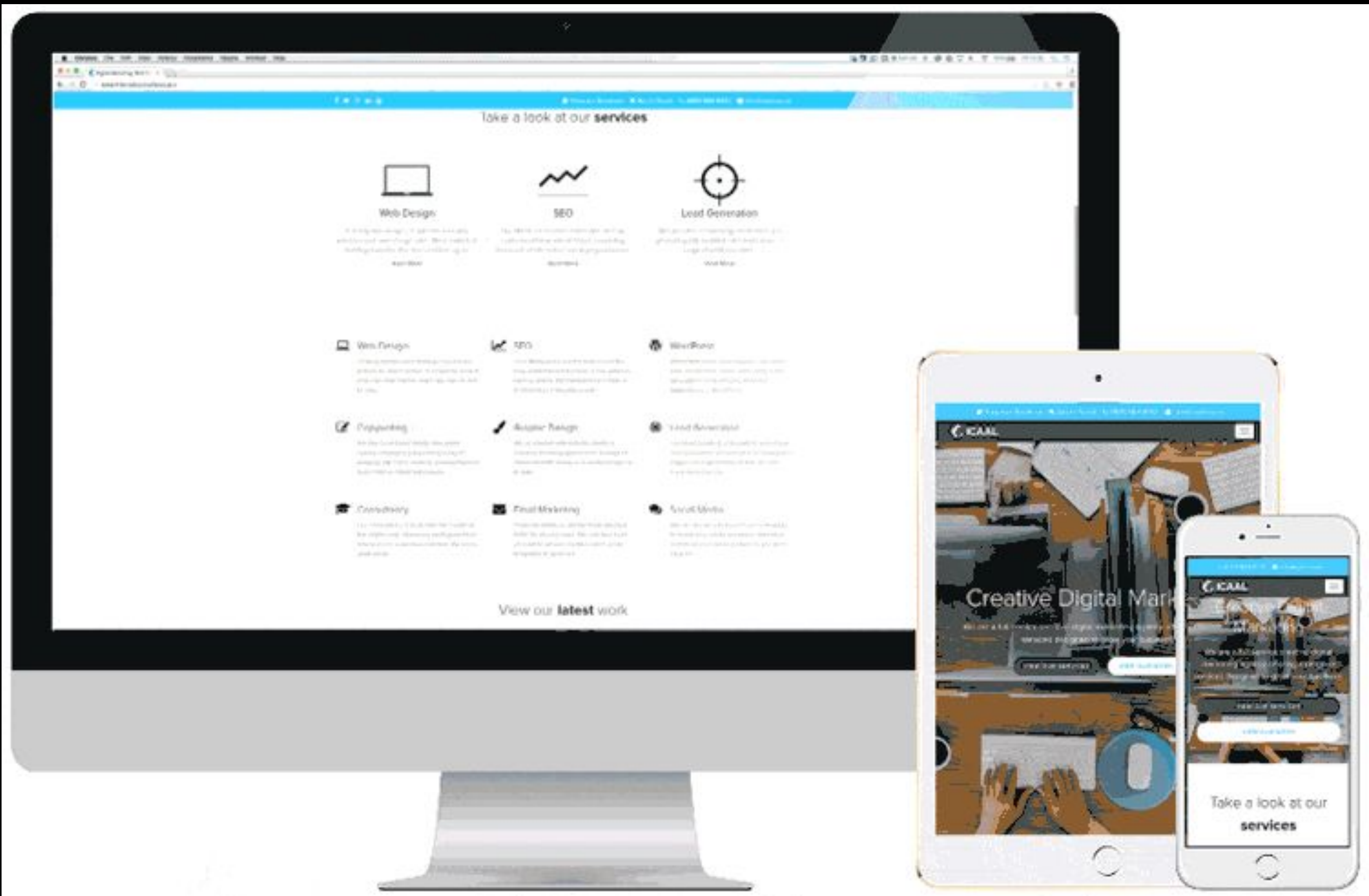


# RESPONSIVE WEB DESIGN



# RESPONSIVE WEB DESIGN

**MOBILE TRAFFIC IS AS RELEVANT AS DESKTOP TRAFFIC NOW**

**WE SHOULD BUILD FOR THE TYPE OF SCREENS THAT WILL BE USED TO ACCESS OUR SITES - SOMETIMES OUR WEB EXPERIENCES ARE NOT MEANT FOR MOBILE AND THAT IS OK! SERIOUSLY, LET THE CONTENT DO THE TALKING!!!!!!**

**METHODS:**

- 1. ALTERNATIVE STYLE SHEETS, E.G. MOBILE.CSS**
- 2. MEDIA QUERIES - FIGURE OUT WHAT RESOLUTION OF DEVICE IT'S BEING SERVED ON**
- 3. FLEXIBLE IMAGES AND FLUID GRIDS**
- 4. FONT ICONS OR SVG**

# RESPONSIVE WEB DESIGN

## MEDIA QUERY

```
<link rel="stylesheet" media='(min-width: 140px) and (max-width: 380px)' href="phone.css"/>
```

```
<link rel="stylesheet" media='(min-width: 381px) and (max-width: 700px)' href="tablet.css"/>
```

```
@media (max-width: 600px){  
  body {  
    color: white;  
  }  
}
```

**MOST COMMON INSTANCES USE min-width max-width PROPERTIES BUT THERE ARE MANY MORE TO FINE TUNE YOUR SITE OR APP'S FUNCTIONALITY AND RESPONSIVENESS - READ UP ON MEDIA QUERY SYNTAX IF YOU REALLLLLLLY WANT TO KNOW**

**ARE BASICALLY "IF" STATEMENTS**

# RESPONSIVE WEB DESIGN

## MOBILE FIRST DESIGN

**DESIGN FOR MOBILE BEFORE DESIGNING FOR DESKTOP OR ANY OTHER DEVICE  
(THIS WILL MAKE THE PAGE DISPLAY FASTER ON SMALLER DEVICES)**

