Chapter 20: Length Units

Description Define sizes in terms of parent objects or current object dependent on property % Relative to the font-size of the element (2em means 2 times the size of the current font) em Relative to font-size of the root element rem Relative to 1% of the width of the viewport* vw vh Relative to 1% of the height of the viewport* vmin Relative to 1% of viewport's* smaller dimension vmax Relative to 1% of viewport's* larger dimension centimeters cm millimeters inches (1in = 96px = 2.54cm) in pixels (1px = 1/96th of 1in)рх points (1pt = 1/72 of 1in) pt picas (1pc = 12 pt)рс seconds (used for animations and transitions) milliseconds (used for animations and transitions) ms Relative to the x-height of the current font ex Based on the width of the zero (0) character ch fr fractional unit (used for CSS Grid Layout)

A CSS distance measurement is a number immediately followed by a length unit (px, em, pc, in, ...)

CSS supports a number of length measurements units. They are absolute or relative.

Section 20.1: Creating scalable elements using rems and ems

```
Version ≥ 3
```

Unit

You can use rem defined by the font-size of your html tag to style elements by setting their font-size to a value of rem and use em inside the element to create elements that scale with your global font-size.

HTML:

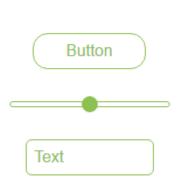
```
<input type="button" value="Button">
<input type="range">
<input type="text" value="Text">
```

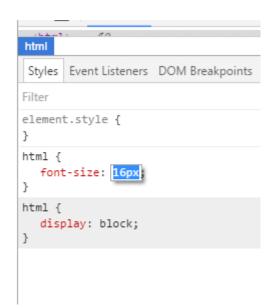
Relevant CSS:

```
html {
  font-size: 16px;
input[type="button"] {
  font-size: 1rem;
  padding: 0.5em 2em;
input[type="range"] {
  font-size: 1rem;
```

```
width: 10em;
}
input[type=text] {
  font-size: 1rem;
  padding: 0.5em;
}
```

Possible Result:





Section 20.2: Font size with rem

CSS3 introduces a few new units, including the rem unit, which stands for "root em". Let's look at how rem works.

First, let's look at the differences between em and rem.

- em: Relative to the font size of the parent. This causes the compounding issue
- **rem**: Relative to the font size of the root or **<html>** element. This means it's possible to declare a single font size for the html element and define all rem units to be a percentage of that.

The main issue with using rem for font sizing is that the values are somewhat difficult to use. Here is an example of some common font sizes expressed in rem units, assuming that the base size is 16px:

- 10px = 0.625rem
- 12px = 0.75rem
- 14px = 0.875rem
- 16px = 1rem (base)
- 18px = 1.125rem
- 20px = 1.25rem
- 24px = 1.5rem
- 30px = 1.875rem
- 32px = 2rem

CODE:

```
Version ≥ 3
html {
   font-size: 16px;
}
```

Section 20.3: vmin and vmax

- vmin: Relative to 1 percent of the viewport's smaller dimension
- vmax: Relative to 1 percent of the viewport's larger dimension

In other words, 1 vmin is equal to the smaller of 1 vh and 1 vw

1 vmax is equal to the larger of 1 vh and 1 vw

Note: vmax is not supported in:

- any version of Internet Explorer
- Safari before version 6.1

Section 20.4: vh and vw

CSS3 introduced two units for representing size.

- vh, which stands for viewport height is relative to 1% of the viewport height
- vw, which stands for viewport width is relative to 1% of the viewport width

```
Version ≥ 3

div {
    width: 20vw;
    height: 20vh;
}
```

Above, the size for the div takes up 20% of the width and height of the viewport

Section 20.5: using percent %

One of the useful unit when creating a responsive application.

Its size depends on its parent container.

Equation:

```
( Parent Container`s width ) * ( Percentage(%) ) = Output
```

For Example:

Parent has **100px** width while the Child has **50%**.

On the output, the *Child*'s width will be half(50%) of the *Parent*'s, which is **50px**.

HTML

```
<div class="parent">
   PARENT
   <div class="child">
        CHILD
   </div>
</div>
```

CSS

```
*{
  color: #CCC;
}

.parent{
  background-color: blue;
  width: 100px;
}

.child{
  background-color: green;
  width: 50%;
}

</style>
```

OUTPUT

