

 notes

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# Website development



## Beginner level

Materials prepared by the department  
of methodological development department



# Creating a Landing Page. Part II

Finishing the landing and making it responsive

## ● Responsive Web Design

Because the different devices (computers, tablets, smartphones) have different screen sizes, a website cannot look good on different devices without special settings.

The approach that makes a website adapt to the size of the screen is called **responsive web design**.

## ● Adding A Meta Tag

The first thing that needs to be done to make a website responsive is to add a special meta tag:

```
<meta name="viewport" content="width=device-width, initial-scale=1">
```

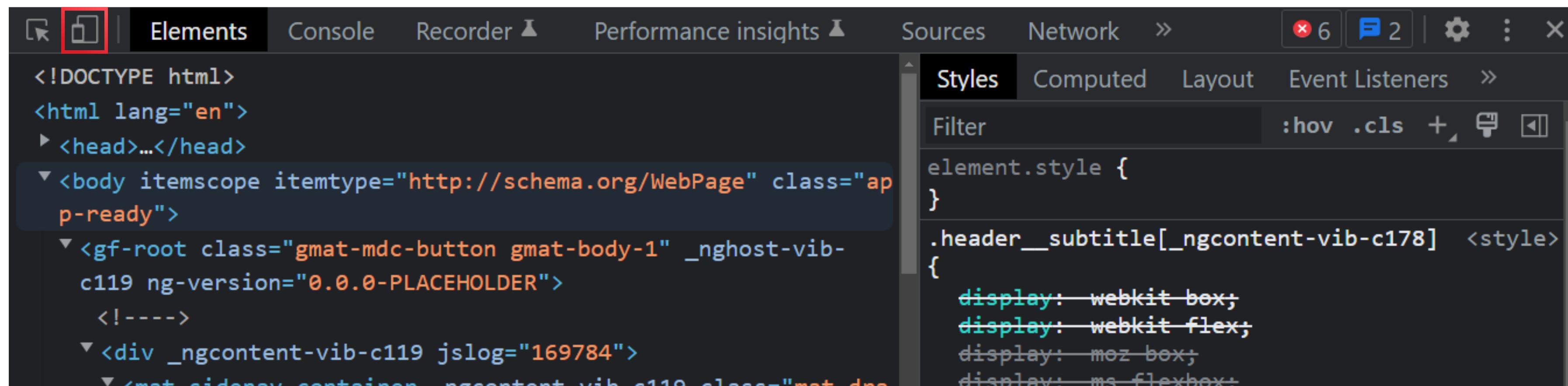
Here **name="viewport"** means that we give the browser the information about the **viewport** (the visible area of the webpage).

**width=device-width** means that the width of the **viewport** should be equal to the width of the screen and **initial-scale=1** sets the initial scale of the webpage.

## ● Developer Tools – Emulation Mode

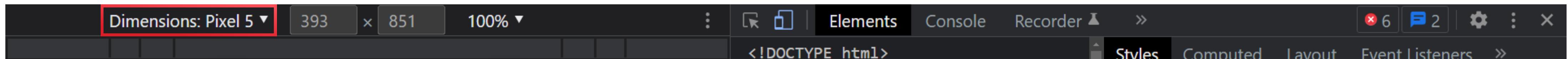
To check how the website would look on different devices, you need to open the **Developer Tools** and turn on the emulation mode.

In the upper left corner of the Developer Tools panel, above the HTML code there is a **toggle device toolbar** button (it has an icon with two screens).



## ● Developer Tools – Emulation Mode

After clicking on it, the area that displays the website will change, you will be able to change its size using your mouse or setting the exact width and height. Also there is a possibility to choose a device the screen of which should be emulated.



## ● Maximal/Minimal size

Apart from the **width** and **height** properties that set the exact width and the height of the element, there are more flexible properties:

**Min-width**, **min-height** set the minimal width and the height of the element, it will not be any smaller than that. At the same time, the element can increase (for example, if more content was added to it).

**Max-width**, **max-height** set the maximal width and the height of the element. The element will not be any bigger than that, at the same time, the element can decrease (for example, if it doesn't fit into the screen).

## ● Media Queries

**Media queries** allow to turn on certain styles at a specific screen size. To create a media query, you need to write the `@media` keyword and then specify the maximal and/or the minimal screen width, under which the styles should work:

```
@media (max-width:786px) {  
  /* the styles for the devices with screen width no more than 786px */  
  .img{  
    ...  
  }  
}
```