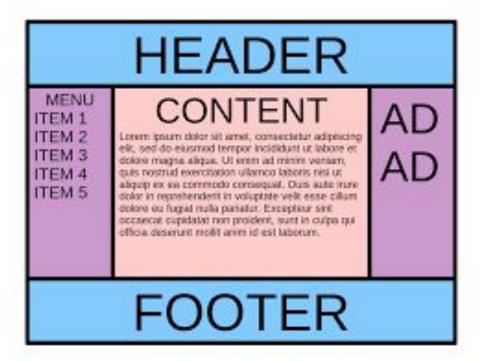
Module 3 - Lecture 3 **CSS Layouts & Intro to Responsive Design** 

#### The Holy Grail Layout

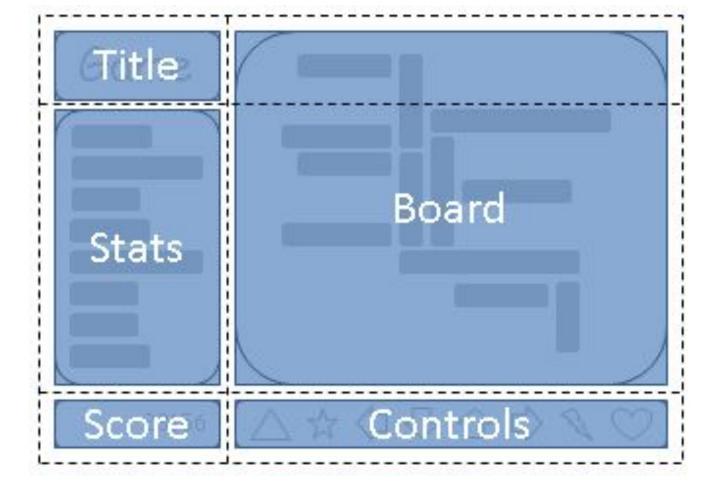




## **CSS Grid**

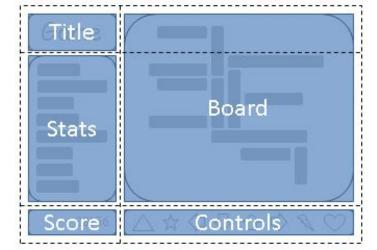
https://www.w3.org/TR/css-grid-1/





## **Terminology**

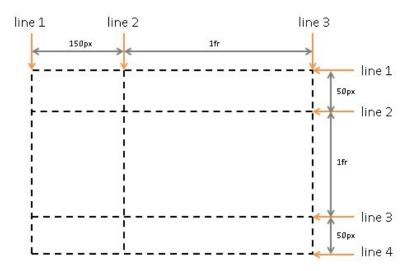
- **Grid lines** are the vertical and horizontal dividing lines of the grid.
- A **grid cell** refers to one block within a grid.
- A **grid track** is a term referencing an entire column or row.
- A gutter is the space between adjacent grid tracks.





## **Starting a Grid Layout**

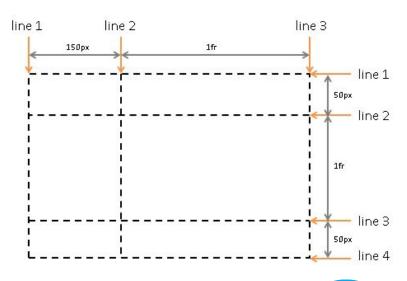
```
{
    display: grid;
    grid-template-columns: 150px 1fr;
    grid-template-rows: 50px 1fr 50px;
}
* The fr unit is a flexible length representing a fraction of the remaining space.
```





## **Placing Items**

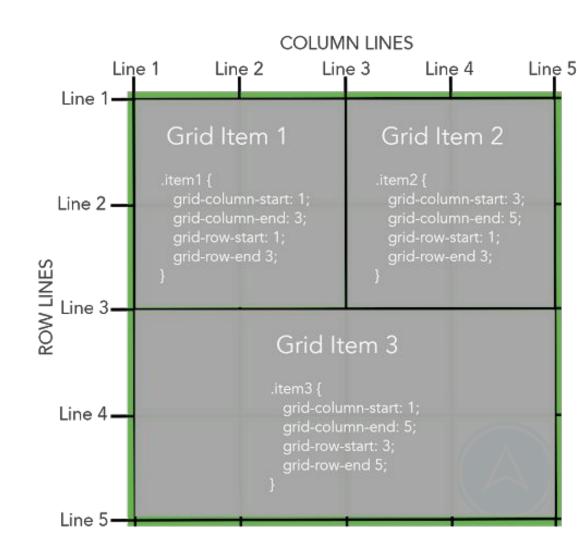
```
display: grid;
     grid-template-areas: ". a"
     grid-template-columns: 150px 1fr;
     grid-template-rows: 50px 1fr 50px;
#item1 { grid-area: a }
#item2 { grid-area: b }
#item3 { grid-area: c }
```





grid-column-start, grid-column-end, grid-row-start, grid-row-end

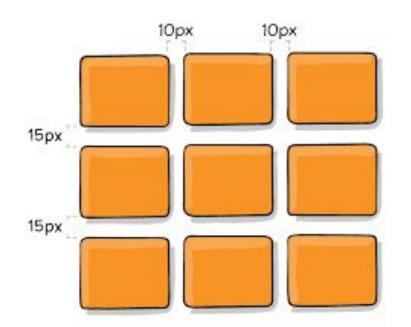
control the starting and ending location within the grid where a grid item appears.



