

**WEB DEVELOPMENT & DESIGN**

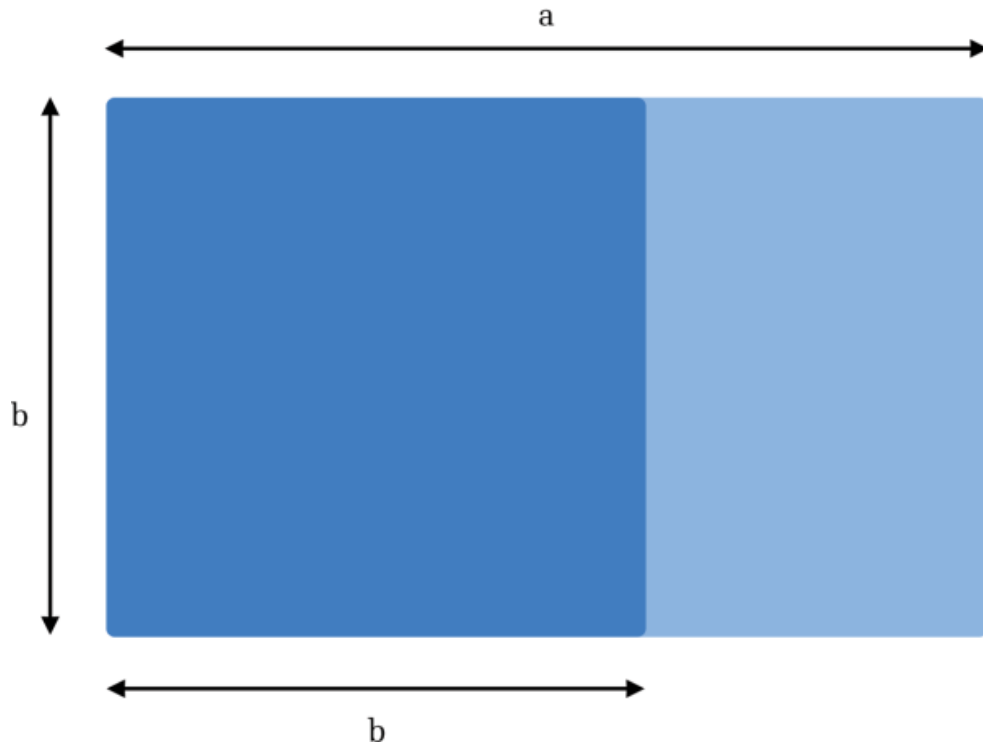
**AN INTRODUCTION TO  
LAYOUT & COMPOSITION**

# DESIGN RULES

**Golden ratio** describes a way to divide an area into 2 parts and the **magic number** is approximately **1.62** (or **61.2%**)

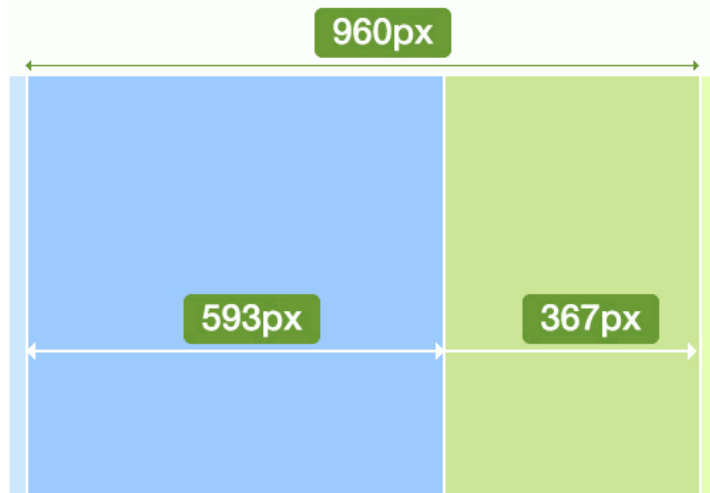
One way to use this rule is to divide designs into **3**, fill **2/3** with **content**, and leave **1/3** for width or placement of a **sidebar** within a page design

$$b = a \div 1.62$$





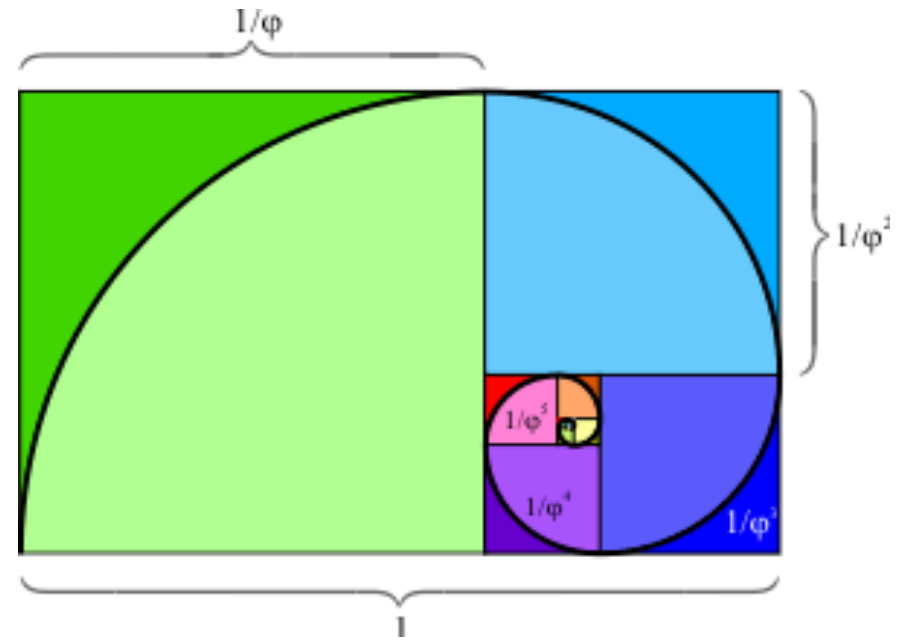
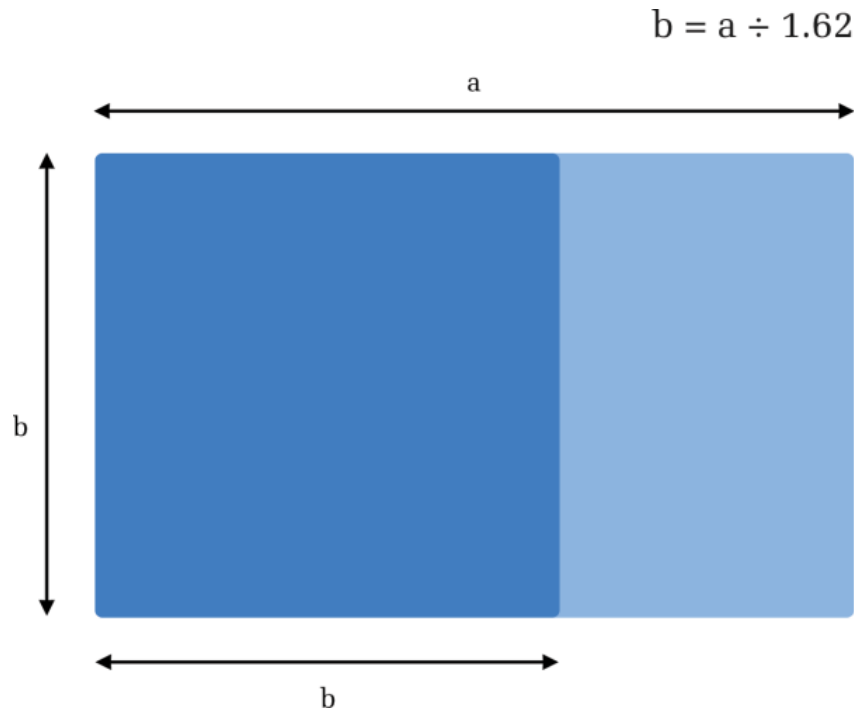
Divine Proportion: 1.618

