

Absolute Units

These units are fixed and are not affected by the viewport size or other factors. They are useful when you need to define exact sizes.

1. **px** (pixels) – The most commonly used unit, which represents a single dot on the screen.
2. **cm** (centimeters) – A physical measurement unit, equal to 1/100th of a meter.
3. **mm** (millimeters) – A smaller unit of physical measurement, equal to 1/10th of a centimeter.
4. **in** (inches) – A physical measurement unit, equal to 2.54 cm.
5. **pt** (points) – Used for print, 1 point equals 1/72 of an inch.
6. **pc** (picas) – Used in print, 1 pica equals 12 points or 1/6 of an inch.

Relative Units

These units are relative to other elements, such as the parent element or the viewport.

1. **em** – Relative to the font size of the element. 1em equals the current font size. If a parent element has a font size of 16px, 1em will be 16px.
2. **rem** (root em) – Relative to the font size of the root element (`<html>`). 1rem equals the root font size (usually 16px).
3. **vw** (viewport width) – Relative to 1% of the width of the viewport.
4. **vh** (viewport height) – Relative to 1% of the height of the viewport.
5. **vmin** – Relative to the smaller of the viewport's width or height.
6. **vmax** – Relative to the larger of the viewport's width or height.
7. **%** (percentage) – Relative to the parent element's size. For example, `width: 50%` means half of the parent's width.

Other Units

1. **ch** – Relative to the width of the "0" (zero) character in the current font.
2. **ex** – Relative to the height of the lowercase letter "x" in the current font.
3. **lh** – Relative to the line height of the element.

These units give you flexibility in layout design, allowing for fixed sizes or responsive designs depending on your needs.