

# Theory - Pixel

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

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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.

