CSS GRID

RESPONSIVE DESIGN

ASIDE: CSS VARIABLES

You can set up variables that can be used in your CSS to make changing values easier.

```
:root {
    --main-bg-color: gray;
}

body {
    background-color: var(--main-bg-color);
}
```

INTRODUCING... CSS GRID

Usually used to divide a page into sections

https://gridlayout.io/demos/holy-grail.html

Set up using a Grid Container

- display: grid;
- grid-template-columns

```
grid-template-columns: 20px 100px 50px;
grid-template-columns: 100px 1fr 1fr;
```

• grid-template-areas

```
grid-template-areas:
    "name1 name2 name3"
    ". name4 name 5"
    "name6 name6 name6";
```

- grid-gap: 10px;
- grid-area

```
header {
    grid-area: header;
}
```

• Used in grid-template-areas

```
grid-template-areas:
    "header header"
    ". name4 name 5"
    "name6 name6 name6";
```

• grid-template-rows

```
grid-template-rows: 100px 1fr 100px;
```

• Grid items are **direct children** of the grid container in the HTML.

DIRECT CHILDREN AS GRID ITEMS

```
<div class="wrapper">
  <div>One</div>
  <div>Two</div>
  <div>Three</div>
  <div>Four</div>
  <div>Five</div>
</div>
.wrapper {
  display: grid;
```

	One
	Two
	Three
	Four
	Five

GRID ALIGNMENT

- justify-items
 - aligns items along the row axis
 - start
 - end
 - center
 - stretch

GRID ALIGNMENT

- align-items
 - aligns items along the column axis
 - start
 - end
 - center
 - stretch

GRID ALIGNMENT

- justify-self
 - overrides row alignment for element.
- align-self
 - overrides column alignment for element.

RESPONSIVE DESIGN

RESPONSIVE DESIGN

A page should respond to the user's environment based on screen size, platform, and orientation (landscape / portrait).

Consider:

- Flexible grid layout
 - Use percentages, not pixels
- Responsive images
 - Use percentages, not pixels

```
img {
    width: 100%;
    height: auto;
}
```

Change layout entirely based on screen characteristics

MEDIA QUERIES

Selectively apply CSS based on screen/environment characteristics.

- @media rule
 - https://www.w3schools.com/cssref/css3_pr_mediaguery.asp
- Apply CSS conditionally based on @media query

```
@media screen and (max-width: 768px) {
    .container {
            // override properties
    }
}:
```

BREAKPOINTS

- The width where "something changes" in the layout
- Breakpoints are your choice. You may have zero, or many

@media queries used in Bootstrap for reference

```
// Extra small devices (portrait phones, less than 576px)
// No media query since this is the default in Bootstrap

// Small devices (landscape phones, 576px and up)
@media (min-width: 576px) { ... }

// Medium devices (tablets, 768px and up)
@media (min-width: 768px) { ... }

// Large devices (desktops, 992px and up)
@media (min-width: 992px) { ... }

// Extra large devices (large desktops, 1200px and up)
@media (min-width: 1200px) { ... }
```

MOBILE FIRST

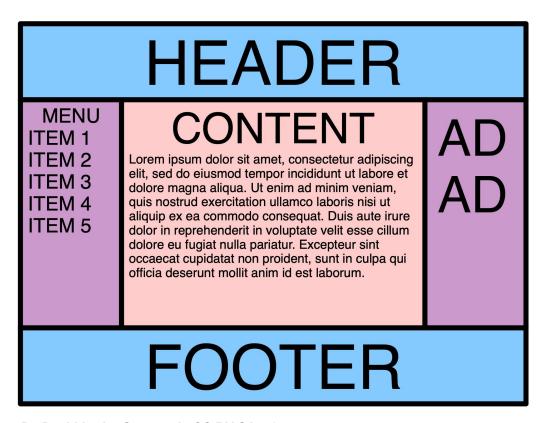
- Mobile devices, mobile screens are now the primary means in which users interact with your applications.
- The term mobile-first was coined to indicate that applications should be developed with a "mobile-first mindset."
- Instead of adding breakpoints into the design as the width of the screen gets smaller, you should create breakpoints in the design when the width of the screen gets larger.
- Start with the small screen first, then expand until it looks bad. At this point, it's time to insert a new breakpoint.

CODE WALKTHROUGH

The "Holy Grail" Layout:

The sidebars have a fixed width, with the center column adjusting in size to fill the window (fluid or liquid layout).

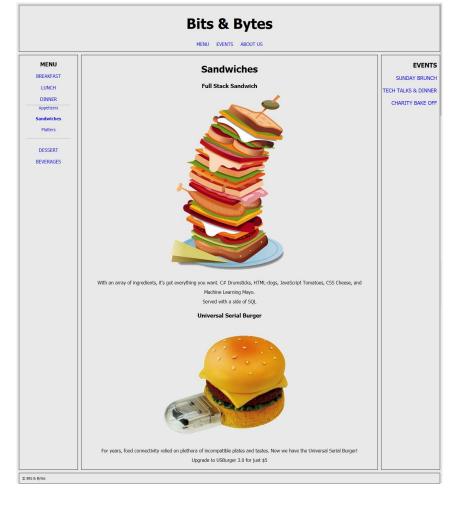
Another common requirement is that, when a page does not contain enough content to fill the screen, the footer should drop to the bottom of the browser window instead of leaving blank space underneath.



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DESKTOP LAYOUT

This is the layout that should be applied for desktop screen sizes.



MOBILE LAYOUT

This is the layout that should be applied for screen sizes smaller than 768px.

