

Responsive Design

Cascading Style Sheets (CSS3)

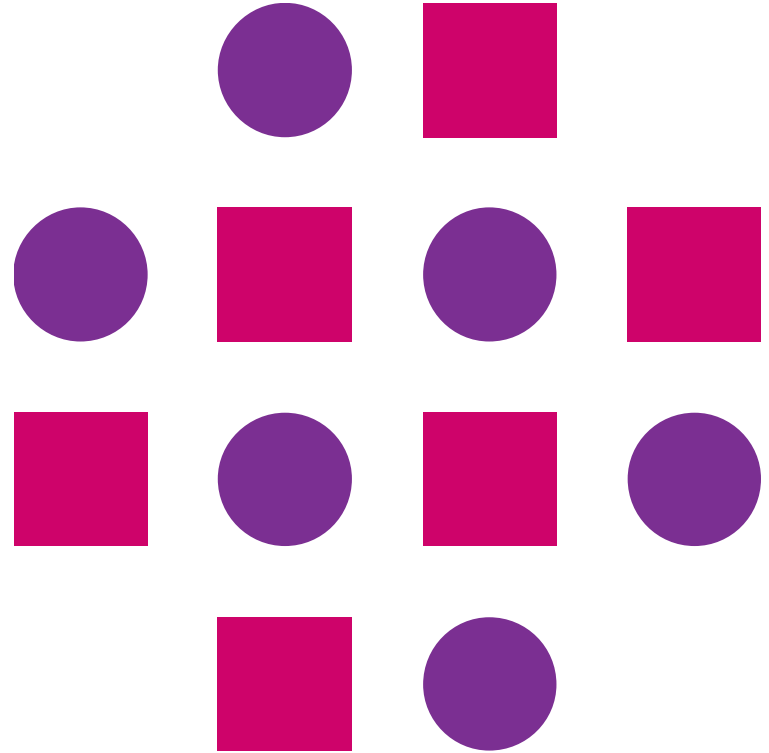


Table of Content

- Responsive Design



Responsive Design

(Cascading Style Sheets)

Responsive Web Design

(Background)

- Initially, web pages were targeted to render on computer screens
- Therefore, they were designed to have fixed size
- Later, users started surfing the internet using tablets and mobile phones
- The fixed size web pages were too large to fit the display area and user experience was poor

Responsive Web Design

(why?)

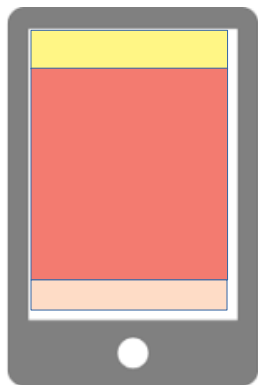
- Responsive web design makes the web page look good on all devices (desktop, tablets, phones)
- It enables unified user experience across different screen sizes
- Avoid code duplication
- Minimize testing, maintenance effort and cost

Responsive Web Design

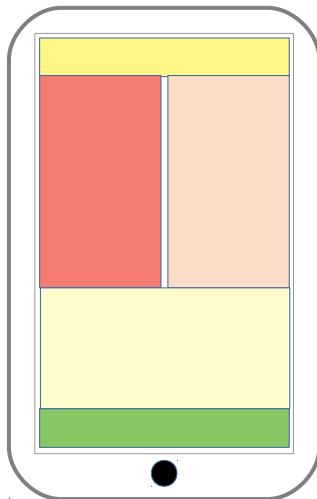
(What?)

