Theory – Pixel

A pixel is often used as a unit of length in web development, especially for the width of elements. It is important to distinguish between *physical screen pixels* and the CSS *unit of length* called a pixel.

Pixel as a variable length:
Technically, a pixel does not have a fixed physical size. It is sometimes defined as thin but visible.

Pixel as a fixed length
In CSS, one pixel is defined as **1/96 of an inch**, which equals exactly 0.75 points (pt) or approximately 0.26 mm.

(https://developer.mozilla.org/en-US/docs/Glossary/CSS_pixel)

There is no direct relationship between the screen's physical pixels and the pixel units used in CSS. Modern browsers scale CSS pixels so that content appears at a consistent visual size across devices.

1 screen pixel

Line thickness: 1 px