



# BUILD RESPONSIVE REAL-WORLD WEBSITES WITH HTML AND CSS

## SECTION

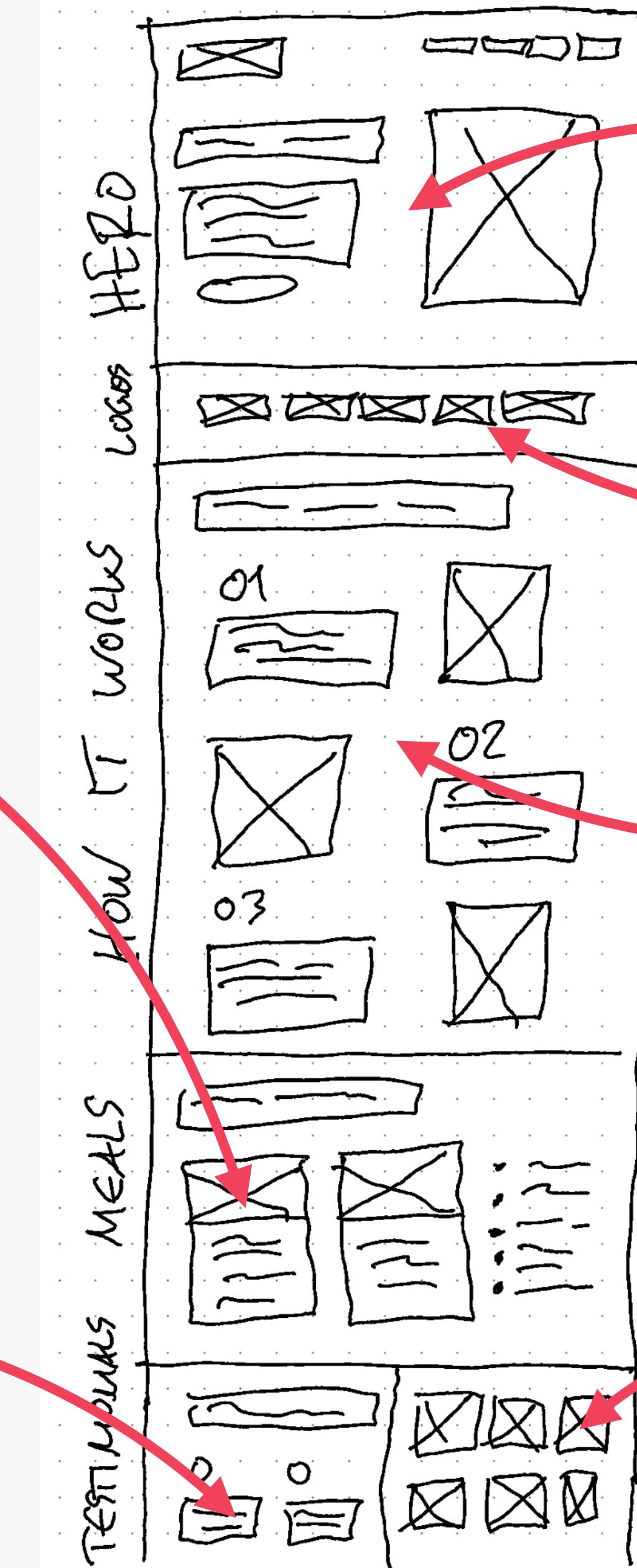
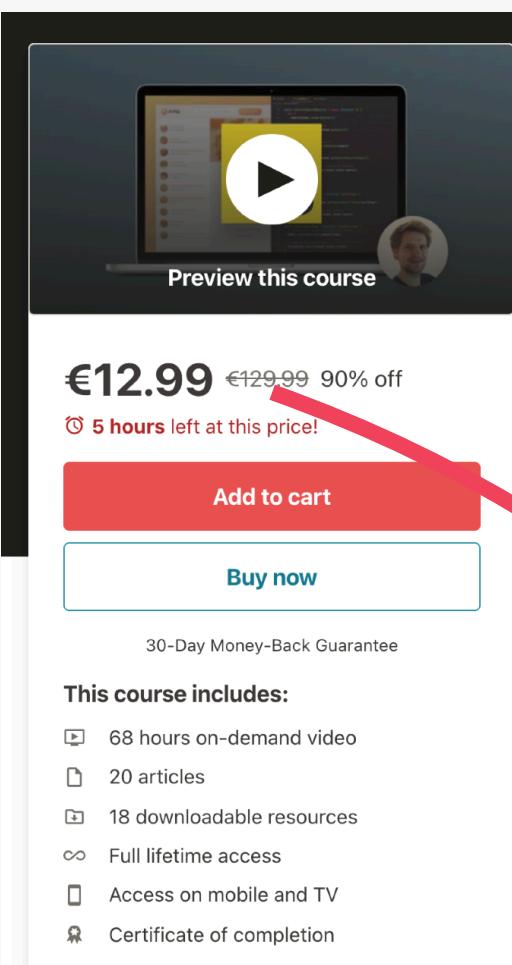
OMNIFOOD PROJECT – SETUP  
AND DESKTOP VERSION