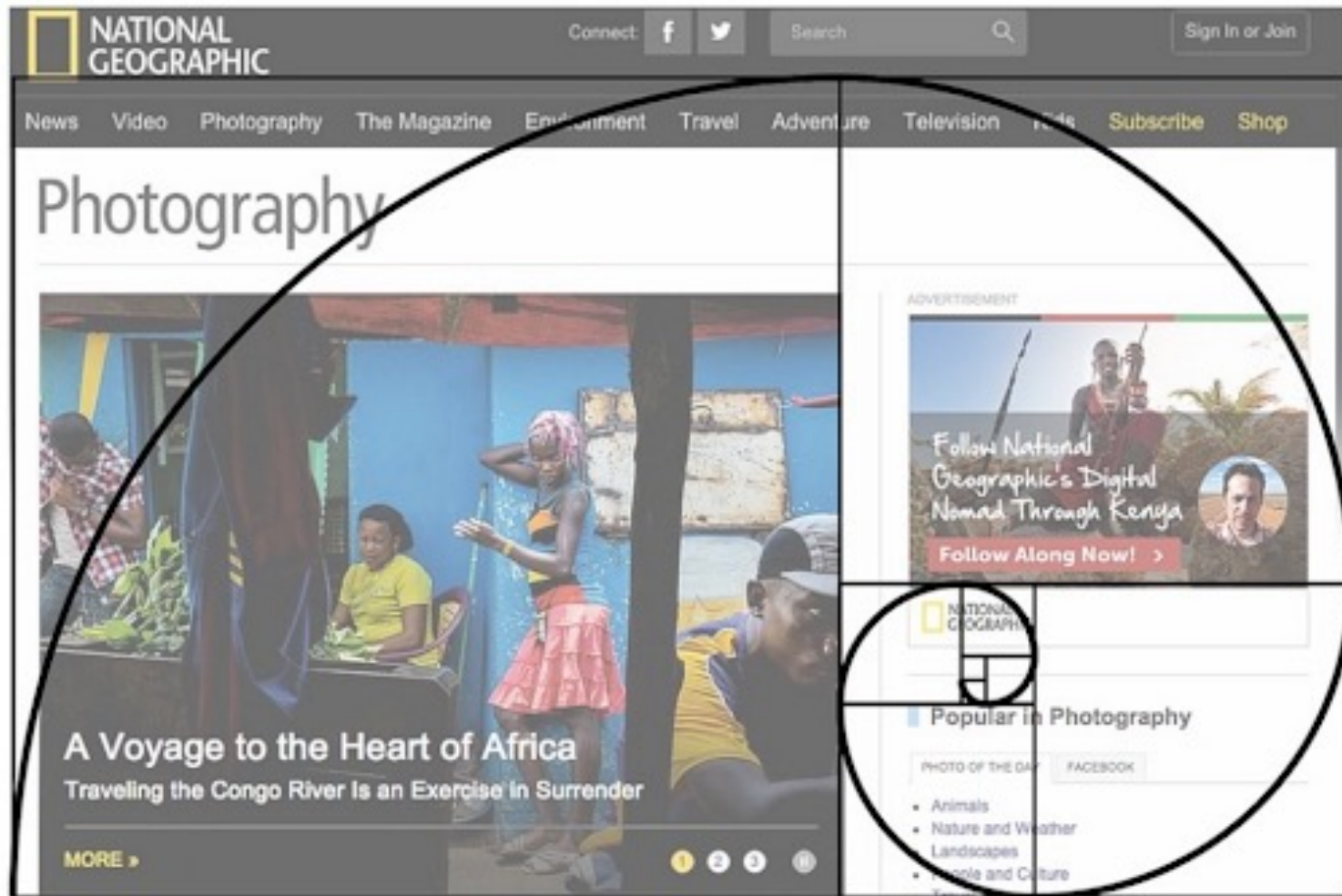


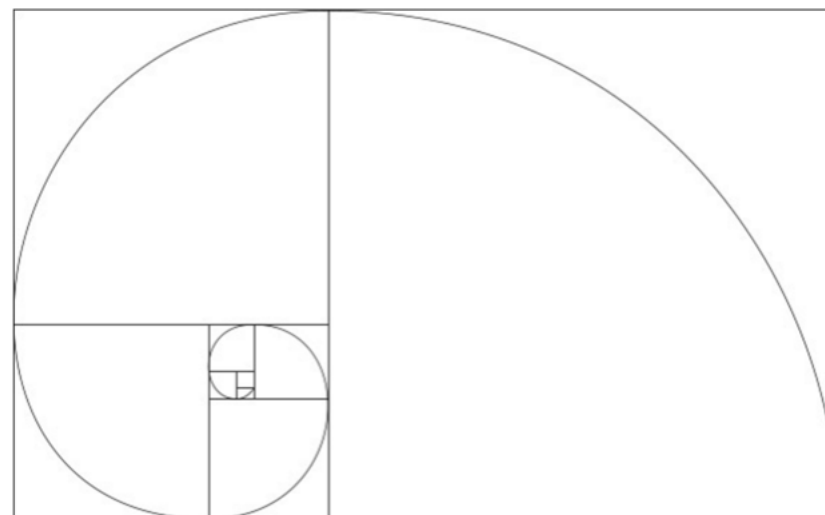
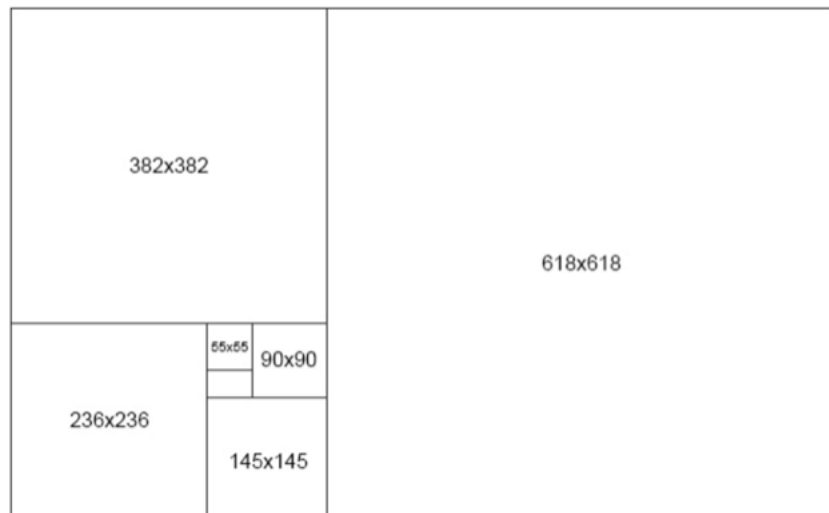
$$960px : 1.618 = 593px$$

