

RESPONSIVE

Lesson 13

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LEARNING OBJECTIVES

- Understand what responsive design is
- Fixed and Responsive layouts
- Fluid and Elastic layouts
- Apply media queries to change layout on mobile devices.

AGENDA

- Layout types
- Responsive Design
- Media Queries
- Lab Time: Mobile navigation

ASSIGNMENTS

WIREFRAME + HTML



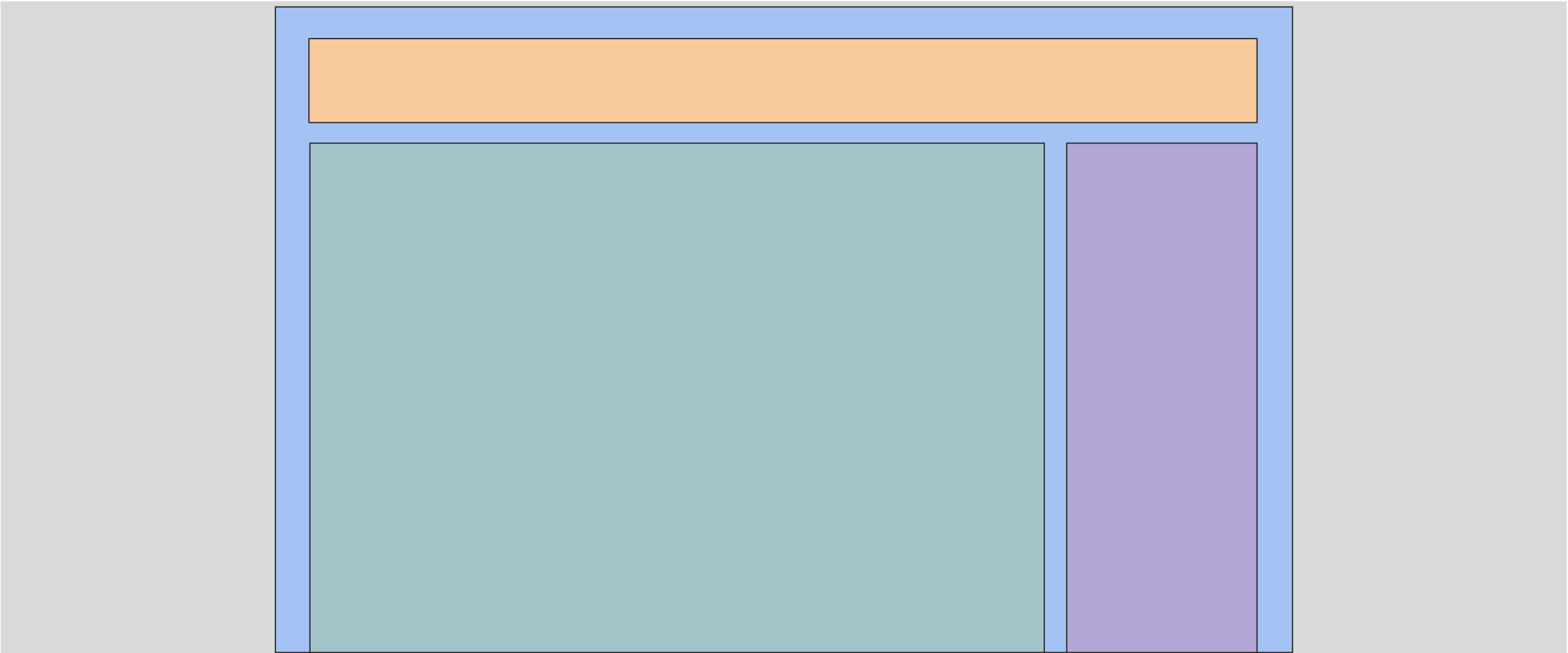
LAYOUT TYPES

FIXED LAYOUT

A fixed website layout usually has a wrapper/container that is a fixed width, and the components inside it have either percentage widths or fixed widths. The important thing is that the wrapper/container element is set to not move. No matter what screen resolution the visitor has, he or she will see the same width as other visitors.

