

Responsive Design

WEEK 7

RESPONSIVE DESIGN



Device / Viewport

Desktop HD	1440px
Desktop	960px
Tablet (horizontal)	1024px
Tablet (vertical)	768px
Mobile	480px*

* can vary a bit from phone to phone

RESPONSIVE DESIGN

Resolution / width of device

Common Device Widths

[From CSS-Tricks >>](#)

Developer Tools!

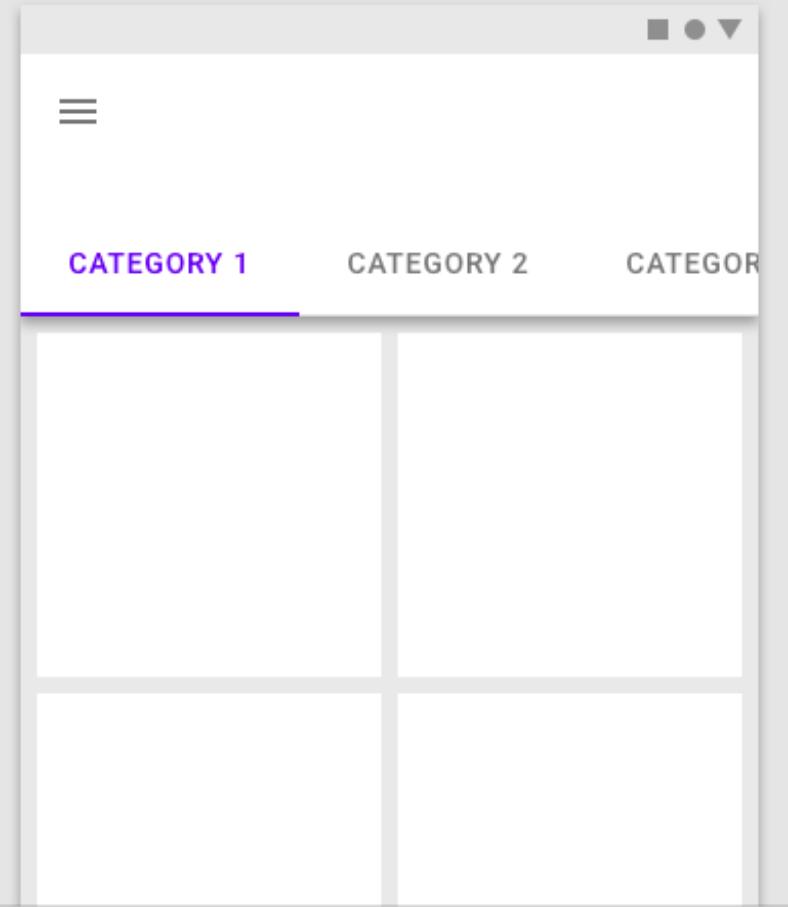
<http://viewportsizes.com/mine/>

RESPONSIVE GRID

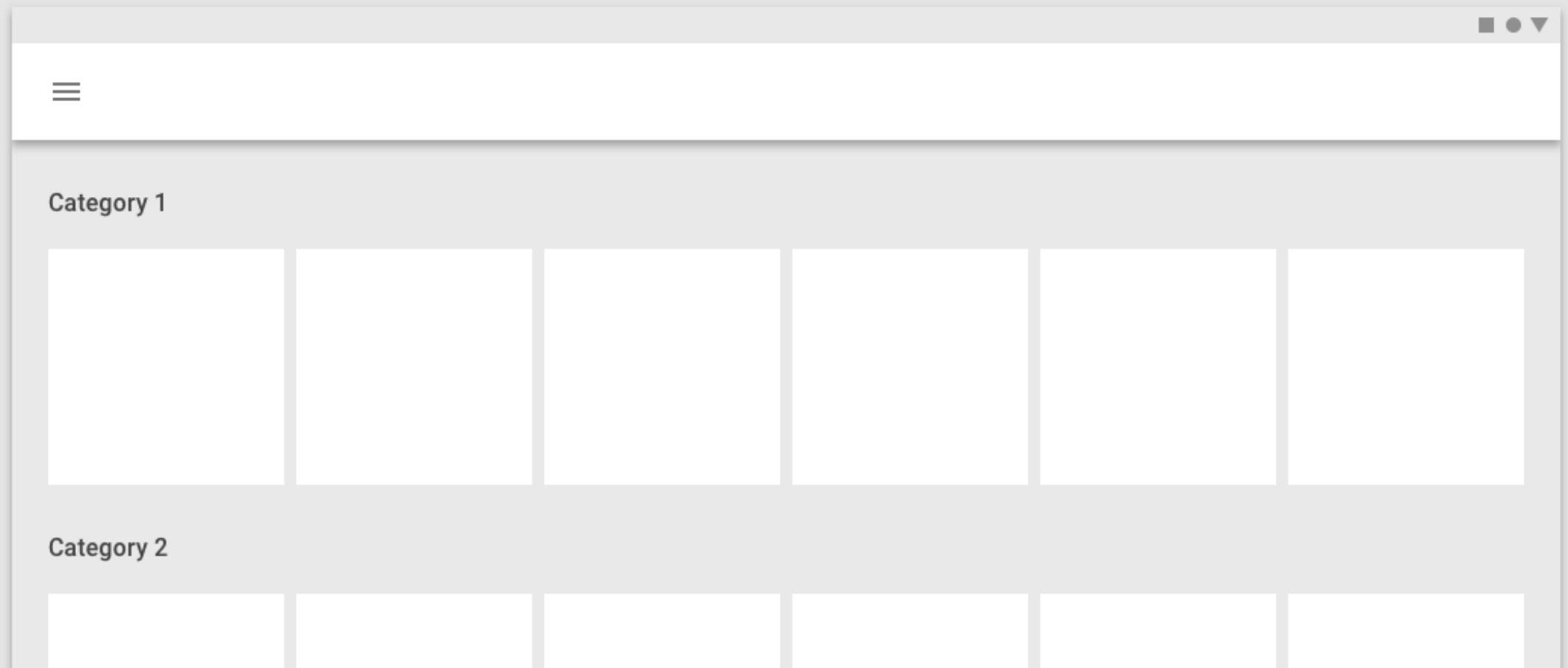


