RESPONSIVE WEB DEVELOPMENT WORKSHOP

Amelia Schmidt Lead front-end & UX developer, Equiem

Responsive web development workshop

- What is responsive
- Responsive web design
- Media queries
- Grids
- Developing for devices
- Developing for older browsers
- Javascript libraries
- CSS preprocessors

You'll need:

- Sublime Text http://www.sublimetext.com/
- Xcode https://developer.apple.com/xcode/
- Git https://git-scm.com/
- Bundler http://bundler.io/
- VirtualBox https://www.virtualbox.org/
- Windows boxes https://dev.modern.ie/
- A positive attitude :)

INTRODUCTION

About me

- I have been working as a web developer for four years
- I work at a tech startup called Equiem as Lead Front-end Developer & UX Developer
- I work with Drupal day to day
- I'm largely taught by my mentors and the internet

Workshop format

- This is an interactive workshop and you'll be completing tasks as we go along
- Please ask any questions, let's keep this a dialogue
- If you can't do something because of lack of installed programs or you don't have the skillz, that's cool, we can modify for different levels
- We'll start off beginner and move towards more advanced
- Don't worry, and have fun!

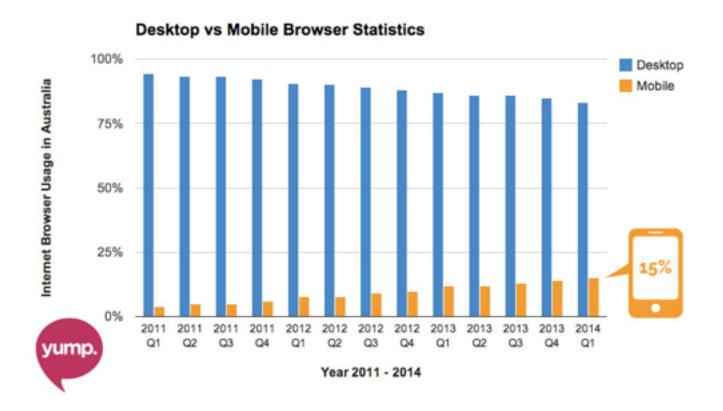
WHAT IS RESPONSIVE?

The world is changing

- 34% of smartphone users go online mostly using their phones, and not on a desktop, laptop, or other device
- People using a desktop computer to search online will increase from
 1.4 billion to 1.6 billion users in 2015.
- People searching online using a smartphone will increase from 800 million to 1.9 billion users in 2015

Responsive is one method of making a single website that works across various screen sizes







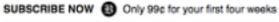
WHAT IS RESPONSIVE?

https://www.bostonglobe.com/











The Boston Globe

Members Sign In

Business & Tech

Lifestyle

Flag football is growing as parents seek an alternative to tackle

There are no helmets, no pads, no blocking, or tackling, and a safety record that allows parents to sleep better at night. 3:30 pm.

City to pay lawyer in Teamsters' case \$625 an hour



DAVID L. RYAN/GLOBE STAFF/FILE

The defense attorney was hired by Mayor Walsh in a federal investigation of the union's alleged extortion scheme.

City employee awarded \$10.9m in discrimination case

A woman with African-American and Haltian ancestry claimed she received fewer benefits and lower pay than white co-workers.





Opinion & Ideas ->

SCOT LEHIGH



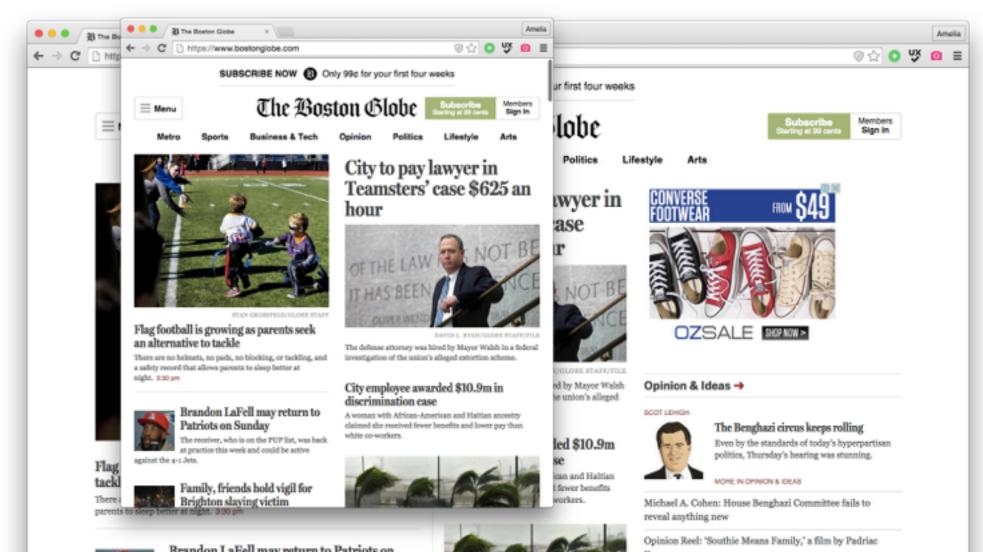
The Benghazi circus keeps rolling

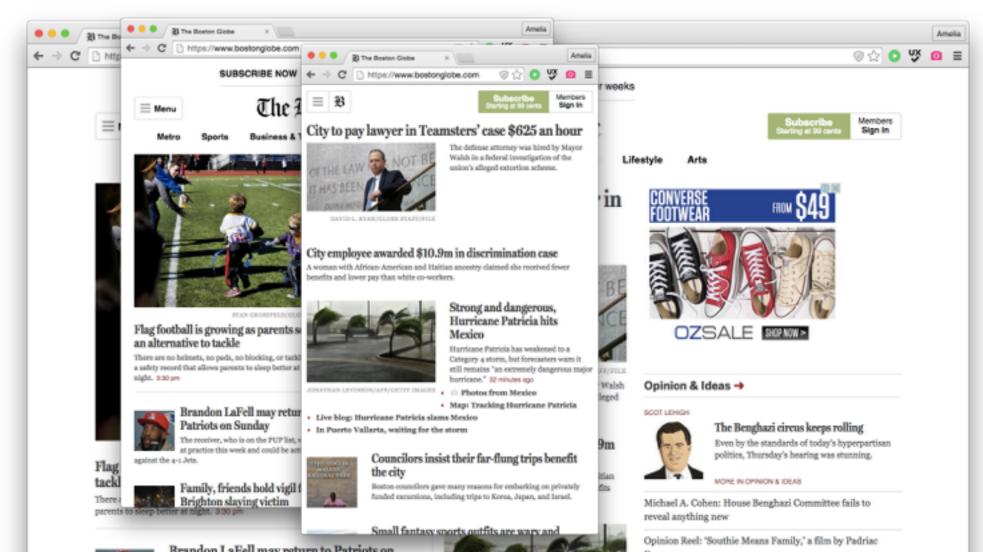
Even by the standards of today's hyperpartisan politics, Thursday's hearing was stunning.

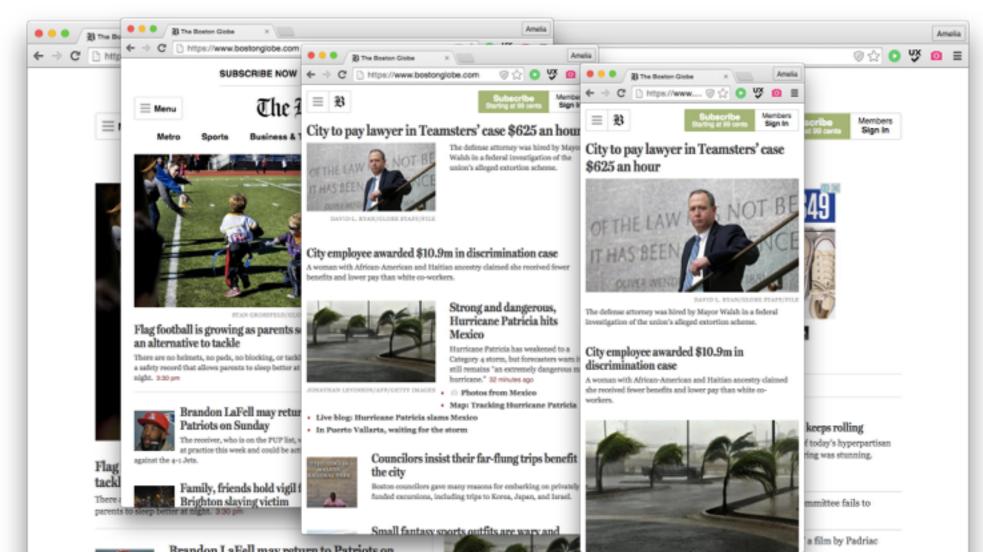
MORE IN OPINION & IDEAS

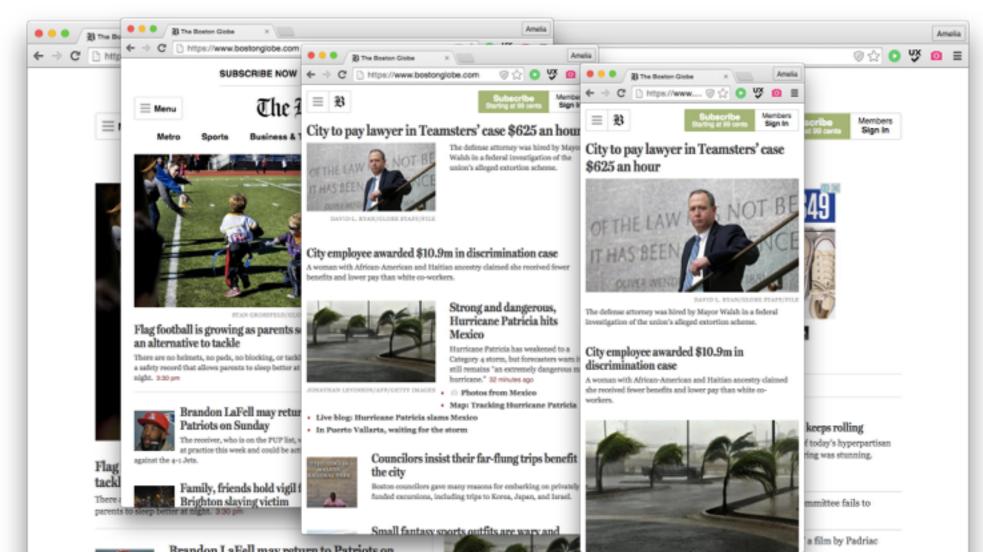
Michael A. Cohen: House Benghazi Committee fails to reveal anything new

