JONAS.IO
SCHMEDTMANN

BUILD RESPONSIVE REAL-WORLD WEBSITES WITH HTML AND CSS

@JONASSCHMEDTMAN

SECTION

OMNIFOOD PROJECT – SETUP AND DESKTOP VERSION

LECTURE

RESPONSIVE DESIGN PRINCIPLES

HTML 5   CSS 3

WHAT IS **RESPONSIVE DESIGN?**

RESPONSIVE DESIGN

👉 Design technique to make a webpage adjust its layout and visual style to **any possible screen size** (window or viewport size)

👉 In practice, this means that responsive design makes websites usable on all devices, such as **desktop computers, tablets, and mobile phones**.

👉 It's a set of practices, **not a separate technology.** It's all just CSS!
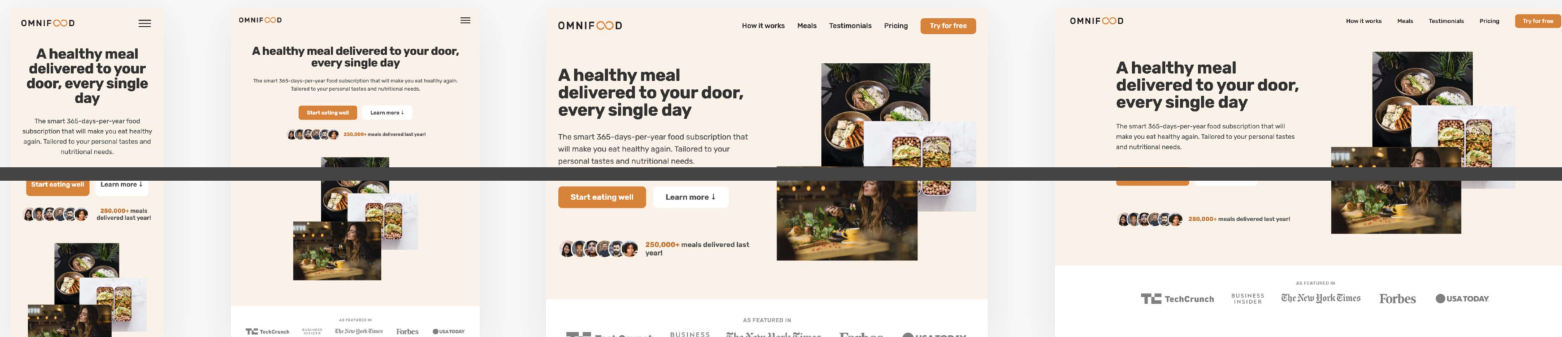
VIEWPORT WIDTH

RESPONSIVE DESIGN **INGREDIENTS**

1 FLUID LAYOUTS

- 👉 To allow webpage to adapt to the **current viewport** width (or even height)
- 👉 Use % (or vh / vw) unit instead of px for elements that **should adapt to viewport (usually layout)**
- 👉 Use max-width instead of width

2 RESPONSIVE UNITS

- 👉 Use rem unit instead of px for most lengths
- 👉 To make it easy to **scale the entire layout down** (or up) automatically
- 👉 **Helpful trick:** setting 1rem to 10px for easy calculations

3 FLEXIBLE IMAGES

- 👉 By default, images **don't scale automatically** as we change the viewport, so we need to fix that
- 👉 Always use % for image dimensions, together with the max-width property
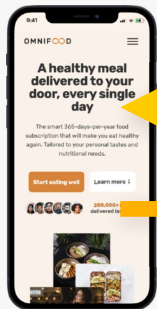
4 MEDIA QUERIES

- 👉 Bring responsive sites to life!
- 👉 To change CSS styles on **certain viewport widths** (called breakpoints)

We will learn how to use media queries and how to select breakpoints in the **next section**
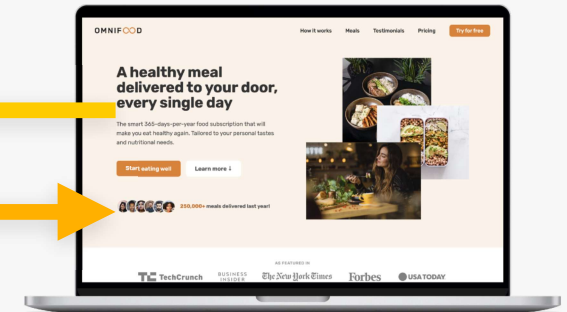
DESKTOP-FIRST **VS.** MOBILE-FIRST DEVELOPMENT

👉 Start writing CSS for the desktop: **large screen**

👉 Then, media queries **shrink design** to smaller screens.

DESKTOP-FIRST

MOBILE-FIRST

👉 Start writing CSS for mobile devices: **small screen**

👉 Then, media queries **expand design** to a large screen

👉 Forces us to reduce websites and apps to the **absolute essentials**.

We will do **desktop-first** in this project. It's easier to learn!