RESPONSIVE PATTERNS

1

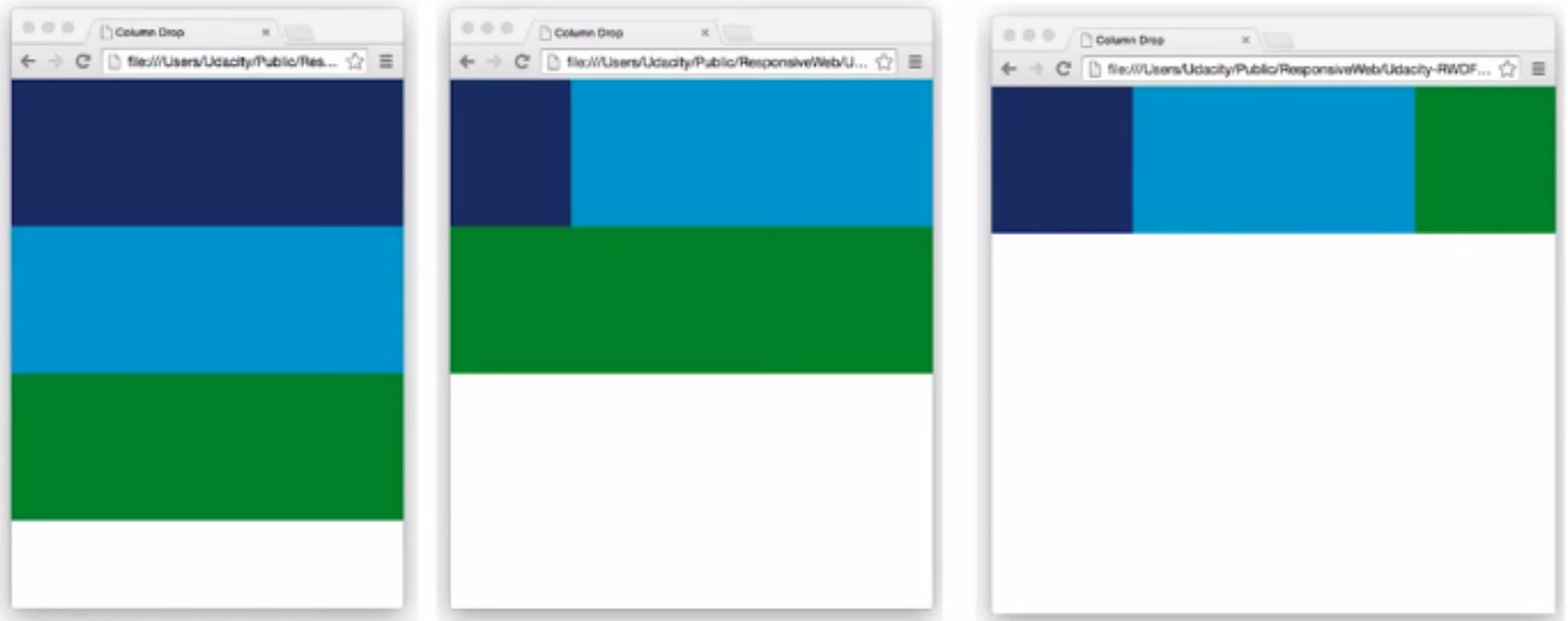


2



RESPONSIVE PATTERNS

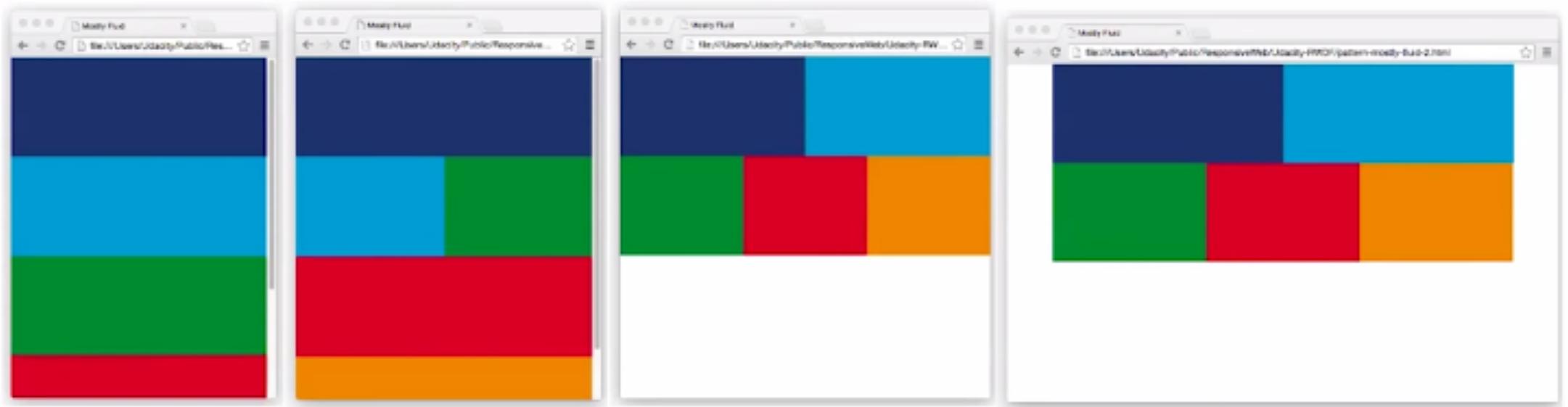
Column Drop



At narrowst viewport, each element
simply stacks vertically [\[>>\]](#)

