Responsive Web Design (freeCodeCamp)

Almost every new client these days wants a mobile version of their website. It's practically essential after all: one design for the for the iPhone, the iPad, netbook, Kindle — and all screen resolutions must be compatible, too. In the next five years, we'll likel a number of additional inventions. When will the madness stop? It won't, of course. In the field of Web design and developmer getting to the point of being unable to keep up with the endless new resolutions and devices. For many websites, creating a w each resolution and new device would be impossible, or at least impractical. Should we just suffer the consequences of losing device, for the benefit of gaining visitors from another? Or is there another option? Responsive Web design is the approach th design and development should respond to the user's behavior and environment based on screen size, platform and orientatic consists of a mix of flexible grids and layouts, images and an intelligent use of CSS media queries. As the user switches from th the website should automatically switch to accommodate for resolution, image size and scripting abilities. One may also have settings on their devices; if they have a VPN for iOS on their iPad, for example, the website should not block the user's access t words, the website should have the technology to automatically respond to the user's preferences. This would eliminate the ne design and development phase for each new gadget on the market.

⭐ 4.5 Excellent

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