

Responsive UX

About me

Warning: It's CSS



Why we should care?

We're devs, not designers...



מה פרודקט ביקשו



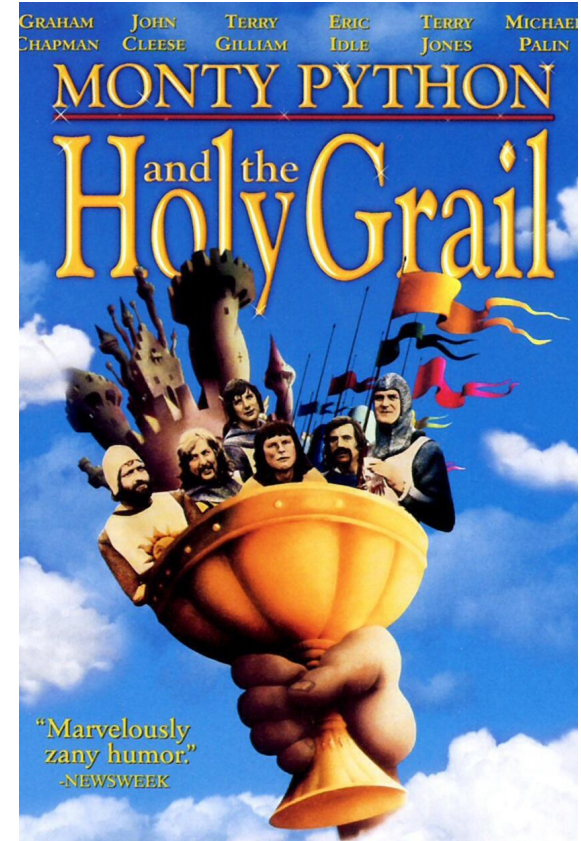
מה RND עשו

Hello, you got a new design

Let's implement!

Aside: The holy grail

HEADER		
MENU ITEM 1 ITEM 2 ITEM 3 ITEM 4 ITEM 5	CONTENT <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.</p>	AD AD
FOOTER		



First attempt: measure it!



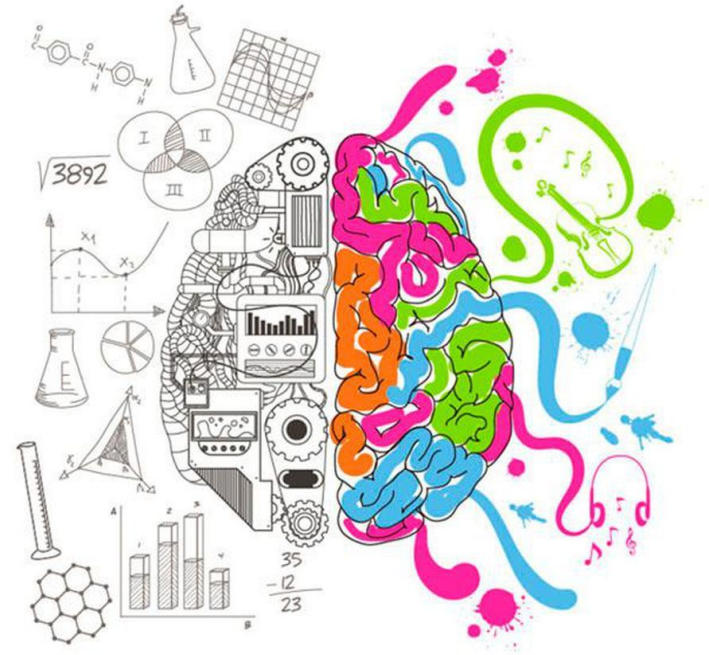
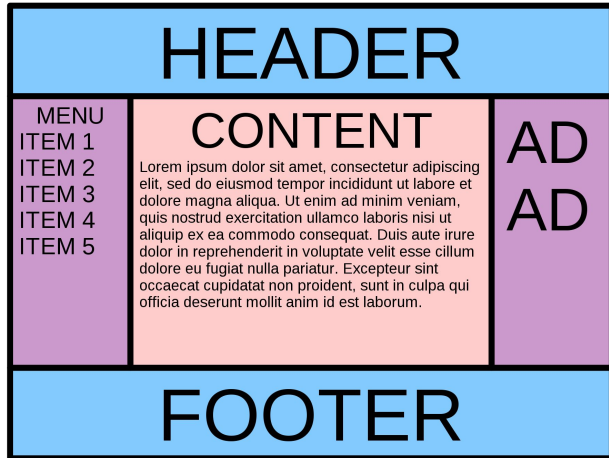
Second attempt: Let's center it