RESPONSIVE PATTERNS

Mostly fluid

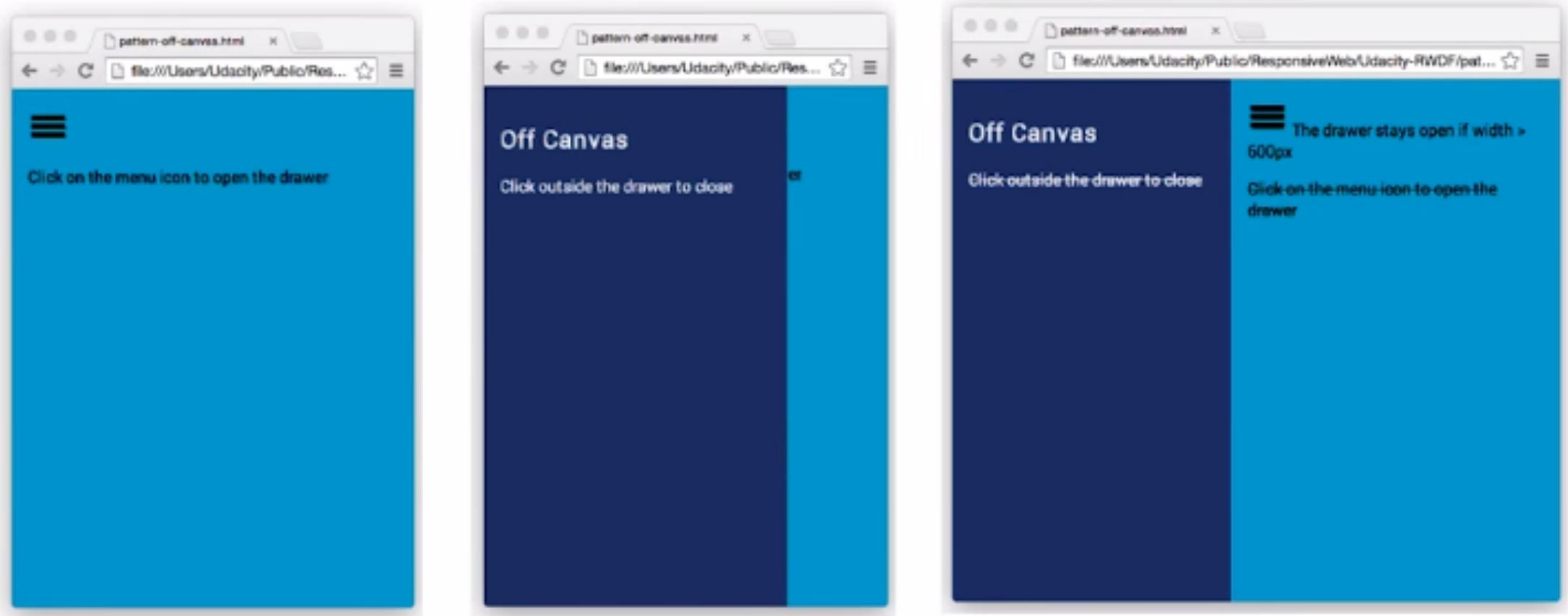


As the layout gets wider, the grid pattern starts to appear.

Once layout hits its widest viewport,
margins are added to the left and right,
instead of expanding things out [\[>> \]](#)

RESPONSIVE PATTERNS

Off-canvas



Places less frequently used content like navigation, app-menus off screen.

on smaller the user clicks on the hamburger icon [[\[>\]](#)

RESPONSIVE PATTERNS

Responsive Patterns

A collection of patterns and modules for responsive designs.

Layout

Reflowing Layouts

Mostly Fluid
Column Drop
Layout Shifter
[Tiny Tweaks](#)
Main column with sidebar
3 column
3 column v2

Equal Width

2 equal-width columns
3 equal-width columns
4 equal-width columns
5 equal-width columns
6 equal-width columns

Off Canvas

Top
Left
Right
Left and Right
Bottom

Source-Order Shift

Table Cell
Flexbox

Lists

List with Thumbnails
List with Thumbnails 2

Grid Block

4-up Grid Block
Double-Wide v1

This Is Responsive. [Patterns](#) [Resources](#) [News](#)

[[Some examples >>](#)]

RESPONSIVE CODE

Setting the viewport

```
<meta name="viewport"  
content="width=device-width,  
initial-scale=1.0">
```

MUST HAVE FOR
RESPONSIVE LAYOUT!

Setting the viewport

```
<head>
  <meta charset="UTF-8">
  <meta name="description" content="Free Web tutorials">
  <meta name="keywords" content="HTML,CSS,XML,JavaScript">
  <meta name="author" content="John Doe">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
</head>
```

RESPONSIVE CODE



Without the viewport meta tag



With the viewport meta tag

width=device-width

sets the width of the page to follow the screen-width of the device (which will vary depending on the device).

The initial-scale=1.0

sets the initial zoom level when the page is first loaded by the browser.