- Responsive Web design is about using CSS and HTML to resize, hide, shrink, enlarge or move the content to make it look good on above devices
- Or in other words content responds to the size of dynamic view

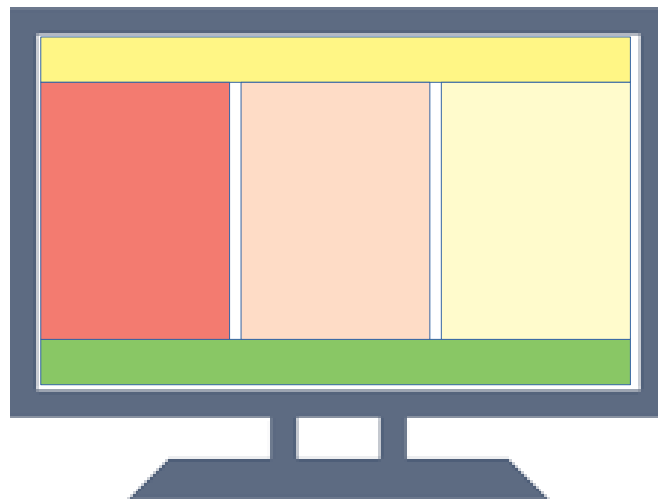
Responsive Web Design



Mobile

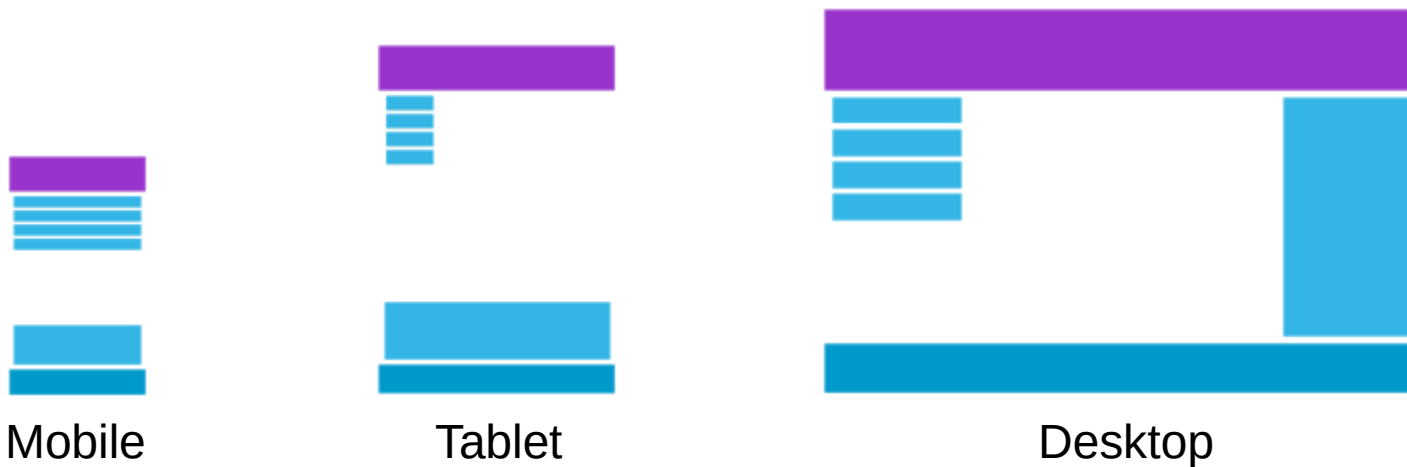


Tablet



Desktop

Responsive Web Design



*Source : W3C School

Responsive design

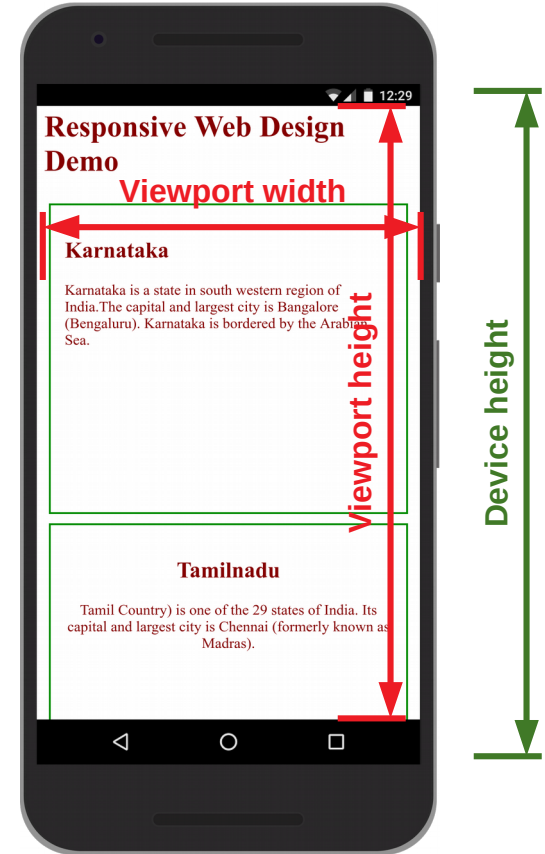
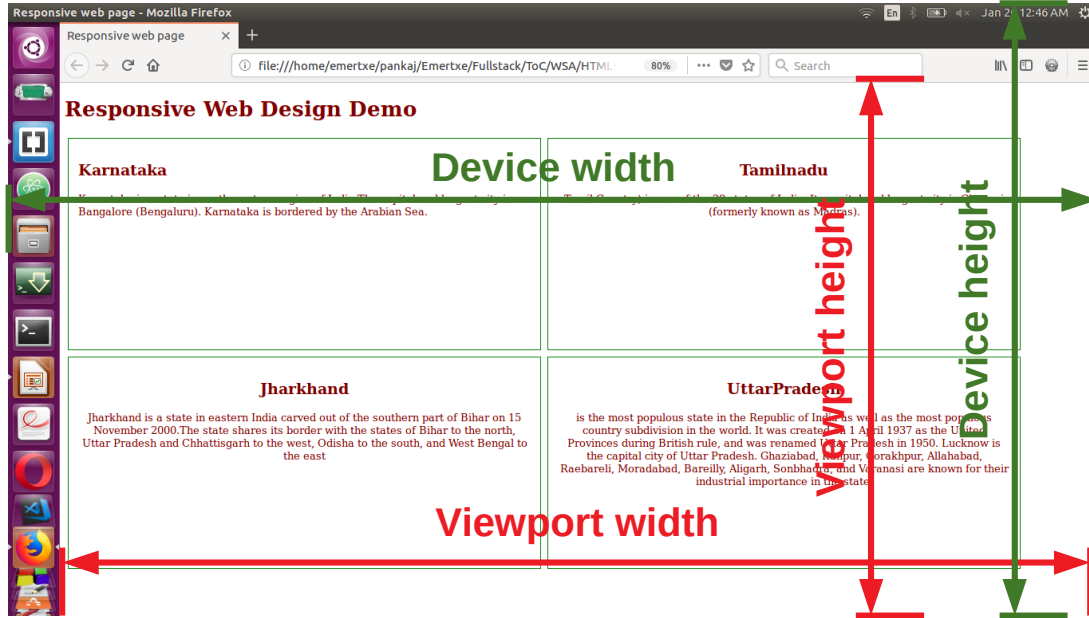
(Key features)

- Media queries and media query listeners
- A flexible grid-based layout that uses relative sizing
- Resizeable flexible images and media

Viewport

- Viewport on desktop is user's visible area of a web page
- It's basically the size of browser window (excluding toolbars and scrollbars)
- The viewport on mobile phone may be different than user's visible area
 - Example Safari on desktop and mobile have different viewport

Viewport



Viewport

Safari on the desktop



Safari on iPhone



*Source : <https://developer.apple.com>

Viewport

- The user resizes the viewport by resizing the window
- If webpage is larger than the viewport, then user scrolls to see more content of the webpage
- When the viewport is resized, browser may change the document's layout
- Example, expand or shrink the width of the text to fit

Setting viewport

```
<meta name="viewport" content="width=device-width, initial-scale=1.0, user-scalable=1" />
```

