

Lecture Materials - Week 2

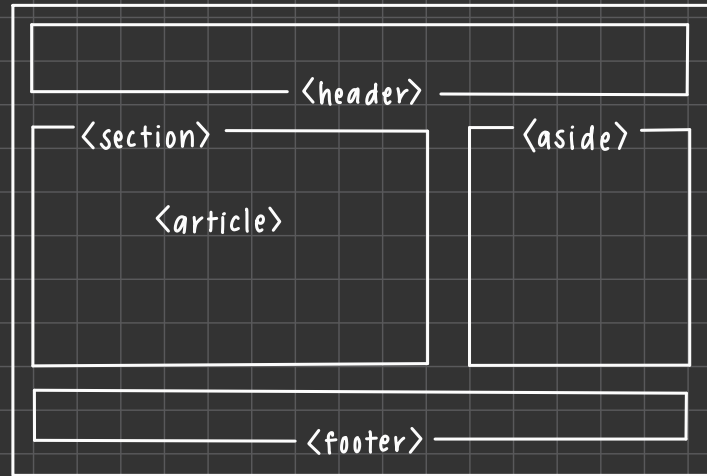
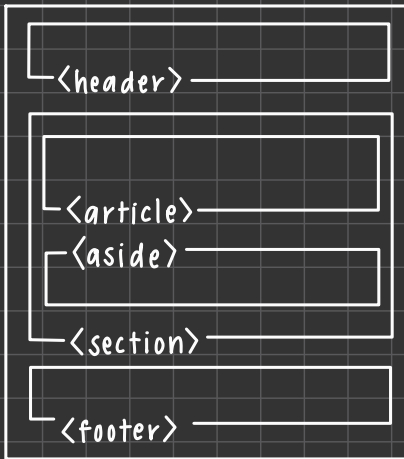
Media Queries

- **media queries** = allows the style to depend on the media properties
- 2 components: media type
query & trigger size
- **media types**: screen
print
all
- **queries**: width
height
orientation
resolution
 - (eg. max-device-width: 480px)
 - (eg. resolution: 163dpi)
- implementations: @import rule
directly in style sheet
in <link>
- use the @import rule inside css
 - (eg. @import url(smallstyle.css) screen and (min-width: 600px))
- put the media query directly in the style sheet
 - (eg. @media screen and (min-width: 500px) { ... })
- include media query in <link>
 - (eg. <link rel="stylesheet" media="screen and (min-width: 400px)" and (orientation: portrait)>>)

Wireframes

- **wireframes** = provide a visual representation of your layout
- decide on major content: what content (text & graphical) do you NEED to have on the page?
what's the best layout for this material?
- sketch → receive initial feedback → wireframe
- keep things simple/easily changeable
- consider functionality when designing
- test different possible interactions

- "mobile-first" = design your mobile view first
- mobile view = most important view in web design (if you decide)
- mobile view vs. larger view layout example



Breakpoints

- **breakpoints** = sizes that define a change in your site layout/content → trigger which rules are applied used to provide best possible viewing experience based on user's device info
- determining breakpoints based on: device and/or content
- mobile-first breakpoint practices: no breakpoint for smallest screen size → default styling use `min-width > max-width`

Media Queries 2

- process:
 - 1) grab information
 - 2) fluid layout
 - 3) media queries
- grab information
 - (eg. `<meta name='viewport' content='width=device-width, initial-scale=1'>`): tells mobile browser's viewport how to behave
 - bad practice: `< ..., initial-scale=1, maximum-scale=1'>` → will disallow zooming
- fluid layout: don't hardcode (absolute measurements) everything
 - use % - used for images, divs, etc
 - use ems - used for typography
 - padding & margin %s: affected by width
not affected by height
- media queries: fluid layout is triggered by breakpoints
design for small screen & work bigger

- stripping/hiding info in mobile view → penalizes mobile users

content still downloaded even if `display = none/hidden` → ↓ performance

· rule order (assuming min-width media queries):

default styling

media queries

- smaller min-width

- larger min-width

top

bottom