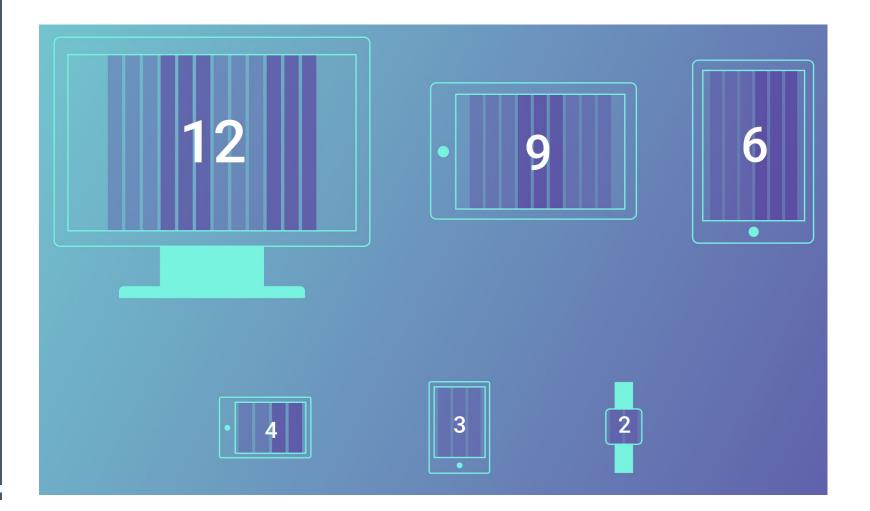
# **CSS Breakpoints for Responsive Design**

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# Introduction

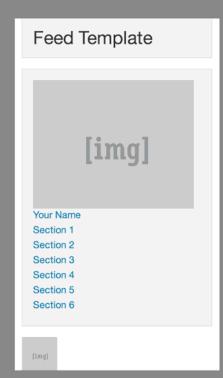
Users access the web with <u>devices</u> that have different <u>screen sizes</u>.

We need to implement a way to display websites properly on those screens to ensure usability.



## Introduction

Responsive web design is a CSS-based design technique that ensures webpages render properly across all screen sizes and resolutions while ensuring usability.



### Feed Template

Your Name
Section 1
Section 2
Section 3
Section 4
Section 5
Section 6

[lmg]

Some Person said: Bacon ipsum dolor sit amet nulla ham qui sint exercitation eiusmod commodo, chuck duis velit. Aute in reprehenderit, dolore aliqua non est magna in labore pig pork biltong.

### Reply Share

### 2 Comments



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Some Person said: Bacon ipsum dolor sit amet nulla ham qui sint exercitation eiusmod commodo, chuck duis velit. Aute in reprehenderit, dolore aliqua non est magna in labore pig pork biltong. [ad]

[ad]

Mobile

TABLET / DESKTOP

# **Evolution of responsive design**

HTML is fundamentally <u>responsive</u>.

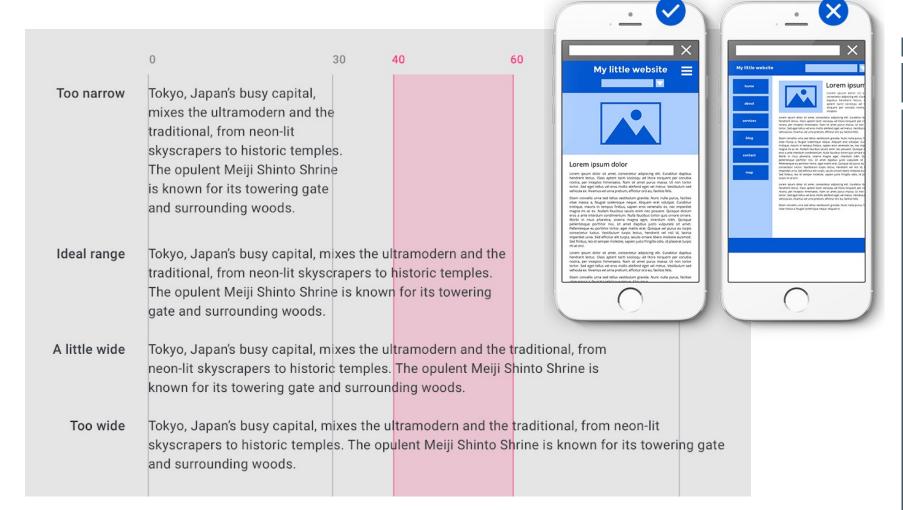
If we create a <u>webpage</u> using only HTML and <u>resize</u> the window, the browser will automatically <u>adjust</u> the <u>text</u> to fit the <u>viewport</u>.