## LECTURE

SKETCHING INITIAL LAYOUT  
IDEAS (STEP 3)

# FIRST IDEAS AND SKETCH

- 👉 Logo + Navigation
- 👉 Hero
- 👉 Featured in
- 👉 How it works
- 👉 Meals (and list of diets)
- 👉 Testimonials + gallery
- 👉 Pricing + features
- 👉 CTA
- 👉 Footer



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startups

Evening Standard

TechCrunch

"Digitising the lunch experience"

01 Any product, any website

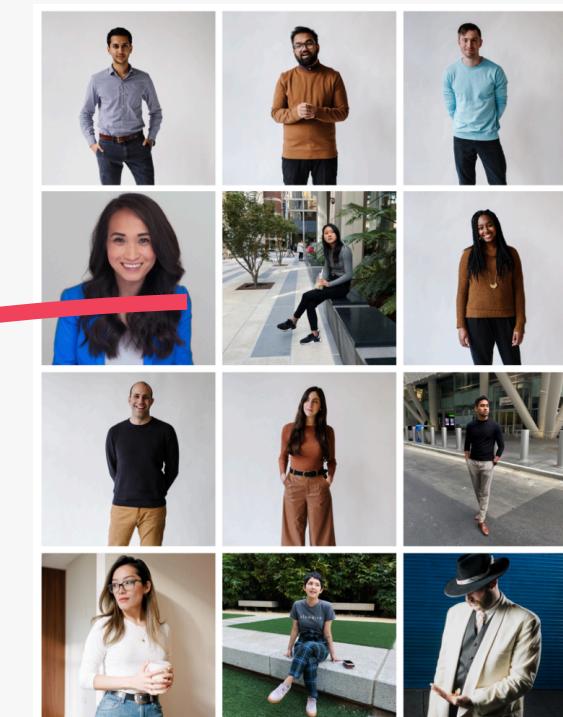
Right-click on any image on any website and click **Save to project**.

02 Save it to Clippings

Add details and select your project. The product will be added to the board.

03 We'll source it for you

Request a quote on Clippings, and our team will source it for you.\*







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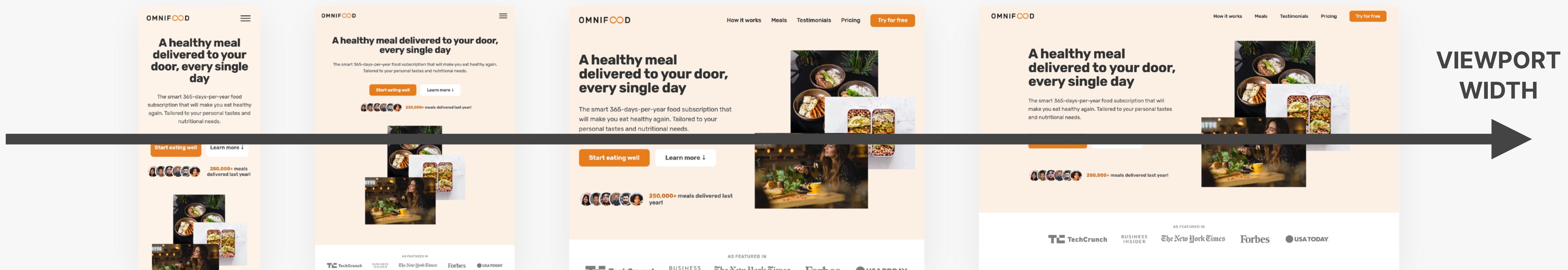
## LECTURE