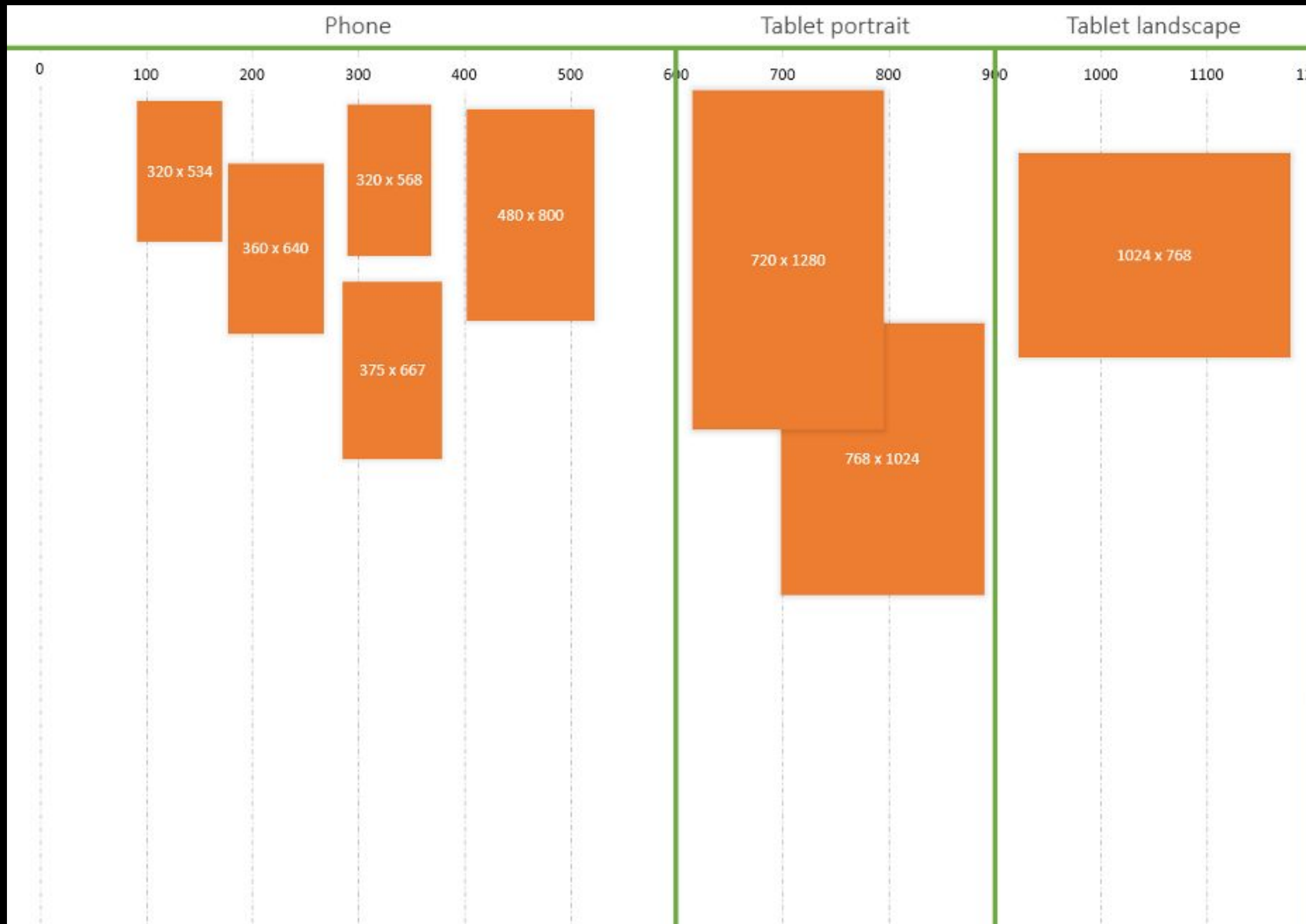
**INSTEAD OF CHANGING STYLES WHEN THE WIDTH GETS SMALLER, WE SHOULD  
CHANGE THE DESIGN WHEN THE WIDTH GETS LARGER**

**SO IF YOU HAVE A SINGLE STYLE SHEET INCLUDING MEDIA QUERIES, YOUR BASE  
STYLE SHEET SHOULD CONTAIN ALL STYLES FOR MOBILE THEN THE MEDIA  
QUERIES CONTROL STYLES FOR LARGER DEVICES**



