

Question 2 Part C:

I didn't implement this in the React App. I'm choosing the option to just explain how I would have it be responsive and work on mobile devices.

One option that would work but is not the best approach is to go with an adaptive design. For this we would use media queries to have different CSS for different screen sizes. We wouldn't have to use different classes for these, we'd just have to define different behavior based on the resolution of the screen. So we could define ranges for devices and have different CSS be used for different screen sizes.

And example would be like this:

```
/* For Mobile */
@media screen and (max-width: 540px) {
  .view {
    width: 400px;
  }
}

/* For Tablets */
@media screen and (min-width: 540px) and (max-width: 780px) {
  .view {
    width: 600px;
  }
}
```

Another, and better, option we could do would be a responsive design. For this we would build out a design that will work on any screen size and will automatically respond to the size of the screen. We could implement this by having our CSS be based of the scale of the screen, as opposed to specific pixel dimensions. So we could have our CSS based of vh (view height) and vw (view width)

Also as the screen changes also we could eliminate certain components that wouldn't be useful to the user if they were viewing on a mobile device.