Usuwanie wszytkich dzieci z dom => <https://stackoverflow.com/questions/3955229/remove-all-child-elements-of-a-dom-node-in-javascript>

Jak zrobić idealny X tylko za pomocą css => <https://stackoverflow.com/questions/18920542/draw-an-x-in-css>

Gotowe loadery css => <https://loading.io/css/>

Jak pisać dobry html => <https://dev.to/kenbellows/stop-using-so-many-divs-an-intro-to-semantic-html-3i9i>

Gdy max-width nie działa użyj na tym elemencie jeszcze width: 100% => <https://stackoverflow.com/questions/14938428/why-would-max-width-not-work-on-this>

Media w css jak podchodzić do mobile first => https://stackoverflow.com/questions/6370690/media-queries-how-to-target-desktop-tablet-and-mobile

The general wisdom is not to target specific devices or sizes, but to reframe the term 'breakpoint':

develop the site for mobile first using percentages or ems, not pixels,

then try it in a larger viewport and note where it begins to fail,

redesign the layout and add a CSS media query just to handle the broken parts,

repeat the process until you reach the next breakpoint.

Wzorce projketowe