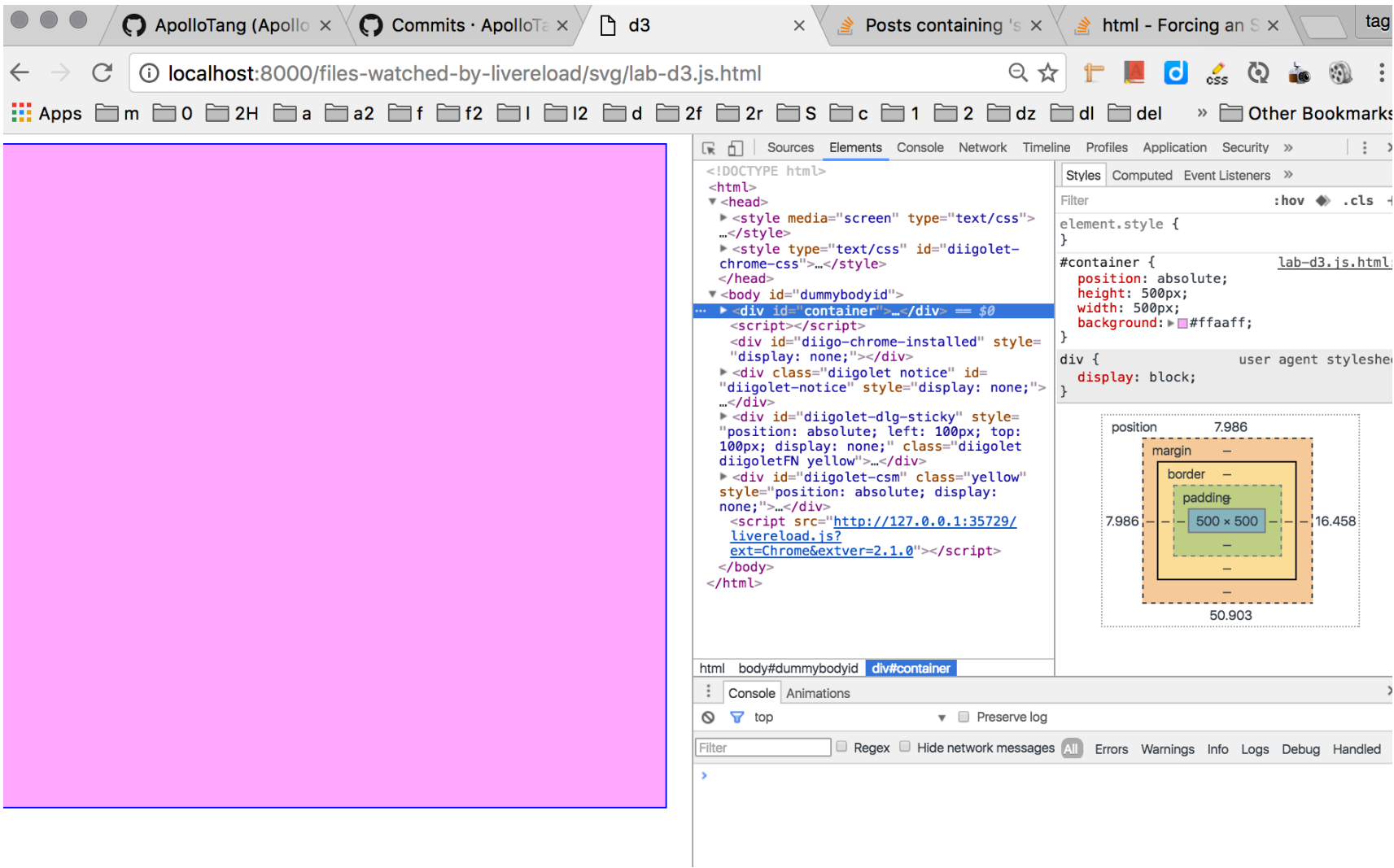- mixing unit
- parent container does not set unit of its children


```
<!DOCTYPE html>
<html>
<head>
<style media="screen" type="text/css">
* { margin: 0; padding: 0;}
svg{ outline: 5px solid blue;}
</style>
</head>
<body>
<svg width="1in" height="1in">
    <rect width="96" height="96" fill="red" />
    <svg width="0.5in" height="48">
        <rect width="48px" height=".5in" fill="yellow" />
    </svg>
</svg>
<script></script>
</body>
</html>
```

1in = 96px

1cm = 37.795px

```
<!DOCTYPE html>
<html>
<head>
<style media="screen" type="text/css">
#container {
    position: absolute;
    height: 500px;
    width: 500px;
    background: #ffaaff;
}
svg {
    outline: 1px solid blue;
}
</style>
</head>
<body>
<div id="container">
    <svg width="100%" height="100%"></svg>
</div>
<script></script>
</body>
</html>
```

To fill the entire browser view with SVG

```
<!DOCTYPE html>
<html>
<head>
<style media="screen" type="text/css">
    * { margin: 0; padding: 0;}
    html {height: 100%; overflow: hidden;}
    body {height: 100%;}
</style>
</head>
<body>
    <svg width="100%" height="100%">
        <rect width="100%" height="100%" fill=red>
    </svg>
<script></script>
</body>
</html>
```