Curso desarrollo web



Responsive design

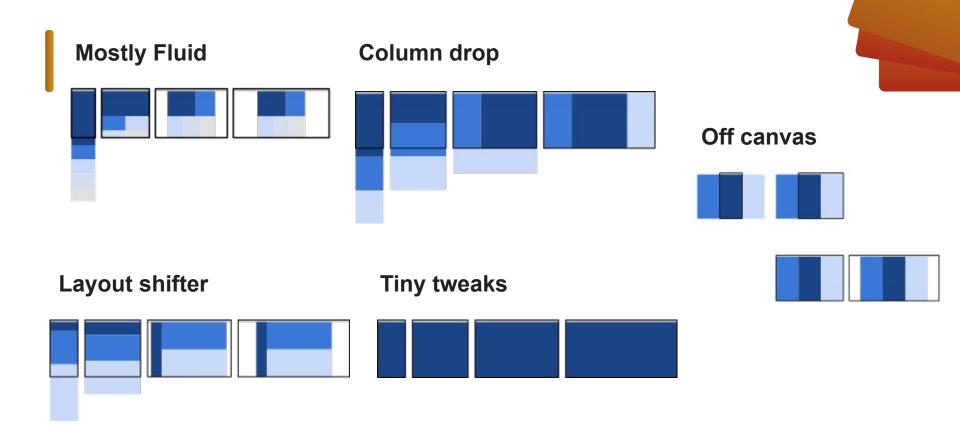
set of practices that allows web pages to alter their layout and appearance to suit different screen widths, resolutions, etc

In HTML we will have to setup the viewport <meta name="viewport" content="width=device-width, initial-scale=1.0">

The meta viewport tag gives the browser instructions on how to adjust the dimensions and scaling of the page to the width of the device. When the meta viewport element is absent, mobile browsers default to rendering the page at a desktop screen width (usually about 980px, though this varies across devices). Mobile browsers then try to make the content look better by increasing font sizes and either scaling the content to fit the screen or showing only the part of the content that fits within the screen.





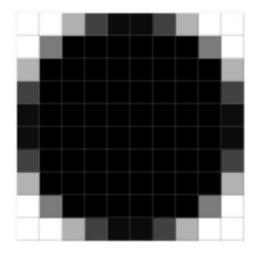


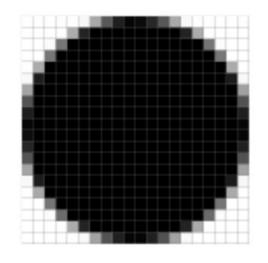
https://developers.google.com/web/fundamentals/design-and-ux/responsive/patterns

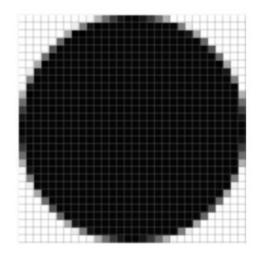
Responsive Images

<picture> <source>

srcset







1x (10 x 10 px)

Open graph tags

```
<meta property="og:image"</pre>
content="https://developer.mozilla.org/static/img/opengraph-logo.png">
<meta property="og:description" content="The Mozilla Developer Network (MDN)</pre>
provides
information about Open Web technologies including HTML, CSS, and APIs for both Web
sites
and HTML5 Apps. It also documents Mozilla products, like Firefox OS.">
<meta property="og:title" content="Mozilla Developer Network">
```