

Exercise: Responsive Dogs

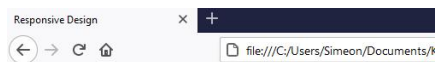
1. Create a Responsive Text

In this exercise, we will use different techniques to add a responsive design to our website.

First, let's create a webpage using a responsive design that will automatically adjust the text size for different screen sizes and viewports.

- Make a webpage with:
 - H1 heading with text: "This is a responsive dog".
 - Put the picture of the chihuahua below the text.

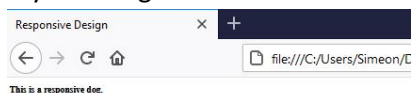
The web site will look like that:



This is a responsive dog.



If you change the browser **scale** the text and the picture will change their size.

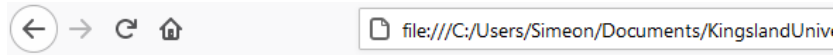


This is a responsive dog.



- Make a text to be **responsive** and stay the **same size** in every browser width. In the CSS file use set the text size to **3vw**. The "vw" units are related to the **viewport width**. For example, vw10 will set the size to 10% of the viewport width.

Open the website:



This is a responsive dog.



If you scale the browser the picture will change the size but the text will stay the same size.

This is a responsive dog.

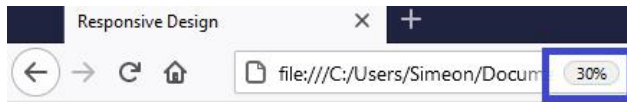


2. Create a Responsive Dog

If you want to make the dog picture **responsive** just need to set the **width** property of a picture to a **percentage** value. The image will scale up and down when resizing the browser window.

- Set the **img width** to **30%**.

Open the webpage. The dog size will be the same in the different browser scales.



This is a responsive dog.



This is a responsive dog.



3. Change the Dogs

Now try to make a webpage showing a **different** dog picture on the different scales. For that purpose, we will need the HTML **<picture>** element. It allows you to display different pictures for different devices or screen sizes.

- Create a new file **dogs.html**.
- Insert an **h1** heading with text: **"Responsive dogs"**.
- Make the text stay the **same size** in every browser width like in the previous task.
- Use the **picture** tag to tell the browser to show different dogs when the scale is changed. The **picture** element contains two tags: one or more **<source>** tags and one **** tag. The browser will look for the first

<source> element where the media query matches the current viewport **width**. Then the browser will display the image according to the **srcset** attribute. Always specify an **** element. It will be displayed if none of the source tags **matches** or if the browser does not support the **<picture>** element. You will find reasons to use the **<picture>** element if want to optimize the **bandwidth**. On **small** screens, it is not necessary to show large image files. With a picture tag, the browser can use the first **<source>** element with matching attribute values and ignore the following elements. Another reason is that some browsers or devices may **not support all image formats**. With the **<picture>** element, you can add images of more **formats** and the browser will use the first format supported.

```
<body>
  <h1 class="responsive-text">Responsive dogs.</h1>
  <picture>
    <source srcset="Images/dog-3.jpg" media="(max-width: 1500px)">
    <source srcset="Images/dog-2.jpg" media="(max-width: 2600px)">
    <source srcset="Images/dog-1.jpg">
    
  </picture>
</body>
```

- Open the web page:

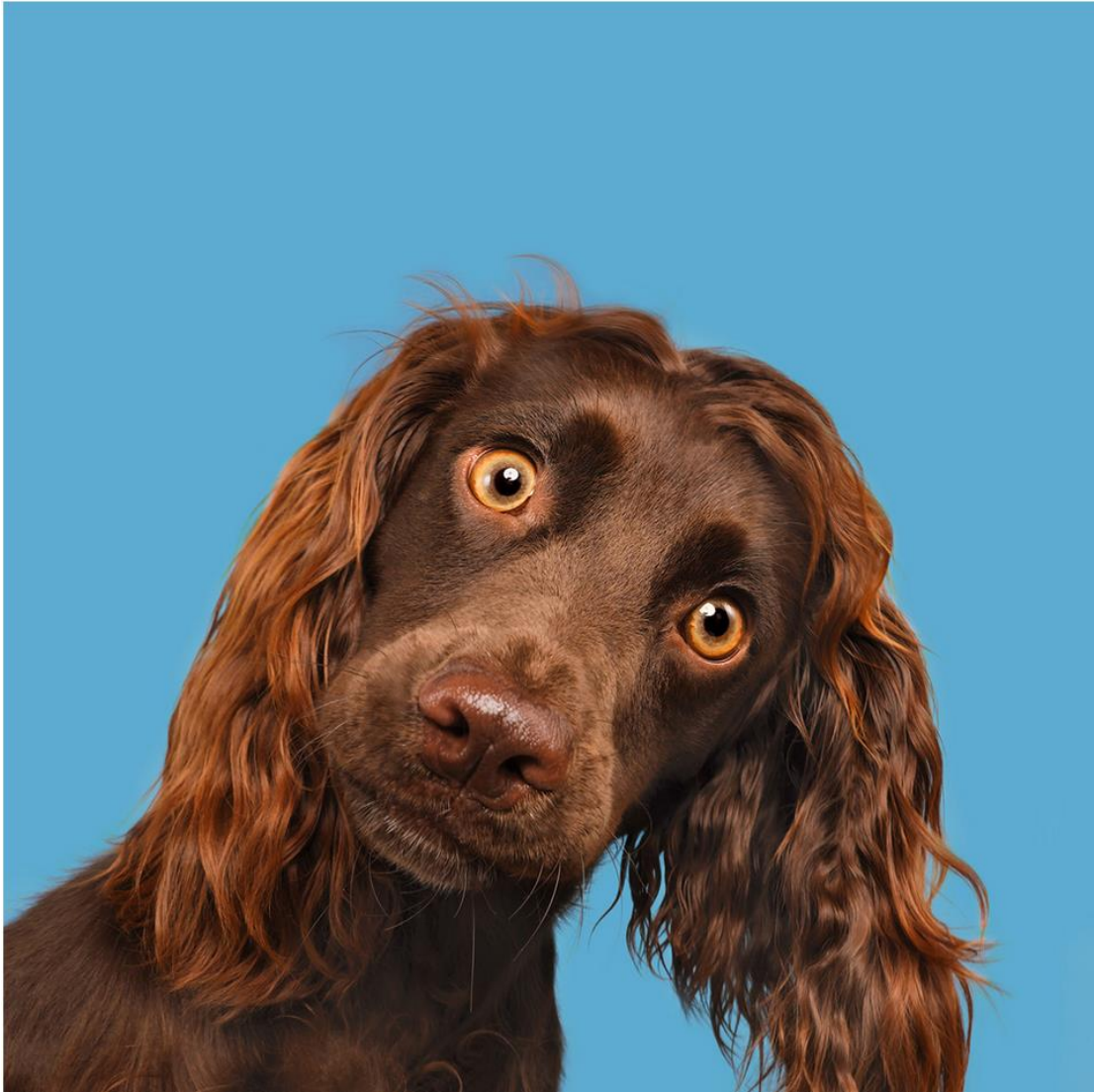


Responsive dogs.



Increase the page size. The browser will switch to the larger picture.

Responsive dogs.



Increase the page size again. The largest picture will appear.

Responsive dogs.