But the <u>content</u> won't look good on every <u>screen</u>.

# **Evolution of responsive design**

For example, long lines of text can be difficult to read on a wide monitor.

Similarly, if the <u>line length is reduced</u> with CSS by creating <u>columns</u> or adding a <u>margin</u>, the <u>content</u> may look squashed when viewed on a mobile device.



# **Evolution of responsive design**

We have to intervene to adapt the style to the screen based on the content and layout of the webpage.

### **Mobile Tablet**



### Antonio Gaudi

e voices of Barcelona blur in a mix of Spanish and Catalan in much the way Gaudi's work blurs the lines

m the tiled benches in Guell Park the towers over Casa Mila and asa Battló, I fell in love with Goudi's ork on my first trip to Barcelona.

### Park Guell

e benches as Lizard fountain in ark Guell make up part of the NESCO World Heritage Site know "The Works of Antonio Gaudi." he park features Gaudi's famous ard Fountain, as well as benche



asseig de Grácia (Catalan for the omenade of Grace), I stopped in my racks in front of Gaudi's Casa Batlló.

he 'house,' wedged between two 'normal' buildings, looks more like a giant sculpture than any house I'd ever

### Casa Mila

popular attraction in Barcelona, Casa Mila, also known as La Pedrera, is arguably one of the most famous ings designed by Gaudi.

roof features a collection of himneys and towers that like they'd t right in as characters in a Dr.



### Park Guell Casa Batlló



Casa Milo

and Catalan in much the way Gaudi's work blurs the lines between architecture and artwork.

From the tiled benches The park features in Guell Park to the towers over Casa Mila and Casa Battló, I fell in benches and other love with Goudi's work on my first trip to Barcelona.

### Antonio Gaudi Park Guell

The voices of Barcelona The benches as Lizard blur in a mix of Spanish fountain in Park Guell make up part of the UNESCO World Heritage Site know as, "The Works of Antonio Gaudi."

> Gaudi's famous Lizard Fountain as well as extraordinary examples of Gaudi's talent with

The first time I strolled down the Passeig de Grácia (Catalan for the Promenade of Grace), I stopped in my tracks in front of Gaudi's Casa

Casa Batlló

Casa Mila

A popular attraction in

Barcelona, Casa Mila,

also known as La

Gaudi

Pedrera, is arquably

one of the most famous

buildings designed by

The roof features a

and towers that like

they'd fit right in as

characters in a Dr.

Suess book

collection of chimneys

The 'house,' wedged between two 'normal' buildings, looks more like a giant sculpture than any house I'd ever seen anywhere else.

### **Desktop**



Antonio Gaudi Artist & Architect

### Antonio Gaudi

The voices of Barcelona blur in a mix of Spanish and Catalan in much the way Gaudi's work blurs the lines between architecture

From the tiled benches in Guell Park to the towers over Casa Mila and Casa Battlo, I fell in love with Goudi's work on my first trip to

### Park Guell

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The park features Gaudi's famous Lizard Fountain, as well as benches and other extraordinary examples of Gaudi's talent with



### Casa Batlló

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The 'house,' wedged between two 'normal' buildings, looks more like a giant sculpture than any house I'd ever seen anywhere else.



### Casa Mila

A popular attraction in Barcelona, Casa Mila, also known as La Pedrera, is arguably one of the most famous buildings designed by

The roof features a collection of chimneys and towers that like they'd fit right in as characters in a Dr. Suess book.



Web design by Janine Warner, http://www.digitalfamily.com, Photos by http://www.istorkohoto.com

We can use float for <u>layouts</u> and <u>media</u> <u>queries</u> to query browser <u>width</u> or <u>height</u> to create <u>layouts</u> for different <u>breakpoints</u> using CSS.

