

# CSS UNITS

## 1. Absolute units

### 1) px (pixels)

Fixed unit representing one dot on the screen.

**Example:** width: 100px; (Sets the width of an element to 100 pixels)

### 2) cm (centimeters)

Represents the size in centimeters.

**Example:** margin: 2cm; (Sets the margin to 2 centimeters)

### 3) mm (millimeters)

Represents the size in millimeters.

**Example:** border-width: 5mm; (Sets the border width to 5 millimeters)

### 4) in (inches)

Represents the size in inches.

**Example:** height: 2in; (Sets the height of an element to 2 inches)

### 5) pt (points)

1/72 of an inch, typically used in print.

**Example:** font-size: 12pt; (Sets the font size to 12 points)

### 6) pc (picas)

1 pica = 12 points.

**Example:** letter-spacing: 2pc; (Sets letter spacing to 2 picas)

## 2. Flexible units

### 1) em

Relative to the font size of the parent element.

**Example:** padding: 2em; (Sets padding to 2 times the current font size)

### 2) rem (root em)

Relative to the font size of the root element (<html>).

**Example:** font-size: 1.5rem; (Sets the font size to 1.5 times the root font size)

### 3) % (percentage)

Relative to the parent element's dimensions.

**Example:** width: 50%; (Sets the width to 50% of the parent element)

### 4) vw (viewport width)

Relative to 1% of the viewport's width.

**Example:** width: 50vw; (Sets the width to 50% of the viewport width)

## 5) **vh(viewport height)**

Relative to 1% of the viewport's height.

**Example:** height: 100vh; (Sets the height to 100% of the viewport height)

## 6) **vmin**

vmin: Relative to the smaller dimension of the viewport. Imagine your screen is taller than it is wide. vmin would use the width to size something because it's smaller.

**Example:** font-size: 5vmin; (Sets the font size to 5% of the smaller dimension of the viewport)

## 7) **vmax**

vmax: Relative to the larger dimension of the viewport. Now, if your screen is wider than it is tall, vmax would use the width because it's bigger.

**Example:** font-size: 5vmax; The font size of the text is set to 5% of the larger dimension of the viewport.