Responsive Website

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Project Overview

Project Name:	Responsive Website
Language used:	Html, Css, Javascript
Editor:	V S Code
	V B Code
Type:	Webpage

Abstract

The responsive web design solves the compatibility problems of web pages displayed at different resolutions, different platforms, and different screen sizes, and also brings high-quality experience to users. Based on the research on responsive web design, and related technologies of HTML5 and CSS3, the design ideas and key technologies of responsive design with a responsive enterprise website. Response web design based on HTML5 and CSS3 has proved to be feasible and effective.

Introduction

Responsive Website can be viewed using many different devices:

Desktops, tablets, and phones. Your web page should look good, and be easy to use, regardless of the device.

- 1. Responsive Web Site (RWS) is a process of designing a single website to be used and compatible on different portable or handle electronic devices
- 2. It regarded as an integrated approach of designing through which compelling and easy to use website are build, to give an optimal viewing user experience across a wide variety of device starting from desktop computers to mobile phones.

Scope of the project

Responsive Website is the design approach for building webpages where-in the code would recognize the device accessing the website and scale the components according to it. For example, the contents and images that are used to load a website on the desktop would get scaled down when the website is viewed from a smart phone.

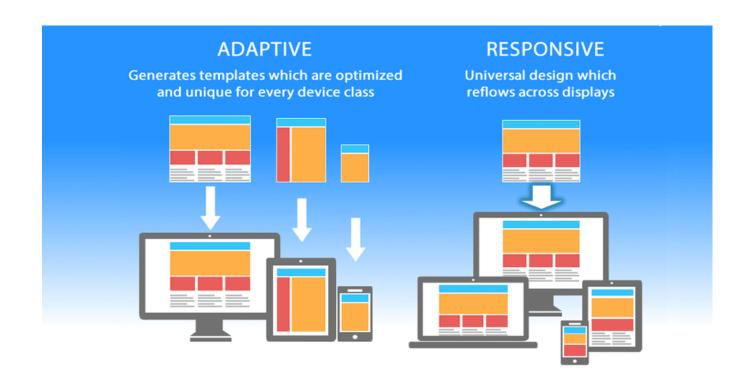
Specification

- **❖** Smooth navigation
- **&** Easy reading
- **❖** Minimum pinching
- ❖ Reduces scrolling and zooming
- ❖ Excellent user experience



Need A Responsive Website

- Growing Demand for Smartphones
- **❖** Multiple Screen and mobile browsers
- **❖** Wide usage of internet
- **❖** Lower Website Maintenance Costs
- ❖ Optimize Online Shopping Experience



The Appropriate Layout

Different Sizes for different devices:

<u>Devices</u>	<u>Size</u>
Phones	480px and below
Phones to Tablets	767px and below
Portrait Tablets	768px and above
Note Book	990px to 1024px
Monitor	1024px and above

Important Guidelines:

- Resizing images to fit the screen resolution
- Hiding non-essential elements especially for smaller screen
- Avoid web technologies that don't work on mobile
- Make sure that website can be read in second
- Optimize your pages for vertical scrolling

Major Components

- Layouts
- Flexible Images
- Media Queries
- Meta Tags
- Frameworks

System Requirements

Hardware Required:

- Processor- AMD Ryzen 5 5500U
- RAM − 8GB
- Hard Disk- 50GB
- Input Device -Keyboard, Mouse
- Output Device- Monitor Laptop

Software Required:

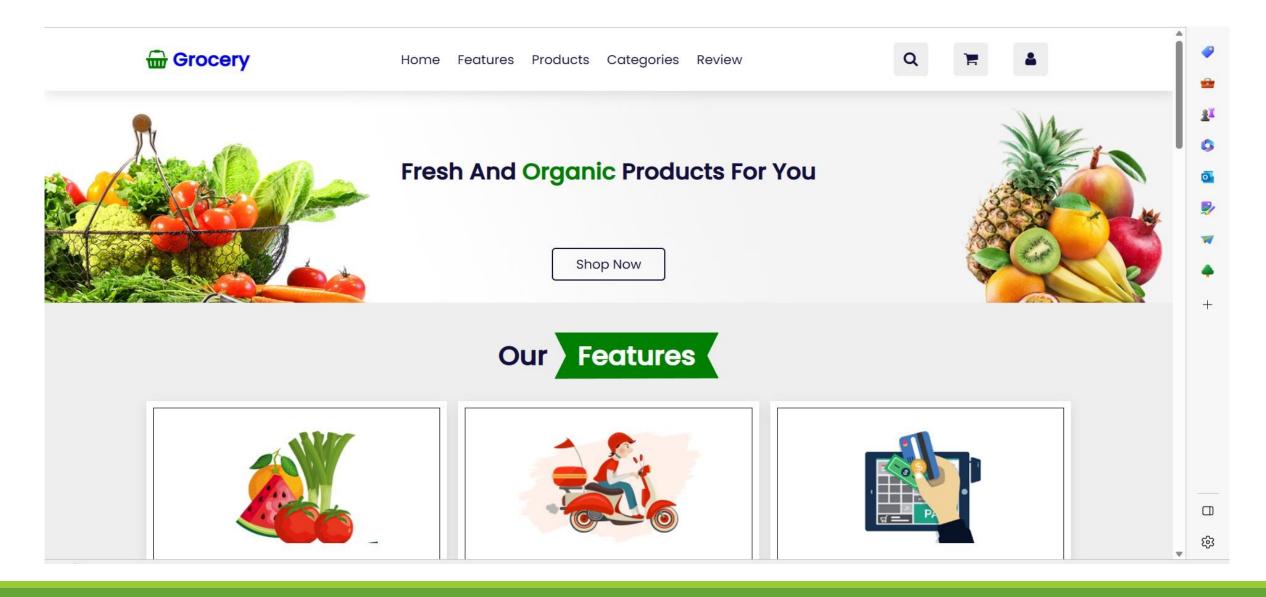
- Platform Windows 10
- Application Tool Microsoft Visual Studio, Sublime Text
- Html, Css, Javascript