We could also use <u>fluid grids</u>, <u>fluid images</u>, and <u>media queries</u> to create <u>responsive content</u>.

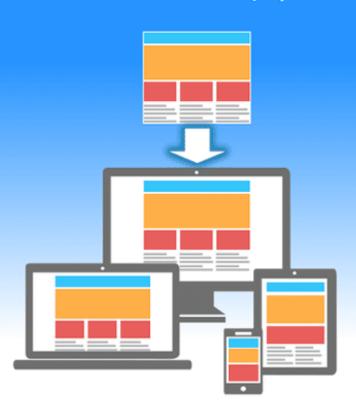
### **ADAPTIVE**

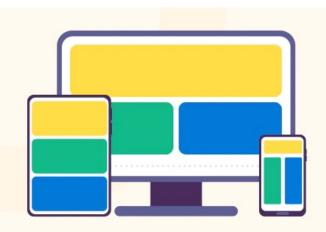
Generates templates which are optimized and unique for every device class



Universal design which reflows across displays







A way to apply CSS rules to the page based on the size of the displaying browser.



### Fluid Grids

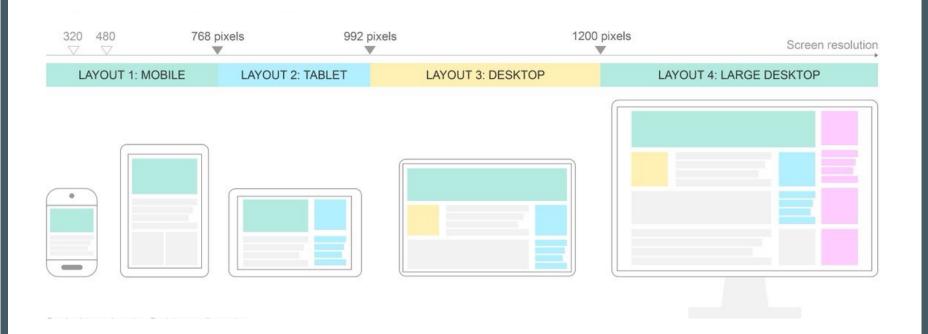
A percentage based design that adapts to the screen size accordingly.

A <u>breakpoint</u> is a point, usually a specific width, at which a <u>webpage's style</u> is changed to ensure best possible <u>user experience</u>.

There is no strict rule or standard to define responsive breakpoints because there are so many different screen sizes.

Creating more <u>device breakpoints</u> offers <u>best</u> <u>results</u> but it <u>increases web design time</u> and <u>delays product delivery</u>.

Creating fewer <u>breakpoints</u> boosts <u>responsive</u> <u>design time</u> but generates fewer <u>layout</u> <u>variations</u> affecting <u>usability</u>.



**Smart Phones** 



0-480px 481-768px

**Tablets** 



769-1279px

Laptops



>= 1280px

**Desktops** 







apps, websites, physical products & interactive experiences
Our was has been sale & expenses a m





Breakpoint 2

apps, websites, physical

products & interactive

Our work has been sold & experienced in

museums, retail stores & special events around

experiences





### Breakpoint 3

has seen arrange on the king place time  $\boldsymbol{Q}_{\boldsymbol{i}}$ apps, websites, physical products & interactive experiences

Our work has been sold & experienced in museums, retail stores & special events around the world, producing outcomes that boost sales, customer engagement & productivity.







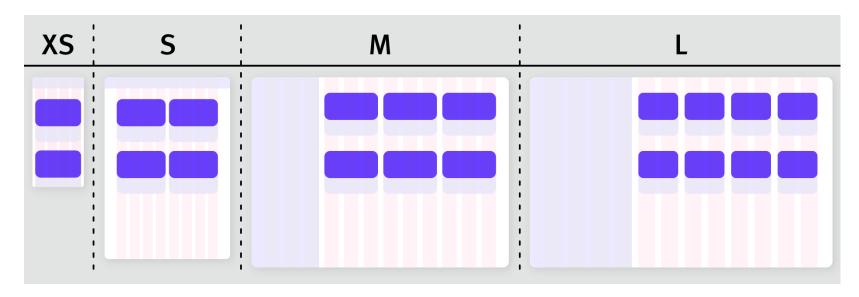






CSS frameworks like Bootstrap rose in popularity because they provided us with responsive grid systems that use pre-defined breakpoints to implement responsive layouts.

