

## Module 5 Response Paper

The picture element and the srcset and sizes attributes allow the browser to take control over what the user sees because we as developers and designers cannot possibly predict what every user will be using, now and far into the future. You can use either the pixel density (notated with the use of x) or screen width (notated with the use of w). Through all these updates to the HTML 5.1, we will be able to serve a host of different images to make every single webpage shine with the perfect image. And while it is serving our images up, it may be a little more work for developers, deciding which images to use and how to edit them so that they can appear nice.

If you are using an image with a fixed width, like a logo, pixel density (using the x) is the correct way to go. The browser will choose an image based on the pixel density of the user screen and select the one that will look best on that screen.

If you are doing more content related images, screen width is better (using the w). You specify in the HTML how large each image is inside of the srcset. Then in the sizes area, you put media breakpoints and tell the screen which image to use based on the width of the screen.

But sometimes you need neither of these things and therefore, you can use the picture element as a wrapper around your image. By using source first, you can allow for responsive images but also including an img element can help to support legacy browsing which is very important.