FIXED LAYOUT

Width 1100px fixed

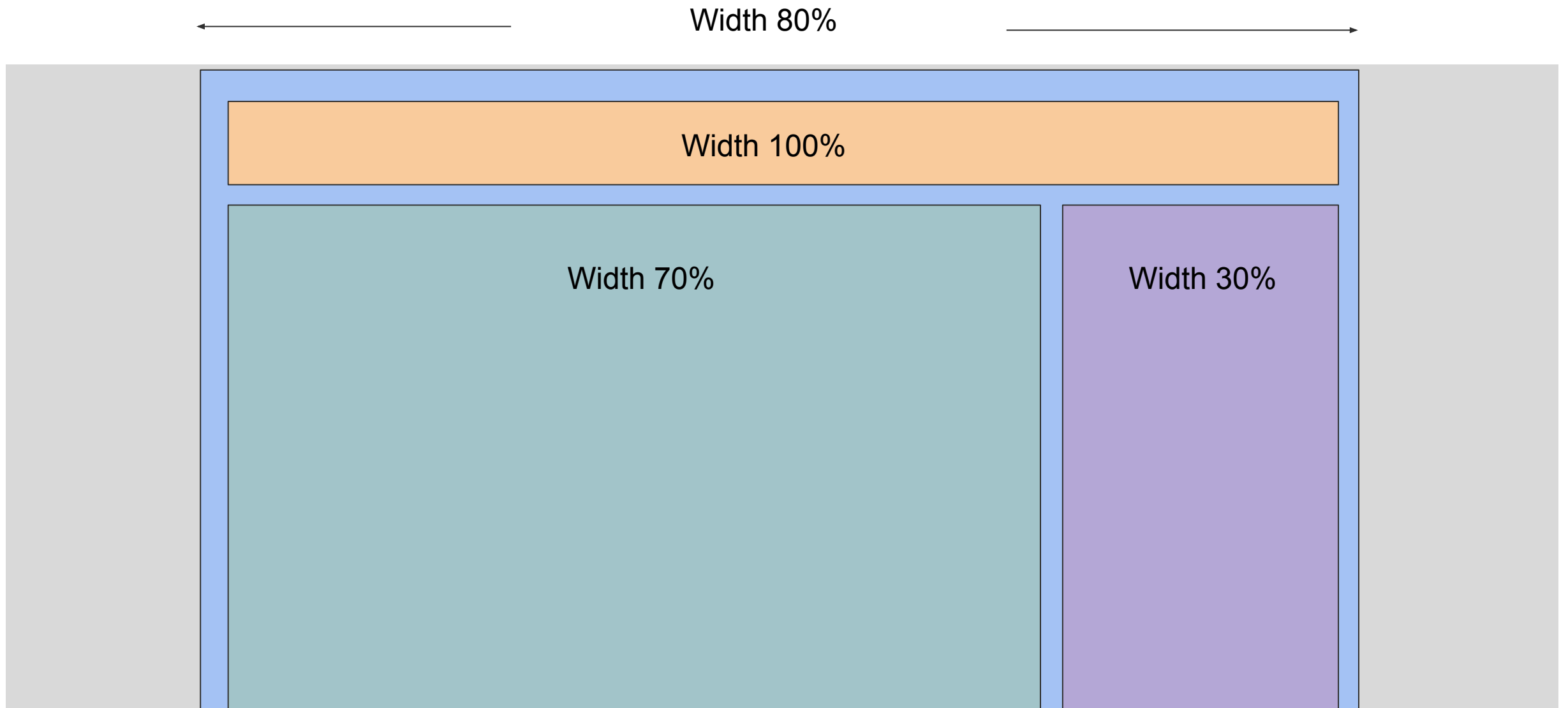


FLUID LAYOUT

Also known as Liquid Layout uses percentages to adjust to changes in screen resolution.

- Components inside have percentage widths
- Width change with browser window size
- box-sizing: border-box; really helps out
- Liquid fills the parent container width

FLUID LAYOUT



ELASTIC LAYOUT

All elements are sized using em's or percentage. This makes things proportional. It usually takes the base font-size as a fixed anchor and scales everything else relative to this value.

- Container and other elements are measured using ems/rem
- Rems are relative proportionally to the text or font size
- When text size is increased, layout increases

