The layout or template is a scheme of the distribution of the elements within a web page. It is made up of a series of blocks of certain dimensions in which the content will be placed. These blocks are often rendered through common HTML tags, such as div, or semantics, such as header, nav, section, article, aside, and footer, built into HTML5.

Choosing a way to arrange elements on the page is determining how users will navigate, so it's important to make the best choice. Although the traditional layouts are still valid, we are increasingly faced with more variants. Let's get to know some of them, classified by the unit of measure they use to calculate the width:

Liquid/fluid: The same design that expands to fill the entire width of the screen, regardless of the device. The user will see the same arrangement of columns both on a smartphone and on a large monitor: the only thing that will vary is their width, which will be relative to the screen (expressed as a percentage).

Fixed: The width of the design is always the same (expressed in pixels), ensuring that each element has exactly the size we want, but without being able to adapt to all environments (on a smaller screen you will have to scroll horizontally, and on a larger one there will be empty spaces). elastic. The design adapts to the text size that the user has configured in his browser: if he decides to make it larger or smaller compared to the original source, the layout will vary accordingly. The unit of measure is em.

Absolute: It is measured in common units in print media, such as millimeters, centimeters, or inches. Very little used.

To these options we must add all those allowed by CSS3 media queries, the basis of responsive design, through which we can modify the design according to the width of the device screen, its orientation and colors, among other factors.

https://www.genbeta.com/desarrollo/diferencia-entre-layout-fluid-y-responsive