HTML5 and CSS3 Complete Second Edition

Unit I

Implementing Responsive Design

Objectives



- Assess responsive design
- Construct a multipart media query
- Test layouts with an emulator
- Add a column with a media query
- Create a widescreen layout
- Create responsive navigation

Objectives (continued)



- Implement adaptive content
- Use progressive enhancement

Assess Responsive Design



- Web pages can be viewed at a range of screen sizes
- Responsive design: allows a web developer to specify different CSS rules for some/all elements depending

on width of screen





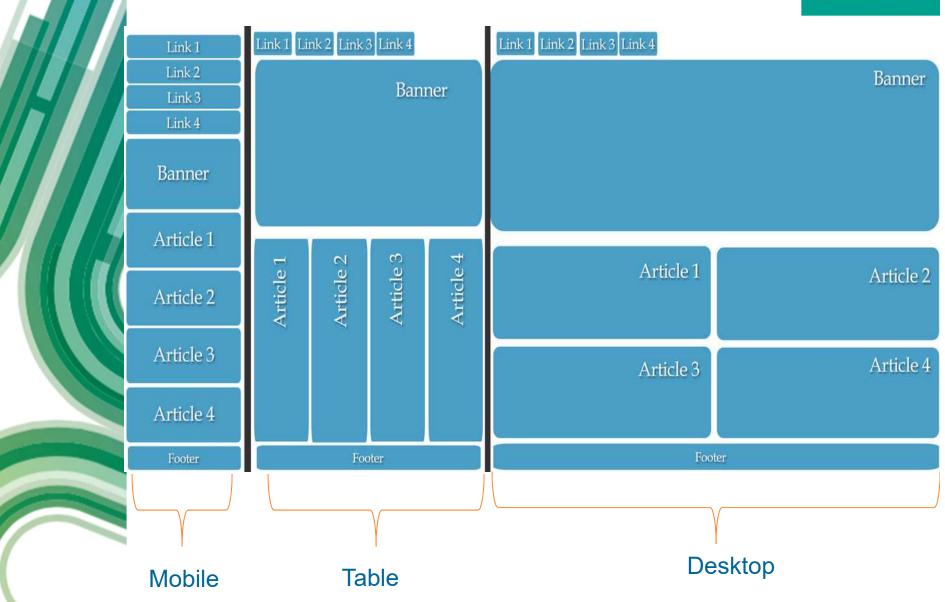


Mobile Tablet

Desktop

Example of Screen Sizes





Screen sizes using emulator Unit I





mobile



Tablet



Create a USAJOBS Profile



- Sizing with percentages
 - Elements sized with percentages maintain their sizing relative to each other while preserving their layout
 - Example: two images side by side, each with width of 45%, with remaining 10% for margin, padding, and border





- Identifying breakpoints
 - Start with layout for smallest or largest screen size you want to support
 - View layout at different widths
 - Breakpoint: width at which the layout no longer looks good, or at which you decide to move elements, or add or remove content
- 320px iPhone, 768x iPad, 1024x laptop

Google Chrome Emulator









- Creating multipart media queries
 - Using first breakpoint, use @media keyword to create media query
 - Media features: conditions media must satisfy for rules in query to be applied
 - Media query includes the screen media type followed by one or more media features
 - min-width and max-width media
 features most common in responsive
 design



- Creating multipart media queries (continued)
 - > Example:

```
@media screen and (min-width:
800px) {
    style rules
}
```



Figure I-1: Web page displayed on different devices using different media queries

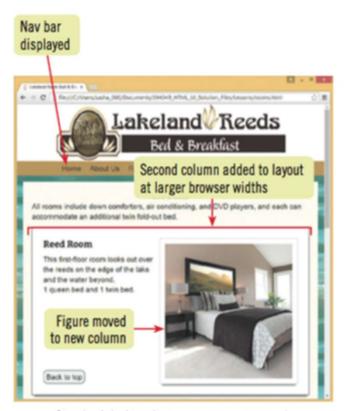




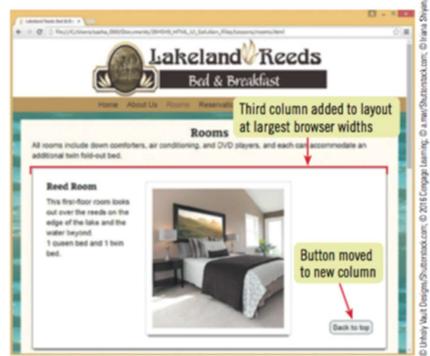
Tablet (min-width: 480px)



