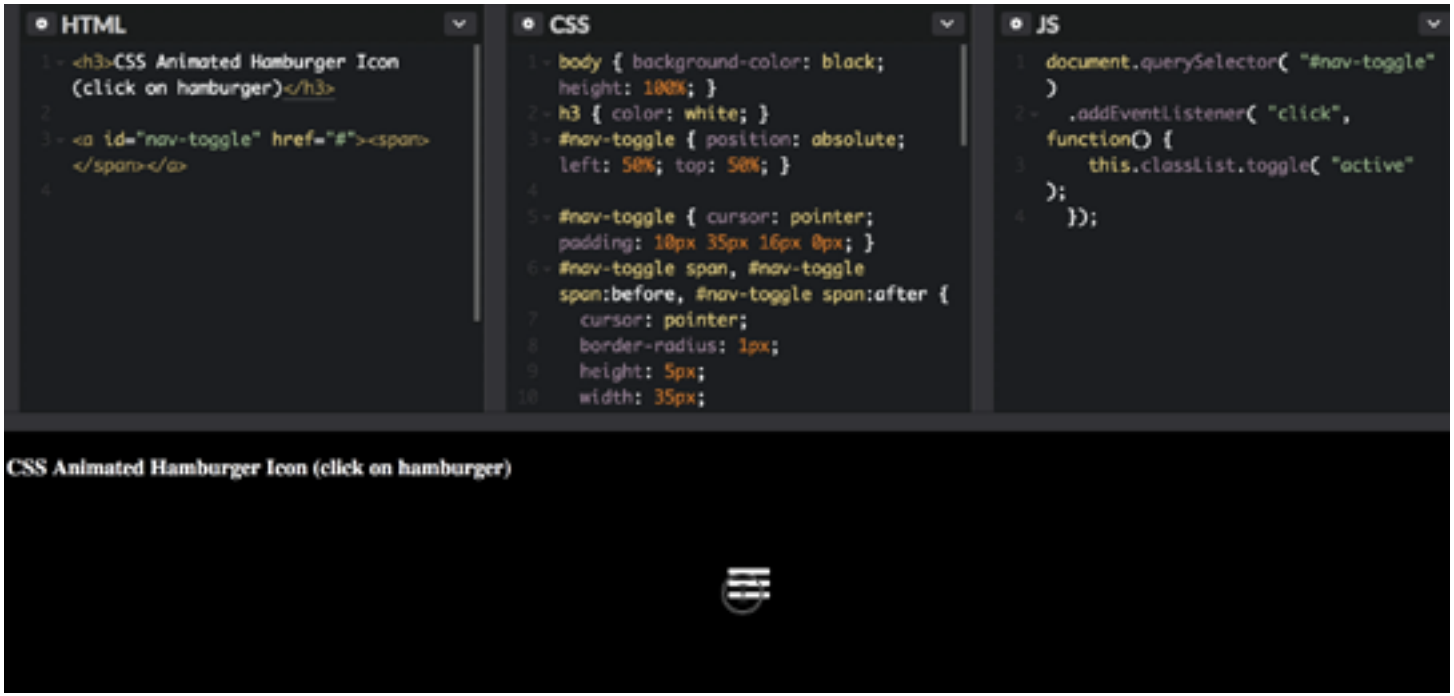
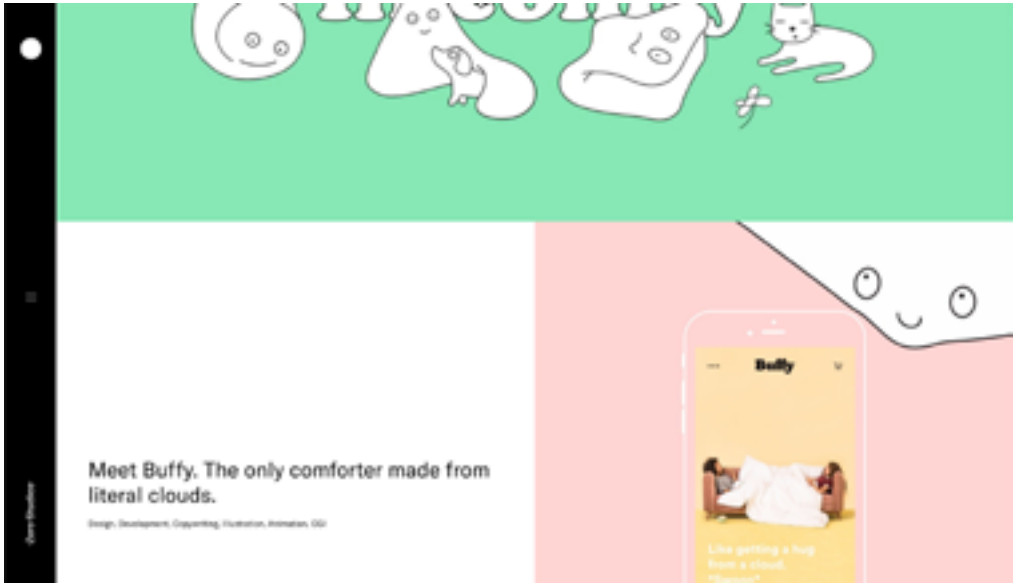
CSS Animations



