

Objective:

Study HTML, CSS to adapt layout for tablets and mobile devices

Theory:

1. Read what is responsive/adaptive design.
2. Read about *display: flex*.
3. Read about *css media queries*.

Task:

Deadline: 3 days

Intro:

Url to test <http://spring.io/projects>

Responsive design is when page is adapted to look good on all possible screen resolutions, sometime mobile and desktop version has a lot of differences:

1. Another dimensions
2. Some blocks can be hidden in mobile version but shown in desktop.

Look [this video](#) to understand possible changes.

Requirements:

1. Use previous task`s code and extend it to have next requirements implemented.
2. Use *display: flex* to make layout flexible, it should be more comfortable to position/adjust layout.
3. Layout like on the mockup from previous task should be for screen width $\geq 1000\text{px}$.
4. For width ≥ 600 and $< 1000\text{ px}$:



Main Projects

From configuration to security, web apps to big data – whatever the infrastructure needs of your application may be, there is a **Spring Project** to help you build it. Start small and use just what you need – **Spring is modular by design.**



SPRING BOOT

Takes an opinionated view of building Spring applications and gets you up and running as quickly as possible.



SPRING FRAMEWORK

Provides core support for dependency injection, transaction management, web apps, data access, messaging and more.



SPRING CLOUD DATA FLOW

An orchestration service for composable data microservice applications on modern runtimes.



SPRING CLOUD

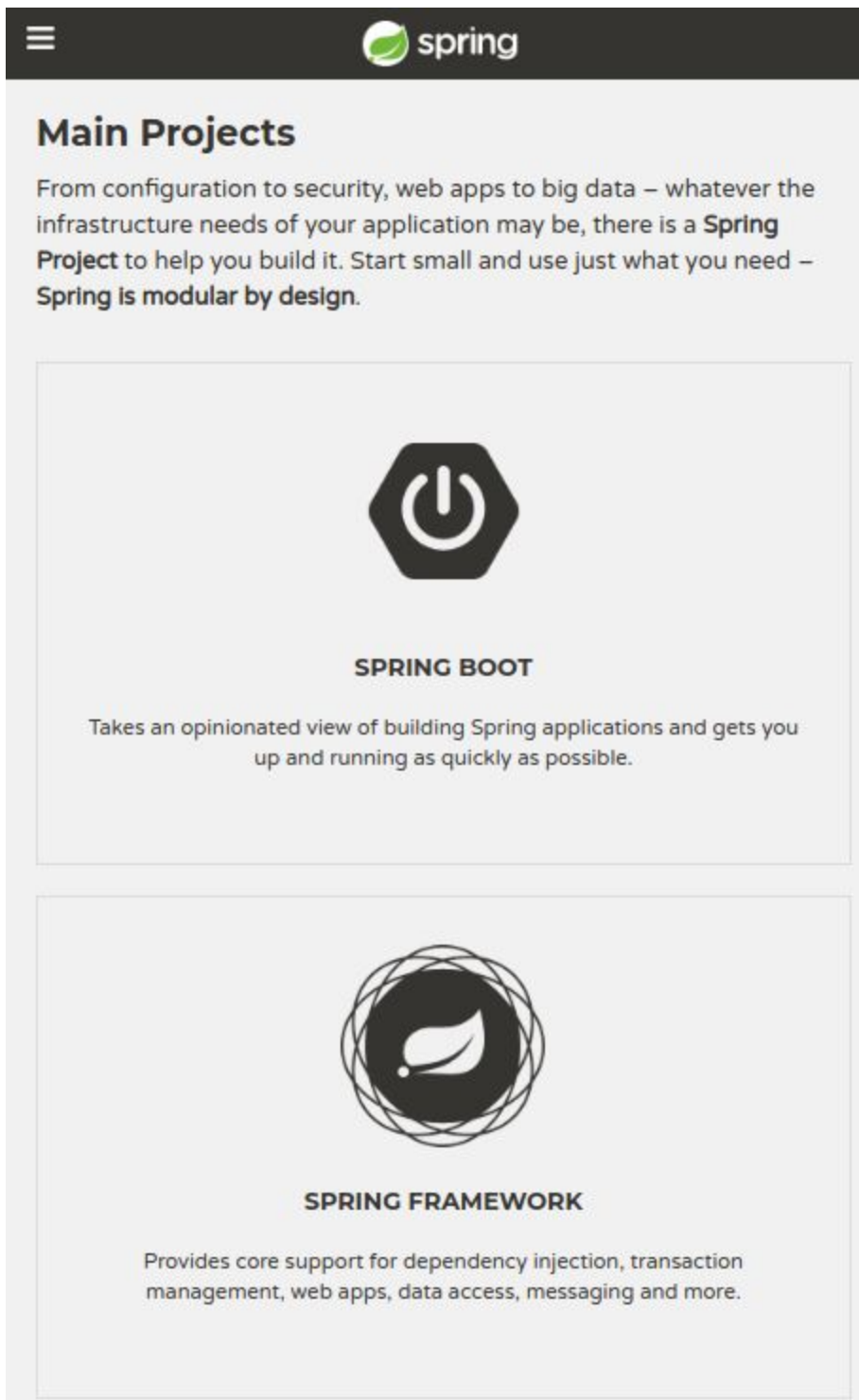
Provides a set of tools for common patterns in distributed systems. Useful for building and deploying microservices.

5. If screen width is less than 1000px then header links aren't shown at all. Header is shown like this (Sidepane open/hide

functionality will be added in future tasks):



6. For width < 600px:



7. All dimensions, paddings on your choice.
8. Do not use any css libraries
9. Browser support: Google Chrome