**Lesson 1**

**Lesson 2**

- CSS vary a lot between different devices. You should not commit to a specific viewpoint width for your content to reduce well. Relative position should be used instead absolute position.

- Start small and then go big. Start design for a smaller design and then gradually move to bigger devices.

- Make sure that you will prioritize important content.

- The smallest mobile resolution is 320px.

- Button should be sized to min. 48px x 48px/

- 40px space between button should be sufficient for comtable navigation on the mobile devices.

- Code example for the button:

nav a, button {

min-width: 48px;

min height: 48px;

}

**\* \*\*Assignment Lesson 2\*\*\***

Building the Home Town App, part 1/3

1. Add a <meta> viewpoint to the page with initial scale set.

Add in <head> following code:

<meta name="viewpoint" content="width=device-width,initial-scale=1">

1. Adjust CSS and markup so that everything displays in a single column. Use relative widths so that things stretch to fit across any viewport width.

Relative widths have to be used. You can use dev tools. It can be observed that header-inner has fixed width.

1. Make sure your touch targets are easy to hit.

A tags should be 48px x 48x px

.nav a {

text-decoration: none;

color: #616161;

padding: 1.5em

1.5 em padding is equivalent of 1.5 times font size of the a tag.

1. Test your site across different viewports. Try on different phones, tablets etc.

**Lesson 3**