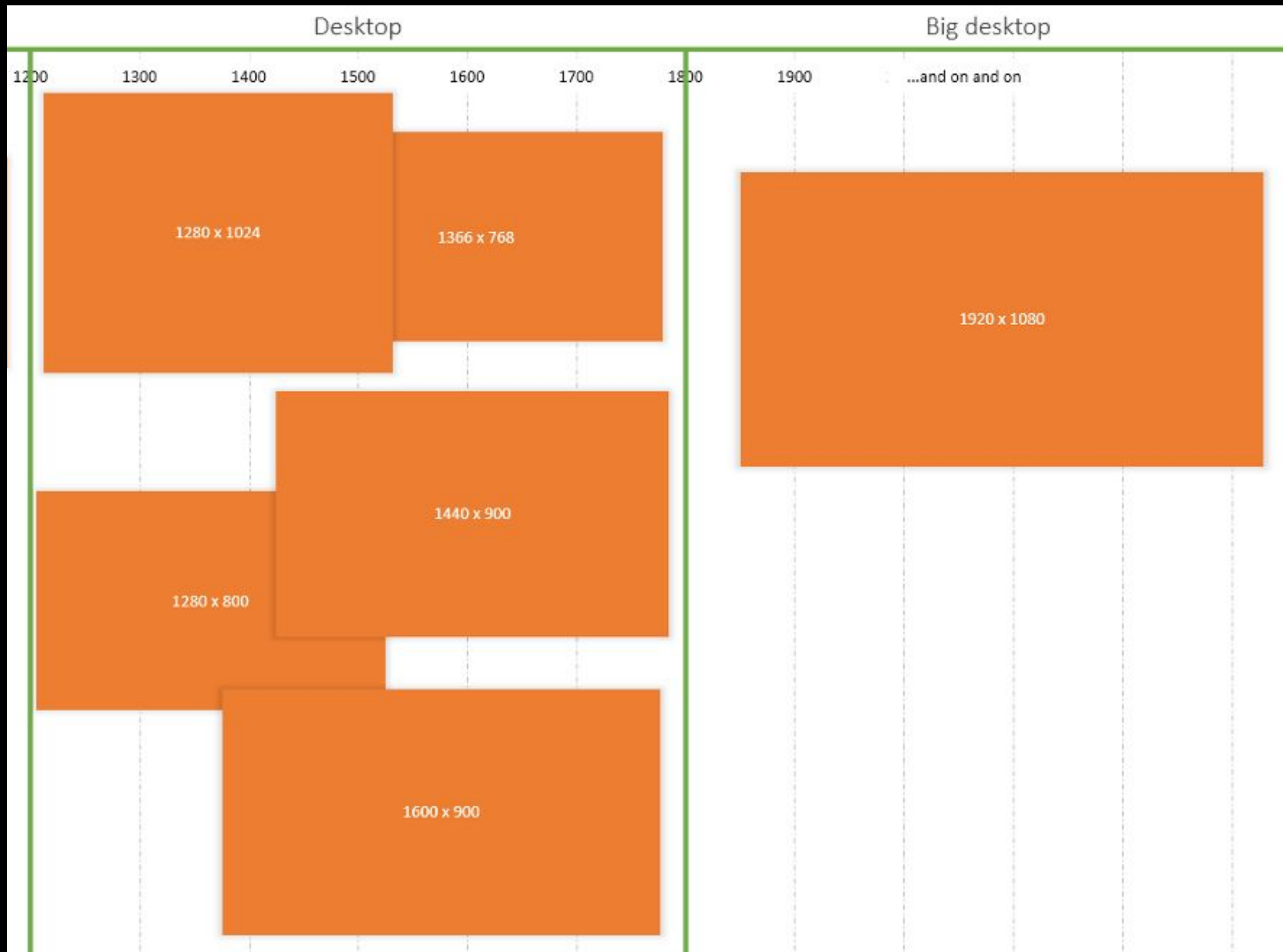
# RESPONSIVE WEB DESIGN

## COMMON BREAKPOINTS



# RESPONSIVE WEB DESIGN

## COMMON BREAKPOINTS





# RESPONSIVE WEB DESIGN

## COMMON BREAKPOINTS

**320px — 