

# vh and vw

The vh and vw units are based on the user's viewport height and width. Let's take a look at these units.

Responsive design largely depends on percentage values. For instance it's easy to size an element's width like so:

```
1 .my-element {  
2   width: 50%  
3 }
```



In many cases, percentages just aren't satisfying.

Like the `em` which scales based on the parent font-size, the `width` and `height` properties are also scaled based on the containing parent element.

So, `width: 50%` may not exactly mean `50%` of the total width of the user's device. It may end up being `50%` of the parent element. This parent element itself, may have been set up to have a width of `80%` too.

This can begin to get confusing. Thank goodness. We have help!

The `vw` and `vh` units are determined based on the viewport i.e the entire display screen.

`vw` stands for viewport width, and `vh` stands for viewport height.

## Examples

1. If you want the height of an element to fill up the entire viewport height, easy enough.

```
1 .entire-height {  
2   height: 100vh  
3 }
```



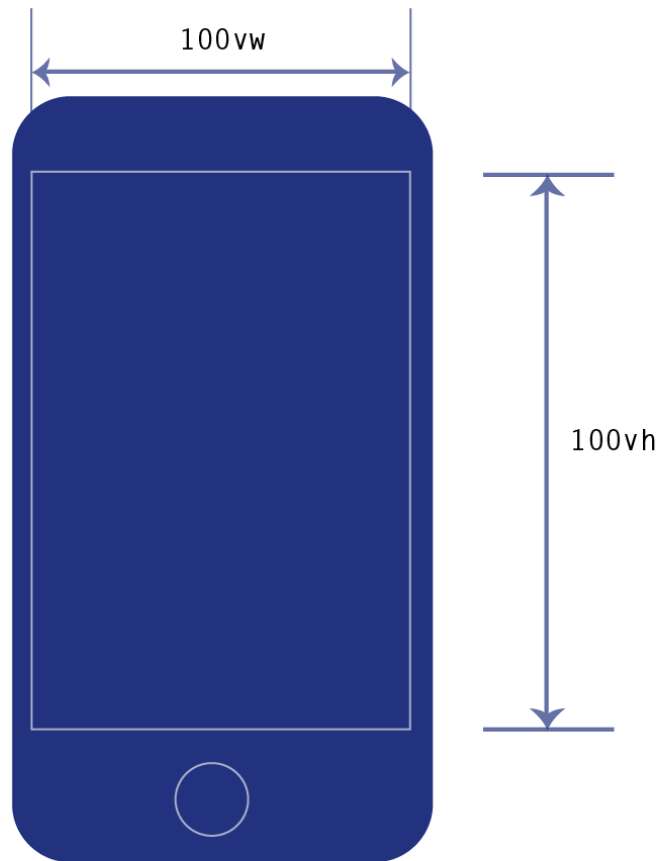
The deed is done!

Want it to fill up the entire viewport width?

```
1 .entire-width {  
2   width: 100vw  
3 }
```



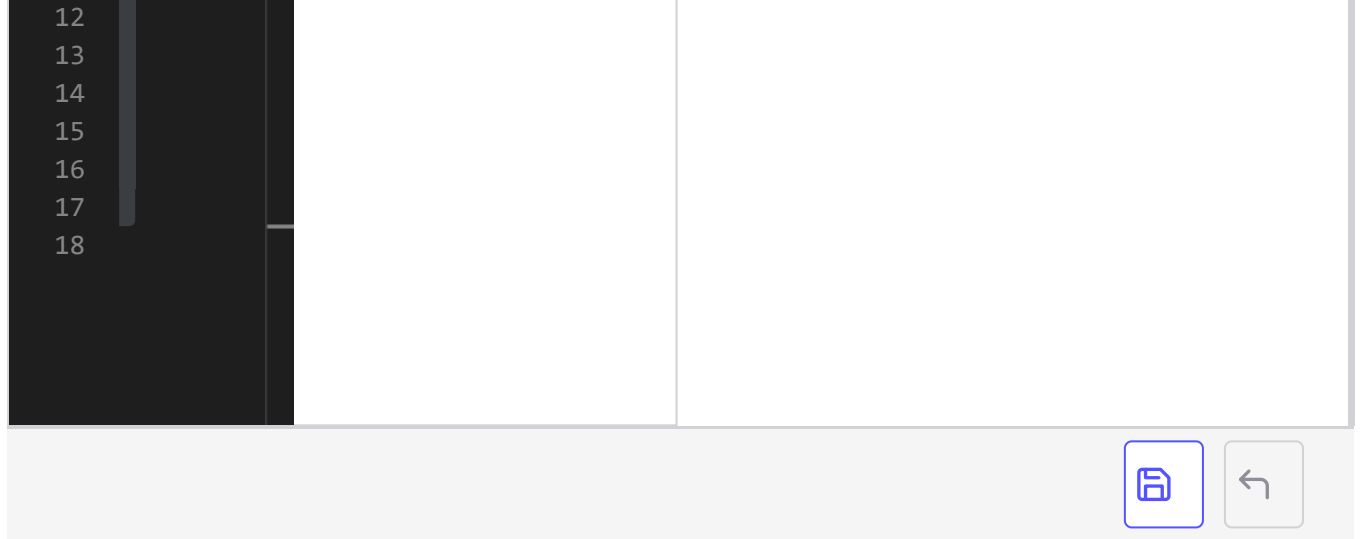
haha, done!



## Quick Exercise:

Consider the markup below:

	HTML	CSS	Output
1	<code>.entire {</code>		<div>I am new to CSS</div>
2	<code>/*DO NOT U</code>		
3	<code>background</code>		
4	<code>}</code>		
5			
6			
7			
8			
9			
10			
11			



Target the `.entire` class and make it's dimensions fill up the viewport.

See you in the next lesson, when you're done with that.

 Show Hint