P10 Mobile Web: Responsive Images

One of the examples in today's lesson introduced responsive images:

```html
<!-- simple, with srcset -->
<img src="normal-image.jpg" srcset="better-image.jpg 2x">

<!-- picture and srcset combined -->
<picture>
  <source media="(min-width: 960px)"
    srcset="desktop-large.png 2048w, tablet.png 1024w"
    sizes="66.6vw">
  <source media="(min-width: 480px)"
    srcset="tablet.png">
  <source srcset="mobile-large.png 2x, mobile-small.png 1x">
  <img src="tablet.png" alt="A photo of London by night">
</picture>
```

Load images depending on device capabilities

1
Find out what this combination of *picture* and *source* elements does. What files must be present on the server for this to work?

https://developer.mozilla.org/en-US/docs/Learn/HTML/Multimedia_and_embedding/Responsive_images

2
Write a small website consisting of two pages, each of which has some text, an image, and a link to the other page. One one page, the image should be shown at 100% of the viewport width, on the other page, the image should use 50% of the viewport width.

Provide the image in various resolutions. Depending on device capabilities (display resolution) and viewport size, the most suitable image should be loaded.

Test with different devices (smartphone, notebook) and browser sizes.