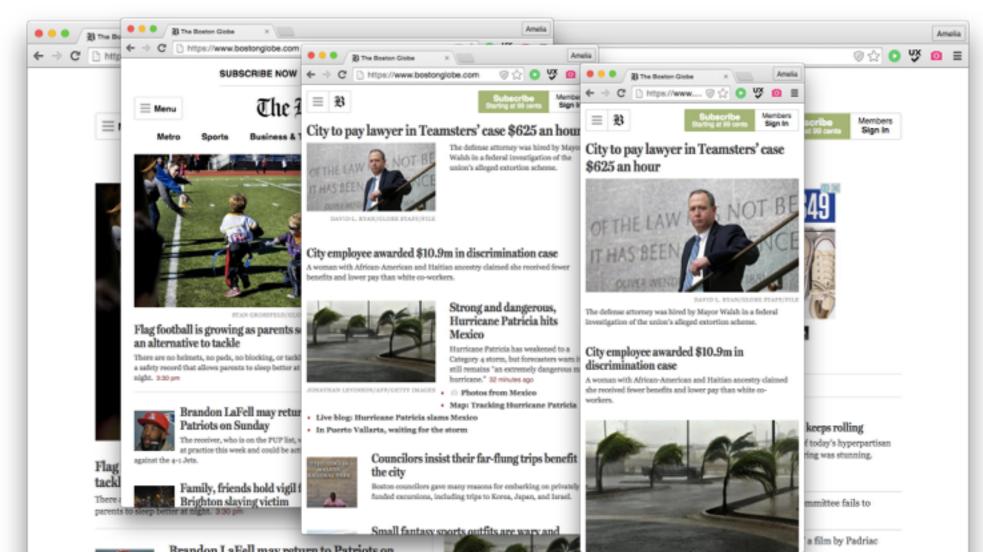
Opinion Reel: "Southie Means Family," a film by Padriac











What it's not:

- "m Dot" eg. http://m.theage.com.au/
- Adaptive
- Liquid
- Static (<u>http://www.liquidapsive.com/</u>)

Adaptive

Adaptive websites introduce media queries to target specific device sizes, like smaller monitors, tablets, and mobile.

Fixed

Fixed websites have a set width and resizing the browser or viewing it on different devices won't affect on the way the website looks.

Fluid

Fluid websites are built using % for widths. Columns are relative to one another and the browser can scale up and down fluidly.

"m dot"

m.website.com is a separate codebase with the same database, essentially an entirely different "skin" for a site built for mobile only.

Responsive is...

- The same website, the same code, the same database, but displayed differently on different screens due to the use of...
- ...<u>media queries</u>, which can be leveraged in powerful ways via grid systems and breakpoints
- The idea that the web is not just one size, or three sizes, but any possible size on an ever-expanding set of devices, including the Internet Of Things revolution
- A design decision, a suite of web tools, a paradigm...

EXERCISE 1: SETUP

KEY OBJECTIVES	AGENDA	
Download the base repo	5 minutes	 Open up terminal \$ git clone git@github.com:meelijane/rwd.git Open up index.html View it in your browser
DELIVERABLE	RESOURCES	
The base repo appearing in your browser	Sublime Text, a Github account, git for command line and a browser	

RESPONSIVE WEB DESIGN

Start with the right tools

- Designing for multiple screen sizes means that static design deliverables will be hard to work with
- Client sign-off can get confusing with RWD
- Photoshop is a photo editing tool
- PSDs can make it hard to keep track of revisions
- Whether you're working Agile or Waterfall (and I recommend Agile), working with responsive design will require you to be fluid as well

Start with the right ideas

- Style-guide driven design
- Component-based design
- Your designer will need to get familiar with responsive web concepts like HTML basics, CSS basics e.g. floats, web typography
- Prototype, prototype and prototype some more
- Design to a grid
- Webflow https://webflow.com/
- http://macaw.co/

Some things to watch out for

- Patterns taken from print design that might not work in a fluid context
- Client sign-off on static designs
- No content provided before designs start
- No context provided for designs eg. user research
- Using Lorem Ipsum in place of any real content

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Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

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Start with the content

- You can't build a responsive website without an understanding of its content
- Create a content strategy and/or obtain the actual content before you get started with visual design
- It's important for responsive design, accessibility and SEO that your content is semantic and web-ready

"95% of the information on the web is written language. It is only logical to say that a web designer should get good training in the main discipline of shaping written information, in other words: Typography."



Here is a great teaser about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the available space. You can use lorem if you want.



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EXERCISE: RESPONSIVE WEB DESIGN

KEY OBJECTIVES	AGENDA	
Understand how responsive design can be incompatible with certain design patterns	10 minutes	 Create the markup to generate a text and image teaser where the image and text sit side by side, and the whole teaser is bounded by a box Resize the browser and observe
DELIVERABLE	RESOURCES	
A text and image teaser in your browser	The repo from the last exercise	



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RESPONSIVE WEB DESIGN



Cat on a bag

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A media query consists of a media type and at least one expression that limits the style sheets' scope by using media features, such as width, height, and color. Media queries, added in CSS3, let the presentation of content be tailored to a specific range of output devices without having to change the content itself.

http://www.w3.org/TR/css3-mediaqueries/

http://cssmediaqueries.com/overview.html

MEDIA QUERIES

```
@media (min-width: 700px) {
  margin-bottom: 20px;
}
```

http://www.w3.org/TR/css3-mediaqueries/

```
@media (min-width: 700px) and (orientation:
landscape) {
  margin-bottom: 20px;
}
```

http://www.w3.org/TR/css3-mediaqueries/

```
@media screen and (device-aspect-ration:
16/9){
  margin-bottom: 20px;
}
```

http://www.w3.org/TR/css3-mediaqueries/

EXERCISE: MEDIA QUERIES

KEY OBJECTIVES	AGENDA	
Change elements on a web page by use of media queries	5 minutes	 Create a media query in the index.html file as <style> CSS Inside the media query, target a div on the page and change its colour for < 400px screen width Resize the window and check it out </td></tr><tr><th>DELIVERABLE</th><th>RESOURCES</th><th></th></tr><tr><td>A web page with a box that changes colour when the screen is less than 400px wide</td><td colspan=2>Sublime text, web browser</td></tr></tbody></table></style>

CSS is like painting

- You apply rules to selectors individually
- Selectors and rules become deeply connected
- Every element on a page is individually themed
- CSS is supposed to add "optional" styles to HTML, which should really be completely usable on its own
- It's easy and very simple...

CSS preprocessors are like... programming

- Variables
- Functions
- Parameters
- "Mixins" and "extends"
- Nesting
- Libraries
- DRY don't repeat yourself

```
.teaser-box {
   background-color: grey;
   width: 100%;
.header-box {
   background-color: grey;
   width: 100%;
   border: 1px solid black;
   padding: 20px;
.sidebar-box {
   background-color: grey;
   border: 1px solid black;
   width: 100%;
```

MEDIA QUERIES

```
.teaser-box {
   background-color: grey;
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.header-box {
   background-color: grey;
   width: 100%;
   border: 1px solid black;
   padding: 20px;
.sidebar-box {
   background-color: grey;
   border: 1px solid black;
   width: 100%;
```

PLAIN OLD CSS

```
@mixin grey-box {
    background-color: grey;
    width: 100%;
@mixin border {
    border: 1px solid black;
$inner-padding: 20px;
.teaser-box, .sidebar-box, .header-box {
    @include grey-box;
.sidebar-box, .header-box {
    @include border;
.header-box {
    padding: $inner-padding;
```

SCSS

```
@mixin grey-box {
    background-color: grey;
    width: 100%;
@mixin border {
    border: 1px solid black;
$inner-padding: 20px;
.teaser-box, .sidebar-box, .header-box {
    @include grey-box;
.sidebar-box, .header-box {
    @include border;
.header-box {
    padding: $inner-padding;
```

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```
<div class="outer">
  <div class="inner">
    <h3>Title</h3>
    Some text
  </div>
</div>
.outer .inner p,
.outer .inner h3 {
  color: red;
```

```
<div class="outer">
  <div class="inner">
     <h3>Title</h3>
     Some text
  \langle /div \rangle
</div>
.outer .inner p,
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```
<div class="outer">
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   </div>
</div>
.outer {
   .inner {
      p, h3 {
         color: red;
```

Some of the benefits

- Style-guide driven design
- Components and re-usable chunks
- More consistent look and feel, better browser compatibility
- Less repetition, less typing
- Time saved
- Better organised code
- Supercharged CSS with frameworks like Compass

Compass

- http://compass-style.org/
- http://compass-style.org/reference/compass/utilities/color/contrast/

```
// Required variables
$contrasted-dark-default: black;
$contrasted-light-default: white;