- Width of viewport is set to the physical width of device's screen
- Width of device screen is in CSS pixels at a scale of 100%
- The `maximum-scale`, `minimum-scale`, and `user-scalable` properties control how users are allowed to zoom-in or zoom-out the page

Property values

Property	Description
width	Width of the virtual viewport of the device
height	Height of the virtual viewport of the device
device-width	Physical width of the device's screen
device-height	Physical height of the device's screen
initial-scale	Initial zoom when visiting the page (1.0 => no zoom)
minimum-scale	Minimum amount the user can zoom on the page (1.0 => no zoom)
maximum-scale	Maximum amount the user can zoom on the page (1.0 => no zoom)
user-scalable	Allows the device to zoom in and out (yes no)

Zoom Level

- The initial-scale property controls the zoom level when the page is first loaded
- Initial zoom level is set to 1.0 which means 1 CSS pixel is equal to 1 viewport pixel
- The [maximum-scale](#), [minimum-scale](#), and [user-scalable](#) properties control how users are allowed to zoom-in or zoom-out the page
- When user-scalable is set to “no” it prevents the user from zooming

Media Query

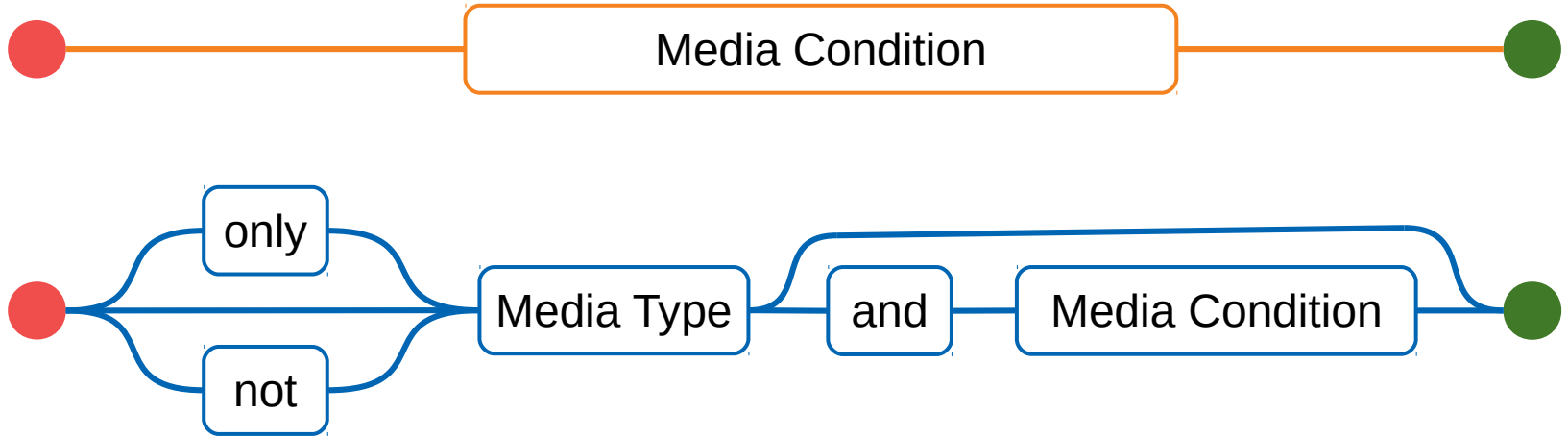
- A media query is a method of testing certain aspects of the user agent or device
- It uses the **@media rule** to include a block of CSS properties only if a certain condition is true

Syntax :

```
@media operator mediatype and (mediafeature) {  
    CSS-Code;  
}
```

► rule

Media Query



Media Query

- A media query is a logical expression that is either true or false
- A media query is true if -
 - The media type, if specified, matches the media type of the device where the user agent is running, and the media condition is true

Media Query

(operators)

Operator	Description
and	<ul style="list-style-type: none">• Is logical AND operator• It Combines a media feature with a media type or other media features
not	<ul style="list-style-type: none">• Is media query modifier• It negates the result of an individual media query
only	<ul style="list-style-type: none">• Is media query modifier• It hides media queries from legacy user agents• The only keyword has no effect on the media query's result