$$960px - 593px = 367px$$

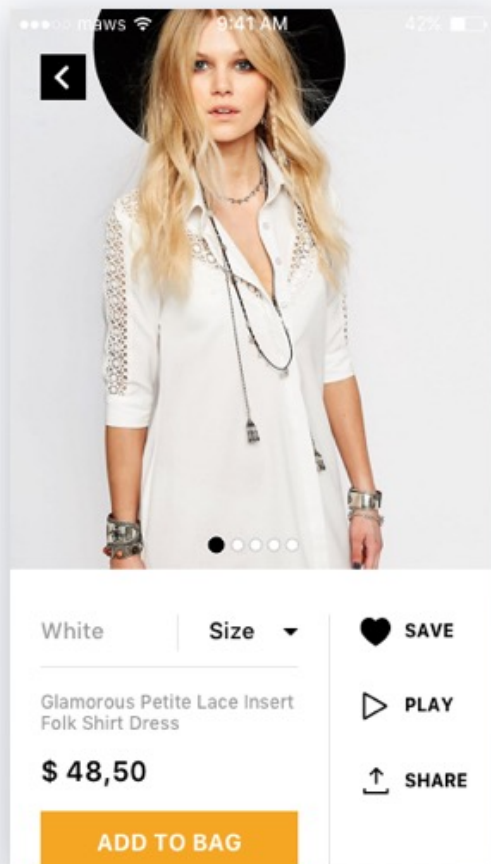
# DESIGN RULES







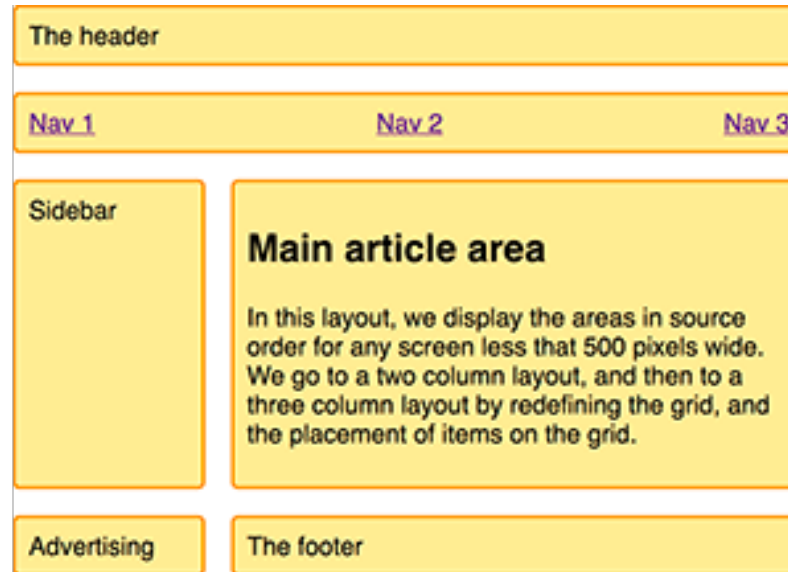
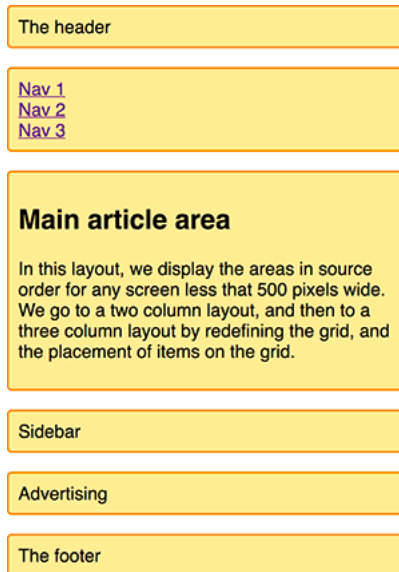
## GOLDEN RATIO IN MOBILE UI





# FIXED OR FLEXIBLE?

Because of **flexible nature** of actual **websites**, and **variable size** of users' **browser windows**, we only have a **limited area to work**



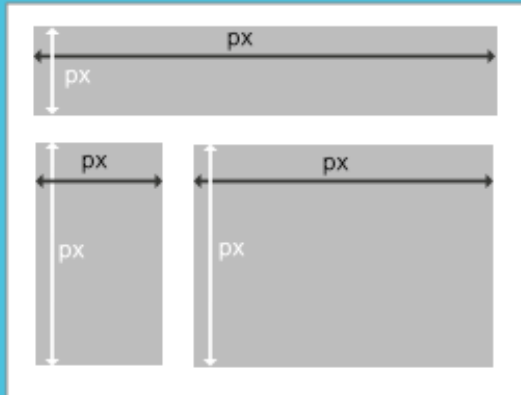
# FIXED OR FLEXIBLE?

We have some options available that will help us take advantage of this **flexibility websites**:

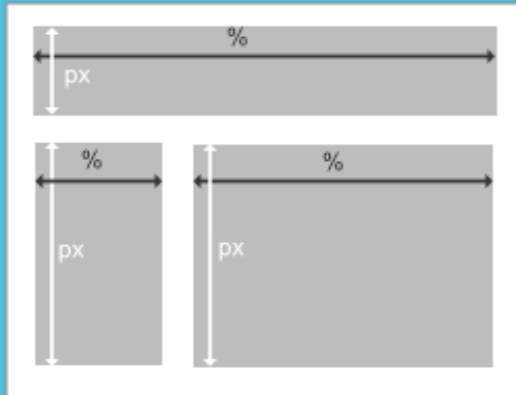
- With a **fixed** layout, dimensions of layout are specified in a particular **number of units** (pixels)
- A **fluid** or **liquid** layout's dimensions are defined relative to size of **viewport** using **percentages** (%)
- An **elastic** layout's dimensions are dependent on **text size** (em units)

# FIXED OR FLEXIBLE?

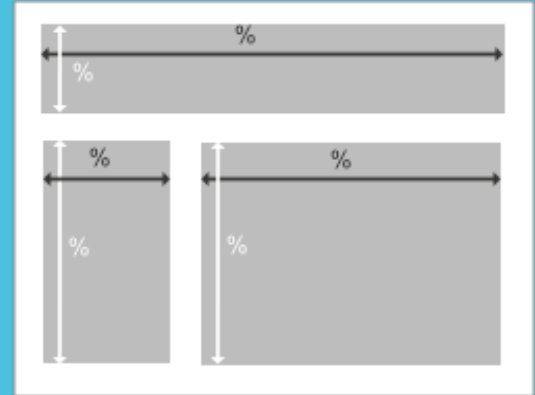
Fixed Layout



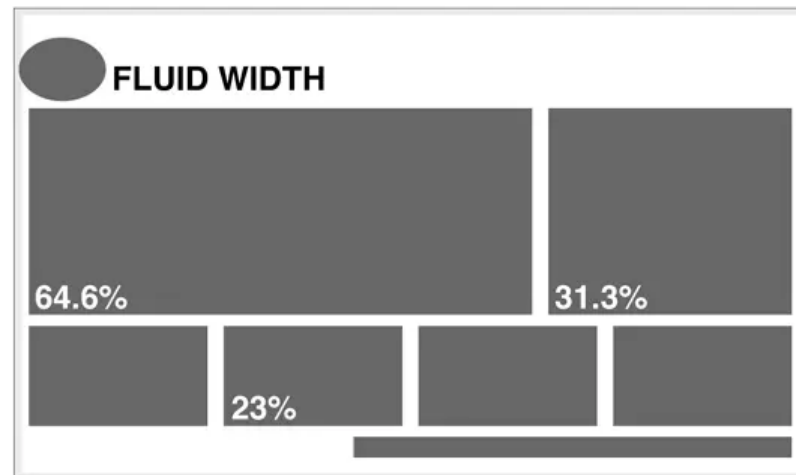
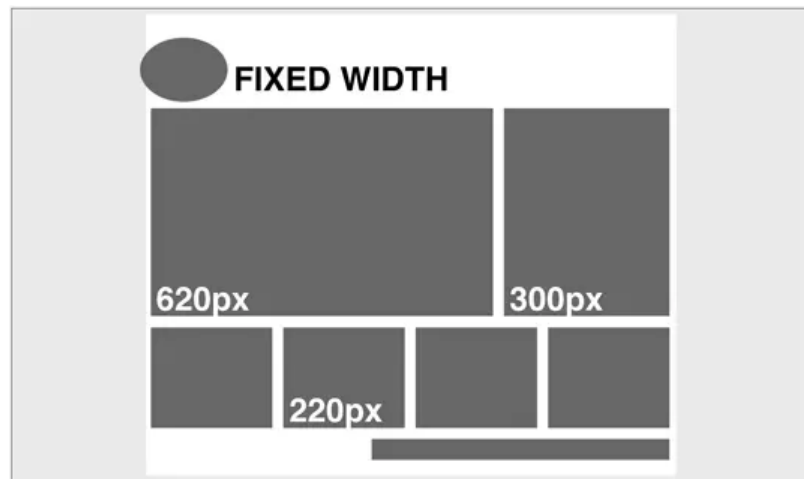
Fluid Layout



Elastic Layout



# FIXED OR FLEXIBLE?



# GRID SYSTEM

Any **grid** works around premise that **visual information** is easier to take in if **elements are in alignment** (horizontally or vertically)

Web user will probably be unaware, consciously, of **alignment**, but eye moves around page "naturally" and **we're talking major points for usability**

Welcome to BBC.com

Tuesday, 14 November

## Iran-Iraq quake is 2017's deadliest

Rescue efforts are under way, after hundreds were killed in the 7.3-magnitude earthquake.