767px: Mobile devices (portrait and landscape)**

**768px — 1024px: iPads, Tablets**

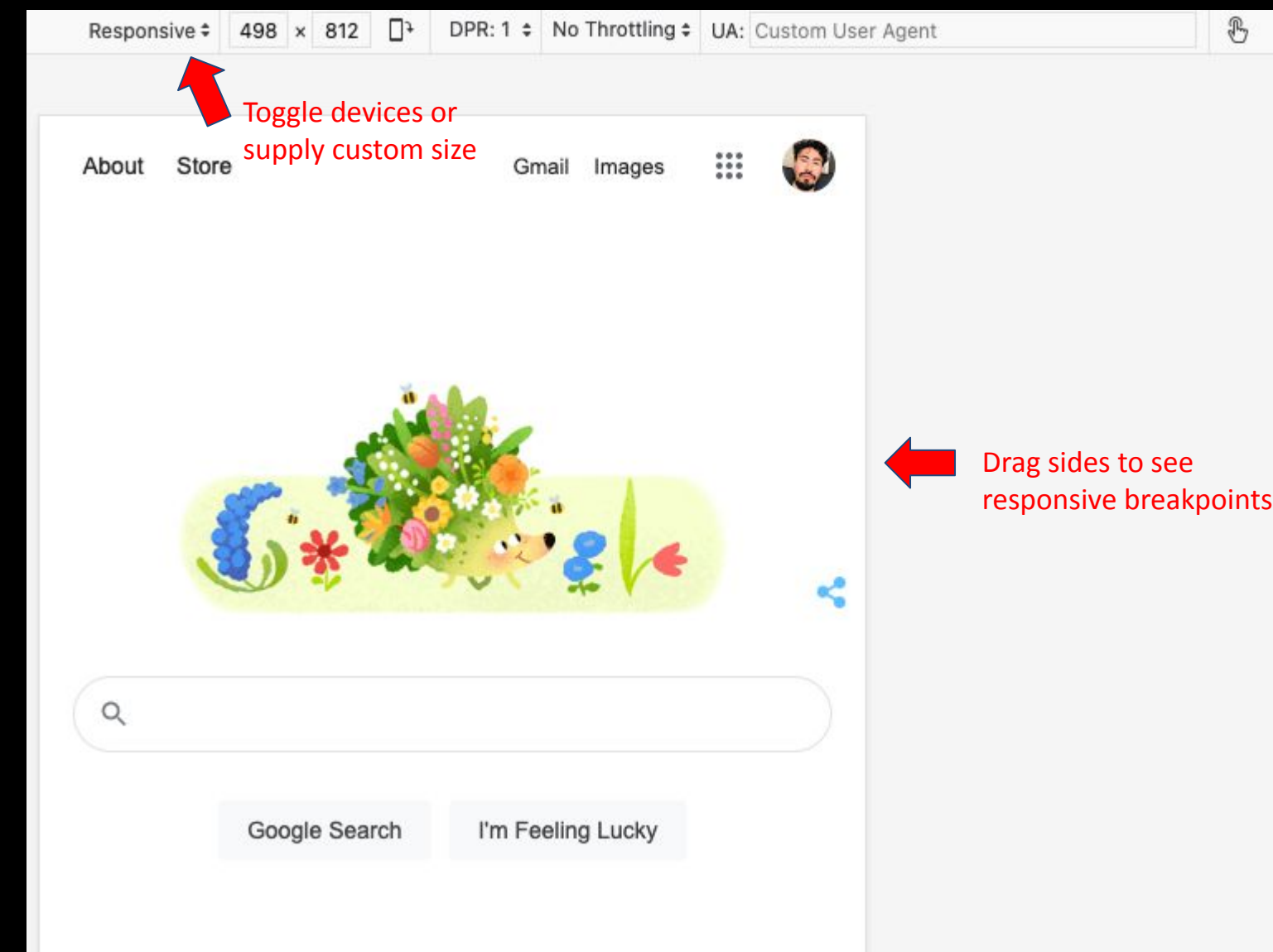
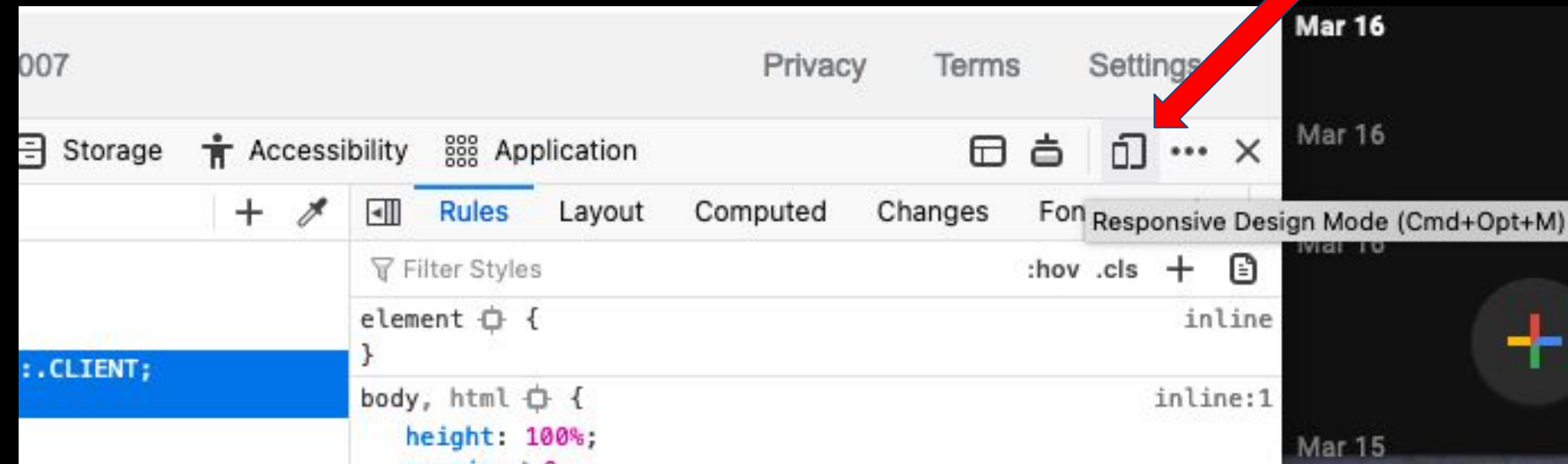
**1025px — 1366px: Small Laptop**

