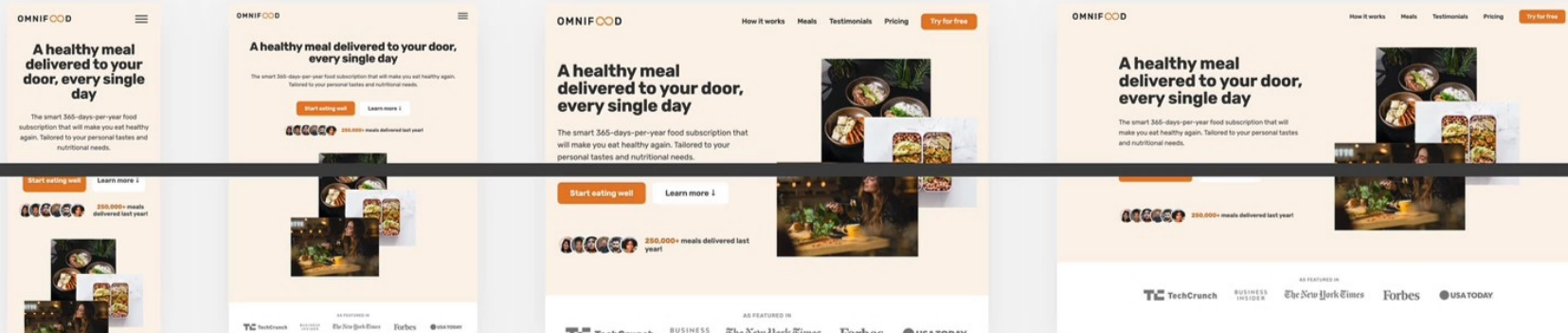


WHAT IS RESPONSIVE DESIGN?

RESPONSIVE DESIGN

- 👉 Design technique to make a webpage adjust its layout and visual style to **any possible screen size** (window or viewport size)
- 👉 In practice, this means that responsive design makes websites usable on all devices, such as **desktop computers, tablets, and mobile phones**.
- 👉 It's a set of practices, **not a separate technology**. It's all just CSS!



RESPONSIVE DESIGN INGREDIENTS

1 FLUID LAYOUTS

- 👉 To allow webpage to adapt to the **current viewport** width (or even height)
- 👉 Use % (or vh / vw) unit instead of px for elements that **should adapt to viewport (usually layout)**
- 👉 Use max-width instead of width

2 RESPONSIVE UNITS

- 👉 Use rem unit instead of px for most lengths
- 👉 To make it easy to **scale the entire layout down** (or up) automatically
- 👉 **Helpful trick:** setting 1rem to 10px for easy calculations

3 FLEXIBLE IMAGES

- 👉 By default, images **don't scale automatically** as we change the viewport, so we need to fix that
- 👉 Always use % for image dimensions, together with the max-width property

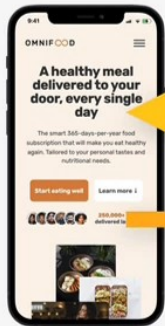
4 MEDIA QUERIES

- 👉 Bring responsive sites to life!
- 👉 To change CSS styles on **certain viewport widths** (called breakpoints)

DESKTOP-FIRST VS. MOBILE-FIRST DEVELOPMENT

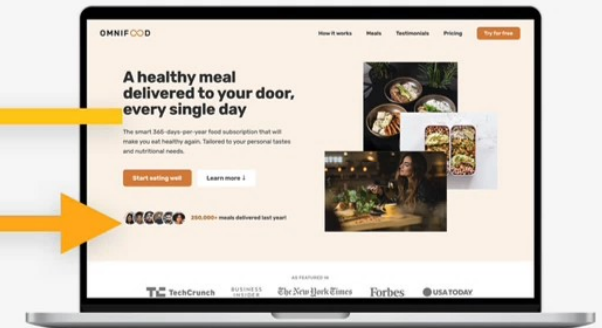
- 👉 Start writing CSS for the desktop: **large screen**
- 👉 Then, media queries **shrink design** to smaller screens.

DESKTOP-FIRST



MOBILE-FIRST

- 👉 Start writing CSS for mobile devices: **small screen**
- 👉 Then, media queries **expand design** to a large screen
- 👉 Forces us to reduce websites and apps to the **absolute essentials**.



We will do **desktop-first** in this project.
It's easier to learn!