A CRASH COURSE

IN RESPONSIVE DESIGN

Ed Charbeneau

Ed Charbeneau

- Corporate web developer for Sypris Solutions
- Code PaLOUsa Co-Chairman
- Author: Simple-Talk
- ResponsiveMVC.net
- Twitter: @EdCharbeneau

What I do

Build web applications & LOB web apps

Build websites

The Challenge

Customers' expectations have changed

- — Websites
- — Mobile web
- — Apps

We need to know when and how to fulfill these expectations

Strategy

- A wide range, DRY approach to any website or web based UI

- Deploy content in a progressive manner focused on the needs of the user
  - Start broad
  - Add features based on the requirements

- How do we tackle this?

A foundation for the web

NATIVE APPS

ENHANCED BEHAVIOR

WEB PRESENTATION (RESPONSIVE)

CONTENT

Simple-Talk.com
http://tinyurl.com/foundweb

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The perceived world

Current websites are built for the desktop.

1600 x 1200

1280 x 1024

1024 x 768

←----------------------- 960 px -----------------------→

This is a real problem

We no longer browse only from our desktops

"With current growth rates, web access by people on the move — via laptops and smart mobile devices – is likely to exceed web access from desktop computers within the next five years."

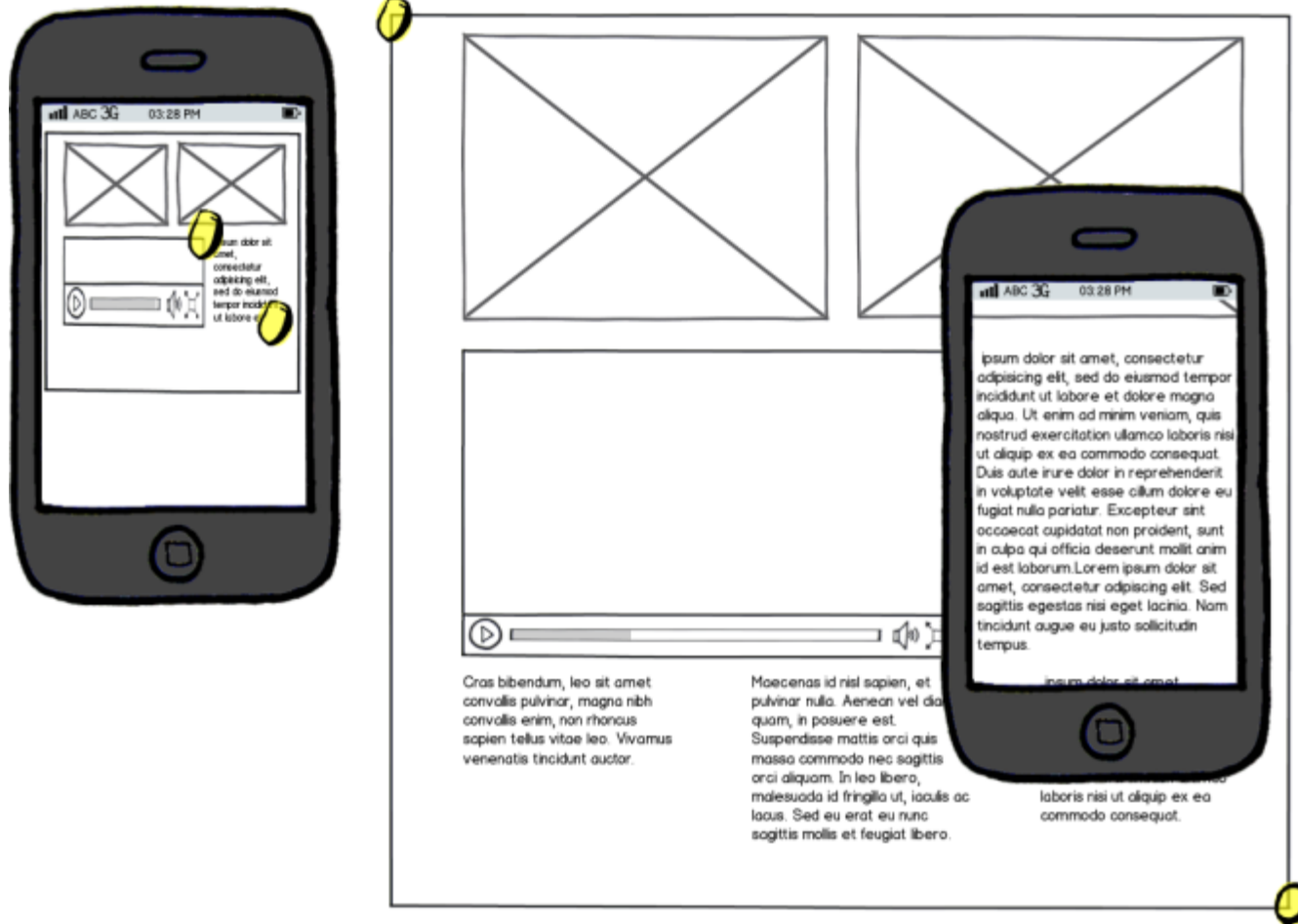-International Telecommunication Union

2006

The real world

Phones
Tablet
Netbook
Laptop
Car
Fridge
What's next?

What is acceptable?

What is ideal?

- Responsive websites
- Enhanced behaviors and experiences
- Device native applications
- What does this strategy look like?

Available Anywhere

NATIVE APPS

ENHANCED BEHAVIOR

WEB PRESENTATION (RESPONSIVE)

CONTENT

What is Responsive Design

Flexible Layout (grid)

Flexible Content (images & videos)

Media Queries

Media queries

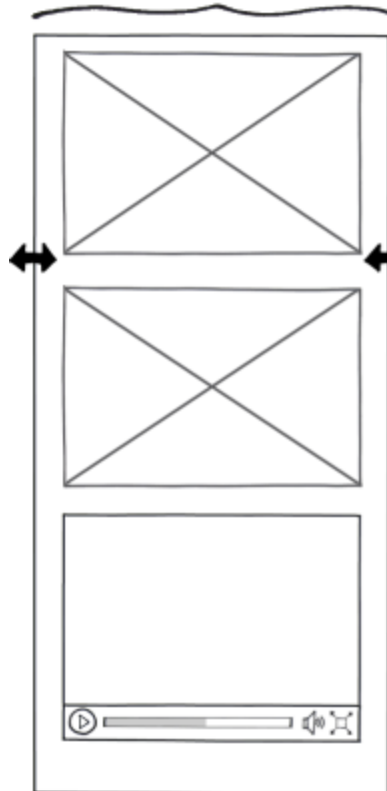A media query allows us to target device classes