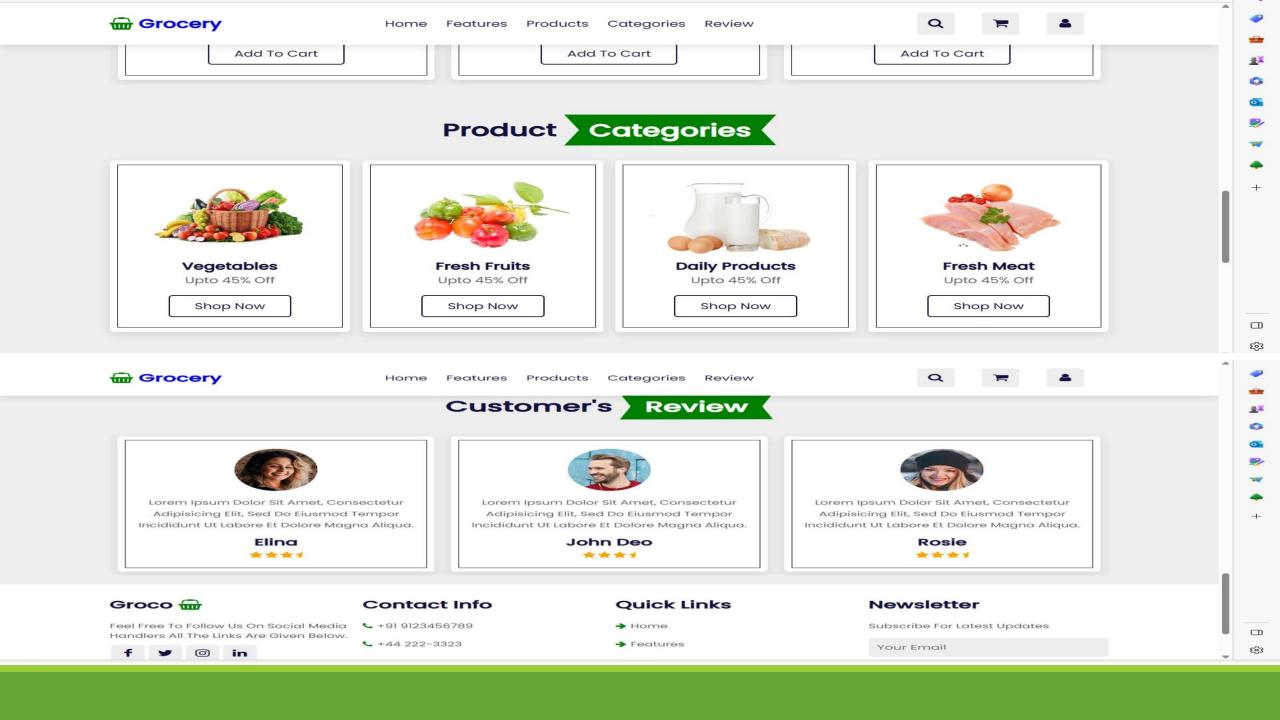
Advantages For User

Using smartphone, Tablets, and Notebooks for accessing internet has become a common fashion or trend. A popularity had been seen among the users for responsive sites as it serves the following advantages

- A responsive website is flexible to use
- It automatically shuffles content, realize images, and adjusts font size
- User are able to read information as per their needs and preferences
- Helps encountering fast and intelligent sites
- Saves user time while browsing the site
- Helps increasing the user experience

Screenshots





Conclusion

- o Responsive web design is a pragmatic and economical approach to modern web design.
- o Traditional design method become unmanageable when going responsive.
- Mobile first helps us refocus on user and what they really need and want.
- o The pen is faster than the mouse -sketching is a quick way to iterate layout and design decisions.
- Prototyping quickly brings a design closer to its final form and helps assess interaction, functionality and responsive layout.
- o Prototyping helped raise flaws, issues and unconsidered aspects early on in the project timeline.

