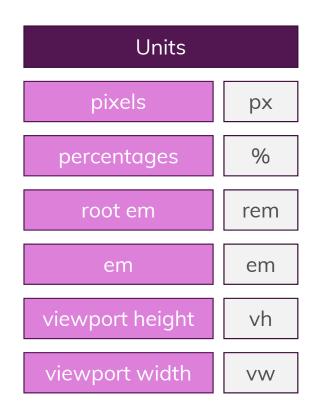
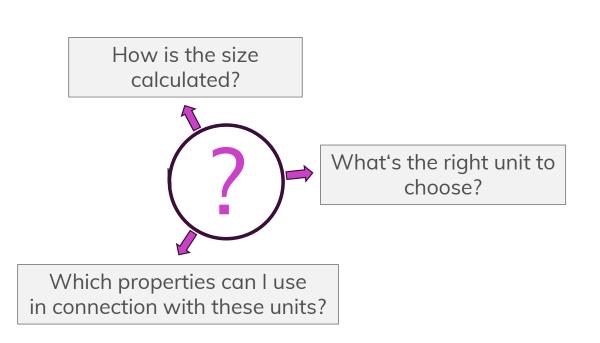
Dimensions, Sizes & Units

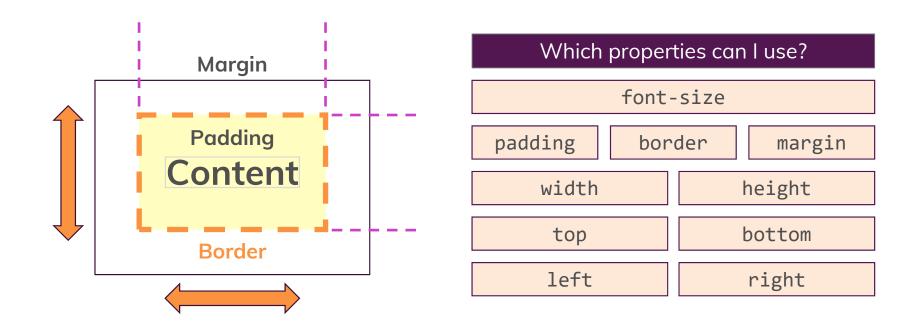
Because there is more than "px"

Pixels, Percentages & More





Where Units Matter

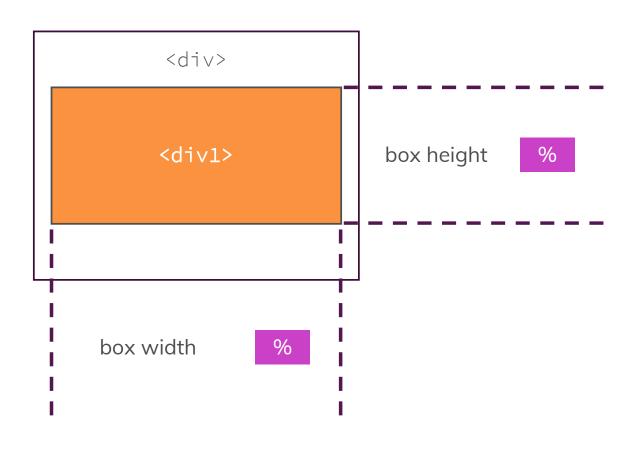


How is the Size Calculated?

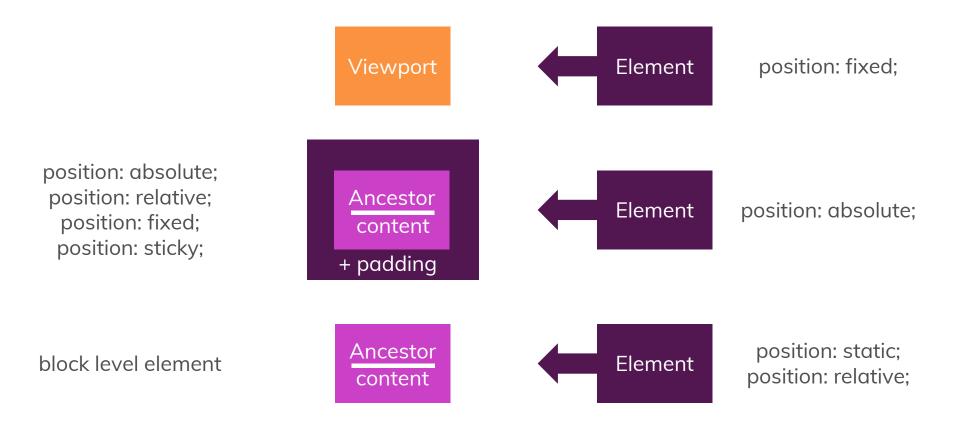
Absolute Lengths	Viewport Lengths	Font-Relative Lengths
Mostly ignore user settings	Adjust to current viewport	Adjust to default font size
рх	vh	rem
cm	VW	em
mm	vmin	
	vmax	
	9	% Special Case

How is the Box Size for % Units Calculated?

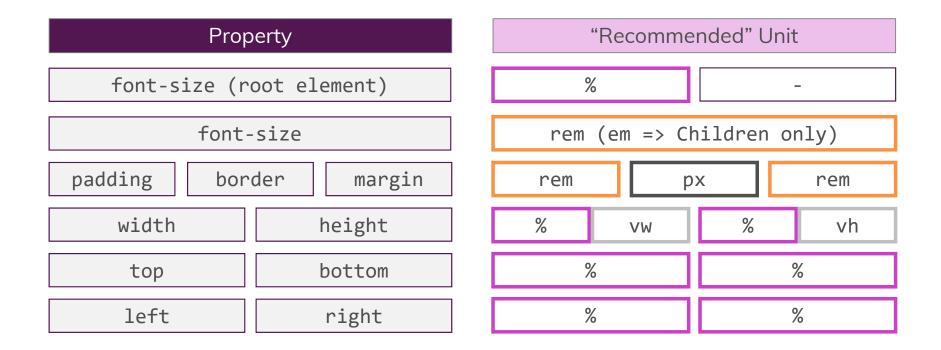




3 Rules to Remember



Which Unit Should I Choose?



Summary

Units

pixels (px)
percentages (%)
rem & em
viewport (vh % vw)
auto

Min/Max-Width

- Always use these in combination with the width property
- Set width to a relative value (e.g. %) and the min/max value to px to limit the element size
- Also available for height

The Containing Block

- The reference point when applying % units to an element
- Depends on the position property applied to this element
- Can be the closest ancestor or the viewport

Em & Rem

- Sizes always depend on the font-size of the root element (rem) or the element itself (em)
- Not restricted to fontsize

100% Height

- The element itself and the ancestors use position static/relative => 100% height is not working
- Adding 100% height to all ancestors fixes this issue
- Position fixed/absolute or using viewport units (vw or vh) as alternatives