| MIDDLE EAST

## North Korea soldier shot while defecting

| ASIA

## Why are people posting 'me at 14' photos?

| TRENDING

## The hidden things your apps know

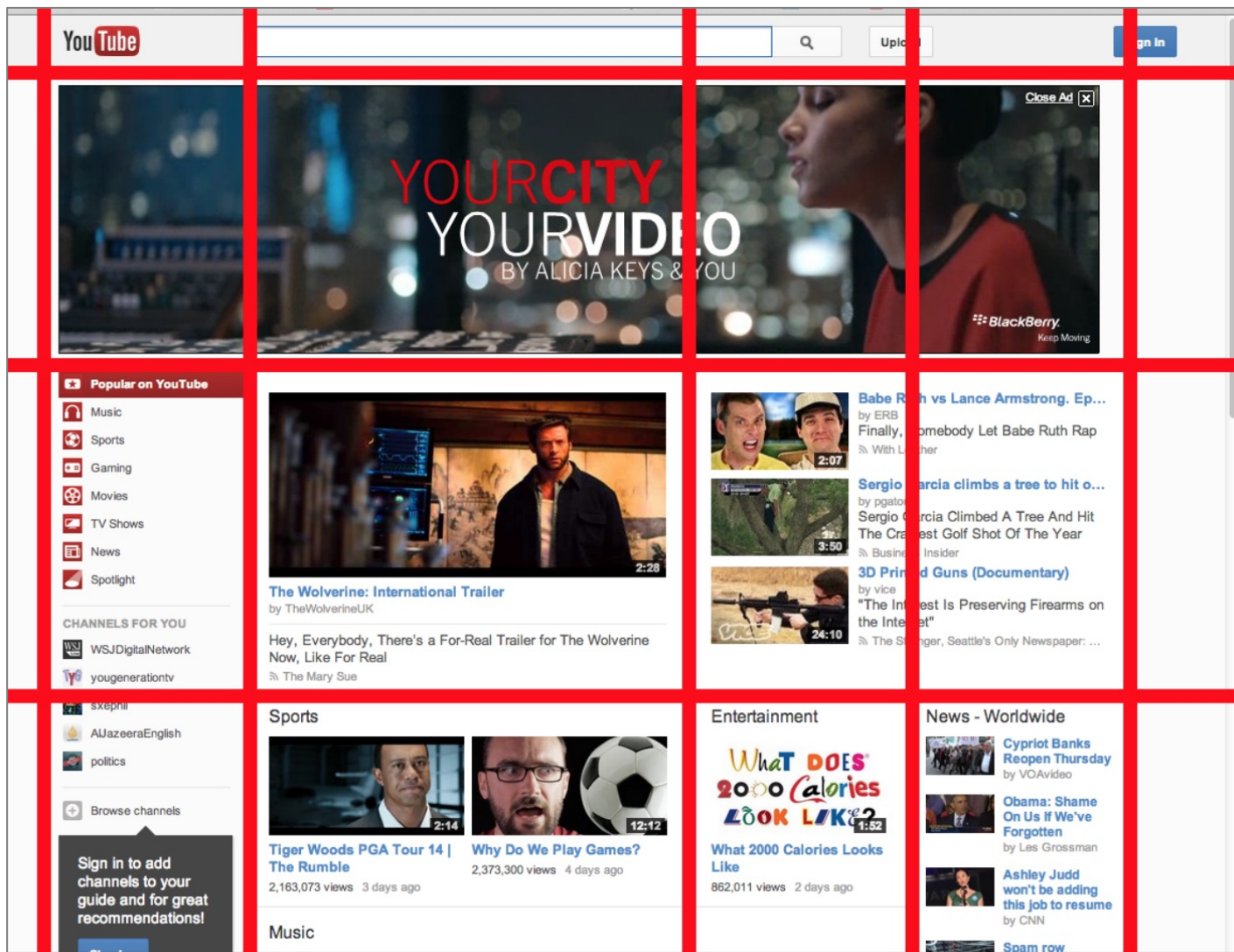
| FUTURE

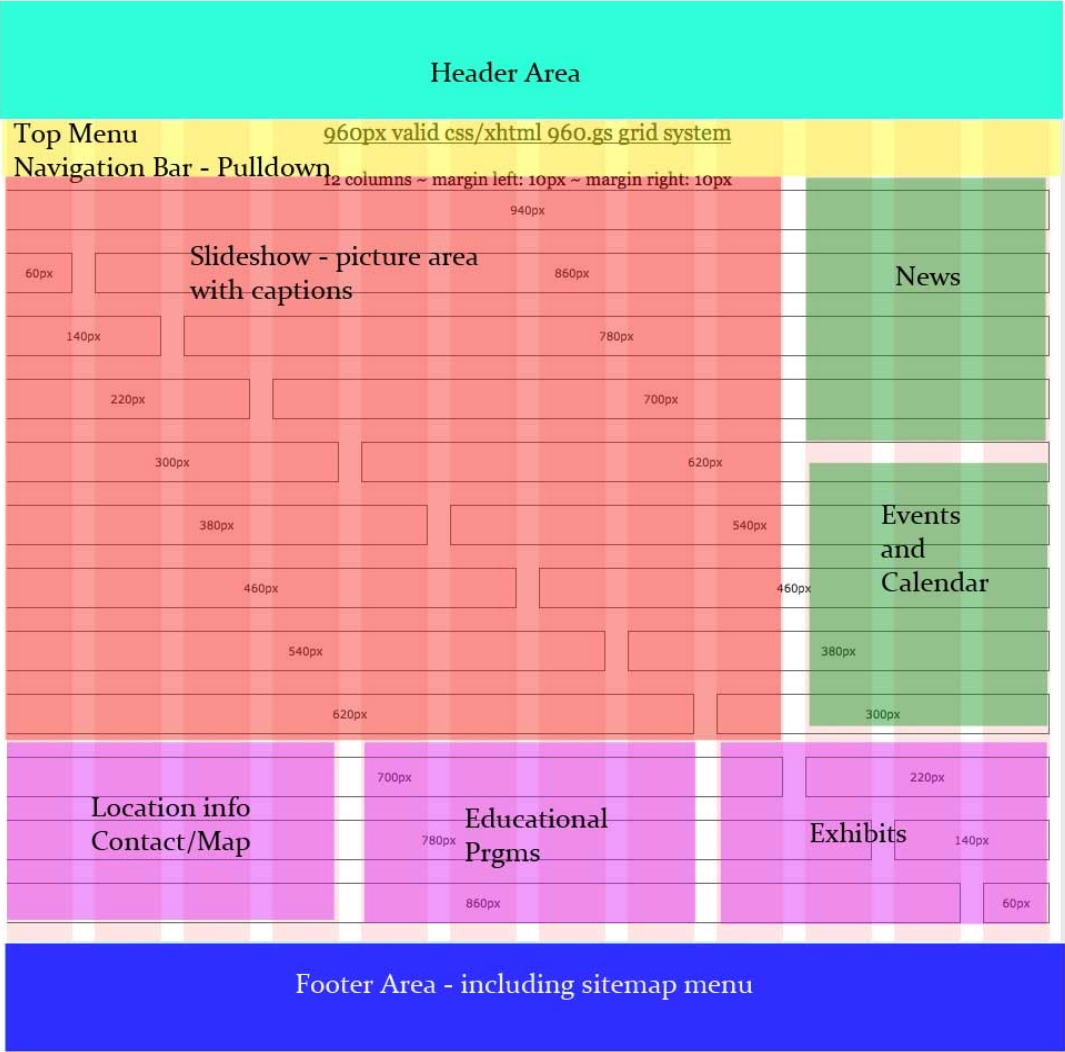
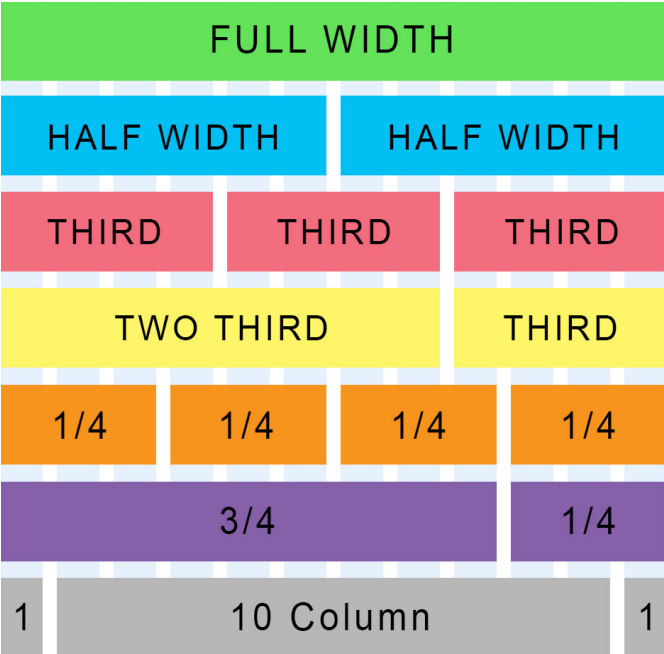
## How Hiroshima rose from the ashes