**1367 — 1920px: Laptop, Large Laptop, Monitors**

**1921px+: Extra large screens, TV**



# RESPONSIVE WEB DESIGN

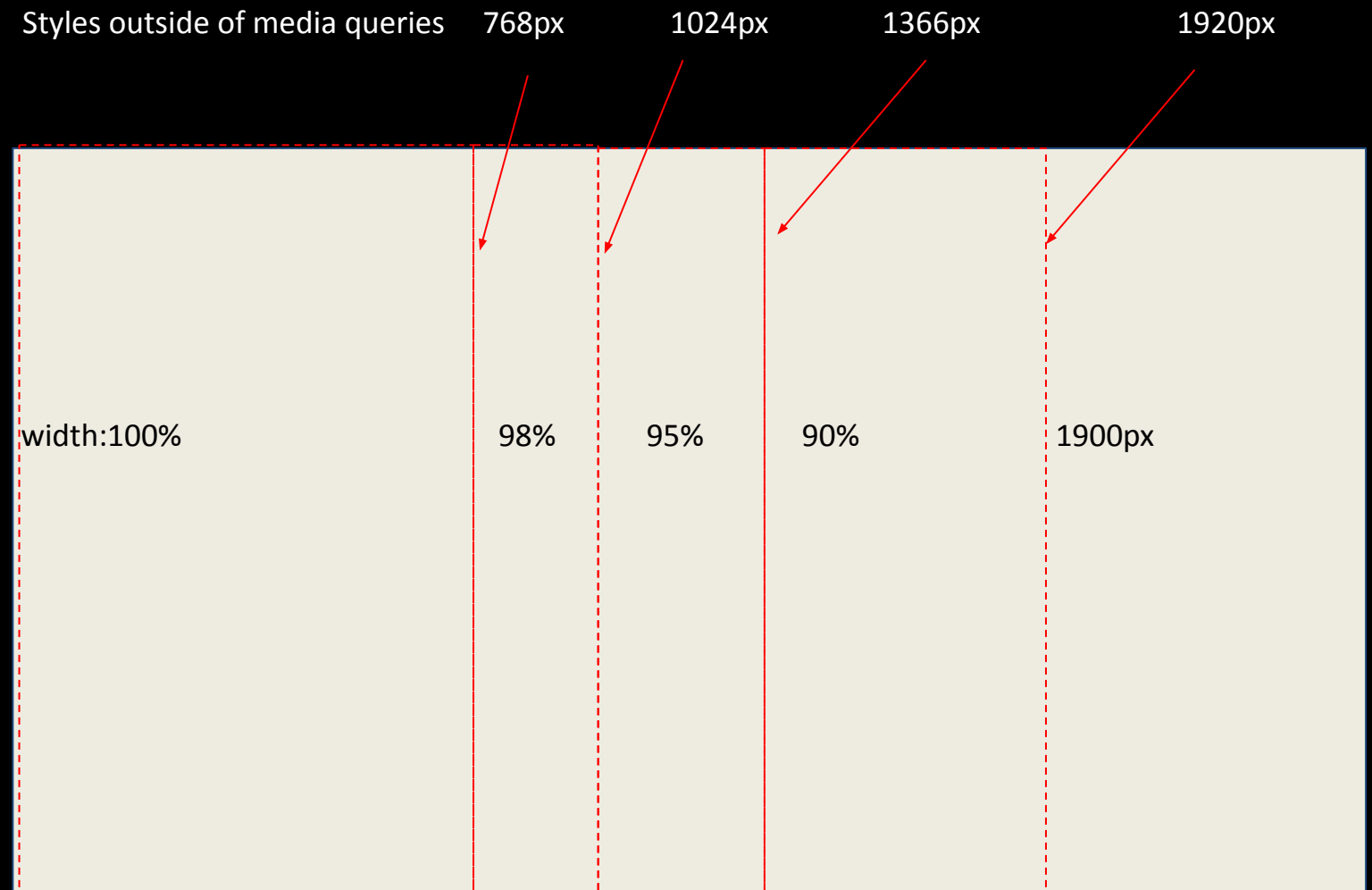


# RESPONSIVE WEB DESIGN

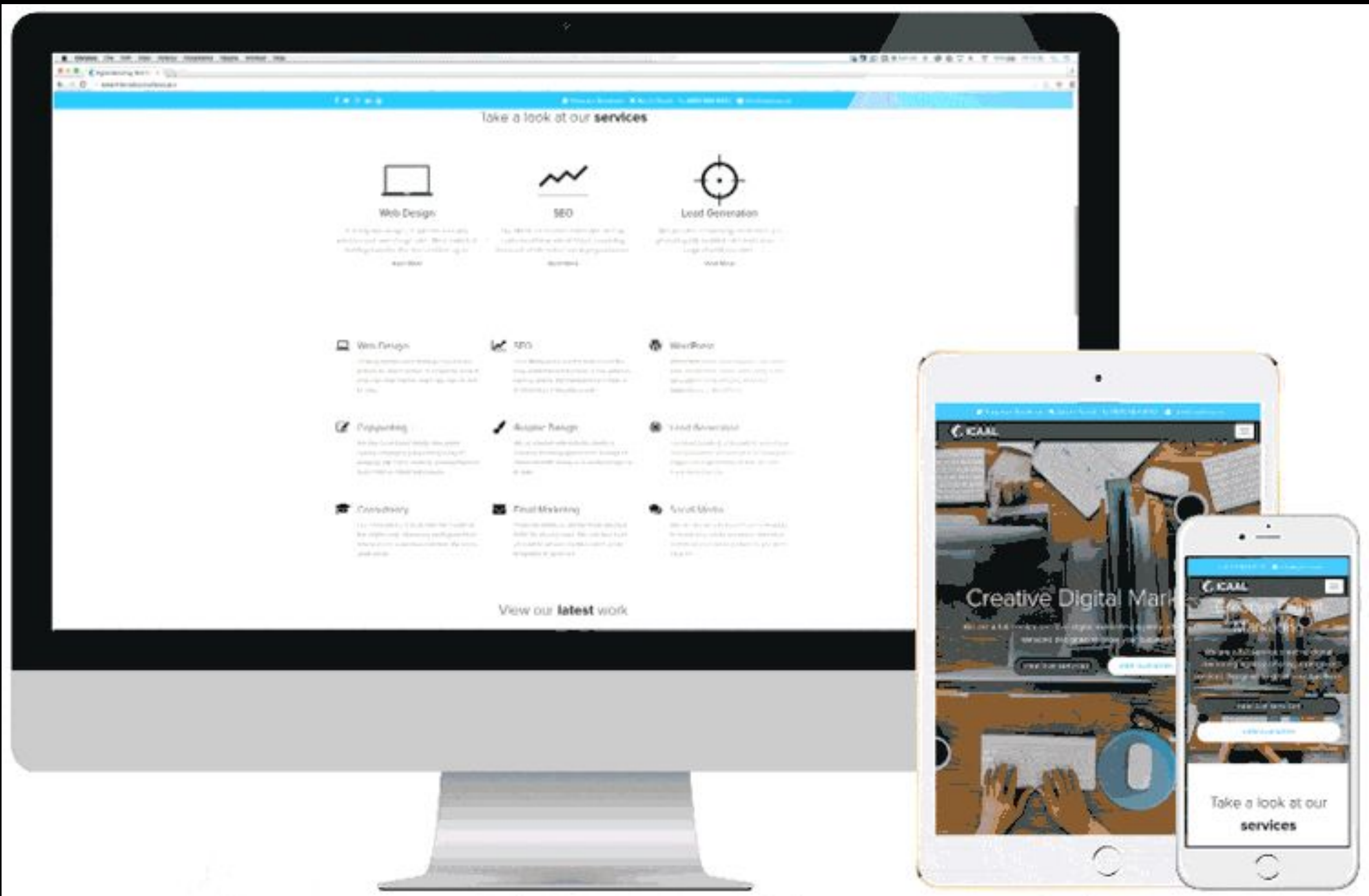
## COMMON BREAKPOINTS FOR MOBILE FIRST DESIGN