[\[Example >> \]](#)

SCROLL DOWN TO 'TIPS AND NOTES' SECTION WITH "VIEWPORT" EXAMPLES

MEDIA QUERIES

```
@media only screen and (max-width: 480px) {  
    /* mobile */  
    html {  
        background: yellow;  
    }  
  
    .col-6 {  
        width: 100%;  
        background: blue;  
        color:white;  
    }  
}
```

[\[Reference >> \]](#)

[\[Tutorials & Examples >> \]](#)

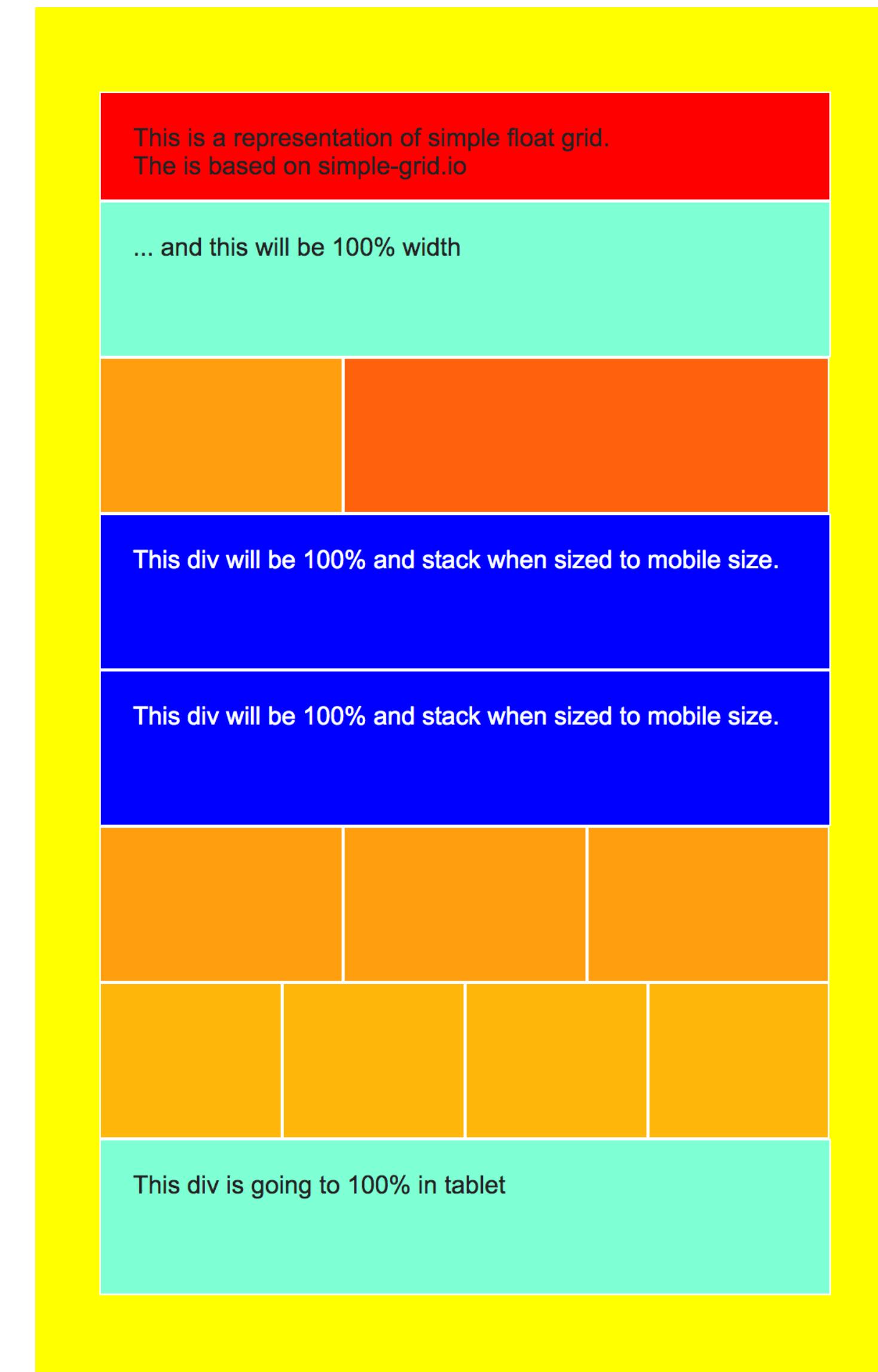
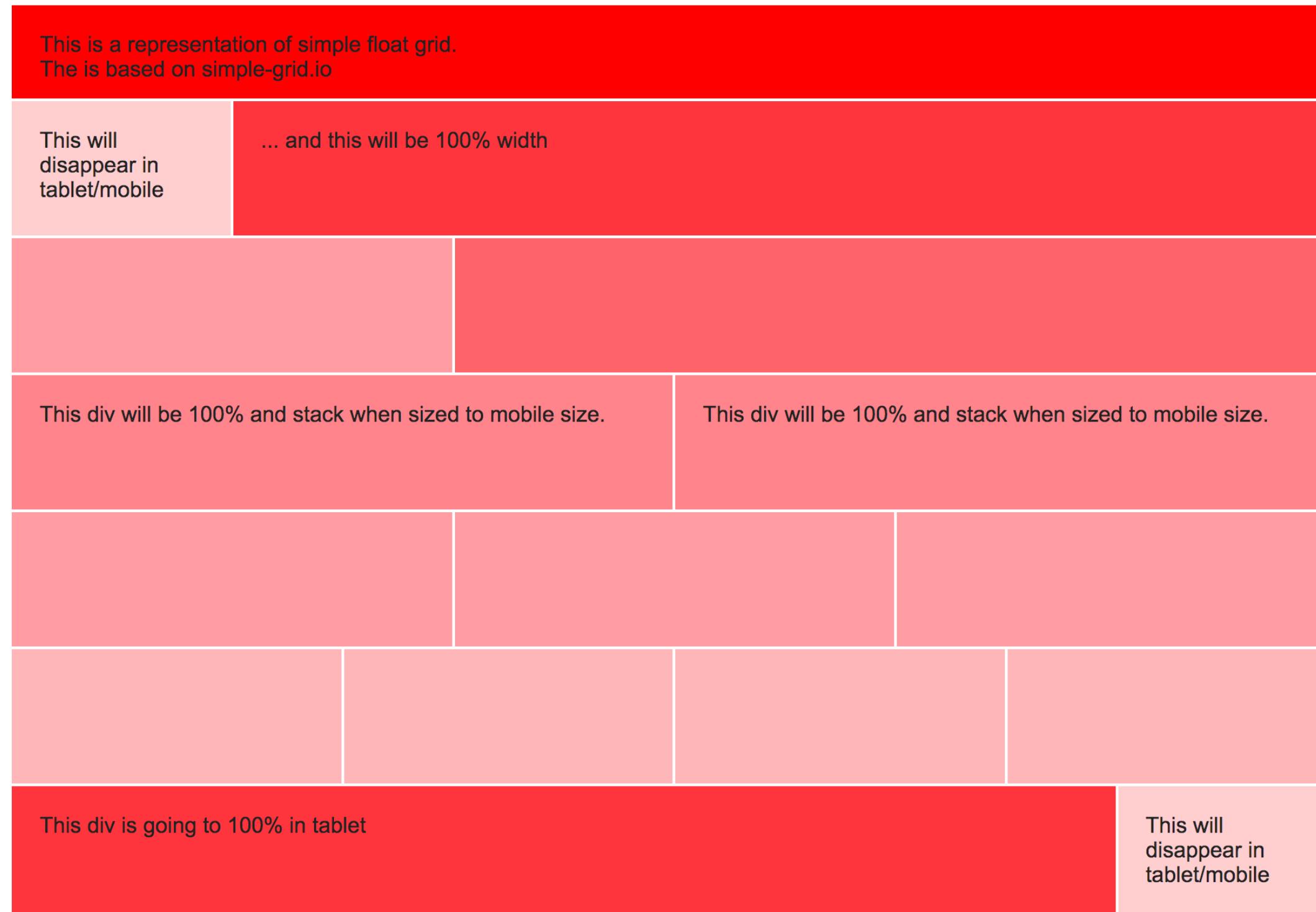
RESPONSIVE CODE

min-width or max-width

min-width is when one designs for mobile first and then use media queries to build responsive patterns

max-width is used when the initial code is done for desktop, and then sized down with *@media* code

MEDIA QUERIES



MEDIA QUERIES

```
▽ @media only screen and (max-width: 1024px) {  
    /* some horizontal tablets */  
    ▽ html {  
        background: fuchsia;  
    }  
}  
  
▽ @media only screen and (max-width: 960px) { /* small desktop resolution */  
    ▽ html {  
        background: aqua;  
    }  
  
}  
  
▽ @media only screen and (max-width: 768px) {  
    /* tablet */  
    ▽ html {  
        background: lime;  
    }  
  
    ▽ .col-2 {  
        display:none;  
    }  
  
    ▽ .col-10{  
        width:100%;  
        background: aquamarine;  
    }  
}  
  
▽ @media only screen and (max-width: 580px) {  
    /* mobile */  
    ▽ html {  
        background-color: yellow;  
    }  
}
```