| TRAVEL

## News

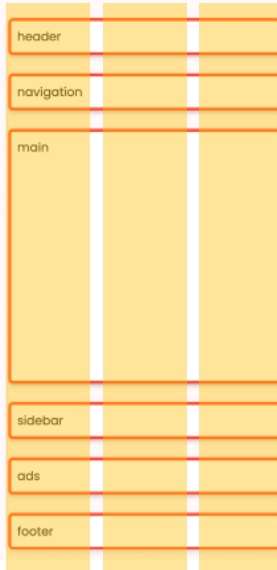
**BREAKING  
NEWS****100%  
CLEAR**



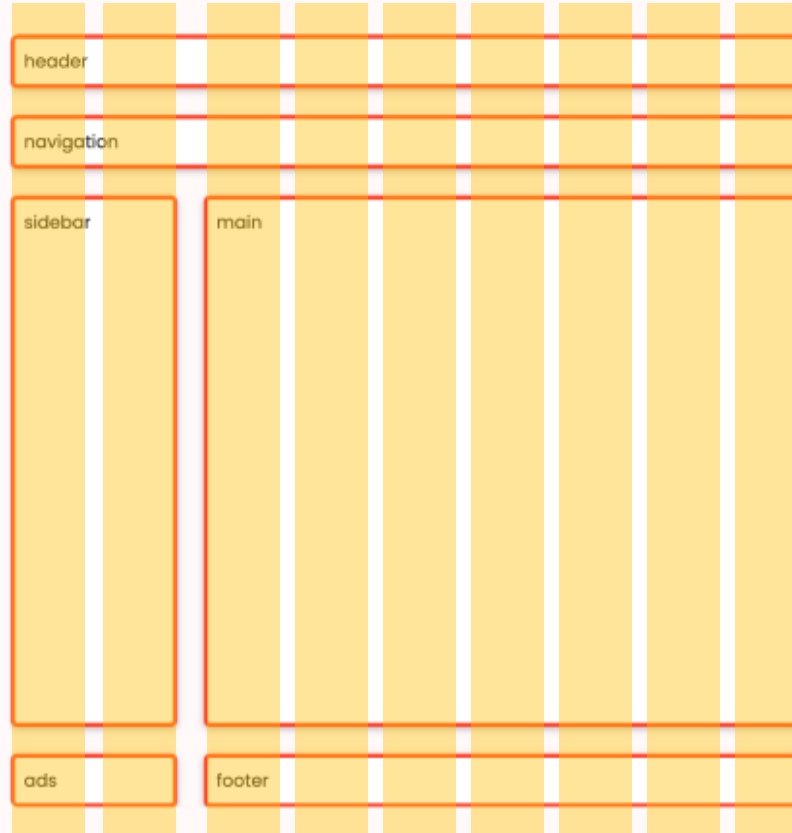




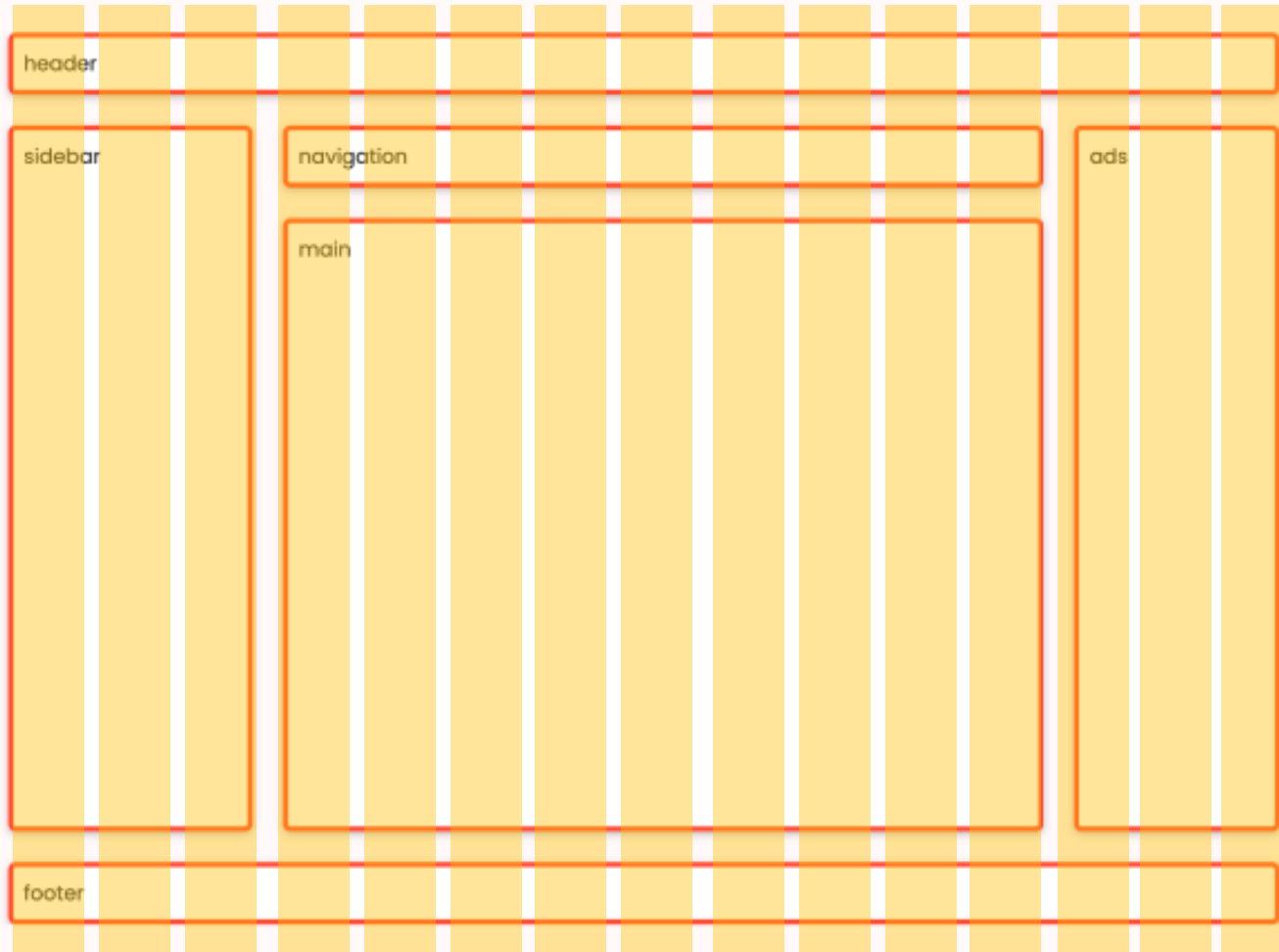
## Mobile



## Tablet



# Desktop



Using a **grid system** we always have some pixels gap (**whitespace**) between each **container box** on page

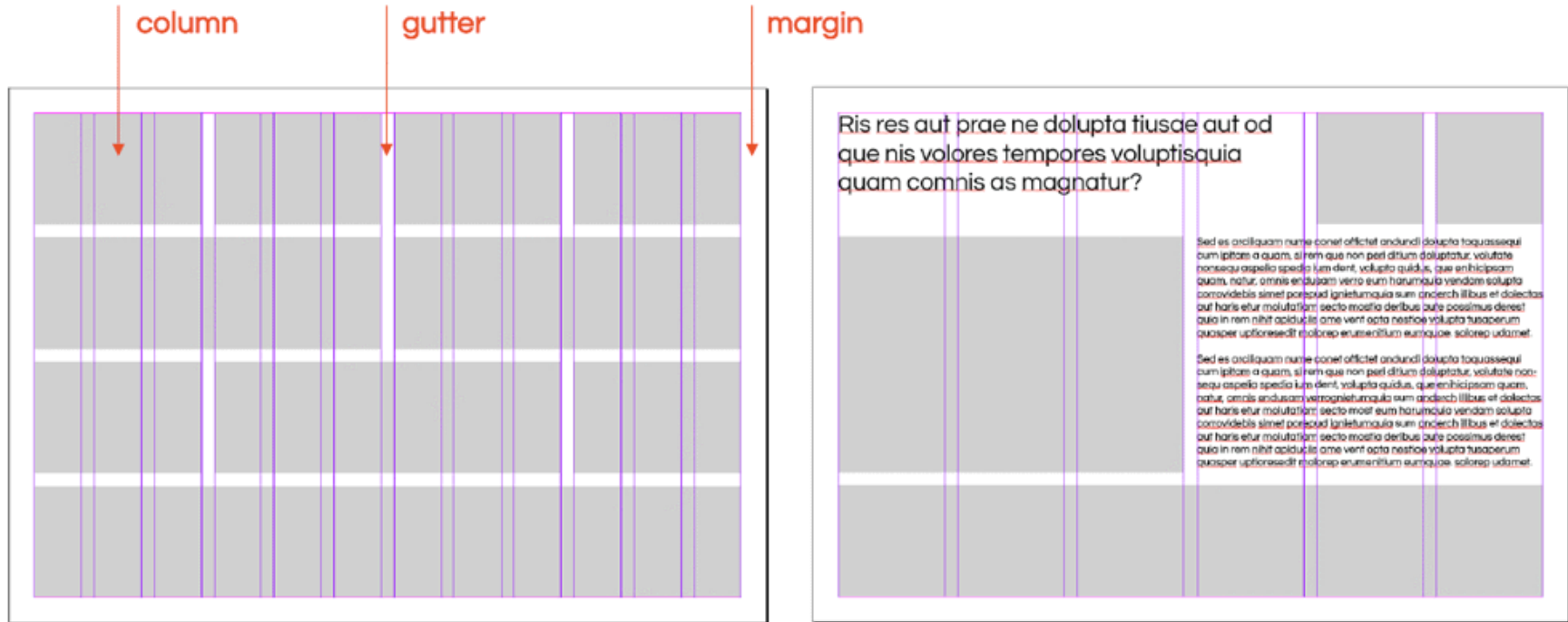




Figure 2-4: Amazon web site using a flexible design at 1366 x 768



Figure 2-5: Amazon web site using a flexible design at 1920 x 1080

# MOBILE SITES

Solutions where site visitors will be routed to **version** that works best on their **device**

