CIS 134 CH 5 Quiz.

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1. **Write code that creates a media-query for a screen size with a minimum width of 320px and a max width of 480px.**

@media screen and (min-width: 320px) and (max-width: 480px) {

   /\* styles here \*/

}

1. **Briefly describe the principal of *Mobile First* design.**  
     
   It’s easier to start with the mobile design and then build off of it instead of starting with the desktop page and removing or replacing styles.
2. **Briefly describe the difference between a *visual viewport* and a *layout viewport.***  
   The visual viewport is that part of the web page that fits within a mobile screen and is affected by zoom. The layout viewport displays the entire page content and is not affected by zoom.
3. **How would you specify that the layout viewport matches the width of a mobile device without scaling (hint - it’s a meta tag)?**

<meta name="viewport" content="width=device-width, initial-scale=1">

1. **Write code below that displays an *article* as a flex-box with row wrapping. Have any unordered lists within that article have a basis of 200px with a growth rate of 2 and a shrink rate of 3.**

article {

   display: flex;

   flex-flow: row wrap;

}

article ul {

   flex: 2 3 200px;

}

1. **Briefly explain what the *shrink rate* is.**When an item in a flexbox falls below its basis size, the shrink rate is how many pixels that item should shrink by as the flexbox gets smaller.
2. **Explain one of the benefits of using flex-box.**  
   A flexbox is more adaptable to different page sizes so you can create more complex and responsive designs.
3. **How would you link in the stylesheet *print.css*  into an HTML document and have it work just for when the website is being printed.**

<link href="print.css" rel="stylesheet" media="print">

1. **How would you set a page-break before an <h1> element in CSS?**

h1 {

   page-break-before: always;

}

1. **Briefly describe what the *device-pixel ratio* is and how it applies to mobile devices.**The device-pixel ratio is how many CSS pixels go into each device pixel, which ensures consistency across different devices such as mobile which often have high resolution screens.