

Responsive Design

• Typography: It is useful to scale based on VW $\rightarrow 1\text{vw} = 1\%$ of width of viewport

↳ must use in a relative unit for dynamic sizing:

font-size: `clamp(1rem, 75rem * 1.5vw, 2rem)`

↳ `clamp` allows for a pre-defined range

• Images: Text on web auto-wraps w/ overflow. Images are different \rightarrow If wider will result in a scroll bar showing.

↳ Can make sure elements rendered never at a size wider than container:

```
img {  
  max-width: 100%;  
  block-size: auto;  
}
```

• block-size: auto ensures the img/video, etc aspect ratio is maintained.

• Object fit sets how the content of img / similar elements should be resized to fit their containers

↳ contain: browser preserves aspect ratio, even if it means leave empty space

↳ cover: browser preserves aspect ratio, even if it means cropping at the top/bottom

↳ object-position is useful to modify crop behavior

• It is optimal to understand `` tags have many optimizations:

- lazy loading
- fetch priority
- image decoding
- background-image
- srcset attribute
+ pixel density descriptor

• The html `<picture>` element can be used to provide new images based on vw

↳ this is good if smaller images don't load good, you can make a cropped version instead

• For non-photographic imagery, you have a choice between PNGs or SVGs

↳ PNGs + (JPGs, WebP, AVIF) are bitmap images. Stored in Pixels

↳ SVGs is drawing instructions \rightarrow scalable by default

Responsive Web Design (cont)

- embedding SVGs means 1-less network request the browser must do
- SVGs are ideal way to represent icons
 - ↳ can put as a background-image, use background-position, etc.
- SVGs embedded in HTML can be targeted by the stylesheet
- CSS filter property is powerful for applying effects

· Theming: Some browsers use a `<meta>` tag theme-color

↳ tag in head allows page to render faster

- use `css-vars` and `@media (prefers-color-scheme: dark)` to easily manipulate page themes
- can have into forms to style i.e. accent-color

