Dan Cederholm, the author, makes two strong points in the third chapter; he believes in allowing horizontal components to expand and contract vertically as needed and to “plan for more space than you think you need.” For front-end developers these ideas mean both less work needed to alter designs in the future and enormously more flexible designs that allow for control. As for the internet itself, the importance stems from the designs’ collective ability to appear seamless while actually being seamless, no image shims or fixed heights in sight.

The key topics of chapter four include a ‘best practices’ objective as well as some methods to help achieve that objective. The author talked about choosing optimal markup from the start, the most compact and meaningful structure possible. To aid in this goal he described three methods a developer should practice; using ‘opposing floats’ on items next to each other, handling non-essential drop shadows with the box-shadow property to avoid extra markup, and experimentation with other methods of self-clearing floats. Front-end developers can streamline their markup and, like most of Dan’s concepts, make their designs more flexible and “bulletproof.” For the internet, the cross-compatibility of websites constructed in this manner allows more users to a single design.

The concept that piqued my interest was the ‘opposing floats’ method to organize items in a pseudo-grid format. I found it interesting on account of the relative simplicity coupled with the very pleasing result; I did not know such results were possible with mainly Styling on basic markup.