3/9: Tables, responsive design

Intro to CSS, continued

Tables

- From <u>section 17</u> ⇒ (<u>http://www.w3.org/TR/CSS21/tables.html</u>) of the spec
- Some things are specified with properties already covered
 - Horizontal alignment in a column: text-align
 - Vertical alignment in a row: vertical-align
- Borders
 - border-collapse
 - separate
 - Default
 - Different borders for different cells actually makes sense
 - Special handling for <u>empty cells</u> (<u>http://www.w3.org/TR/CSS21/tables.html#empty-cells</u>) (if you ask for it)
 - collapse
 - Better for common borders between cells
 - Trying to have different borders around different cells leads to a confusing nightmare
 - Allows borders around column and row groups

Spanning rows and columns

- Not a part of CSS
- It's actually structural, part of XHTML
- rowspan and colspan attributes of and elements

Responsive Web design

- Web-browsing platforms are increasingly diverse
 - Originally just computers (or terminals)
 - Now laptops, smart phones, not-so-smart phones, tablets, laptops, ...
 - Different interface styles (keyboard+mouse vs. touchscreen vs. voice input vs. ???)
- Prohibitive to design separately for each platform
- Result: responsive Web design
 - Term coined by <u>Ethan Marcotte</u> ⇒ (http://alistapart.com/article/responsive-web-design)
 - Idea is that Web page responds differently to different platforms
 - Usually includes:
 - Resizable content (especially images)
 - Flexible layout (adapts to different screen sizes)

- Media queries (adapts to different sizes, orientations, and resolutions)
- Javascript to handle different interaction styles, pick up the finer points of display
- We'll deal with the last part later
- Examples → (https://www.invisionapp.com/inside-design/examples-responsive-web-design/),
 collected by Jes Kirkwood
- Quick article/tutorial with good links

 (http://coding.smashingmagazine.com/2011/01/12/guidelines-for-responsive-web-design/), by Vitaly Freidman

CSS and responsive Web design

Resizable elements

- First step: don't give things fixed sizes!
- Specify dimensions in something other than pixels
 - Exception: 1px
 - Still the thinnest possible border/margin/padding
 - Specify in %
 - Result: scales automatically!
 - Specify in font units for font-dependent things (example: indents)
 - ems, exs
 - 1 em is (in theory) the width of an "M" in the current font—
 - 1 ex is (in theory) the height of an "x" in the current font
 - Box, 1 em wide by 1 ex high:
- Tradeoffs:
 - Some cost in speed to resize things (especially images)
 - Scaling things can give strange-looking results
 - Especially making things larger

Scaling images

- Basic approaches:
 - 1. Do direct scaling on the image in CSS
 - We've seen width and height properties
 - max-width property keeps images from scaling larger
 - min-width property keeps images from scaling down too small
 - 2. Let the image crop
 - Good for images where the size of the individual elements is important
 - Background images do this
 - 3. Serve different images at different sizes/screen resolutions
 - Use media queries to figure out which to serve
- Often combine approaches

Media queries

- W3C spec ⇒ (http://www.w3.org/TR/css3-mediaqueries/)
- Three places they show up:
 - tags (k rel="stylesheet" media="screen" href="screen.css"/>)
 - Stylesheets and <style> elements
 - Style data on individual elements
- · Media types
 - o screen, print, projection, speech
 - Define types of output devices
- · Media queries
 - Allow querying specific properties of output devices
 - List is in the spec
 - Query returns a Boolean value
 - If true, apply the style
 - If false, skip it
 - Usual logical operators
 - and and not are simply spelled out
 - or is accomplished with a comma
 - No grouping facility
 - Parentheses are already used to delimit pieces of the query

Responsive layout