// Function
contrast-color($color, $dark, $light, $threshold);

// Mixin
contrasted($background-color, $dark, $light, $threshold);
```

```
$contrasted-dark-default: black:
$contrasted-light-default: white;
.div {
  @include contrasted(#000000):
// Compiles as...
.div {
  background-color: #000000;
  color: #ffffff;
```

```
$contrasted-dark-default: black:
$contrasted-light-default: white;
.div {
  @include contrasted(#000000);
                                     SCSS
// Compiles as...
.div {
  background-color: #000000;
  color: #ffffff;
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$contrasted-dark-default: black;
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.div {
  @include contrasted(#000000);
                                       SCSS
// Compiles as...
.div {
  background-color: #000000;
                                      COMPILED
                                       CSS
  color: #ffffff;
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                                      COMPILED
                                       CSS
  color: #ffffff;
```

EXERCISE: COMPASS

KEY OBJECTIVES	AGENDA	
Get Sass and Compass running, use a Compass function	10 minutes	 Open Terminal \$ gem install bundler \$ bundle install bundle exec compass watch Open "rwd" in Sublime Edit style.scss
DELIVERABLE	RESOURCES	·
Working SASS code with use of one Compass function or mixin	Sublime, Bundler, Compass, your browser	

RESPONSIVE WEB DEVELOPMENT WORKSHOP

GRIDS

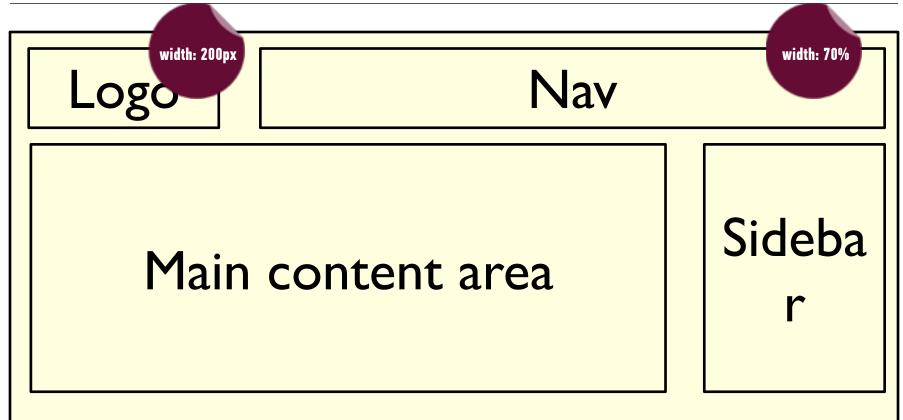
Nav Sideba Main content area

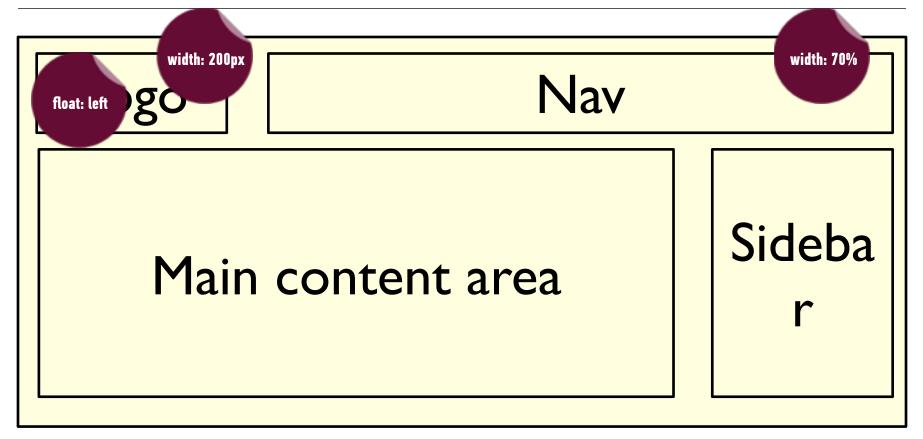
Logo width: 200px

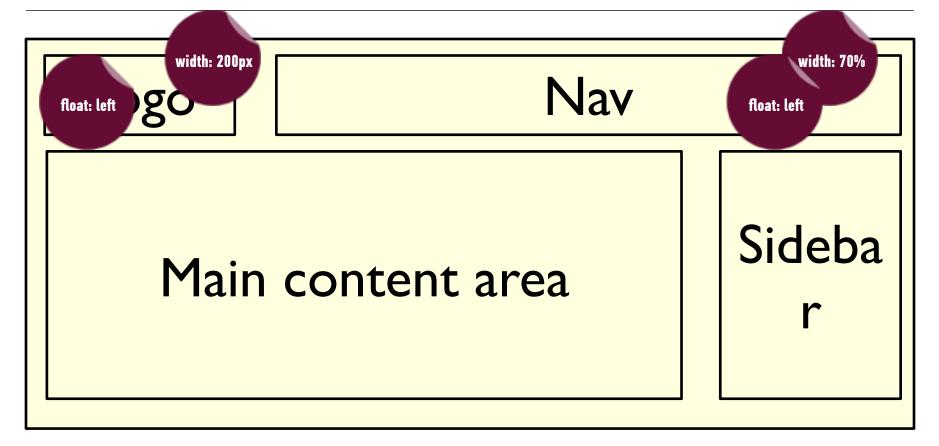
Nav

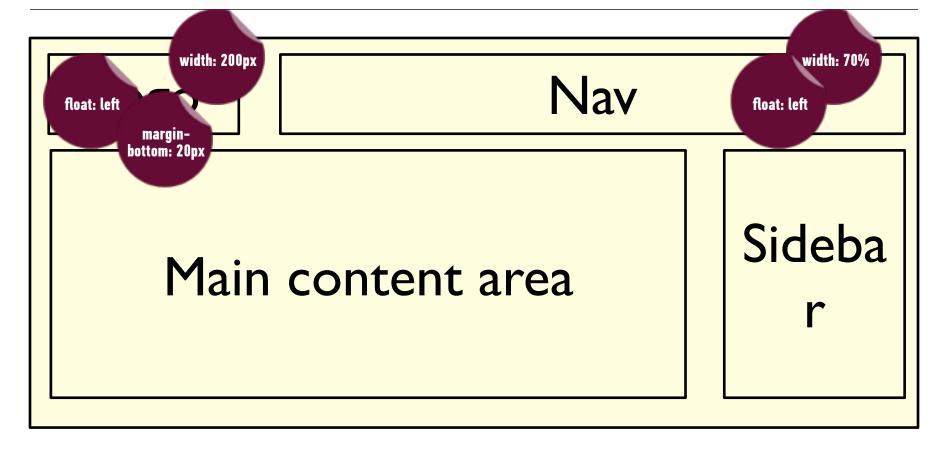
Main content area

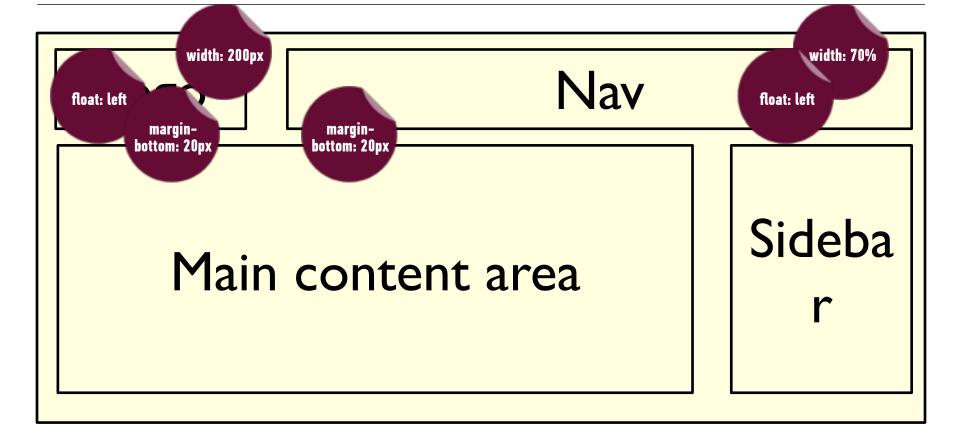
Sideba

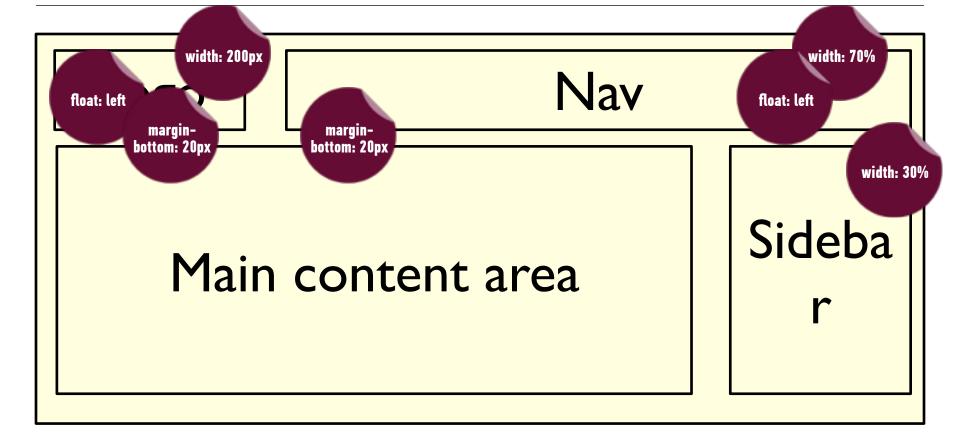


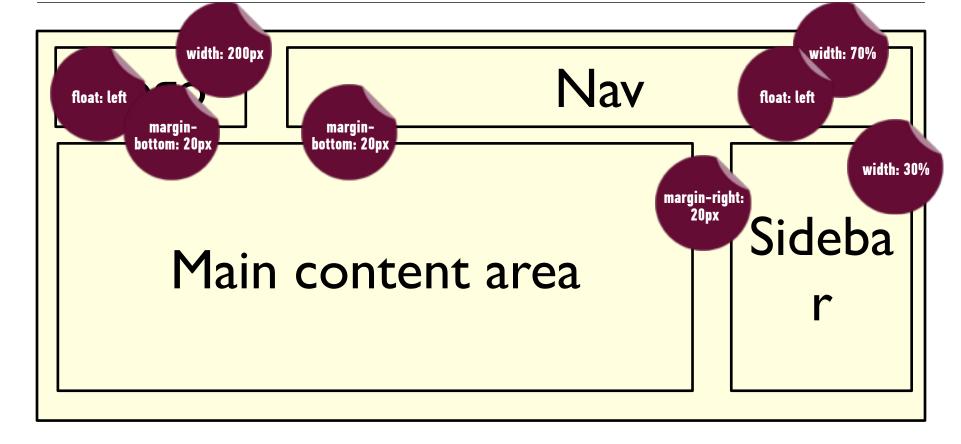


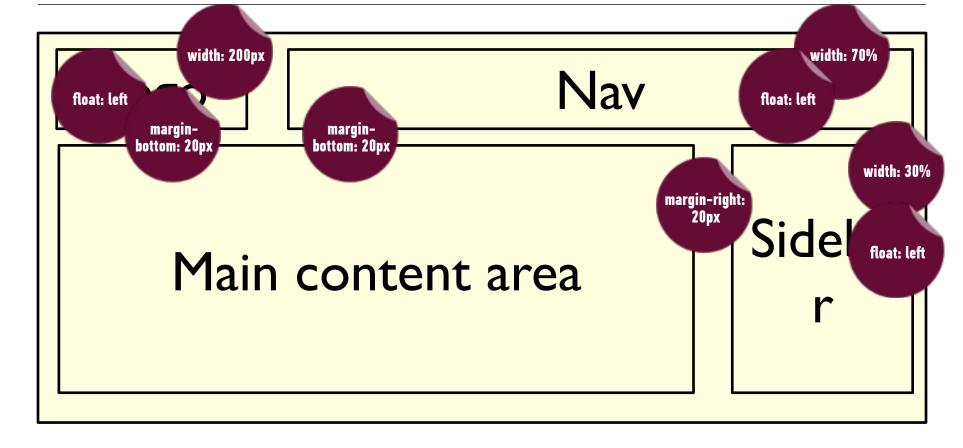


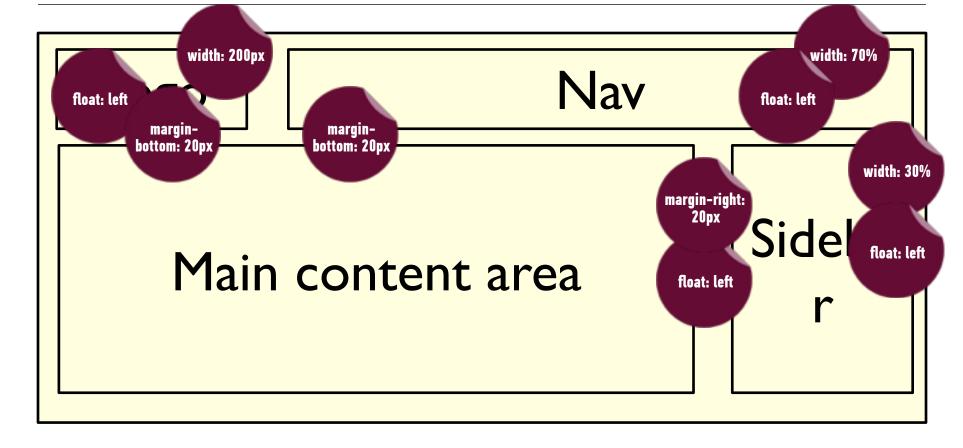