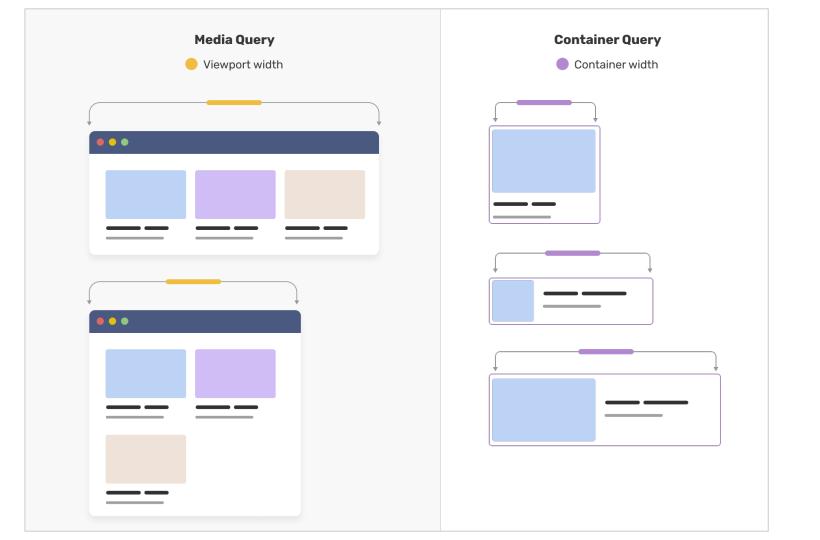
	320px 4	80px 64	102	24px 136	56px 192	Орх
Small	Medium	Large	XL-Large	XXL-Large	XXX-Large	XXXX-Large
1 column			2 columns 2/3 and 1/3 columns	3 columns		



Inbuilt CSS layout implementation methods have responsive capabilities such as Flexbox and CSS Grid.

Other modern methods have been developed to make <u>content responsive</u> without even using <u>responsive layout libraries</u>.

- clamp() <u>function</u>: Allows <u>typography</u> and <u>spacing</u> to be <u>responsive</u> to <u>viewport width</u>.
- Logical properties: Permits spacing to be responsive to website.
- Container queries: Enables an HTML <u>element</u>
   to be <u>responsive</u> based on its <u>dimensions</u>.



Media queries are useful when we want to modify <u>layout</u> or <u>appearance</u> of a <u>site</u> depending on specific <u>system</u> or <u>browser</u> <u>characteristics</u>.

Browser characteristics such as screen resolution of device or browser viewport width/height.

### **Desktop**



@media screen and
(min-width: 1024px)
{...}

### **Tablet**



@media screen and (min-width: 768px) and (max-width: 1023px)

{...}

### **Smartphone**



@media screen and (max-width: 767px) {...}

```
The <u>media type</u> (all, print, or screen) is <u>optional</u>; it is assumed to be all if omitted.
```

This is the common syntax for a CSS media query.

The <u>logical operators</u> not, and, only, and or can be used to compose a <u>complex media query</u>.

```
@media <type> <operator> (feature) ... {
    /* CSS rules */
}
```

For responsive design, min-width and max-width are the most commonly used media features.

These <u>media features</u> can help us create <u>responsive breakpoints</u> based on specific <u>width ranges</u> of the <u>viewport</u>.