If we need a site that works on both **desktop** and **smartphone**, we can make two sites

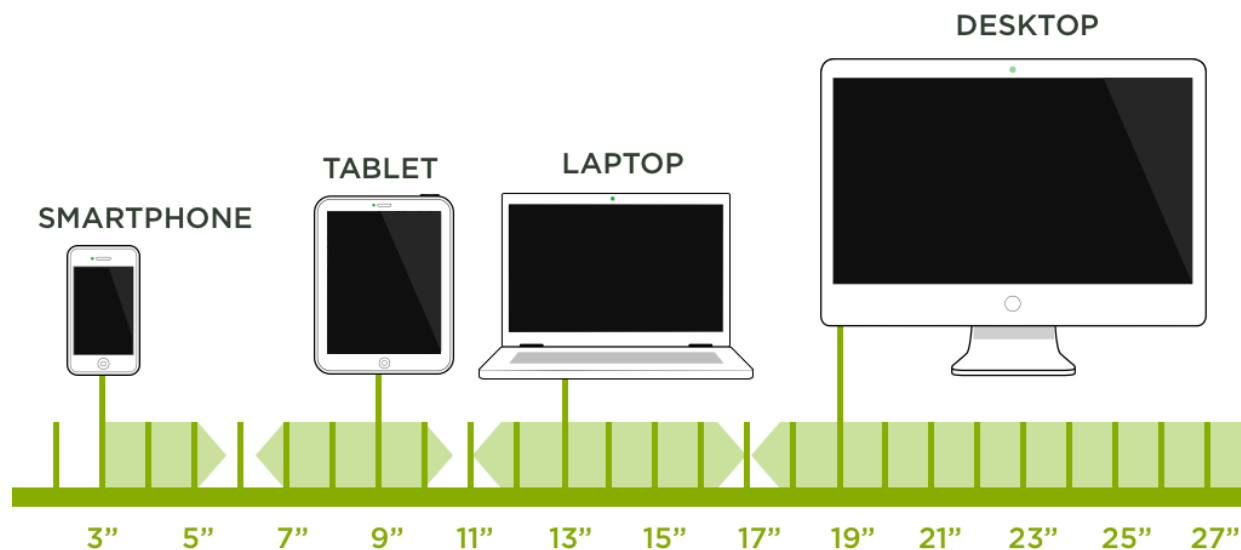
Taking this approach involves also **how do we maintain same content on separate sites?**

# DESIGN FOR MULTIPLE FORM FACTORS

This has forced to **reevaluate** how a site should be designed to present good an **user experience**

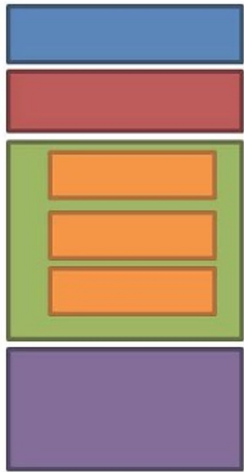
- Different variations in **screen size, pixel density, and form factor**
- Different **operating systems** and **multiple browsers**

Market for smartphones, tablet, and personal computers have created an **environment** where **web sites need to function on devices with different features**



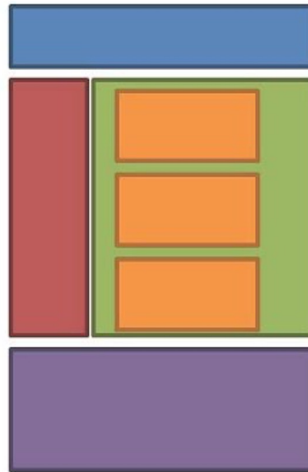
	Low Density (120), ldpi	Medium Density (160), mdpi	High Density (240), hdpi	Extra High Density (320), xhdpi
Small Screen	QVGA (240 × 320)		480 × 640	
Normal Screen	WQVGA400 (240 × 400)	HVGA (320 × 480)	WVGA800 (480 × 800)	640 × 960
	WQVGA432 (240 × 432)		WVGA854 (480 × 854)	
			600 × 1024	
Large Screen	WVGA800 (480 × 800)	WVGA800 (480 × 800)		
	WVGA854 (480 × 854)	WVGA854 (480 × 854)		
		600 × 1024		
Extra Large Screen	1024 × 600	WXGA (1280 × 800)	1536 × 1152	2048 × 1536, 2560 × 1536
		1024 × 768	1920 × 1152	2560 × 1600
		1280 × 768	1920 × 1200	

## Screen sizes



320x480

640x480

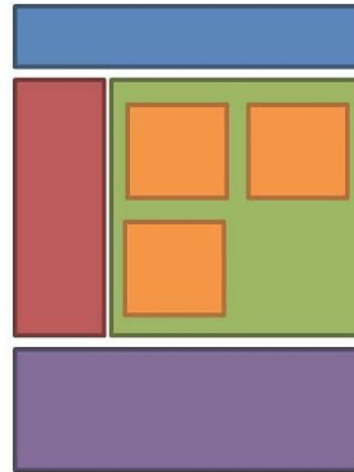


768x1024

800x600

1024x600

1024x768

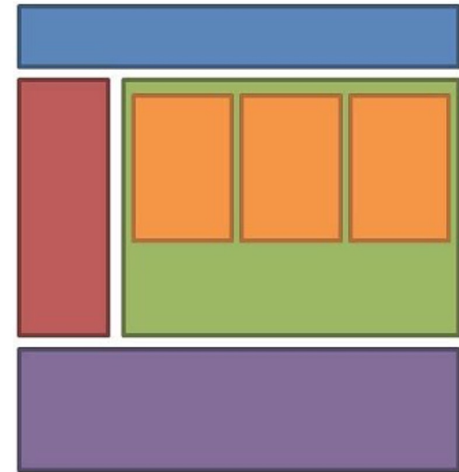


1280x800

1280x1024

1360x768

1366x768



1440x900

1600x900

1680x1050

1920x1080

## Form factors

This includes specifying **what type of device** it is such as a tablet, a smartphone, a PC, a smart-TV, a Xbox, or a wearable device

