## Absolute Units:

1. **Pixel (px):**
   * Represents a single dot on a screen.
   * Fixed-size unit.
   * Good for specifying exact measurements when pixel-perfect precision is needed.
2. **Point (pt):**
   * Originally used for print design, but also used in web design.
   * 1 pt is approximately 1/72nd of an inch.
   * Absolute unit, dependent on the physical size of the output medium.
3. **Pica (pc):**
   * Another unit originally used in print design.
   * 1 pica is equal to 12 points.
   * Like points, it's an absolute unit related to the physical size of the output.

## Relative Units:

1. **Percentage (%):**
   * Relative to the parent element.
   * Used for width, height, padding, margin, etc.
   * A percentage value of 100% means the full size of the parent.
2. **Viewport Width (vw):**
   * Relative to the width of the viewport (browser window).
   * 1vw is 1% of the viewport width.
   * Useful for creating responsive designs.
3. **Viewport Height (vh):**
   * Relative to the height of the viewport.
   * 1vh is 1% of the viewport height.
   * Useful for creating designs that adapt to different screen sizes.
4. **Viewport Minimum (vmin):**
   * Relative to the smaller of the viewport's width or height.
   * 1vmin is 1% of the smaller dimension.
5. **Viewport Maximum (vmax):**
   * Relative to the larger of the viewport's width or height.
   * 1vmax is 1% of the larger dimension.
6. **EM (em):**
   * Relative to the font-size of the closest parent element with a specified font-size.
   * If used on the font-size property itself, it's relative to the font-size of the element itself.
7. **REM (rem):**
   * Relative to the font-size of the root element (usually **<html>**).
   * Rem stands for "root em."

## Summary:

* **Absolute units** are fixed and do not depend on other values.
* **Relative units** are flexible and adapt to the context, making them useful for responsive design.
* Choosing between absolute and relative units depends on the design requirements and the level of responsiveness needed for the layout