For example, this CSS code will apply <u>styles</u> only if <u>browser's viewport width</u> is equal to or less than 80em.

```
@media (max-width: 80em) {
    /* CSS rules */
}
```

New <u>media queries specification</u> includes some <u>syntax improvements</u>.

```
@media (width <= 80em) { ... }
```

# **Choose breakpoints**

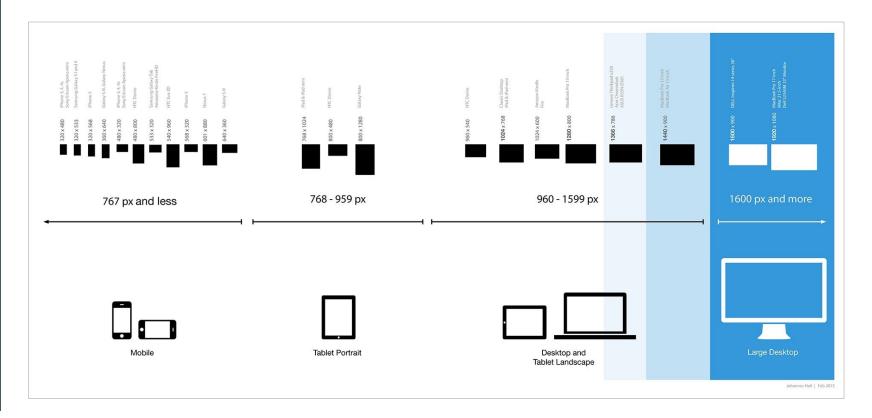
There are two main <u>approaches</u> when choosing <u>CSS</u> breakpoints: one is based on <u>devices</u> and other is based on content.

With the variety of <u>devices</u> available, determining <u>breakpoints</u> based on <u>screen sizes</u> is challenging.

This <u>approach</u> is really not feasible to maintain.

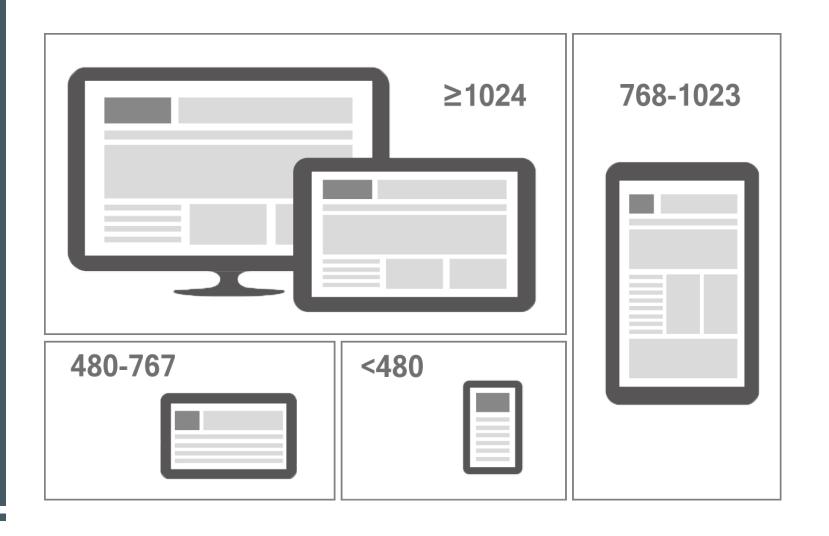
To simplify this <u>approach</u>, we could <u>group</u> <u>devices</u> based on a <u>range of sizes</u>.

The most common way is to group devices based on <u>form factor</u> (e.g., mobile devices, tablets, laptops, etc.).

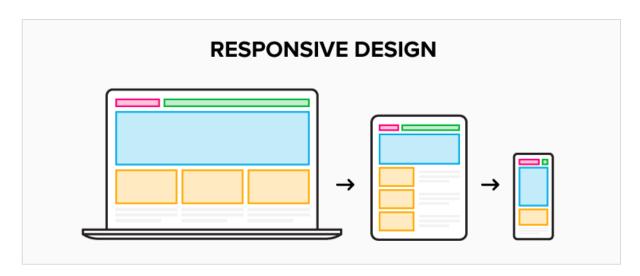


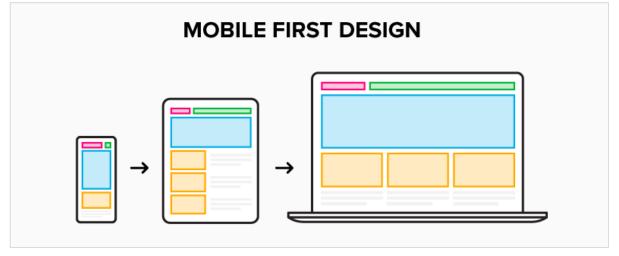
Let's check several common <u>breakpoints</u> that most <u>websites</u> nowadays use.