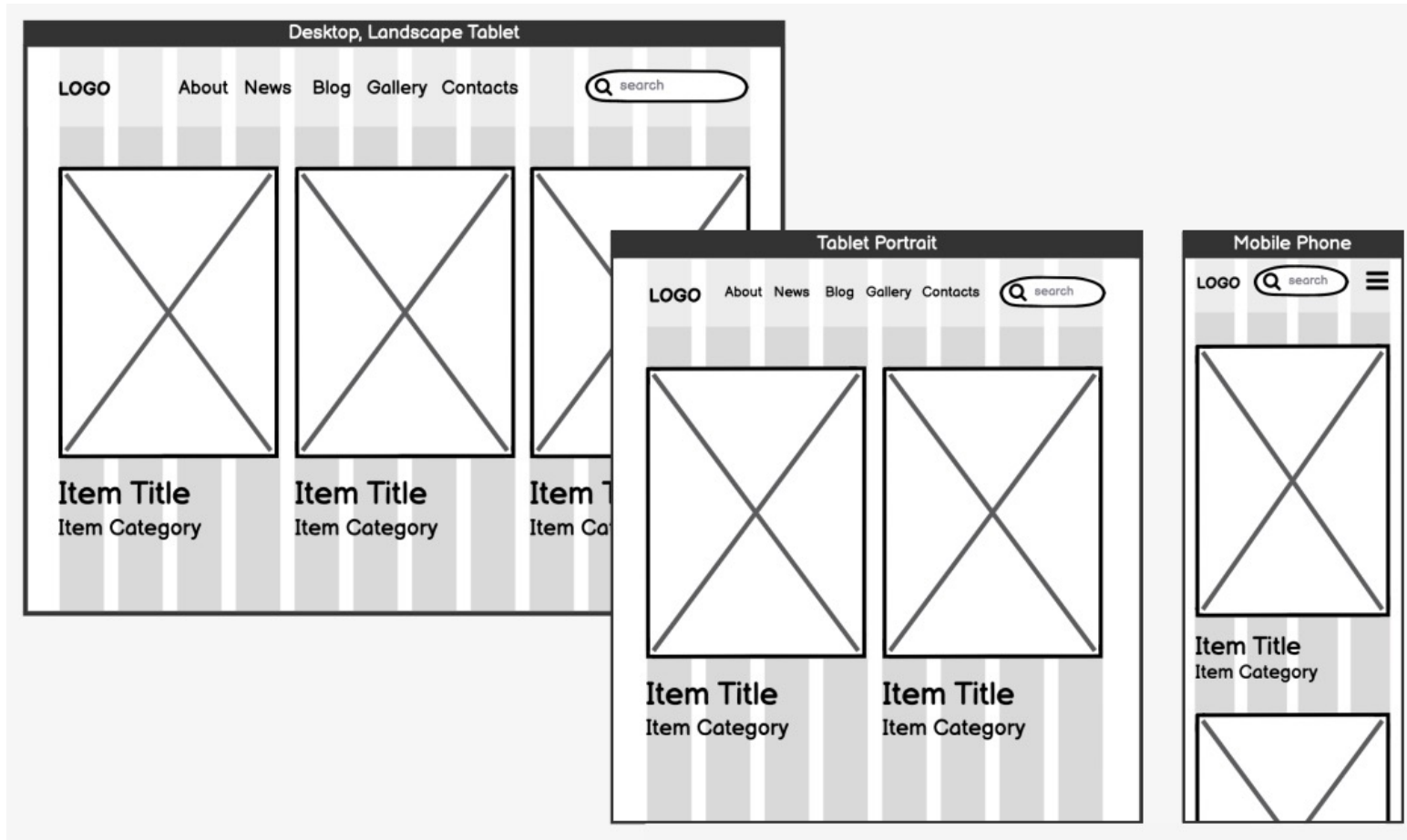


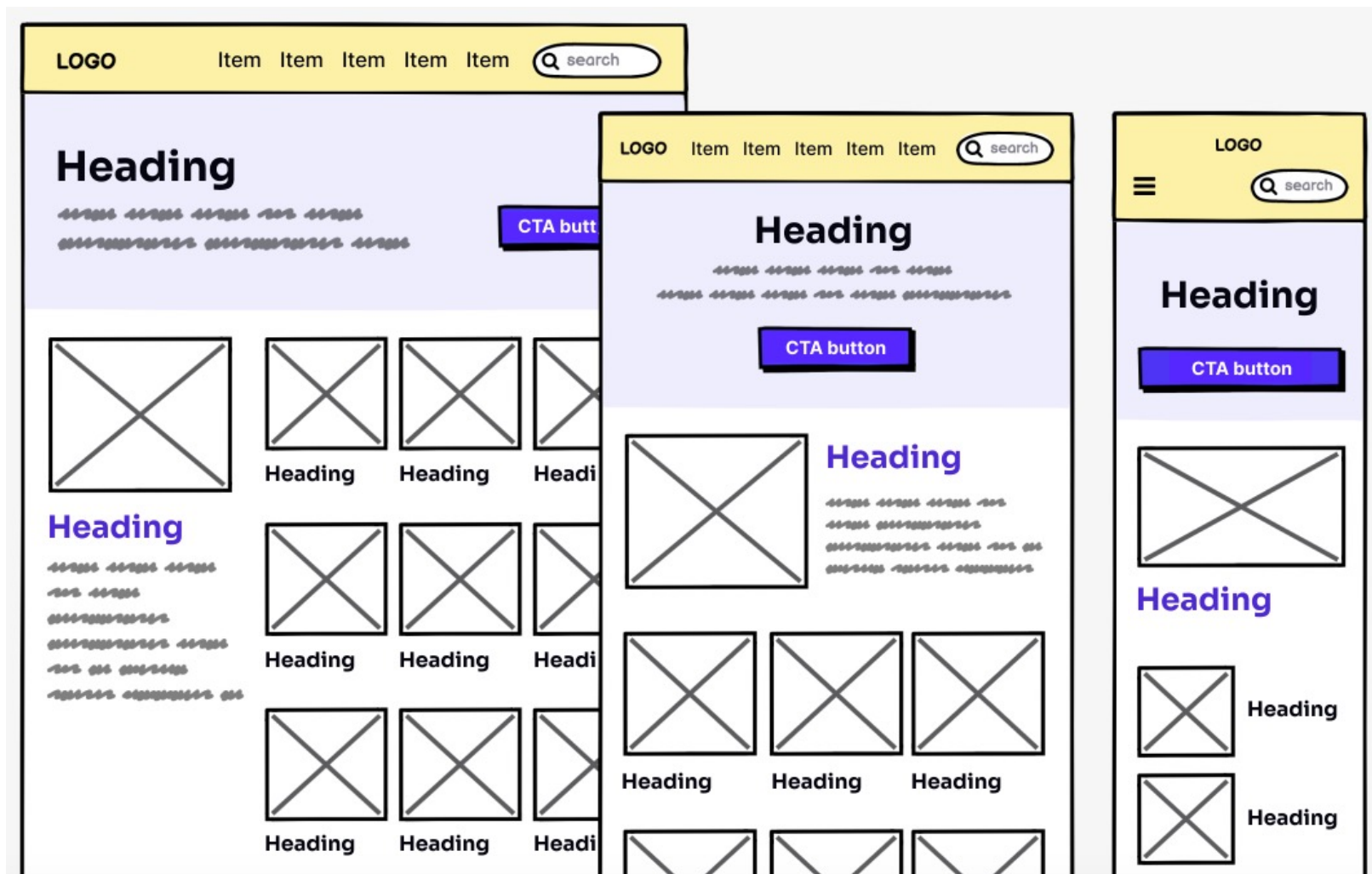
# RESPONSIVE DESIGN

If we want to avoid duplicating **efforts**, how do we build sites that work on all **devices**?

**Responsive design** is a method of combining **fluid layouts** with **media queries** to produce a site that can shift and change depending on current browser window's **resolution**

# Fluid layouts



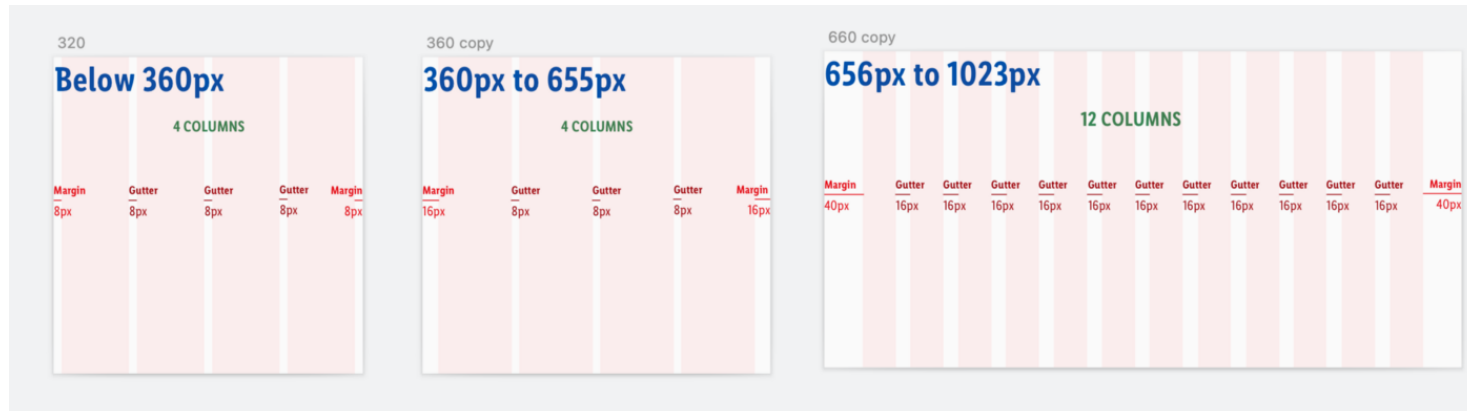
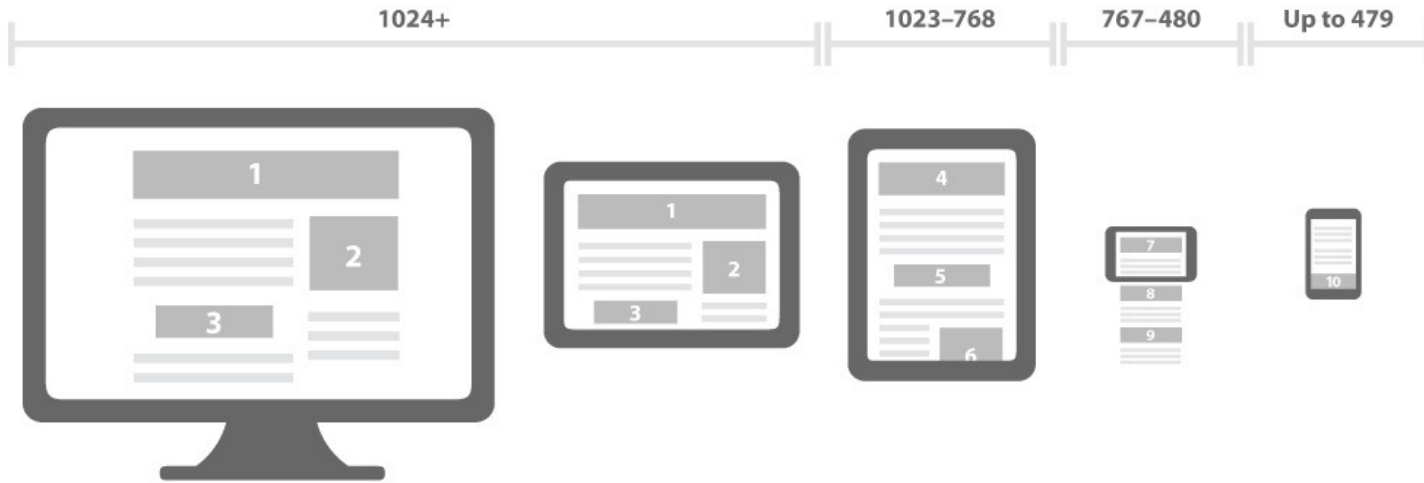