Third attempt: no fixed nothing

This will work 100%



Principle: Place for both



Fourth attempt: powers combined

Take it to the extreme



Designer says

> 980px: normal

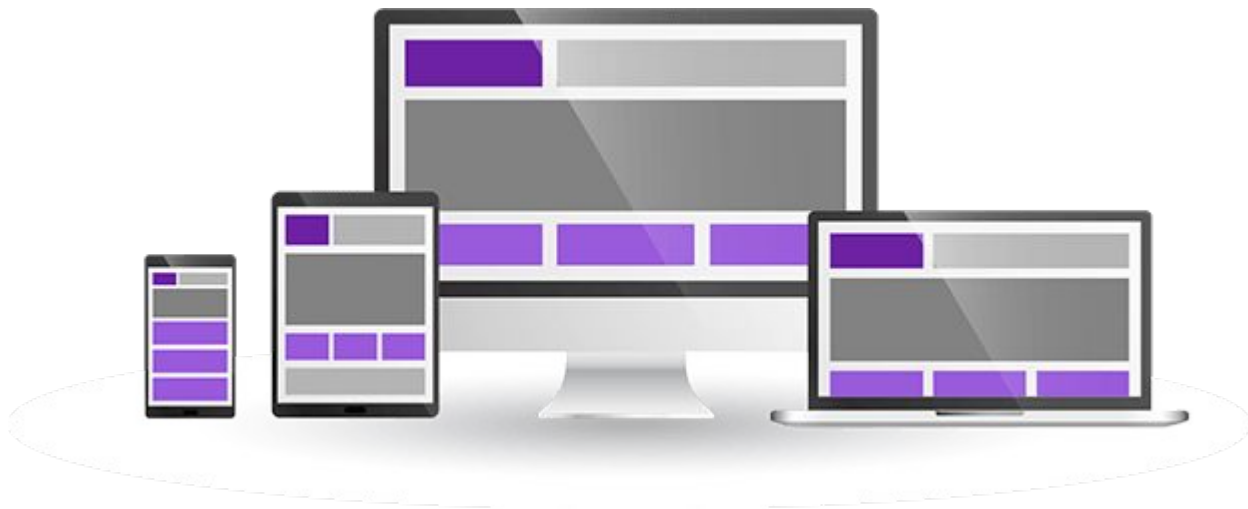
640px - 980px: aside below main

0 - 640px: additionally, navigation folds

Intro: media queries

Media types

Media features



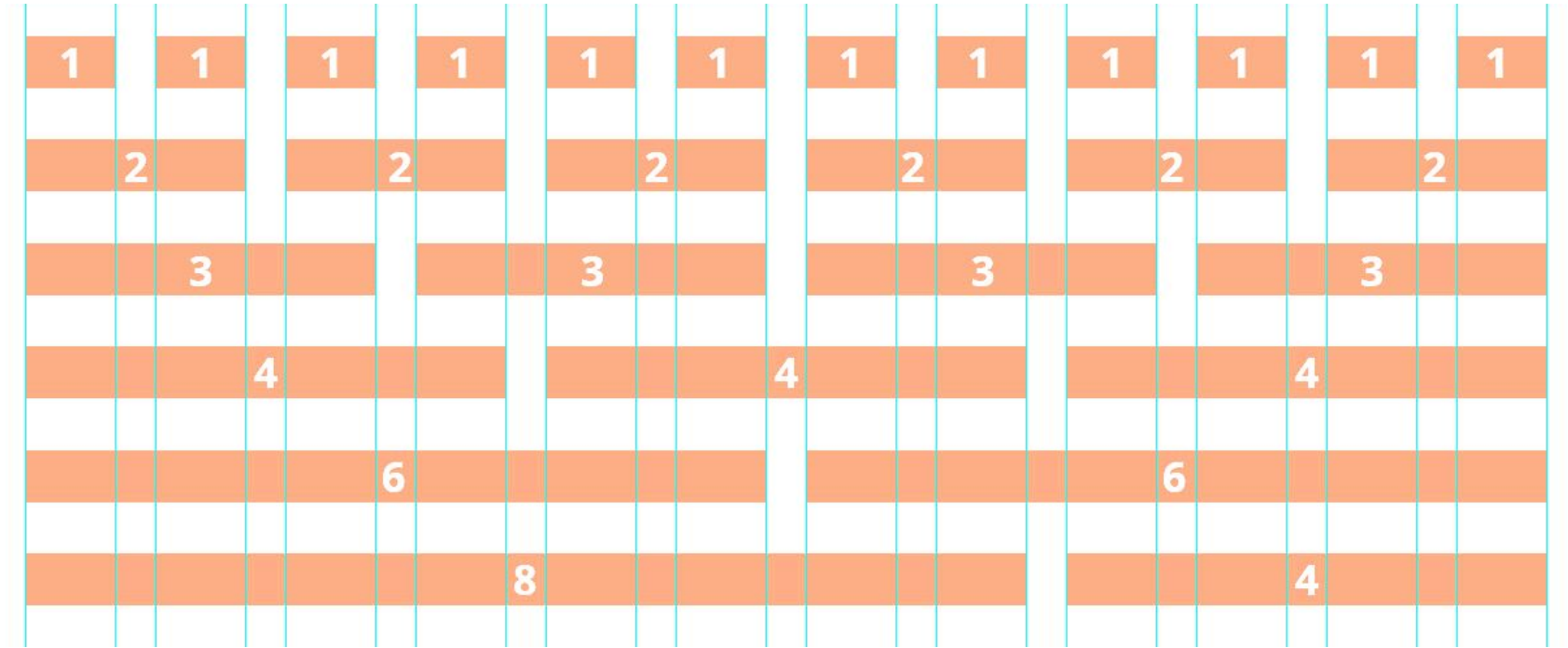
Fifth attempt: Not all are equal



Aside: meta tag

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

Doing it for real



What about them images?