This CSS example uses some <u>breakpoints</u> with a <u>mobile-first design strategy</u> (<u>default style</u> is for the <u>smallest screen group</u>).



- /\* Default: Extra-small devices such as small phones
  (less than 640px) \*/
- /\* Small devices such as large phones (640px and up) \*/
  @media only screen and (min-width: 640px) {...}
- /\* Medium devices such as tablets (768px and up) \*/
  @media only screen and (min-width: 768px) {...}
- /\* Large devices such as laptops (1024px and up) \*/
  @media only screen and (min-width: 1024px) {...}
- /\* Largest devices such as desktops (1280px and up) \*/
  @media only screen and (min-width: 1280px) {...}





A CSS example that only defines two <u>breakpoints</u> with a <u>desktop-first design strategy</u> (<u>default style</u> is for the <u>largest screen group</u>).

/\* Default: Large devices such as laptops, computers
(greater than 1024px) \*

/\* Medium devices such as tablets (1024px or lesser) \*/
@media only screen and (max-width: 1024px) {...}

/\* Small devices such as phones (768px or lesser) \*/
@media only screen and (max-width: 768px) {...}

### **Breakpoints based on devices**

This example renders a <u>responsive</u> <u>login section</u> for desktop, tablet, and mobile <u>screens</u>.

```
<!DOCTYPE html>
<html lang="en">
 <head>
  <meta charset="UTF-8" />
  <meta name="viewport"</pre>
     content="width=device-width, initial-scale=1.0" />
  <meta http-equiv="X-UA-Compatible" content="ie=edge" />
  <title>Responsive design breakpoints example</title>
  <style>
  </style>
 </head>
```

```
* {
 margin: 0;
 padding: 0;
 box-sizing: border-box;
.form-box {
 display: flex;
 justify-content: flex-end;
 gap: 8px;
 padding: 8px;
 background-color: #333;
 text-align: center;
```

...

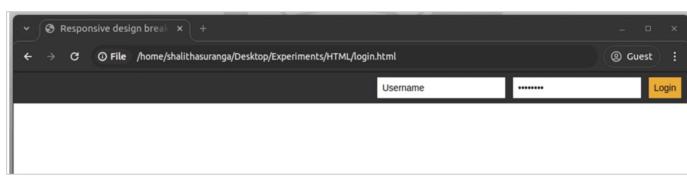
```
.form-box input,
.form-box button {
 padding: 8px;
 margin-right: 4px;
 font-size: 14px;
.form-box input {
 outline: none;
 border: none;
```

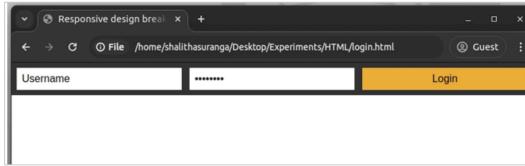
```
.form-box button {
 border: none;
 background-color: #edae39;
@media only screen and (max-width: 1024px) {
 .form-box input,
 .form-box button {
  display: block;
  width: 100%;
  font-size: 16px;
```

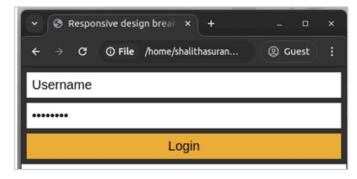
•••

```
@media only screen and (max-width: 768px) {
 .form-box {
  flex-direction: column;
 .form-box input,
 .form-box button {
  display: block;
  width: 100%;
  font-size: 20px;
```

```
<!DOCTYPE html>
<html lang="en">
 <head>
 </head>
 <body>
  <div class="form-box">
   <input type="text" value="Username" />
   <input type="password" value="Password" />
    <but><br/><br/><br/>button>Login</br/>/button></br/>
  </div>
 </body>
</html>
```