WEEK 13

Mobile

Tablet



Retina Desktop

Media Queries

Responsive design is accomplished through CSS “media queries”. Think of media queries as a way to conditionally apply CSS rules. They tell the browser that it should ignore or apply certain rules depending on the user’s device.

Media queries let us present the same HTML content as distinct CSS layouts. This means that whenever we add a new article or edit a typo in our HTML, those changes are automatically reflected in both mobile and widescreen layouts.

Syntax

Media queries always begin with the @media “at-rule” followed by some kind of conditional statement, and then some curly braces. Inside the curly braces, you put a bunch of ordinary CSS rules. The browser only pays attention to those rules if the condition is met.

style.css

```
/* Desktop Styles */
@media only screen and (min-width: 961px) {
  body {
    background-color: #B2D6FF; /* Blue */
  }
}
```

The `only screen` “media type” means that the contained styles should only be applied to devices with screens (opposed to printed documents, like when you hit **Cmd+P** in a browser).

The `min-width` and `max-width` parts are called “media features”, and they specify the device dimensions you’re targeting.

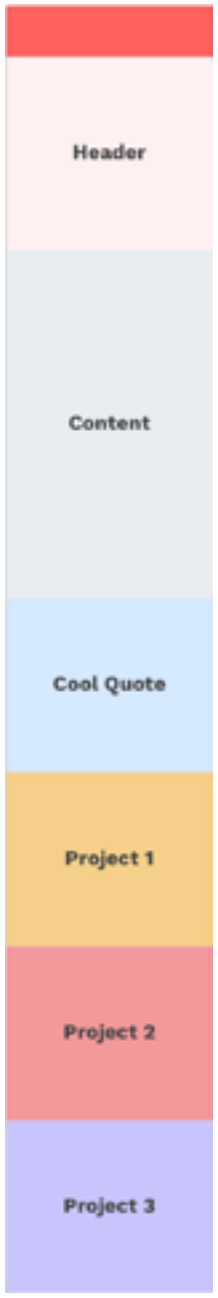
Demo

Mobile-first Development

It’s always a good idea to start with the mobile layout and work your way up to the desktop version. Desktop layouts are typically more complex than their mobile counterparts, and this “mobile-first” approach maximizes the amount of CSS that you can reuse across your layouts.

WEEK 13

Mobile



Tablet

Desktop

In this example we would start by designing the layout in a simple vertical stack.

For the tablet version the only difference is that the **projects** and quote are in 2x2 squares rather than one vertical stack.

For the desktop version, we want to reorder a few of the elements, and make sure that the **projects** take up 1/3 of the space.

To see how this is done with code, check out these files from our class code.