Q.1 What is a Media Query in CSS, and what is its purpose?

The **Media query** in CSS is used to create a responsive web design. It means that the view of a web page differs from system to system based on screen or media types. The breakpoint specifies for what device-width size, the content is just starting to break or deform.

Media queries can be used to check many things:

- width and height of the viewport
- width and height of the device
- orientation (is the tablet/phone in landscape or portrait mode?)
- resolution

Q.2 How do you define a media query in CSS?

A media query consists of a media type and can contain one or more expressions, which resolve to either true or false. The result of the query is true if the specified media type matches the type of device the document is being displayed on and all expressions in the media query are true.

Q.3 Explain the concept of Breakpoints in Responsive Web Design and How They are used in Media Queries.

A breakpoint in a responsive design is the “point” at which a website's content and design will adapt in a certain way to provide the best possible user experience. breakpoints are pixel values that a developer/designer can define in CSS. When a responsive website reaches those pixel values, a transformation (such as the one detailed above) occurs so that the website offers an optimal user experience.

Q.4 What is the purpose of using Media Queries for Print Media?

The media query is used to hide/show an element when printing the web pages. Use @media print query and set the visibility property to that element that needs to hide/show at printing. In this article, we use media query and visibility property to print the web page.

Q.5 What is the purpose of the `orientation` media feature?

The orientation CSS media feature can be used to test the orientation of the viewport (or the page box, for paged media).

The orientation feature is specified as a keyword value chosen from the list below

Portrait : The viewport is in a portrait orientation, i.e., the height is greater than or equal to the width.

Landscape : The viewport is in a landscape orientation, i.e., the width is greater than the height