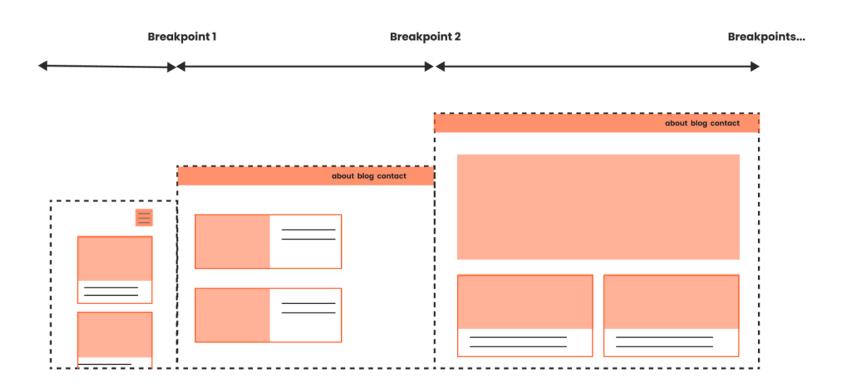




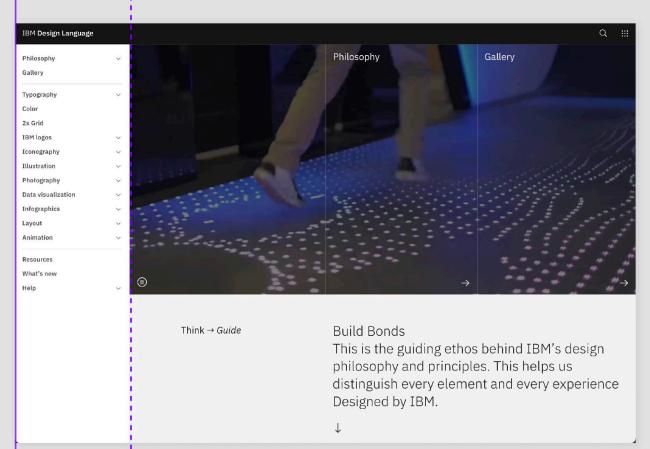


This approach is based on changing the design at the point where the content starts to break in some way.

If <u>line lengths</u> become <u>too long</u>, or if a <u>section</u> becomes too <u>squashed</u>, that's where we need to consider changing the <u>style</u>.



#### Large Screen Size



Medium **Screen Size** 

LEFT NAVIGATION



Think → Guide

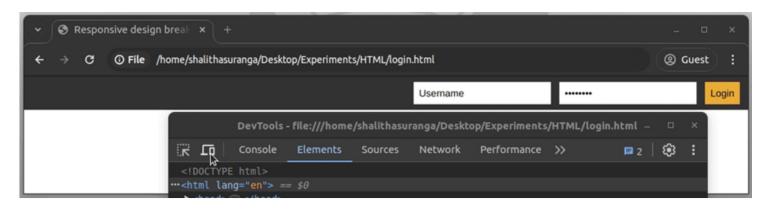
Build Bonds

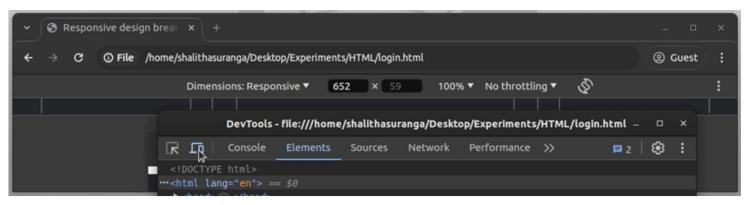
This is the guiding ethos behind IBM's design philosophy and principles. This helps us distinguish every element and every experience Designed by IBM.

NN/g

Responsive mode in browser developer tools (Firefox and Chrome DevTools) is very useful for working out where our breakpoints should go.

We can easily make the <u>viewport</u> smaller or larger to see where the <u>content style</u> could be improved.





Here, the <u>login form</u> is not correctly getting rendered when the <u>width</u> is less than 486px, so we can create a <u>breakpoint</u> using max-width.

```
@media only screen and (max-width: 485px) {
 .form-box {
  flex-direction: column;
 .form-box input,
 .form-box button {
  display: block;
  width: 100%;
```

