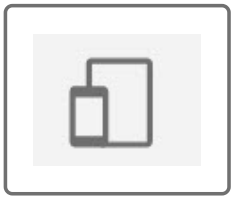
2.3.4 Set up Webpage to Work on Mobile Devices

Run Buddy's font sizes, margins, and padding look solid when displayed on a laptop or desktop. As we make the screen a little smaller, however, it starts to feel crowded.

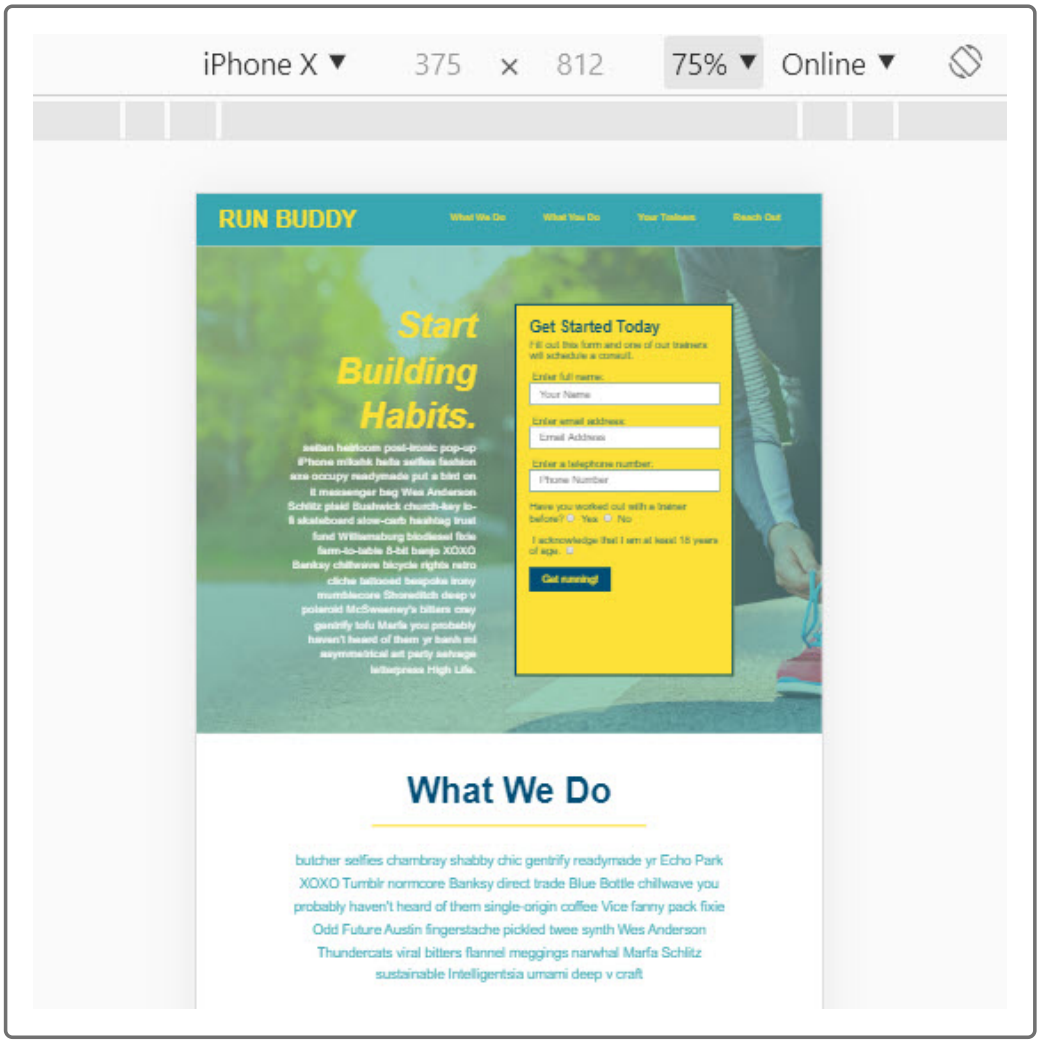
We'll adjust these sizes in a few minutes, but first let's ask ourselves something: how can we see what our code looks like on a mobile phone or tablet right now? The code we're working on is only on our computers. We can't send the HTML page to be viewed in a mobile device's browser unless we add some additional tools to our project, and that would be overkill in this case. Even if we did, how would we use Chrome's DevTools to inspect our styles on that mobile device?

Luckily, we don't have to worry about that because DevTools allows us to simulate different devices. With the DevTools open, click on the icon that looks like the following image:



This will open Chrome's Device Mode where you can choose from different mobile viewing options like an iPad or iPhone.

This image shows what our site looks like when viewed on an iPhone X:



As you can see, the page fits, but all of the text is really small. This is because mobile browsers render a webpage in a virtual viewport, which attempts to view it as if it were a normal browser and then scales it down.