Media Query

(operators)

- By default, “all” media type is used when no other type is specified
- However, if you use the “not” or “only” operators, you must explicitly specify a media type
- The “not” keyword can't be used to negate an individual feature expression, it applies to entire media query

Media Query

(mediatype)

- Media types describe the general category of a given device
- Generally, websites are commonly designed with screens in mind
- But, you may want to create styles that target special devices such as printers or audio-based screen readers

Media Type	Description
all	Used for all media type devices
print	Used for printers
screen	Used for computer screens, tablets, smart-phones etc.
speech	Used for screenreaders that "reads" the page out loud

Media Query

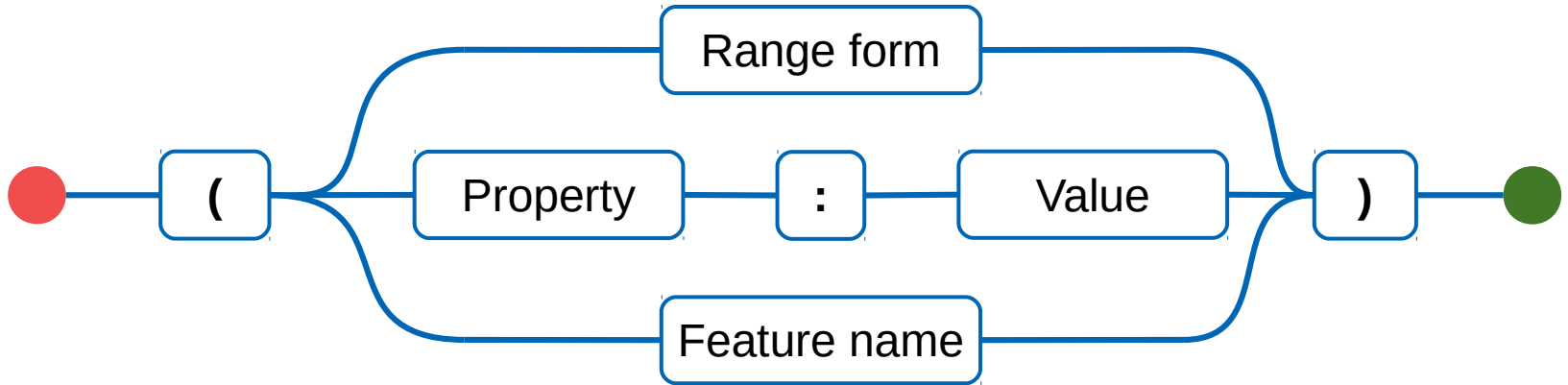
(mediatype)

- Following media types are deprecated
 - tty
 - tv
 - projection
 - handheld
 - braille
 - embossed
 - aural

Media Query

(media feature)

- A media feature is a fine-grained test for testing a single, specific feature of the user agent or display device



Media Query

(media feature)

- Media features describe the specific characteristics of a given user agent, output device, or environment
- For instance, you can apply specific styles to touch screen tablets, desktops that use mice, or to devices that are being used in low-light conditions
- Styles will be used as long as the feature is true
- Media features are entirely optional
- Each media feature expression must be surrounded by parentheses

Media Query

(media feature)

Example :

```
@media (hover: hover) { CSS-Code; }
```

Media Query

(media feature)

- Many media features are range features, which means they can be prefixed with "min-" or "max-" to express "minimum condition" or "maximum condition" constraints

```
/* set background color for mobile device */  
@media only screen and (max-width: 500px) {  
  body {  
    background-color: lightblue;  
  }  
}
```

Media Query

```
/* set background color for mobile device */  
@media only screen and (max-width: 500px)
```

Evaluation of above query :

Correct : @media only (screen and (max-width: 500px))

Wrong : @media (only screen) and (max-width: 500px)

