Module 4-6

Responsive Design

Responding to Different Platforms

- A **responsive design** approach advocates for an application's ability to respond to various screen sizes, and hardware platforms.

- A hallmark of responsive design is the concept of **mobile first**, in which we design for mobile platforms first, and scale up to increasingly larger screens.
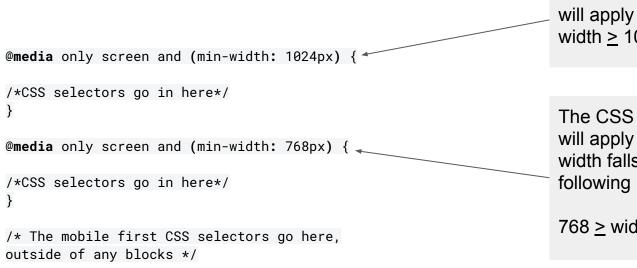
- CSS will be the primary technology used to implement this philosophy.

Google Chrome Responsive Mode Demo

Within the Developer Tools (F12), CTRL + SHIFT + M

Media Queries

The main technique to have our application respond to the external environment is a **media query**. Consider the following chunk of CSS:

```
@media only screen and (min-width: 1024px) {

/*CSS selectors go in here*/
}

@media only screen and (min-width: 768px) {

/*CSS selectors go in here*/
}

/* The mobile first CSS selectors go here,
outside of any blocks */
```

The CSS Rules in here will apply to screens if width $\geq$ 1024 px.

The CSS Rules in here will apply if a screen's width falls into the following range:

768 $\geq$ width > 1024

Let's Try This Out