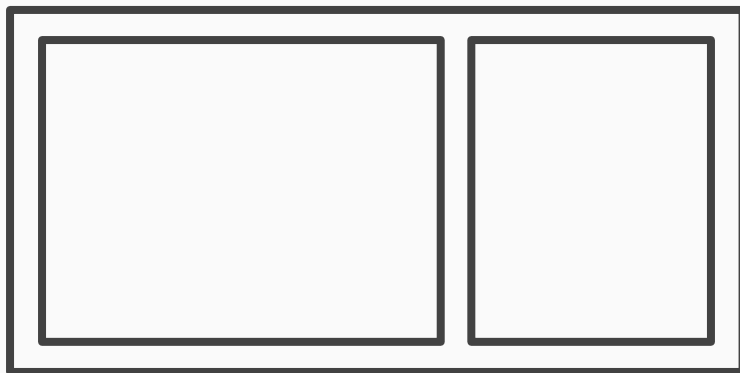


Responsive design

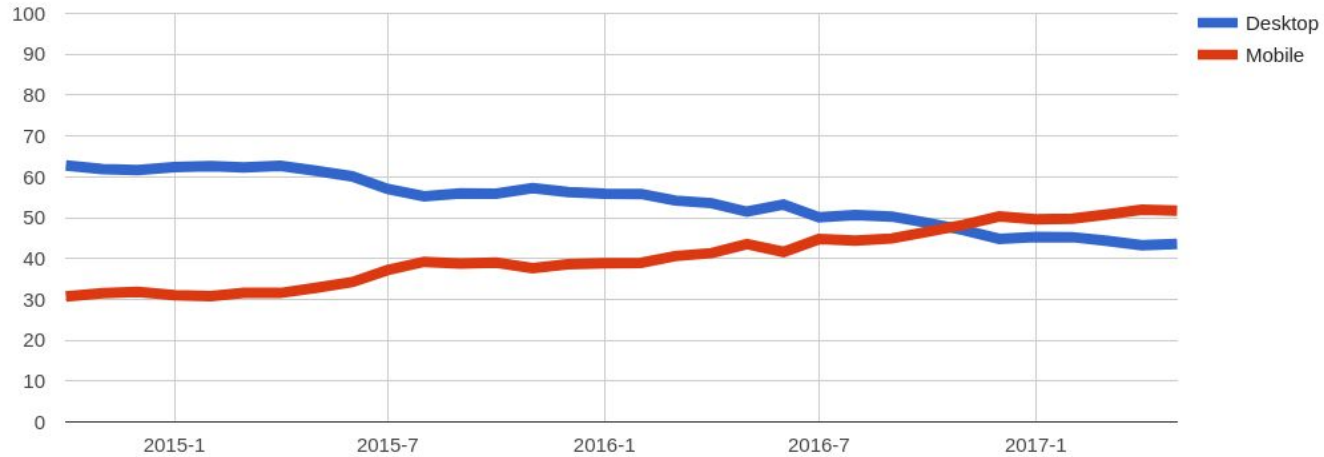


Responsive design

1. Create a new page **layout.html**
2. Create a **container** with a **content** and a **sidebar**
3. Position the sidebar alongside the content
4. Style all the elements: give them a fixed width and a fixed margin
 - a. give the container at least 600px width
 - b. give colors to the elements!
5. Try to resize the window. What happens?



Why responsive design?



Mobile design vs responsive

Mobile

Building a separate website commonly on a new domain solely for mobile users.

(e.g.: mobil.bvg.de)

Responsive

Building a website suitable to work on every device and every screen size.

(e.g.: www.bvg.de)

responsive

react quickly and positively to any change

Why responsive design?

- Continuous and fluid change based on different factors (viewport width)
- Design that dynamically adapts to different browser and device viewports, changing layout and content along the way

viewport

the visible portion of the entire document

Flexible layouts

- Building the layout of a website with a flexible grid, capable of dynamically resizing to any width
- Use percentage instead of px

$$\frac{\text{element width}}{\text{container width}} \times 100$$

Flexible layout

1. In your example change all the widths to flexible widths, i.e.: relative to the container's

Example:

- Width of container: 630px
- Margin: 10px
- $10\text{px} / 630\text{px} = 0.0158730$
- New margin: 1.5873%

Relative viewport units

- **vw** : Viewport width
- **vh** : Viewport height
- **vmin** : Minimum of the viewport height and width
- **vmax** : Maximum of the viewport height and width

Relative viewport units

Give the elements width using the viewport units

- **vw** : Viewport width
- **vh** : Viewport height
- **vmin** : Minimum of the viewport height and width
- **vmax** : Maximum of the viewport height and width

Min and max width and height

For even more control within a flexible layout, you can also leverage the min/max properties:

- **min-width**
- **max-width**
- **min-height**
- **max-height**

Min and max width and height

The container should have a responsive width, but it should also never be:

- smaller than 300px
- wider than 600px

```
* {  
  box-sizing:  
  border-box;  
}
```

```
html {  
    box-sizing:  
    border-box;  
}
```