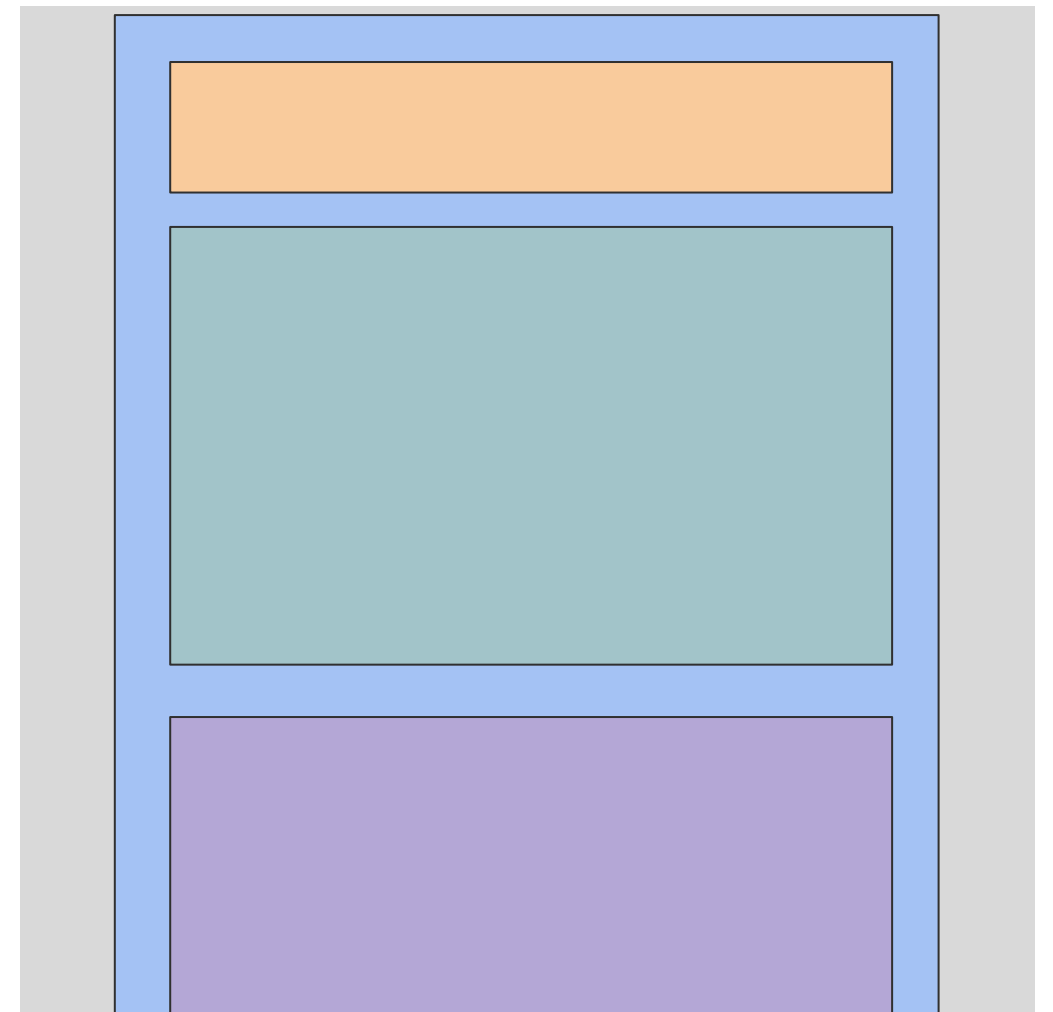
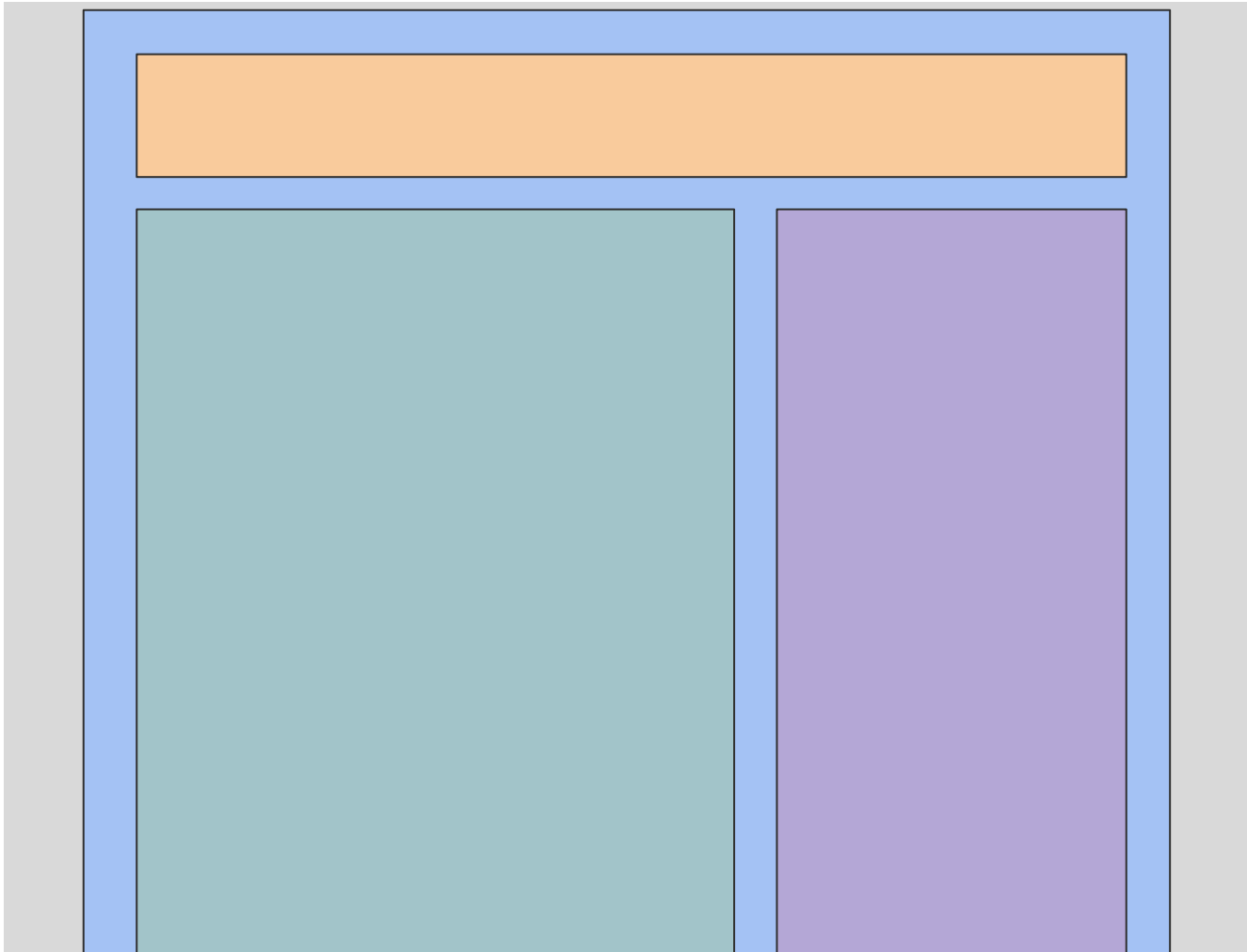
ELASTIC LAYOUT



