

Chapter 4

UNITS AND SIZES

- There are many units to measure size, but the one that we will use most commonly is that of **pixel**.
- The units that we'll focus on are: **pixel (px)**, **percentage (%)**, **my parent element's font size (em)** and **root element's font size (rem)**, **character (ch)**, **viewport width (vw)** and **viewport height (vh)**.
- We should **not** set font size in the root element since this will take away the browser's ability to regulate font size.
- The default font size set by most browsers is **16px**.
- The **em** unit measures size relative to that set in the parent element, if the size isn't set in the element in which it is being used. If the size is set in the element in which it is being used, then it measures size relative to that unit.
- The **rem** unit measures size relative to that set in the **root** element.
- The **percentage (%)** unit always measures size relative to that of the parent element **regardless** of whether the size is set in the parent element.
- The **character (ch)** measures the width of the character "0" of the current font. It decides the number of characters that can be fitted in a single line.
- The **viewport** is the current dimensions of the browser window.
- 1 **vw** = 1% of the width of the current viewport.
- 1 **vh** = 1% of the height of the current viewport.
- If the width is set to 100**vw** in the **<body>** element, then the horizontal scrolling starts, which wouldn't be the case if it was set to 100% instead. Thus, it should be set to 100%.
- The **<body>** can be set to take up the entire height of the viewport always by setting the **min-height** attribute to 100**vh**. This option allows the **<body>** to grow even further if its content grows. The body wouldn't be able to grow if it was made to take up the entire viewport height by setting the **height** attribute to 100**vh**.
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