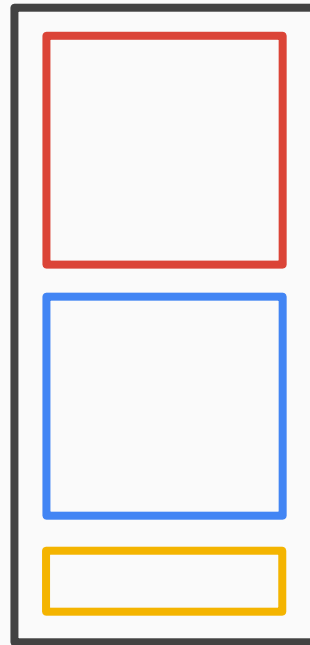
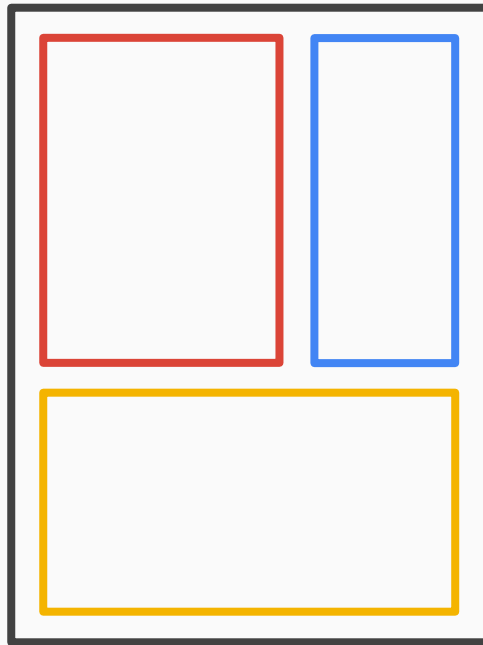
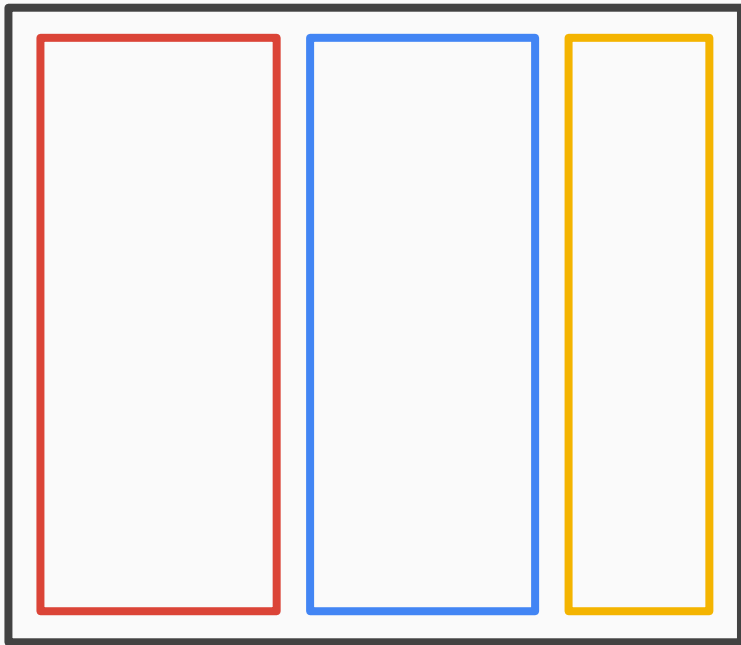
```
* {  
    box-sizing: inherit;  
}
```


Still not mobile friendly

Problem: how to use the space in the best way possible, no matter the viewport?

Still not mobile friendly

1. Add a third element in the container
 - a. don't forget to add a background
2. Fill the columns of your layout
 - a. add a couple of paragraphs to the articles (Lorem Ipsum)
 - b. add a random list in the sidebar with at least 10 points
3. Resize your window
4. What happens?



Media queries

- The @media rule, introduced in CSS2, made it possible to define different style rules for different media types (print, screen, tv...)
- CSS3: Instead of looking for a type of device, they look at the capability of the device:
 - width and height of the viewport
 - width and height of the device
 - orientation (is the tablet/phone in landscape or portrait mode?)
 - resolution

MEDIA
TYPE

LOGICAL
OPERATOR

EXPRESSION

```
@media all and (max-width: 1024px) {  
  .sidebar {  
    width: 10%;  
  }  
}
```

THESE RULES WILL APPLY ONLY
IF ALL THE CONDITIONS ARE MET

Media type

@media *all* and (max-width: 1024px)

- all, screen, print, tv, speech, 3d-glasses...
- Should a media type not be specified the media query will default the media type to screen.

Expression

@media all and (max-width: 1024px)

- min-height, max-height
- min-width, max-width
- orientation: landscape, portrait
- resolution
- MQ Level 4: pointer, hover, scripting...

Logical operator

@media all and (max-width: 1024px)

- and
- or (,)
- not
- more than one condition:
 - example: between 640px and 1024px
@media all and (min-width: 640px) and (max-width: 1024px)

breakpoint

Browser width that has a media query declaration to change the layout once the browser is within the declared range

`@media all and (max-width: 1024px)`