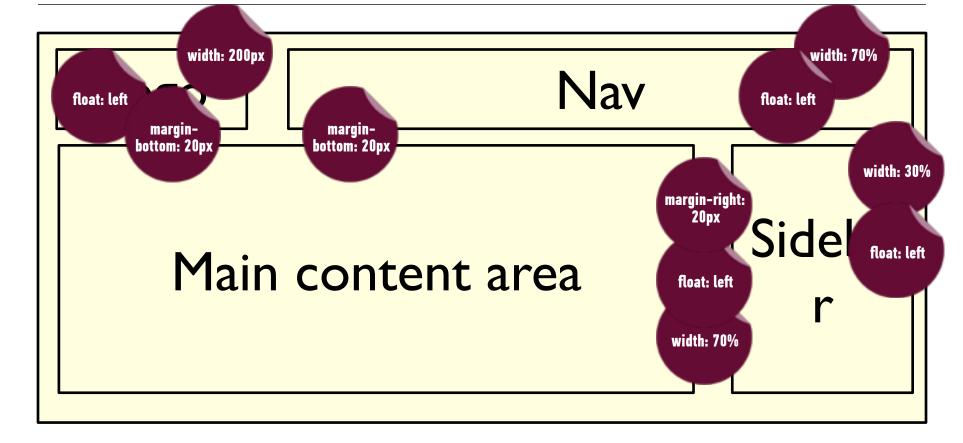


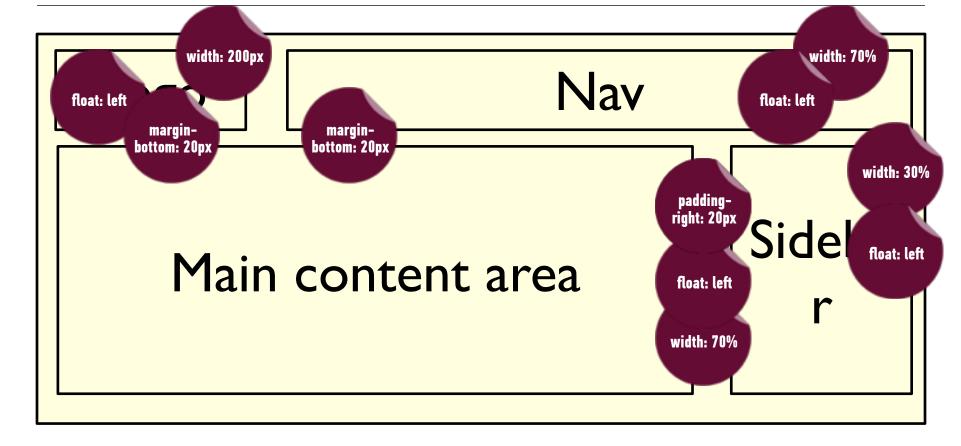


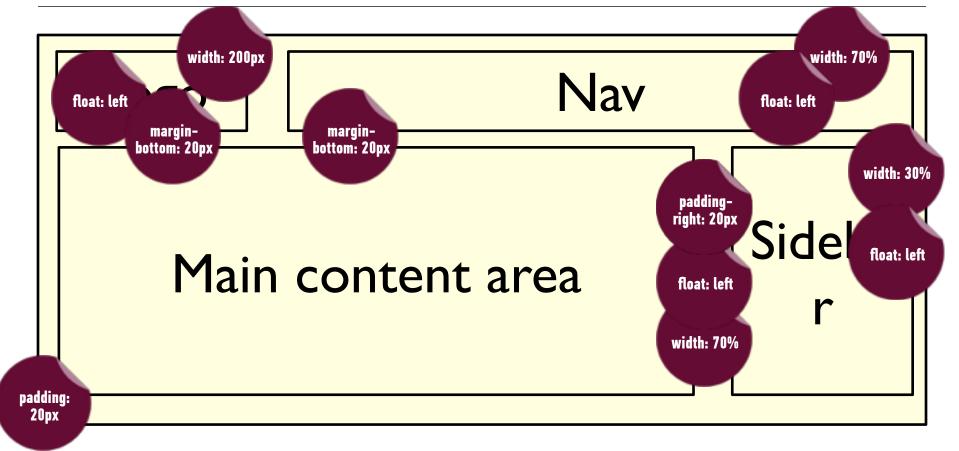


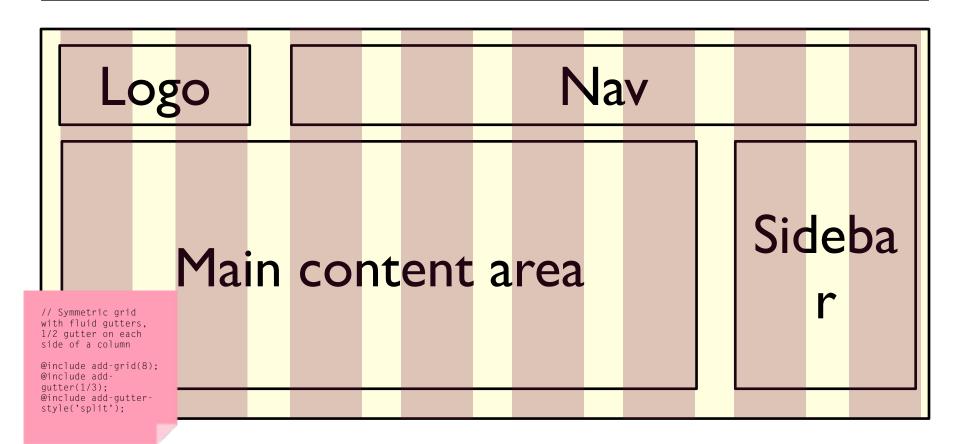


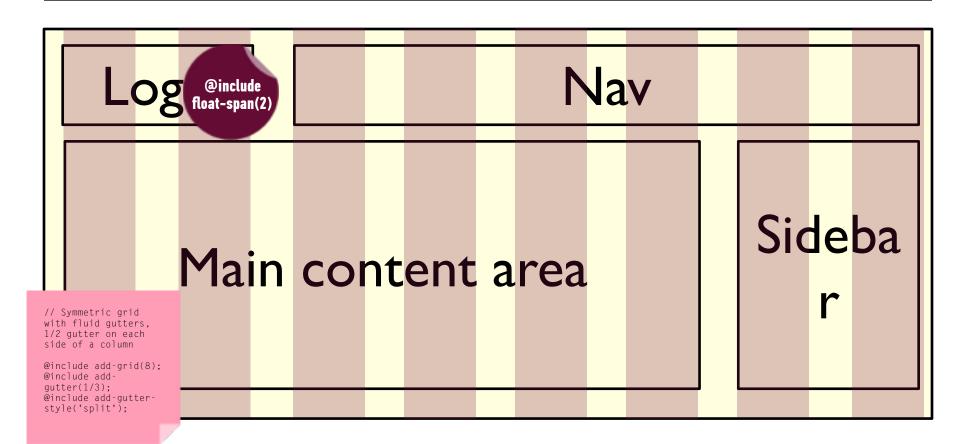


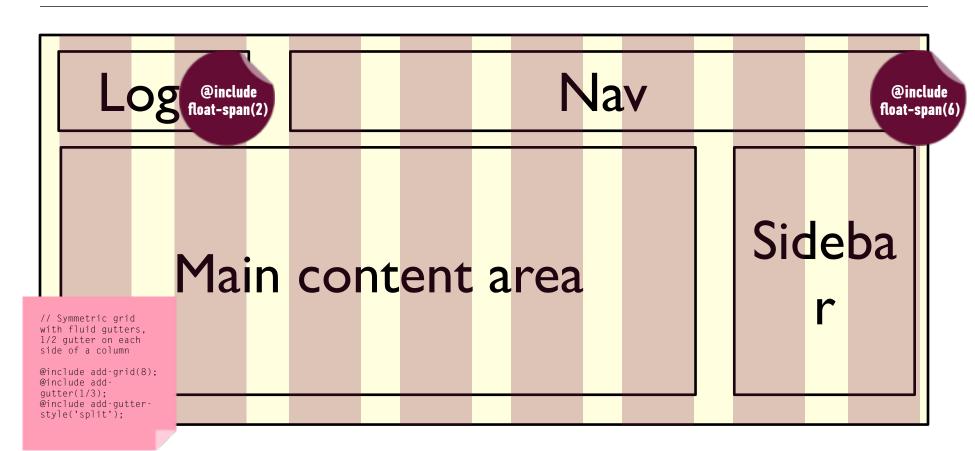


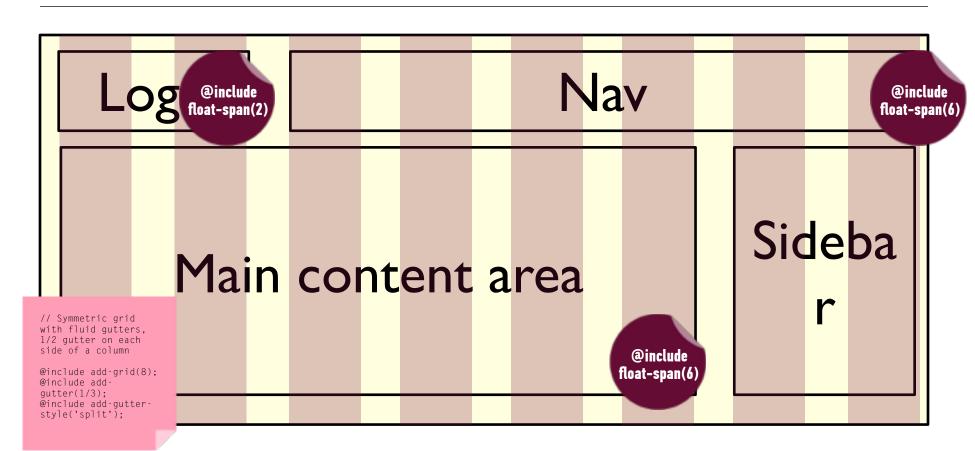


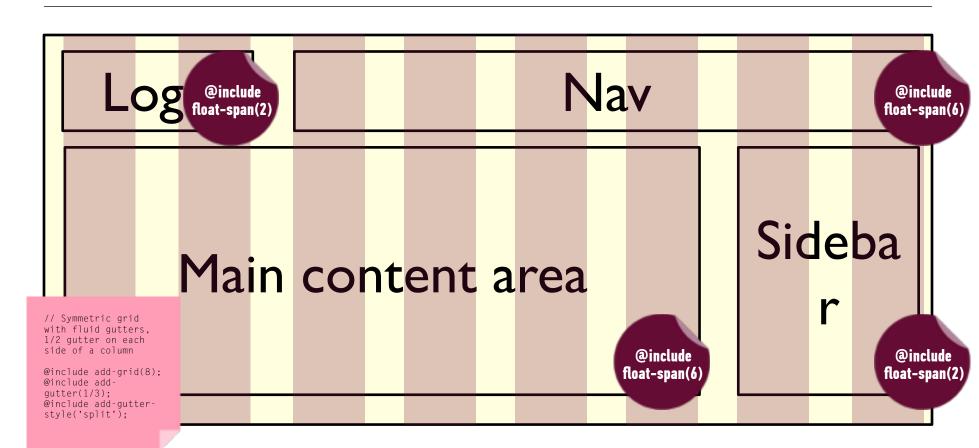


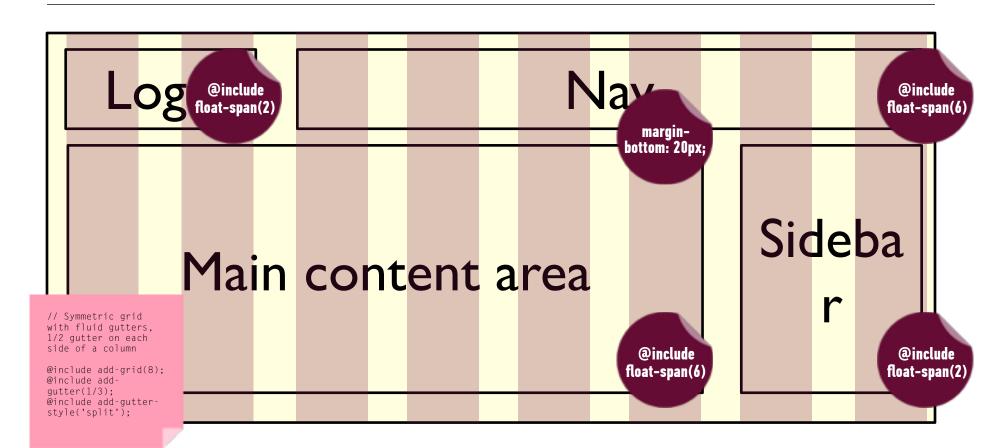


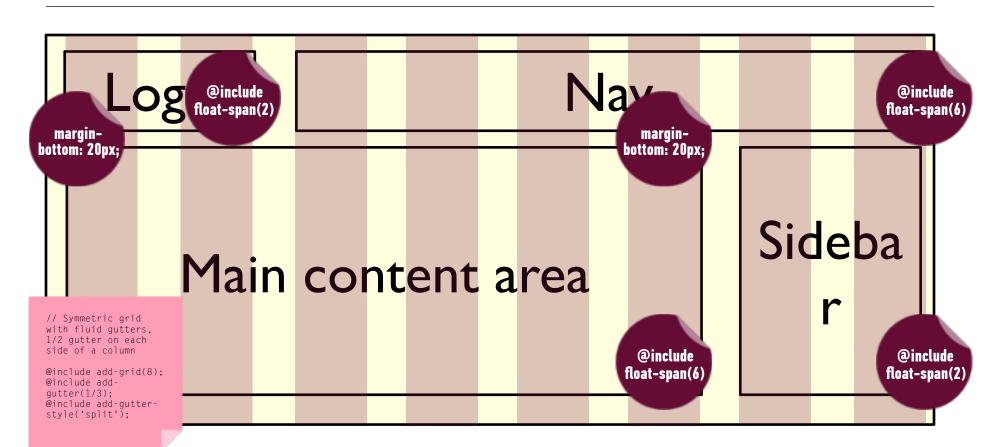


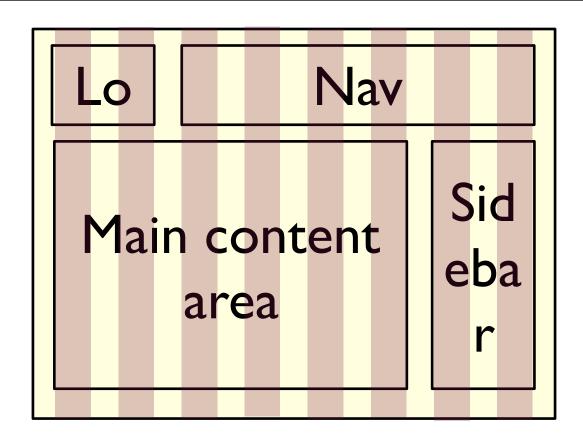


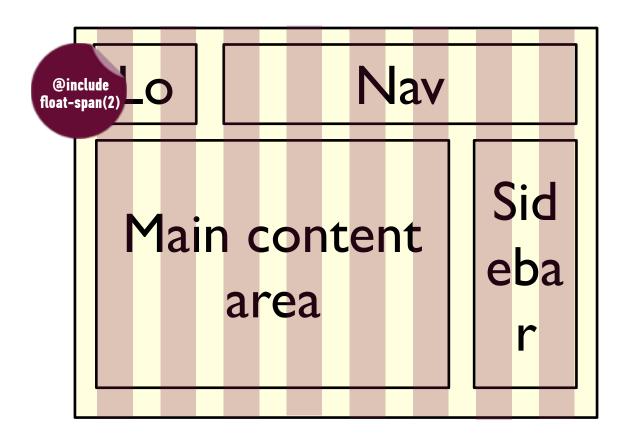


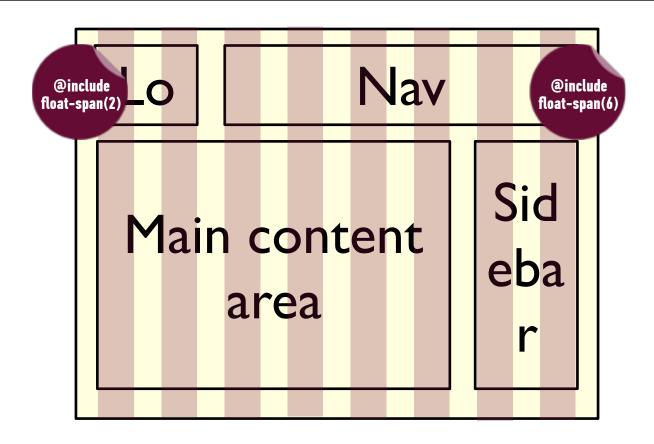


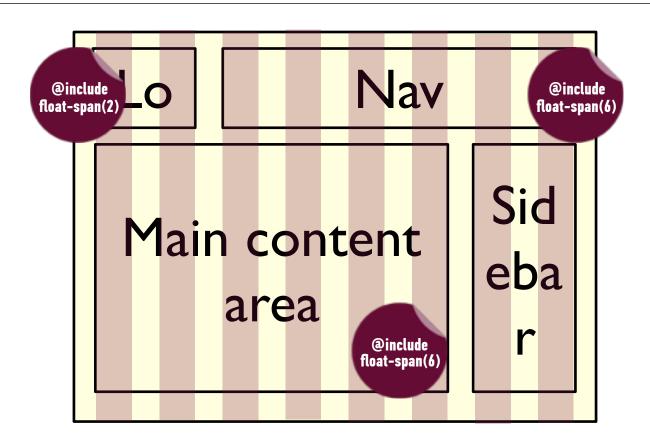


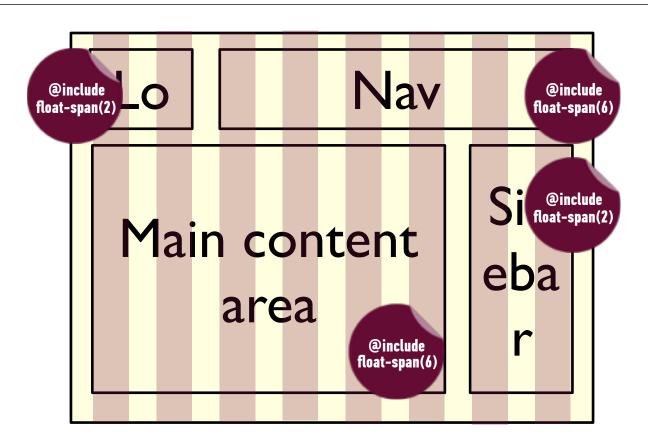


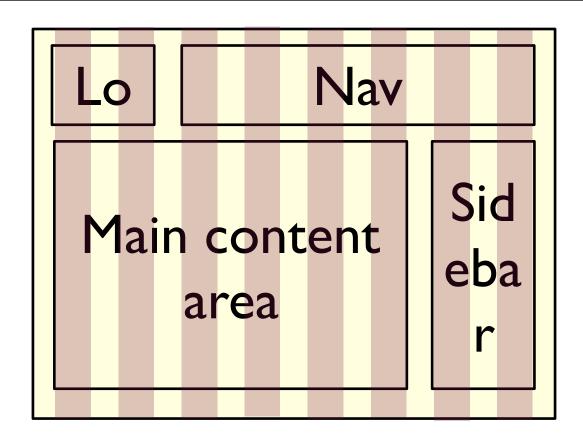


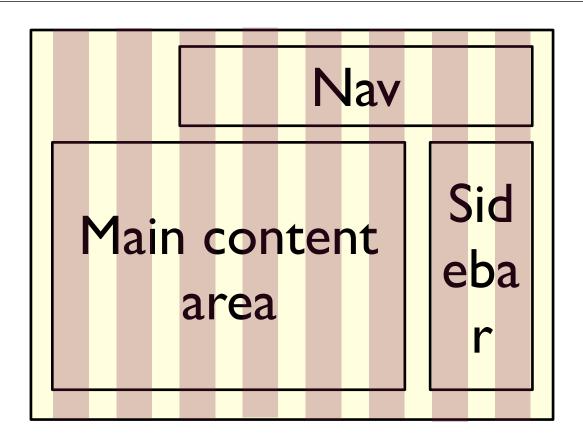


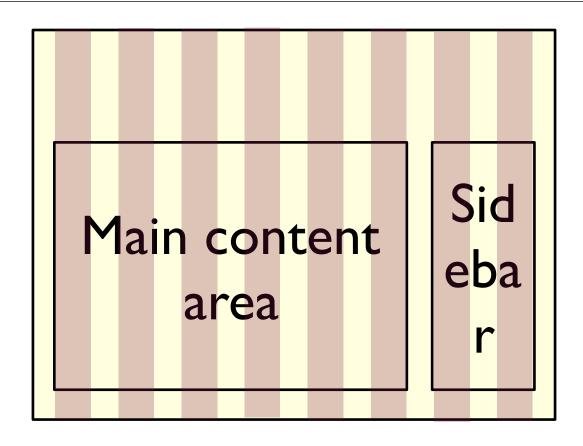


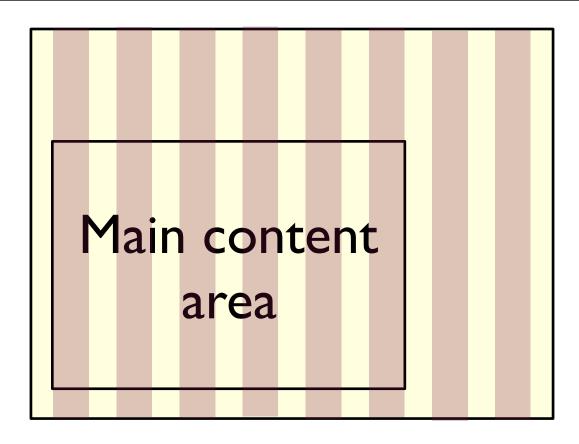




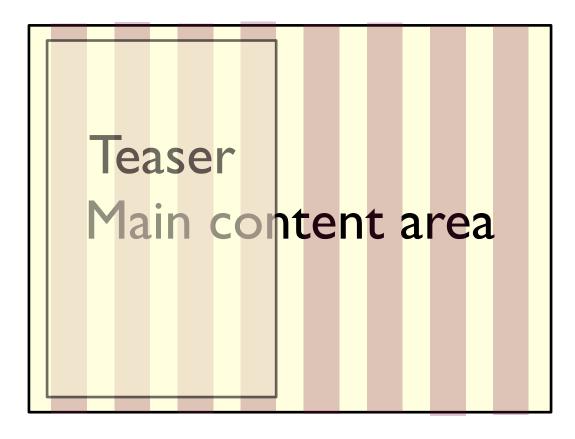




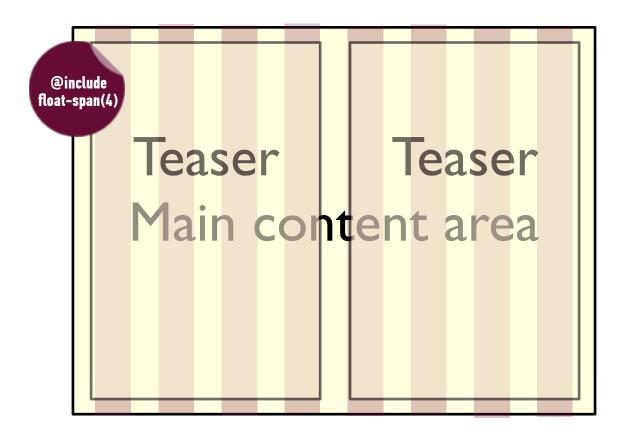


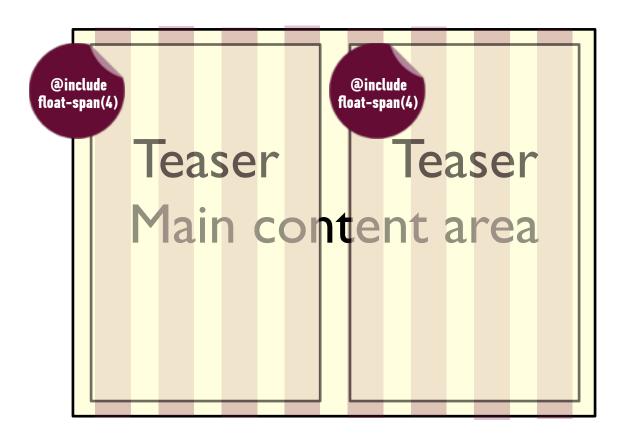