**\*\*normal styles address smallest screens then supply media queries to target larger screens.**  
To avoid unexpected cascade: order of queries goes from smallest to largest when using min-width to est breakpoints.

```
body {width: 100%}  
  
@media (min-width: 768px){  
  body {  
    width:98%;  
  }  
}  
@media (min-width: 1024px){  
  body {  
    width:95%;  
  }  
}  
@media (min-width: 1366px){  
  body {  
    width:90%;  
  }  
}  
@media (min-width: 1920px){  
  body {  
    width: 1900px;  
  }  
}
```



# RESPONSIVE WEB DESIGN



# RESPONSIVE WEB DESIGN

## COMMON BREAKPOINTS FOR DESKTOP FIRST DESIGN

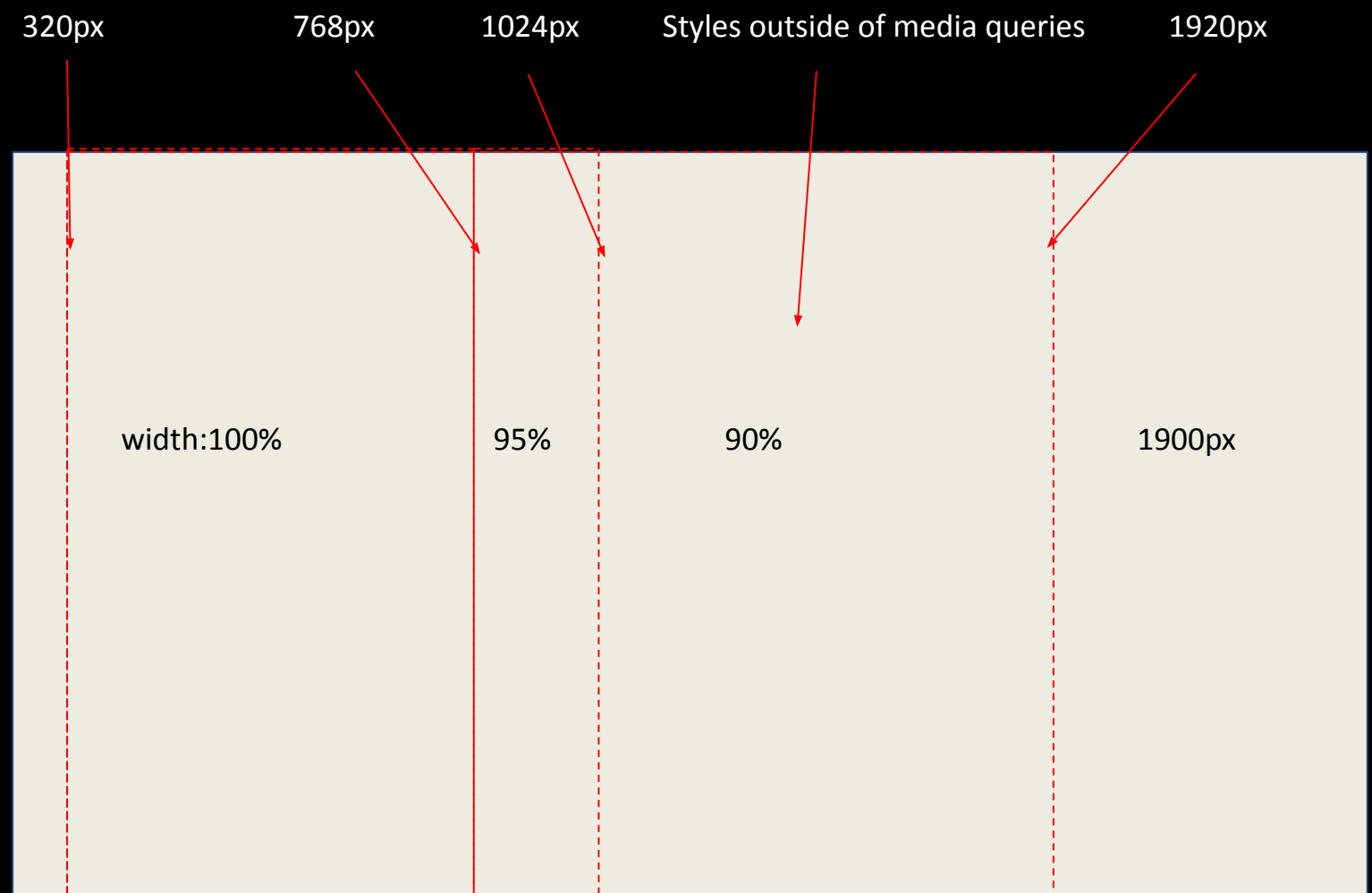
**\*\*normal styles address larger screens then supply media queries to target smaller screens as well as much larger screens. To avoid unexpected cascade: order of queries goes from largest to smallest when using max-width to est breakpoints.**

```
body{ width: 90%; }
```

```
@media (min-width: 1920px){  
  body {  
    width: 1900px;  
  }  
}
```

```
@media (max-width: 1024px){  
  body {  
    width:95%;  
  }  
}
```

```
@media (min-width: 320px) and  
(max-width: 768px){  
  body {  
    width:100%;  
  }  
}
```



# RESPONSIVE WEB DESIGN

## UNDERSTANDING VIEWPORT AND PIXELS AND DENSITY

RESOLUTION - MAX NUMBER OF PIXELS ON A DISPLAY (W X H : 1920 X 1080)

PPI - PIXELS PER INCH OR PIXEL DENSITY (IPHONE X HAS 453 PPI)

