

Responsive KODR

Responsive website design is an approach that ensures a website adjusts its layout, images, and text to suit the screen size.

Units

- **Absolute Units**

- These are **fixed values**

Unit	Description	Example
px	Pixels (device-specific dots)	16px
pt	Points (1/72 inch, mostly in print)	12pt
cm	Centimeters	2cm
mm	Millimeters	5mm
in	Inches	1in

- **Relative Units**

- These scale based on something.

Unit	Relative to	Example
em	Its own font size	1.5em
rem	Root element's font size (<code>html</code>)	2rem
%	Parent element's size (width/height)	50%
vw	1% of viewport width	5vw
vh	1% of viewport height	10vh
vmin	1% of smaller viewport dimension	10vmin
vmax	1% of larger viewport dimension	10vmax
ch	Relative to the width of the "0" (zero)	7ch
ex	Relative to the x-height of the current font (rarely used)	1ex

rem

- stands for "root `em` "
- Relative to: the root (`<html>`) font-size.
- Use for
 - Margins, paddings (between sections)

em

- Relative to the font size of its own or nearest ancestor [defined font size].
- Use for
 - Button padding relative to its own text size
 - Icons or spacing inside components

%

- **Relative to: the size of the parent element** (for width/height, padding/margin).
- Use for:
 - Flexible widths, heights

VW

- **Relative to: viewport's width**
- Use for:
 - Fluid typography

vh

- **Relative to: viewport's height**
- Use for:
 - Splash screens (loading screen)
 - Full-page hero banners

Fluid Typography

Responsive typography → `clamp()` with `vw` and `px`

example:

```
h1 {  
  font-size: clamp(14px, 1vw + 8px, 18px);  
}
```