## **Grip Gap**

The space between the grid tracks. The gutter.

```
{
    grid-template-columns: 1fr 1fr 1fr;
    grid-column-gap: 10px
    grid-row-gap: 15px;
}
```

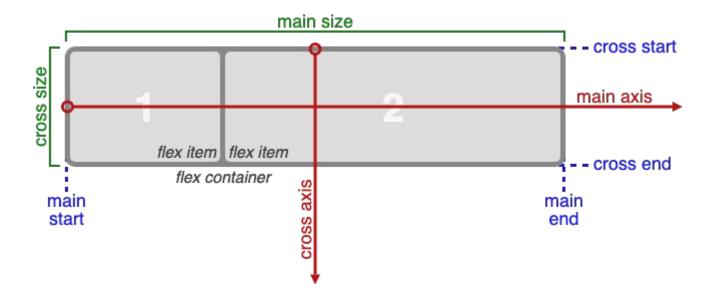




## **CSS Flexbox**

https://www.w3.org/TR/css-flexbox-1/





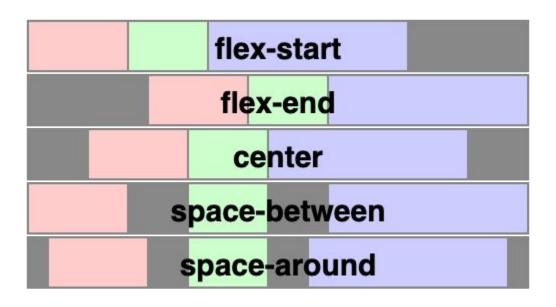
A flex container takes away some of the functionality of the block container

- For example: float and vertical alignment do not apply.



## **Main Axis Alignment**

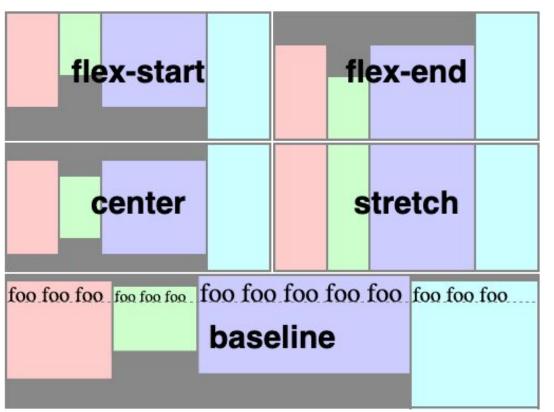
justify-content





#### **Cross Axis Alignment**

align-items





#### **Sizing Flex Items**

**flex-basis**: The base size of the flex item.

**flex-grow**: How much a flex item will grow relative to other flex items.

flex-shrink: How much a flex item will shrink relative to other flex items.

Using the **flex** property enables sizing flex items using 3 separate components.

flex: <flex-grow> <flex-shrink> <flex-basis>



# Responsive Design



#### **Media Queries**

```
@media only screen and (min-width: 1024px) {
   /* Target screen sizes 1024px and above */
}

@media only screen and (max-width: 1023px) {
   /* Target screen sizes 1023px and below */
}
```



#### **Relative Sizing**

- **em** and root em (or **rem**) are sizing measurements relative to the font size.
- Sizing can also be done in percentages, from 0-100%
- CSS3 introduced a unit of sizing that allows sizing relative to the height and width of the viewport (browser window).
  - The unit is **vh for viewport height** and **vw for viewport width.**Each ranges from 0 100, meaning 0 to 100% of the viewport.



#### **Images**

- Images make up 60% of a webpage's size, on average.
- Use relative sizing for images to prevent them from overflowing the container.
- Use the **<picture>** element to specify different images based on media queries. This is called **art direction**.
- Use srcset attribute in the <img> element to render different images based on the device's pixel density.
- JPG vs. PNG
- Vector vs. Raster



#### Resources

#### Grid

A Complete Guide to Grid

Grid Garden

Holy Grail Layout

Holy Grail Demo

#### **Flexbox**

A Complete Guide to Flexbox

Flexbox Playground

Flexbox Examples

Responsive Image Demos



# QUESTIONS?