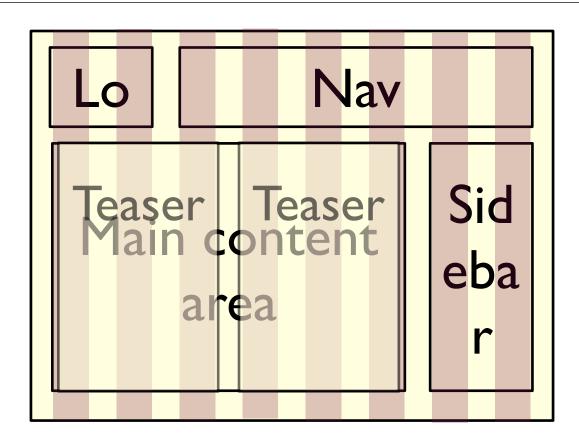
Main content area

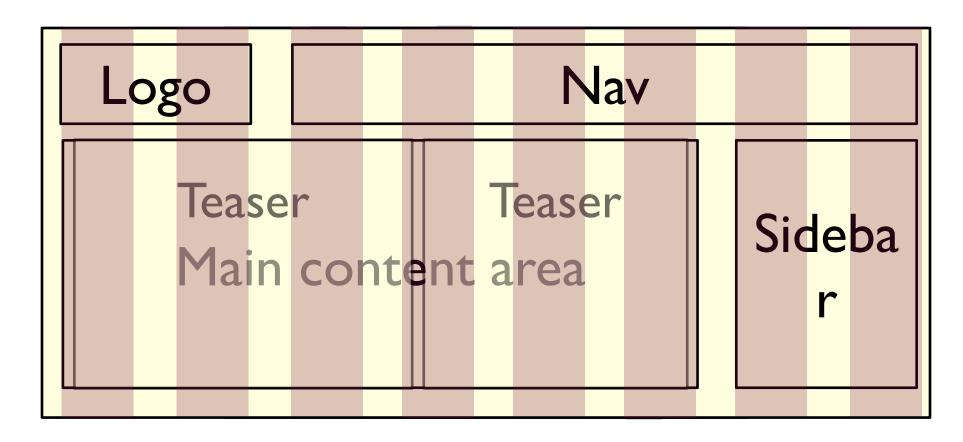






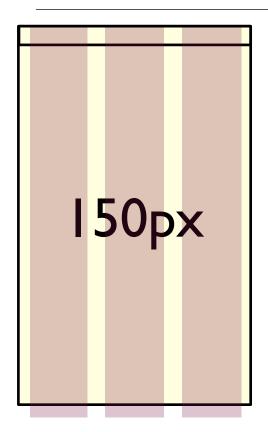


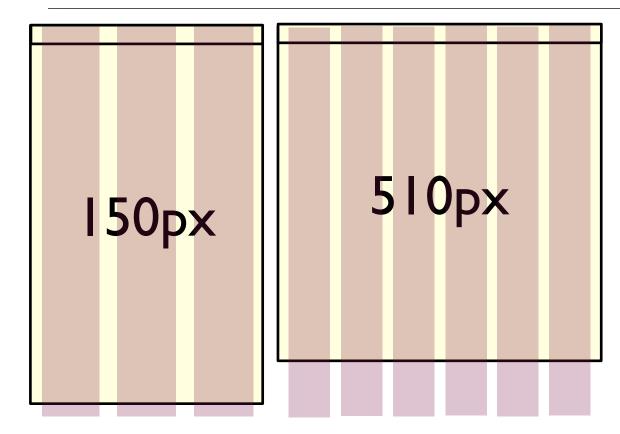


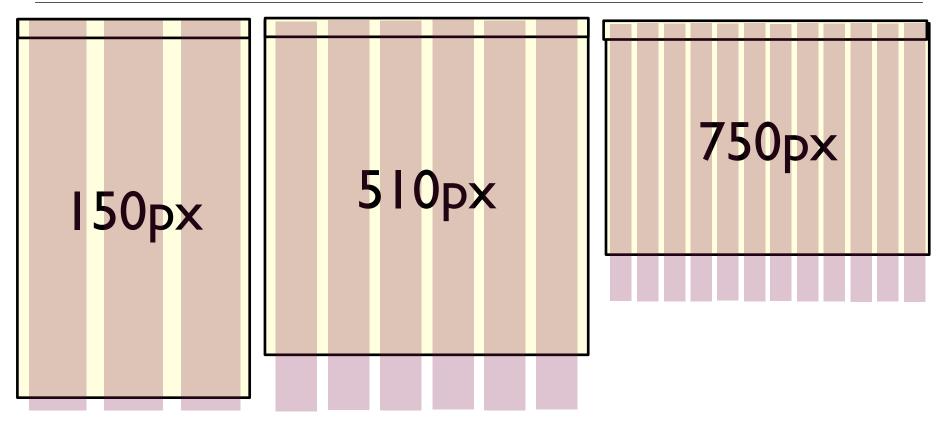


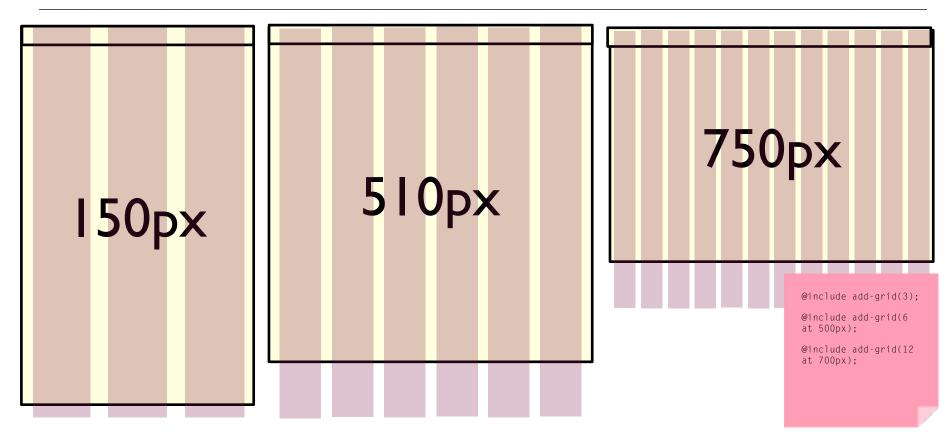
Get on the grid!

- Consistency in element sizing and spacing between elements
- Fixes rounding errors for you
- Float-based grids or absolutely positioned with margins
- Asymmetric, symmetric or arbitrarily organised grids
- Grids inside each element
- No need for fixed pixel width measurements
- Different grids can be defined for different breakpoints









Breakpoints

- http://breakpoint-sass.com/
- Setting breakpoints allows you to create "really simple, organised media queries with Sass"
- Use breakpoints inside elements or outside of them
- Give media queries meaningful names
- Simplified syntax for media queries
- Flexible and works with various different approaches