For example:

```css
/* For small screens < 768px do not float columns */
@media only screen and (max-width: 767px) {
    .column { float: none; }
}
```
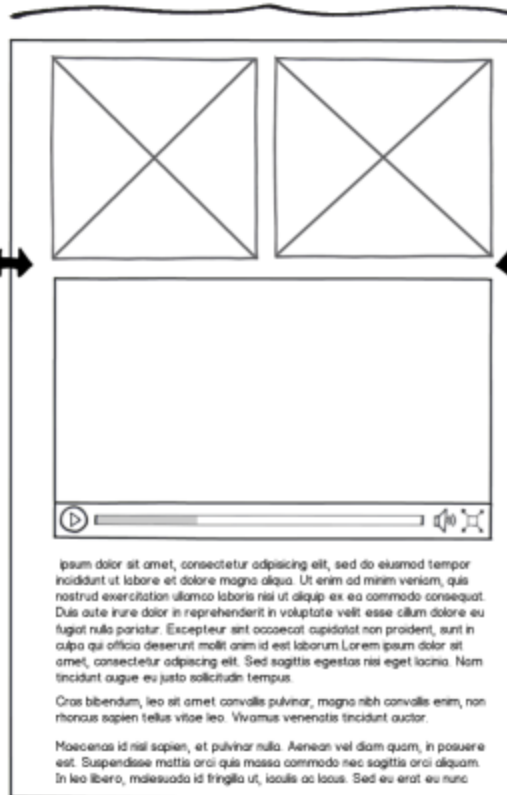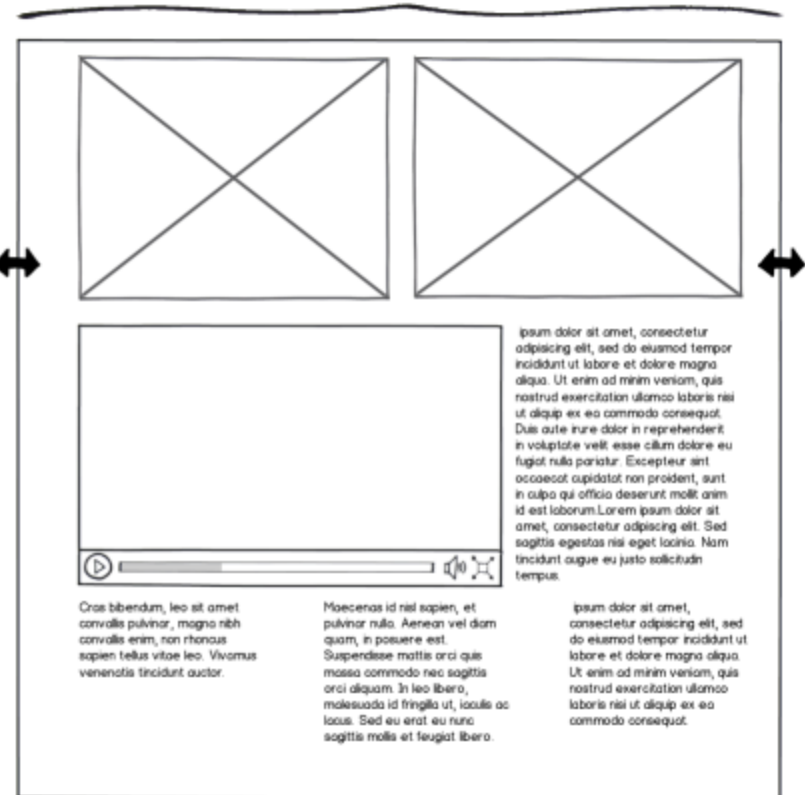
Responsive Example

mobile
tablet
desktop

Zurb Foundation

- Platform independent
- An easy to use, powerful, and flexible framework for building prototypes and production code on any kind of device.
- Boilerplate (CSS, HTML, JS)
- MIT license
- foundation.zurb.com/

Foundation for MVC

- ResponsiveMVC.Net/Foundation
- Nuget.org (search: prototyping)
- Minimal setup (less than 30 seconds to get started)
- Replaces existing MVC template

Bootstrap 3

- Default template in VS2013
- Developer friendly
- Widely used
- http://getbootstrap.com/

Demo time

<!-- begin demos -->

Foundation demo

```
<!-- css example -->
<!-- a row with two six column wide blocks of content -->
<div class="row">
        <div class="large-6 columns"></div>
        <div class="large-6 columns"></div>
</div>
```

Foundation.CSS demo

```css
/* what makes this tick */
.columns {
        width:100%;
}


@media only screen and (min-width: 768px) {
    .large-6 {
        width: 50%; /* half the width */
    }
}
```

Bootstrap demo

```html
<!-- css example -->
<!-- a row with two six column wide blocks of content -->
<div class="container">
    <div class="row">
        <div class="col-lg-6"></div>
        <div class="col-lg-6"></div>
    </div>
</div>
```

Questions?

```
<!-- end demos -->
</demos>
```

Credits & Info

- Foundation.Zurb.com (download, git hub, etc.)
- Resources: ResponsiveMVC.net
- Follow me: @EdCharbeneau
- Follow foundation: @FoundationZurb
- RWD Examples: zurb.com/responsive
- Reading: future-friendly web, resource list
- Listening: [Boagworld pod cast [S02E07]](Boagworld pod cast [S02E07])