

Task 1.2

Responsive Web Design

Responsive web design is something it is becoming increasingly popular and more demanding by the day. This being due to the fact that in today's society there are multiple kinds of form factors, there are devices as small as an iPod to as big as monitors with several in-between. The ability to make a web design responsive enables the website to be able to scale in size dependent on the screen itself. This becomes useful when there is an image that you want to fit on the screen, this image needs to change in size so that it does fit on the screen. Doing so will improve the user experience and make the design a lot more clean/appealing. This is a simple fix that will make a website look a lot cleaner than what it already is. To create a responsive web design there are many steps that may be taken. These include using the '@media' function with the 'min-width' parameter partnering it. A precursor to this is to add the meta tag '`<meta name="viewport" content="width=device-width, initial-scale=1.0">`'. By simply setting the width of an image to 100% it will then create a responsive image. If used max-width, the image will never scale up but will scale down if need to. A way to make text size responsive is the style '`font-size:10vw`' where 1vw = 1% of viewport width.

Reflection

Overall, the task allows for the understanding of how to change a website based on the needs of the screen itself. When this is adhered to the website becomes a lot easier to navigate. It will also make a website seem a lot higher in value than what it already is.

<https://youtu.be/DZ4t5rf3-M4>

<https://github.com/daniel-piscioneri/task1.2p>