```
// Set up breakpoints
$smallish: 500px;
.cool-div {
 @include breakpoint($smallish) {
    background-color: blue;
```

5

MEDIA QUERIES

```
// Set up breakpoints
$smallish: Opx 500px;
$largeish: 501px 1200px
.cool-div {
  @include breakpoint($smallish) {
     background-color: blue;
  @include breakpoint($largeish) {
     background-color: red;
```

```
// Set up breakpoints
$smallish: Opx 500px;
$largeish: 501px 1200px
.cool-div {
  @include breakpoint($smallish) {
     background-color: blue;
  @include breakpoint($largeish) {
     background-color: red;
```

Set breakpoints as ranges

Leverage breakpoints to create "ranges" where your styles apply

```
// Set up breakpoints
$smallish: Opx 500px;
$largeish: 501px 1200px
.cool-div, .uncool-div {
  @include
  breakpoint($smallish) {
     @include float-span(8);
  @include
  breakpoint($largeish) {
     @include float-span(4);
```

```
<div
class="wrapper">
  <div class="cool-</pre>
  div"></div>
  <div
  class="uncool-
  div"></div>
</div>
```

.cool-div

.cool-div

.uncool-

.uncool-

Mobile

Desktop

.cool-div

.uncool-

Mobile

.cool-div

.uncooldiv

Control your responsive stacking

Breakpoints and grids allow you to fine-tune layouts at different widths

Desktop





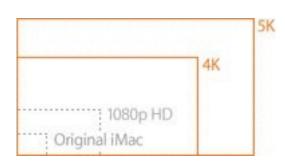
EXERCISE: GRIDS

KEY OBJECTIVES	AGENDA	
Install a simple grid system for your web page	10 minutes	 Set up a simple grid with Singularity Make some divs and position them with @include float-span Set up some breakpoints Change the float-spans at a different breakpoint
DELIVERABLE	RESOURCES	
Insert deliverable/outcome	Sublime, browser	

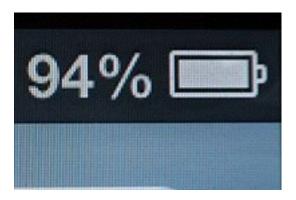
DEVELOPING FOR DEVICES

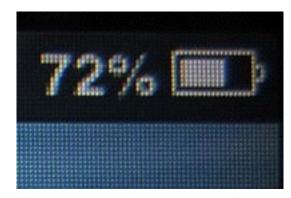
Retina support

- "Retina Display" is a brand used by Apple that have higher pixel density than previous models. But high density screens aren't just Apple.
- iPhone 4 and above
- iPad 3 and above
- A whole bunch of Android devices
- Macbook Pro w/ Retina
- 4k and 5k iMacs now exist



Retina support



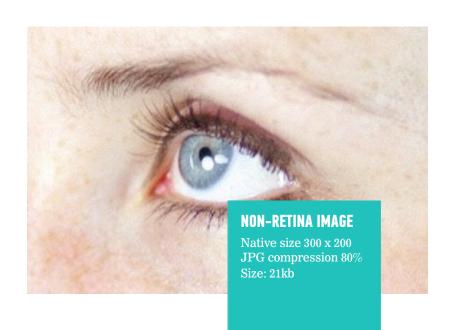


Retina support - what does it mean?

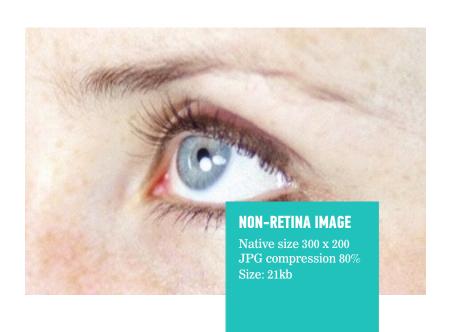
- Images are doubled in height and width to compensate for smaller pixels
- If you have an image that has a low resolution suitable for non-retina screens, it will look crap on a retina screen
- Various workarounds exist for this, including and various Javascript libraries
- For a lot of images, the best solution is to just double it up and reduce the JPG quality
- http://www.netvlies.nl/blog/design-interactie/retina-revolution





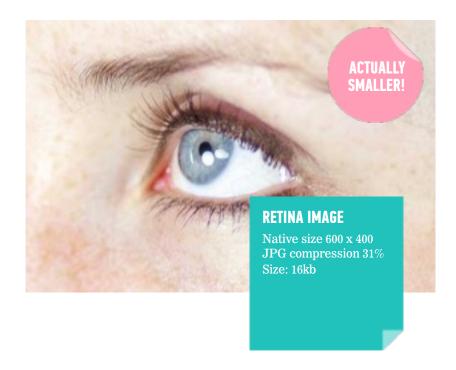