IN OUR CSS, WE USE WHAT IS CALLED CSS PIXELS - AN ABSTRACTION CREATED BY W3C FOR WEB DEVELOPMENT AND IS MOSTLY UNRELATED TO THE ACTUAL DEVICE HARDWARE PIXELS AND PPI

AT ONE POINT IN TIME (LOOOOONG AGO) 1 DEVICE PIXEL = 1 CSS PIXEL

BUT NOW WE HAVE “RETINA DISPLAYS” AND OTHER INNOVATIONS, WHICH HAS CRAMMED MORE PIXELS IN THE SAME AMOUNT OF SPACE

PIXEL RATIO - A MULTIPLIER USED TO MAP HARDWARE PIXELS TO CSS PIXELS

IPHONE 7 = 2.0 PIXEL RATIO // IPHONEX = 3.0 PIXEL RATIO // SAMSUNG S8 = 4.0

$\text{CSS PIXEL} = \text{DEVICE PIXELS} / \text{DEVICE PIXEL RATIO}$

# RESPONSIVE WEB DESIGN

## FLEXIBLE IMAGES

### USE RELATIVE SIZING

```
img{  
    width: 50%;  
}
```

# RESPONSIVE WEB DESIGN

## FLEXIBLE IMAGES

### SRCSET

THIS ATTRIBUTE FOR THE IMG ELEMENT ALLOWS US TO GUIDE THE BROWSER IN CHOOSING THE BEST IMAGE AND IMAGE SIZE FOR THE WEBSITE.

### RETINA DISPLAYS

```

```

THE ABOVE CODE SUPPLIES A PHOTO.PNG AS THE NORMAL PHOTO FOR THE BROWSER TO USE AND AN ALTERNATIVE FOR RETINA/HIGH DENSITY DISPLAYS.



# RESPONSIVE WEB DESIGN

## FLEXIBLE IMAGES

### SRCSET

THIS ATTRIBUTE FOR THE IMG ELEMENT ALLOWS US TO GUIDE THE BROWSER IN CHOOSING THE BEST IMAGE AND IMAGE SIZE FOR THE WEBSITE.

```

```

# RESPONSIVE WEB DESIGN

## FLEXIBLE IMAGES

### SRCSET FOR AN IMAGE THAT IS TO DISPLAY AT HALF BROWSER WIDTH

```
---index.html---  
  
---style.css---  
img{ width: 50vw;}
```

Browser width	Device pixel ratio	Image used	Effective resolution
400px	1	200.png	1x
400px	2	400.png	2x
320px	2	400.png	2.5x
600px	2	800.png	2.67x
640px	3	1000.png	3.125x
1100px	1	1400.png	1.27x

# RESPONSIVE WEB DESIGN

## FLEXIBLE IMAGES

### PICTURE ELEMENT TO CONTROL ART DIRECTED IMAGES FOR LAYOUT

```
<picture>
  <source media="(max-width:799px)" srcset="cropped-image.jpg">
  
</picture>
```