# RESPONSIVE DESIGN

**Media queries** give us **control** over when **styles** are applied and how

- They can be used to **detect** if user device is in landscape or portrait **orientation**
- They can create a **breakpoint**, where the **fluid layout** will change based upon new **styles** for that **resolution**

# Media queries



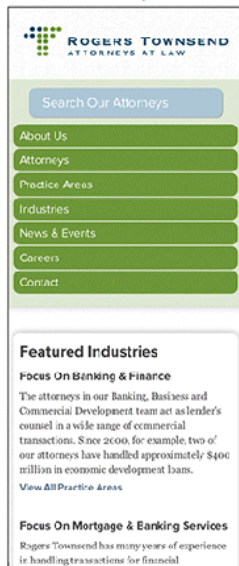
# RESPONSIVE DESIGN

It is completely **resolution-independent** and it allows for **one codebase** across all devices

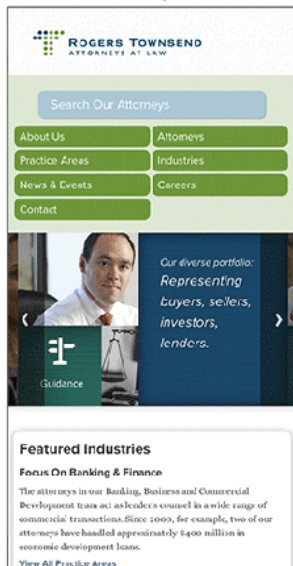
Instead of focusing on **resolutions** of each device, we can create **breakpoints** for **content** and **design**

We could look for **resolutions** where **fluid layout** starts to **break down**, and create **breakpoints** to handle **transitions** between differing **page widths**

~350px



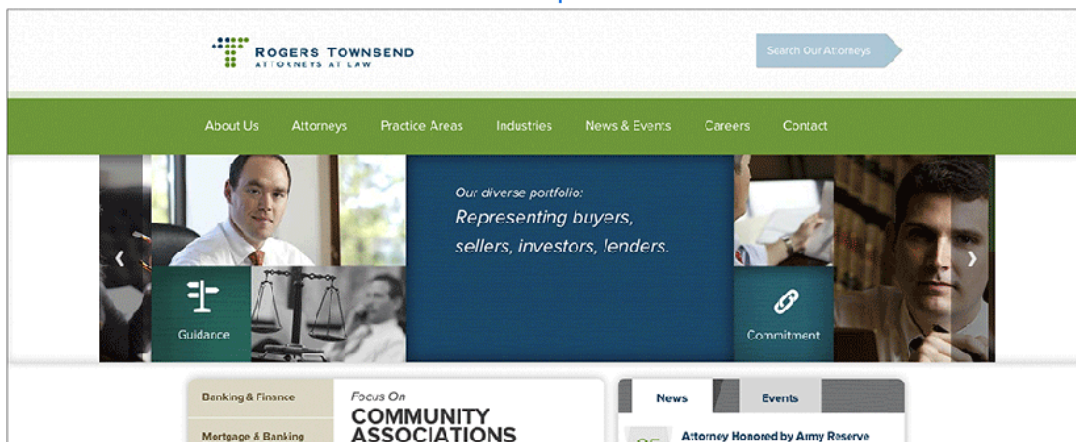
~500px



~800px



~1200px

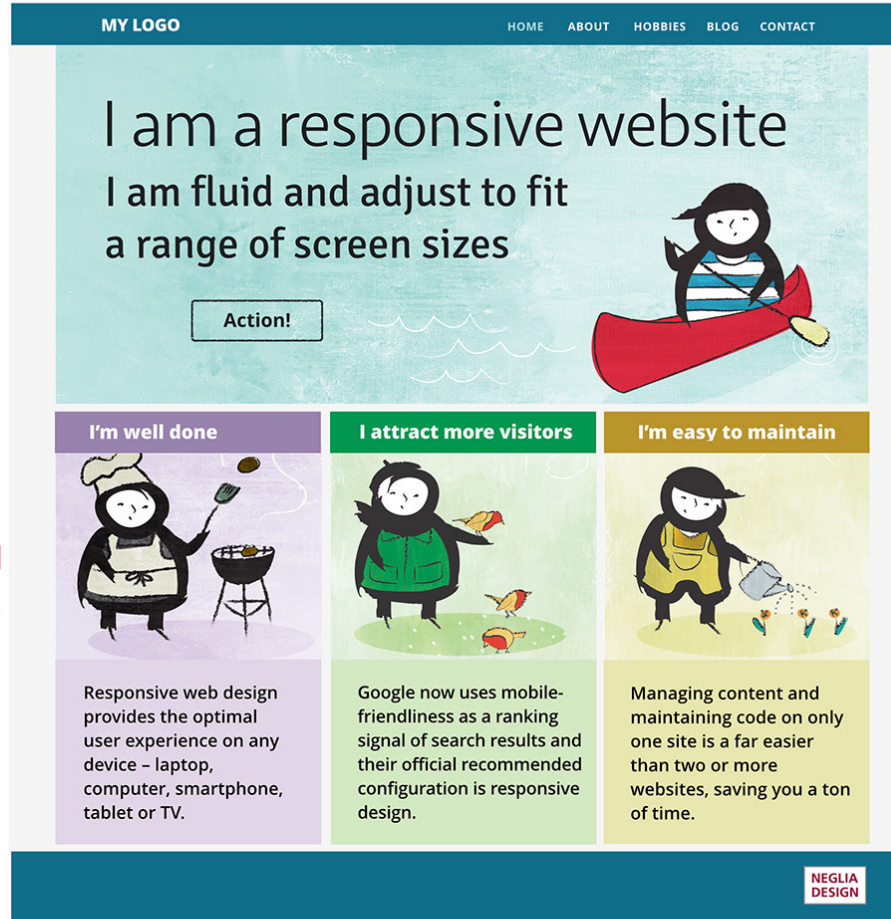
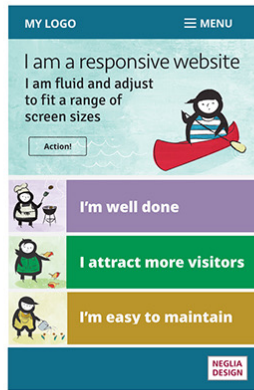


# RESPONSIVE DESIGN

We are obligated to think about **how content will appear on a huge range of devices**

- How will we **show** content on a mobile phone that fills a desktop monitor?
- If we have to **cut down** on content, what will we want to display on phone?
- If certain content is **unsuitable** for phone, should we display it on desktop version?





# RESPONSIVE DESIGN

**Responsive design** development requires a change in **approach** for designing a website

With **static-width** layouts, only when design is **complete** do we even think about **markup**

When designs have to adapt to multiple **form factors** and **resolutions**, we're required to give more consideration to **markup**