```
<img src="retina-eye600x400.jpg" width="300"
height="150">
```

```
<img src="retina-eye600x400.jpg" width="300"
height="150">
```



```
<img src="retina-eye600x400.jpg" width="300" height="150">
```





```
<img src="retina-eye600x400.jpg" width="300"</pre>
height="150">
   EASY!
                                 SIZE!
```

```
<img src="retina-eye600x400.jpg" width="300"</pre>
height="150">
    EASY!
                                   SIZE!
                                                  <IMG> only
```

It's not just for those types of images...

- We use images for all kinds of things including decoration, illustration, logos and icons
- Icons particularly start looking bad without retina support pixelated, sometimes unrecognisable
- SVG to the rescue!

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SVG to the rescue!



DEVELOPING FOR DEVICES

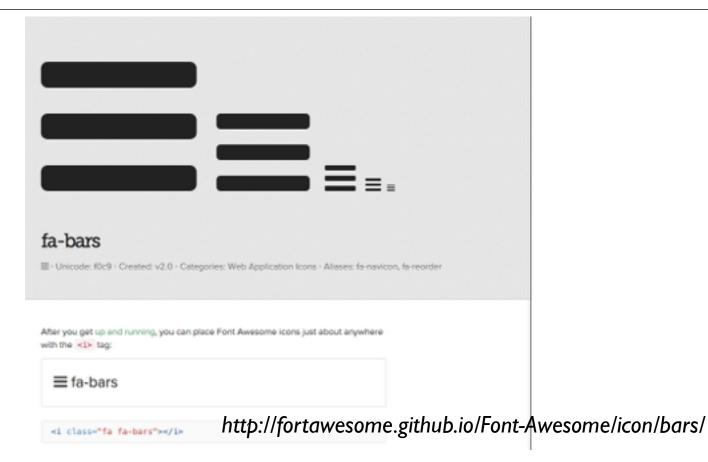
SVG?

- "Scalable Vector Graphics (SVG) is an XML-based vector image format for two-dimensional graphics with support for interactivity and animation."
- Small file size, compresses well and scales to ANY SIZE without losing clarity
- Looks great on retina
- You can even control it via CSS including colours, filters and even animation
- https://css-tricks.com/using-svg/

SVG icons in Icon Fonts

- Remember wingdings? Icon fonts are actual fonts that have icons instead of letters... designed by you!
- Icon fonts use SVG with fallbacks to normal fonts like .otf
- Font Awesome (fortawesome.github.io) is the original
- I like to use a tool called Icomoon https://icomoon.io/
- When your icons are SVG, they look great on all devices!
- Make sure you have a fallback in place Filament Group suggest unicode or emoji!
- https://www.filamentgroup.com/lab/bulletproof_icon_fonts.html

DEVELOPING FOR DEVICES



Testing, testing and more testing

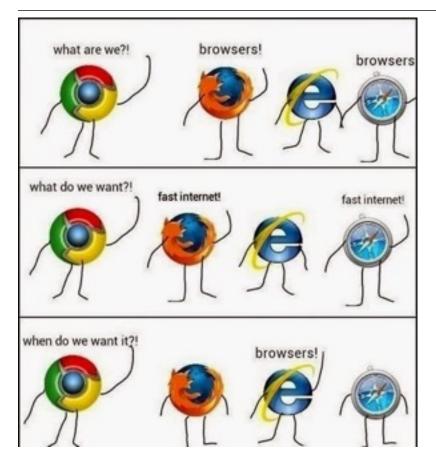
- Nothing beats testing on an actual device
- http://melbourne.opendevicelab.com.au/
- If you've got iOS devices, you can plug them in to your computer and use Safari
- Xcode's device emulator supports SDKs for various iOS devices
- Google Chrome's emulator gives you a sense for different devices, screen sizes, pixel densities and more
- Don't forget about retina!

EXERCISE: DEVELOPING FOR DEVICES

KEY OBJECTIVES	AGENDA	
Demonstrate ability to create websites for devices with Retina support	15 minutes	 Create a double-up image using the JPG compression method and HTML size attributes Implement an icon font and show an icon on the page If you have it, bring up the xCode device
DELIVERABLE	RESOURCES	emulator and open a site in it
Some images that are Retina friendly	Sublime text, an image from Google, Font Awesome https://fortawesome.github.io/Font-Awesome/	

DEVELOPING FOR OLDER BROWSERS

DEVELOPING FOR DEVICES



Devices		Browsers	
desktop	67.5%	Chrome	34.7%
mobile	24.9%	Internet Explorer	28.3%
tablet	7.6%	11.0 9.0 8.0 10.0 7.0 6.0 Other	14.8% 5.5% 3.3% 3% 1.7% < 0.1%
		Safari Firefox	20.3%
		Android Browser Other	2.3%

People still use IE7

- People still use old browsers and that's just reality
- That said you probably don't need to stress over IE7 and IE6 anymore
- But that depends entirely on your context and audience...
- IE8 is having its support deprecated by Microsoft early next year
- IE9 almost behaves like a normal browser
- That said, you can't make assumptions and for various reasons you should consider how your responsive site will fare with the older IEs

Progressive enhancement

- Focuses on accessibility and semantic HTML
- Graceful degradation where cool things aren't supported
- This also takes in to account screen readers and other devices that might not have the cool tricks we use for Chrome and Firefox
- Your site should be usable without CSS or Javascript turned on at all!

Progressive enhancement

- Create fallbacks for icon fonts
- Use the Yep/Nope Javascript library
- KISS keep it simple, stupid!
- Remember that IE8 doesn't support media queries so you'll need to make sure it doesn't go haywire
- IE9 and IE8 both have limits including maximum selectors, maximum fonts and just general sluggishness
- There's always http://outdatedbrowser.com/

Don't make assumptions - test!

- Microsoft know that people need special tools to develop for their browsers
- https://dev.modern.ie/ + https://www.virtualbox.org/ = you can open up a Windows computer as a program running on your Mac
- Remember that various different IE versions require various different Windows versions. You can download them individually at modern.ie or more tech savvy can get them all with https://github.com/xdissent/ ievms
- https://saucelabs.com/ is another option but much slower and harder to debug

Compass has lots of options to help

- When you get to actually fixing bugs and writing code that is crossbrowser compatible, Compass is really useful
- http://compass-style.org/reference/compass/support/
- Takes care of vendor prefixing, fallbacks and is configurable so you can choose what and what not to support

EXERCISE: DEVELOPING FOR OLDER BROWSERS

KEY OBJECTIVES	AGENDA	
Open a website up on a Virtualbox Windows Machine	10 minutes	 Download a VM from modern.ie Install it on Virtualbox Run IE and open Developer Tools to inspect markup
DELIVERABLE	RESOURCES	
VirtualBox X-browser testing setup	VirtualBox, <u>modern.ie</u>	

USEFUL JAVASCRIPT LIBRARIES

There are amazing things made to help you!

- jQuery MatchHeights http://brm.io/jquery-match-height/
- Backstretch http://srobbin.com/jquery-plugins/backstretch/
- Fitvids http://fitvidsjs.com/
- Swiper http://www.idangero.us/swiper/
- Mmenu http://mmenu.frebsite.nl/
- Dot Dot Dot http://dotdotdot.frebsite.nl/
- Waypoints http://imakewebthings.com/waypoints/
- Find more at http://www.jqueryrain.com/

Be careful

- Remember that Javascript adds performance overheads so use it sparingly
- Run Javascript only on Desktop if possible, and make sure you aren't triggering it unnecessarily on mobile devices
- But also when optimising for performance, make sure you are testing and not assuming!

KEY OBJECTIVES	AGENDA	
Install a Javascript library and have a play	Whatever remains	 Download one of the libraries from the previous slide Create applicable markup Trigger the library's support
DELIVERABLE	RESOURCES	
Insert deliverable/outcome	Javascript libraries, your project, Sublime	

DISCUSSION TIME

THANKS!

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