# RESPONSIVE WEB DESIGN

## ZOOM

```
<meta name="viewport" content="width=device-width,  
initial-scale=1.0">
```

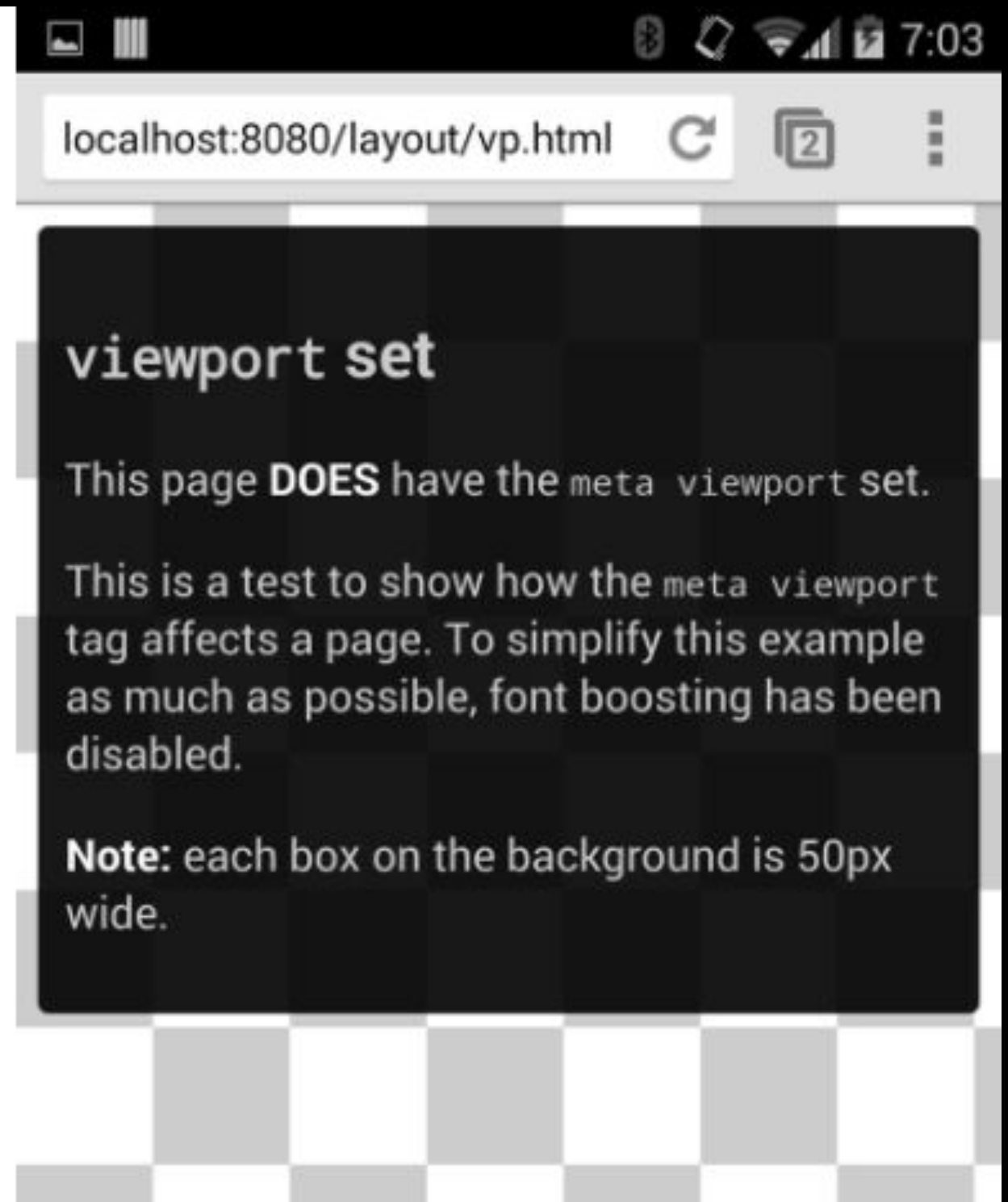
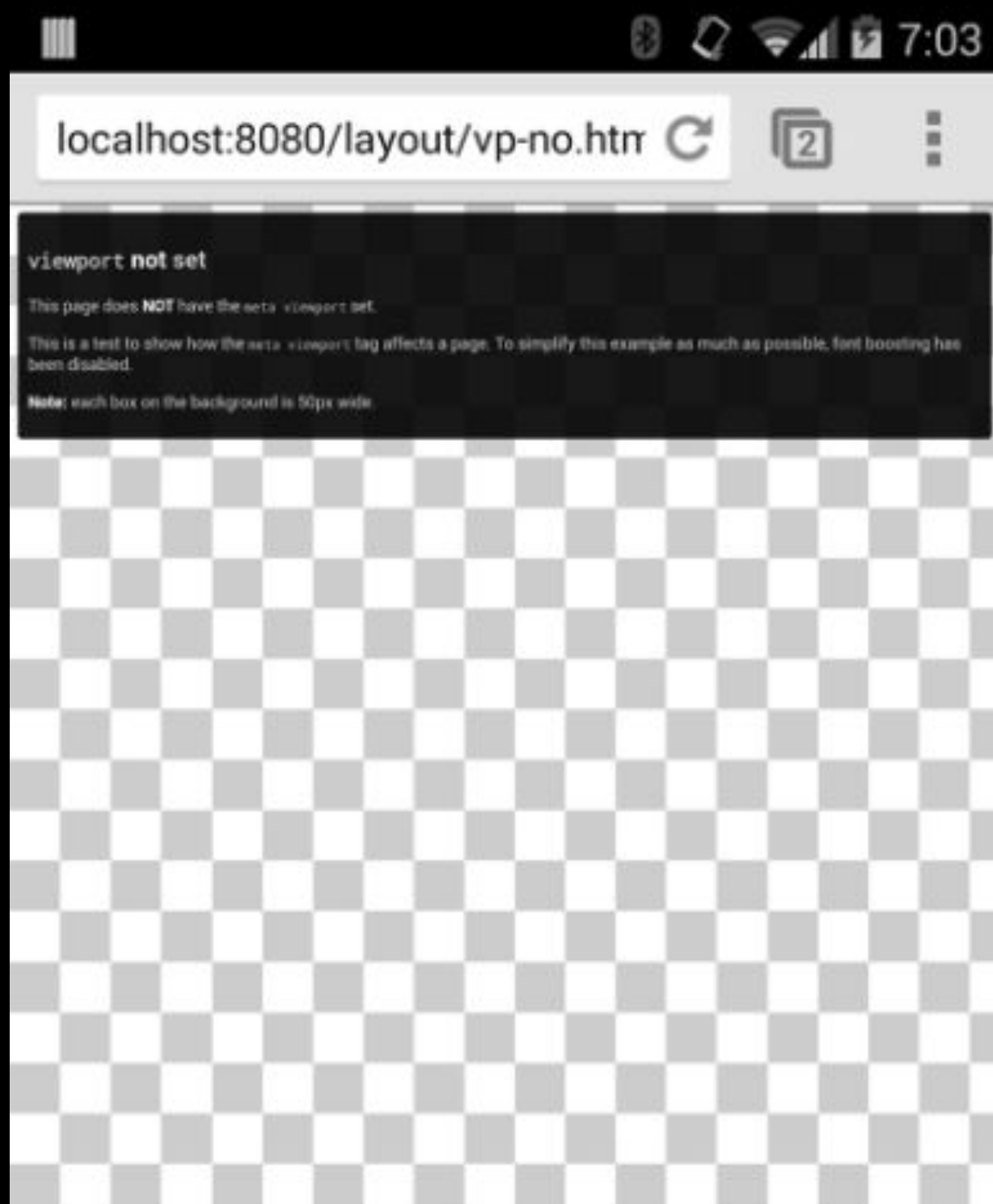
PAGES OPTIMIZED FOR A VARIETY OF DEVICES MUST INCLUDE A META VIEWPORT TAG IN THE HEAD OF THE DOCUMENT. A META VIEWPORT TAG GIVES THE BROWSER INSTRUCTIONS ON HOW TO CONTROL THE PAGE'S DIMENSIONS AND SCALING.

`width=device-width` match the screen's width in device-independent pixels.

`initial-scale=1` establishes a 1:1 relationship between CSS pixels and device-independent pixels.

# RESPONSIVE WEB DESIGN

## ZOOM





# RESPONSIVE WEB DESIGN

## ZOOM