Figure I-1: Web page displayed on different devices using different media queries (cont'd)



Standard desktop (min-width: 880px)



Large desktop (min-width: 1060px)



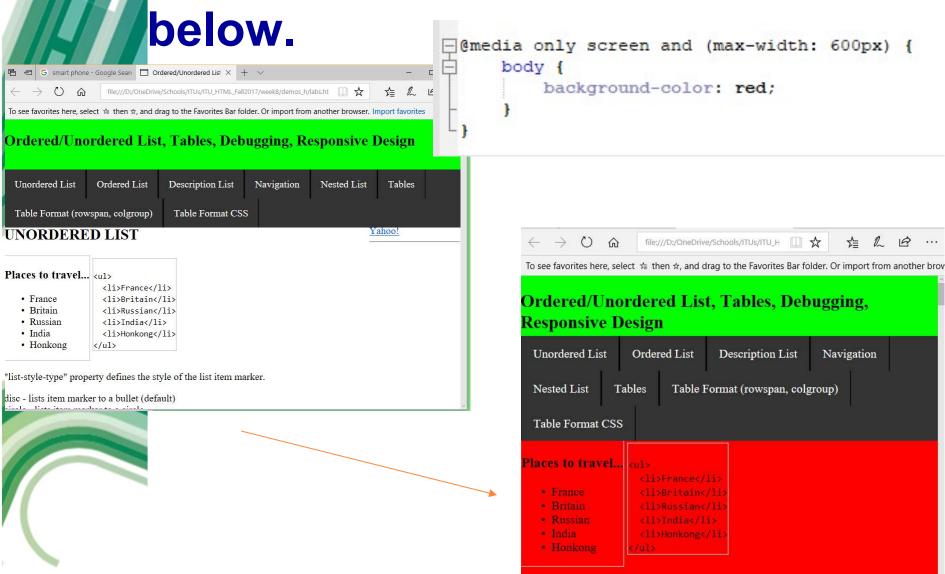
Construct a Multipart Media Query



- Implementing responsive design:
 - 1. Create a default layout for smallest or largest browser width to support
 - > 2. Create a multipart media query
 - screen media type
 - media feature (usually min-width or maxwidth)



Demo – use labs.htm, labs.css and add the code





Construct a Multipart Media Query

- Unit I
- Implementing responsive design:
 - > 3. Identify the first breakpoint





Create a USAJOBS Profile

```
@media only screen and (max-width: 768px) {
  /* For mobile phones: */
  /* define your layout here */
}
```



Test Layouts with an Emulator

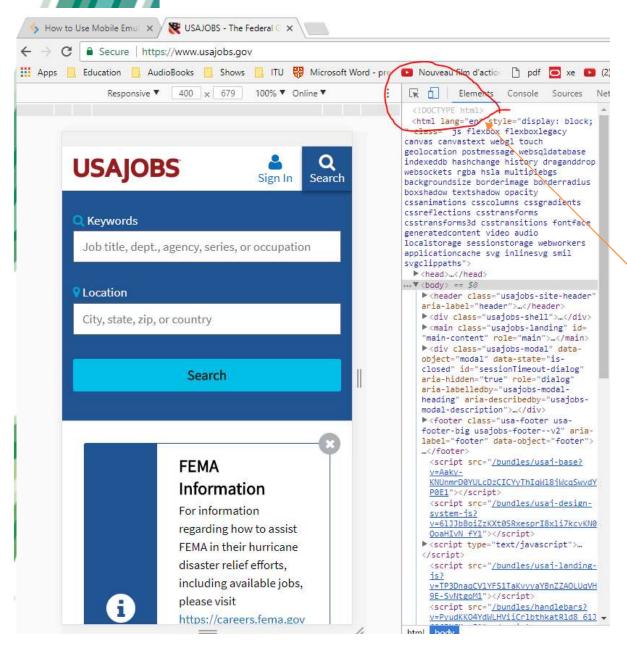




- Important to test website on devices that your audience will be using
- While developing, you don't need to use actual devices
- Emulator: an application that runs on a computer and approximates the dimensions and behavior of a wide range of devices
- Built into Chrome browser

Chrome F12





Start Chrome, navigate to the web page you want to test and open the **Developer**Tools (Menu > Tools > Developer Tools,
Cmd+Opt+I on Mac or F12 / Ctrl+Shift+I on
Windows and Linux).

You can now enable the browser emulator by clicking the **Toggle device toolbar** icon in the top-left: