clamp() and var() demo

Using index.html and style.css as the starting points

We have a basic website with an image floated to the left. But as the size of the browser changes, things change a bunch

One option is to use a relative unit instead of setting an absolute value of 500px.

What if we change this to use a percentage instead? Say 33% (see style2.css)

width: 33%;

This works okay, but the image becomes very small on thin devices

Another option is to use the clamp() function

This gets the browser to do some basic math for us

We specify 3 values: a minimum, a preferred, and a maximum.

width: clamp(250px, 33%, 1000px);

The browser tries to use the preferred value, but will adjust as the window size changes.

And we can mix units!

(See style3.css)

Using variables in CSS can be really useful to create a consistent design throughout. And make page-wide changes easily

DRY code – don’t repeat yourself

Best to set variables *first* and at the highest-level element, in this case we use :root (so we can override later if we wanted)

Use two dashes and a name to declare the variable

Later you can call the variable using var()