RESPONSIVE LAYOUT

With the different screen sizes across phones, "phablets", tablets, desktops, game consoles, TVs. Your site needs to be able to adapt to any screen size, today or in the future.

RESPONSIVE LAYOUT



RESPONSIVE LAYOUT

Take a look at:

www.nab.com.au

RESPONSIVE - ADAPTIVE

Responsive

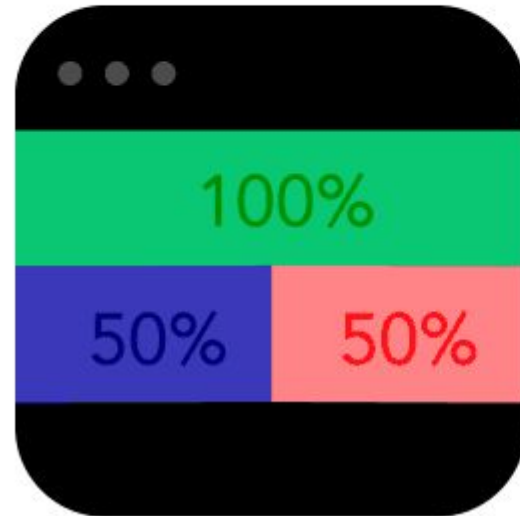


Adaptive



RELATIVE - STATIC

Relative Units



Static Units



BREAKPOINTS

With Breakpoints



Without Breakpoints



DESKTOP vs MOBILE FIRST

Desktop first



Mobile first



RESPONSIVE DESIGN

RESPONSIVE DESIGN

1. Set the viewport
2. Use CSS media queries

SET THE VIEWPORT

Using the meta viewport value **width = device-width** instructs the page to match the screen's width in device-independent pixels. This allows the page to reflow content to match different screen sizes, whether rendered on a small mobile phone or a large desktop monitor.

META VIEWPORT VALUE

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

```
<meta
```

```
name="viewport"
```

```
content="width=device-width, initial-scale=1"
```

```
>
```

MEDIA QUERIES

Media queries are simple filters that can be applied to CSS styles. The media query syntax allows for the creation of rules that can be applied depending on device characteristics, including the display type, width, height, orientation and even resolution.

MEDIA QUERIES

```
@media (query) {  
    /* CSS Rules for screen size */  
}
```


MEDIA QUERIES - MIN WIDTH

```
@media (min-width : 320px) {  
    /* CSS Rules for screen size */  
}
```

Any browser width over the value defined

MEDIA QUERIES - MAX WIDTH

```
@media (max-width : 320px) {  
    /* CSS Rules for screen size */  
}
```

Any browser width under the value defined

EXERCISE:

BASIC MEDIA QUERIES

github.com/jayonlydigital - **BASIC MEDIA QUERIES**

EXERCISE:

BOOTSTRAP 3 GRID

github.com/jayonlydigital - **BOOTSTRAP 3 GRID**

EXERCISE: MOBILE HAMBURGER MENU

github.com/jayonlydigital - MOBILE MENU

Q&A

FEEDBACK

Lesson 13 - RESPONSIVE BASICS

<http://ga.co/fewd23syd>