RESPONSIVE DESIGN PRINCIPLES

# WHAT IS RESPONSIVE DESIGN?

## RESPONSIVE DESIGN

- 👉 Design technique to make a webpage adjust its layout and visual style to **any possible screen size** (window or viewport size)
- 👉 In practice, this means that responsive design makes websites usable on all devices, such as **desktop computers, tablets, and mobile phones**.
- 👉 It's a set of practices, **not a separate technology**. It's all just CSS!



# RESPONSIVE DESIGN INGREDIENTS

1

## FLUID LAYOUTS

- 👉 To allow webpage to adapt to the **current viewport** width (or even height)
- 👉 Use % (or vh / vw) unit instead of px for elements that **should adapt to viewport (usually layout)**
- 👉 Use max-width instead of width

2

## RESPONSIVE UNITS

- 👉 Use rem unit instead of px for most lengths
- 👉 To make it easy to **scale the entire layout down** (or up) automatically
- 👉 **Helpful trick:** setting 1rem to 10px for easy calculations

3

## FLEXIBLE IMAGES

- 👉 By default, images **don't scale automatically** as we change the viewport, so we need to fix that
- 👉 Always use % for image dimensions, together with the max-width property

4

## MEDIA QUERIES

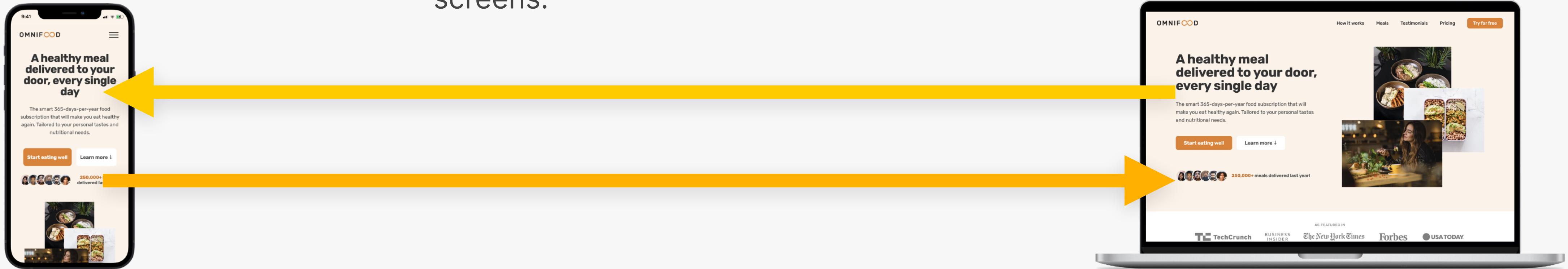
- 👉 Bring responsive sites to life!
- 👉 To change CSS styles on **certain viewport widths** (called breakpoints)

We will learn how to use media queries and how to select breakpoints in the next section

# DESKTOP-FIRST VS. MOBILE-FIRST DEVELOPMENT

- 👉 Start writing CSS for the desktop: **large screen**
- 👉 Then, media queries **shrink design** to smaller screens.

**DESKTOP-FIRST**



**MOBILE-FIRST**

- 👉 Start writing CSS for mobile devices: **small screen**
- 👉 Then, media queries **expand design** to a large screen
- 👉 Forces us to reduce websites and apps to the **absolute essentials**.

We will do **desktop-first** in this project.  
It's easier to learn!





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## LECTURE

BUILDING THE HERO - PART 1