**Web Foundation**

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**Literary terms**

1. Responsive Web Design (RWD): It refers to a technique that’s used to create websites that adapt gracefully to any screen size.
2. Responsive design: It includes fluid layouts, media queries, and scalable images.
3. Fluid design: To make a page as fluid design, widths of all structural elements should be converted into percentages.
4. Fixed layout: A liquid page layout that uses relative units instead of fixed units. Typically a liquid layout will use percentages instead of pixels, but any relative unit of measurement will work, such as ems.
5. Fluid layout: It sets the widths of the page and its main structural elements to percent so they increase and decrease depending on the width of screen.
6. Media query: It is defined by CSS3 @media selector that uses conditional expressions to determine when the styles it contains are applied. Media query is used with RWD to change the appearance of a page for different screen sizes.
7. Scalable image: To create a scalable image, you remove the height and width property from the img element for the image, and set the max-width property to the percent of its containing block.
8. Viewport: The viewport determines the content that is displayed on the screen.
9. Scale: The scale function modifies the size of element.
10. @Media selector: It specifies the media type for the query and, for the screen media type, one or more conditional expressions. If all the conditions are true, the styles within the media query are applied to the page.
11. Breakpoint: Breakpoints are the point at which your sites content will respond to provide the user with the best possible layout to consume the information. When you first begin to work with responsive design you will define your breakpoints at the exact device widths that you are looking to target.