Media Query

```
/* set background color for mobile device */  
@media only screen and (max-width: 480px) and (orientation: landscape) {  
    body {  
        background-color: lightblue;  
    }  
}  
  
@media screen and (min-height: 680px) and (orientation: portrait) {  
    body {  
        background-color: red;  
    }  
}
```

Media Query

(comma separated '*media query list*')

- Each query in a comma-separated '*media query list*' is treated separately from the others
- A media query list is true if any of its component media queries are true
- And, false only if all of its component media queries are false
- In other words, lists behave like logical operator OR

Media Query

(comma separated '*media query list*')

- Example :

```
/* set background color for mobile device in portrait mode */  
@media screen and (max-width: 320px) and (orientation: portrait),  
       screen and (max-width: 480px) and (orientation: landscape) {  
  body {  
    background-color: red;  
  }  
}
```

Media Query

(An empty media query list)

- Empty query list is always true

```
/* set background color for all devices */  
@media {  
  body {  
    background-color: red;  
  }  
}
```


Media Query

- In addition to resize text and images, it is also common to use media queries in responsive web pages
- With media queries you can define completely different styles for different browser sizes
- **Example:**
 - Resize the browser window to see that the three div elements below will display horizontally on large screens and stacked vertically on small screens

Breakpoint

- Breakpoints are the points at which your sites content will respond to provide the user with the best possible layout to consume the information
- Meaning how the content shall respond when viewport width changes dynamically
- Breakpoints shall be **content focused** (design to help users consume content)
- These breakpoints sometime called as '**content breakpoints**' or '**points of reassembly**'

Responsive Image

- If the width property is set to 100%, the image will be responsive and scale up and down
- If the max-width property is set to 100%, the image will scale down if it has to, but never scale up to be larger than its original size

```

```

Resolution switching

- Resolution switching is nothing but selecting appropriate image as per screen resolution
- Attributes `srcset` and `sizes` serve the purpose of image selection

Syntax :

`srcset`="filename-1 image-width, filename-2 image-width, filename-3 image-width"
`sizes`="(max-width: `width`) slot-width, (max-width: `width`) slot-width, default-slot-width"

Resolution switching

- “src” attribute is used as a fallback for the browsers which do not yet support srcset implementation

```

```

Resolution switching

- Here “320w” is real width of image file
- (max-width : 320px) is media condition
- The last slot width has no media condition (this is the default image that is chosen when none of the media conditions are true)
- The browser ignores everything after the first matching condition, so be careful how you order the media conditions

Resolution switching

- Browser takes 'device width' and evaluate which media condition in the sizes list is 'first one to be true'
- Looks at the slot size given to that media query
- Load the image referenced in the srcset list that 'most closely matches' the chosen slot size
- For the slot width, you may provide an absolute length (px, em) or a relative length (such as a percentage)

Resolution switching

```

```


Resolution switching

- The HTML <picture> element allows you to define different images for different resolutions

```
<picture>
  <source srcset="./images/cherry-320x240.jpg 320w, ./images/cherry-480x320.jpg 480w,
    ./images/cherry-800x480.jpg 800w"
    sizes="(max-width: 320px) 240px, (max-width: 480px) 320px,
      (max-width: 800px) 480px, 1280px" />
  
</picture>
```

Resolution switching

- Image element is must before `</picture>` tag, the image will not be displayed otherwise
- Image element provides a **default case** that will apply when none of the media conditions return true
- Image element's default case can be used as fallback option for browsers
- Picture element is useful to load different orientation images (such as portrait image for mobile phone and landscape image for laptop)

Responsive text

- Responsive text is about amount of textual detail scales relative to your screen size
- The text size can be set with a "vw" unit, which means the "viewport width".
- That way the text size will follow the size of the browser window

```
<h1 style="font-size: 5vw">The Poppy Flower</h1>
```

Class Work

- Design a three equal column layout
- Design a three unequal column layout
- Design two column blog layout

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*Thank
you*