DEEP DIVE

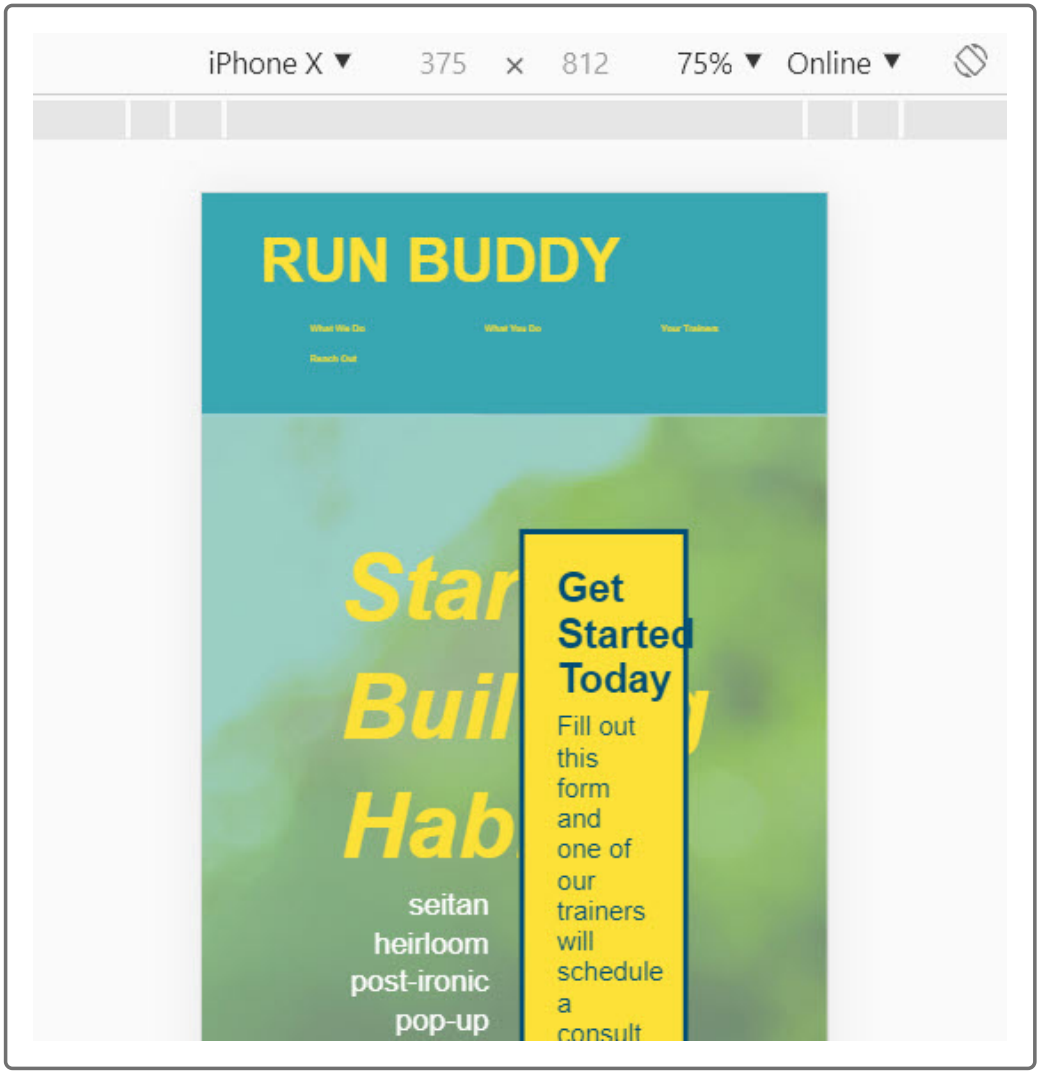
To improve the user experience on mobile devices, Apple created a viewport `meta` element to address mobile-screen rendering issues on mobile browsers:

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

The `<meta>` element is contained within the `<head>` section of the HTML page. The `<meta>` element's `name` attribute identifies the type of `<meta>` element to the browser (in our case, `viewport`). The `<meta>` element's `content` attribute can set the content's width as well as the zoom level with the following two property values:

- `width=device-width`: `device-width` represents the width of the device and sets the virtual viewport's width.
- `initial-scale=1.0`: The value of 1.0 sets the initial zoom level to "normal" or no zoom.

With this HTML tag in place, the iPhone X emulation in DevTools should now look like this image:



It might seem like we made things worse, but this is actually good. The device is now scaling the sizes to better fit the screen. We'll need to make this look cleaner, obviously, but at least it fixed a bug in how these devices render the page. The `<meta>` element has been quickly adopted as a standard practice among web developers, as it helps normalize the scale of a page on any device.

Speaking of which, before we forget, let's add that exact `<meta>` element to the `privacy-policy.html` page's `<head>` element as well! Go ahead and do that now.

DEEP DIVE