***Patterns***

**Intro to Patterns**

**Things you should learn from this lesson:**

* [responsive pattern](https://responsivedesign.is/patterns/)s are established layout patterns that work well on most any device
* patterns used in responsive development fall in to one of four categories
  + [mostly fluid](https://responsivedesign.is/patterns/mostly-fluid/)
  + [column drop](https://responsivedesign.is/patterns/column-drop/)
  + [layout shifter](https://responsivedesign.is/patterns/layout-shifter/)
  + off canvas
* in some cases, a combination of patterns will be used

Here’s a [live version of the demo](http://udacity.github.io/RWDF-samples/Lesson4/patterns/off-canvas.html)!

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**Pattern - Column Drop**

**Things You Should Know**

* at its narrowest viewport the elements stacks vertically
* as the viewport expands so do the elements until it hits its first breakpoint
  + at this time the elements are changed according to the defined styles

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**Pattern - Mostly Fluid**

**Things You Should Know**

* very similar to column drop but is a little more grid like
* at its narrowest the layout is stacked
* as the view is widened the grid pattern begins to appear
* once the layout hits its widest breakpoint margins are added to the left and right

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**Pattern - Layout Shifter**

**Things You Should Know**

* one of the most responsive pattern with multiple breakpoints across several different screen widths
* the key to this layout is the way the content moves about the page instead of re-flowing and dropping below other columns
* because so much can change in each layout it is a bit more planning to maintain

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**Pattern - Off Canvas**

**Things You Should Know**

* instead of stacking the Off Canvas Pattern places content off screen – only showing them when the screen is large enough
  + the off screen content normally will come in when invoked by an event

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