Problems:

- Art direction
- Resolution switching



Responsive images: art direction



Responsive images: resolution switching



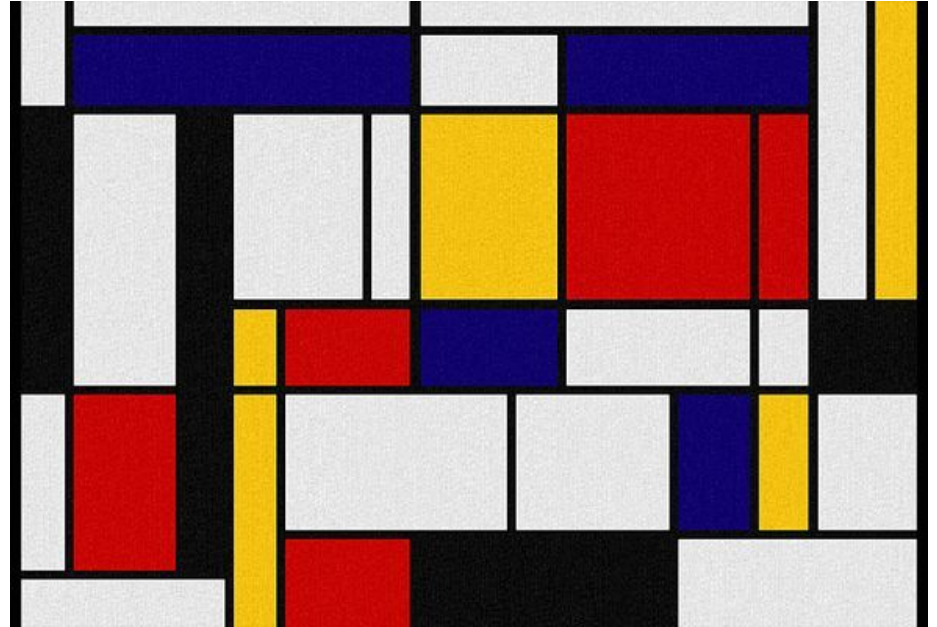
Notes



Being flexible

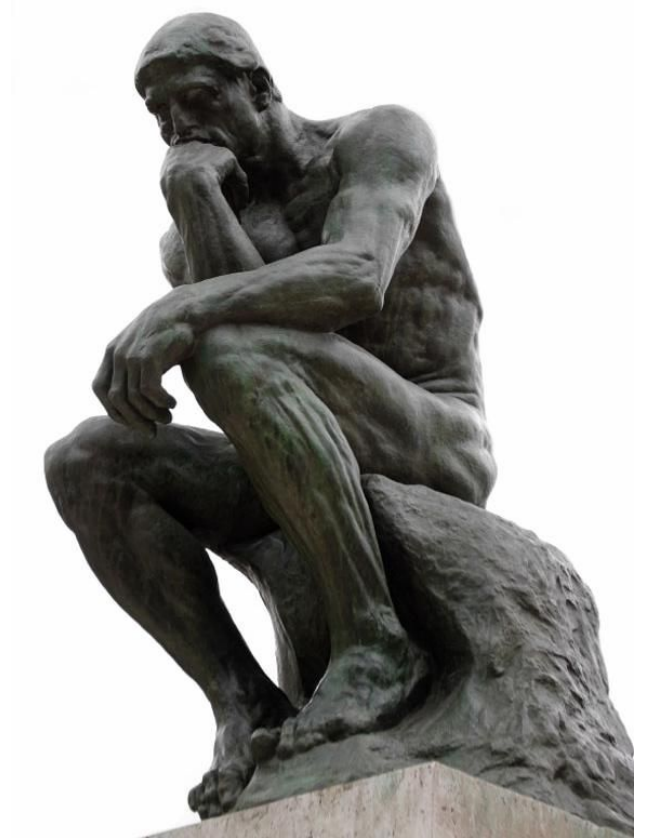


Being Gridy



Piet Mondrian – Composition en rouge, jaune, bleu et noir, 1926

Grid vs Flex: Which to use?



More factors to
consider



Summary

- Responsive UX is important for universal web apps
- Tools
 - Flexible layouts
 - Media Queries
 - Responsive Images
- Use CSS frameworks for rapid development
- Use FlexBox / CSS grid for maximum flexibility
- Think mobile first when relevant:
 - Screen size
 - Network
 - Processing power

Questions?