

## **Breakpoints**

Breakpoints are customizable widths that determine how your responsive layout behaves across device or viewport sizes in Bootstrap.

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## Core concepts

- Breakpoints are the building blocks of responsive design. Use them to control when your layout can be adapted at a particular viewport or device size.
- **Use media queries to architect your CSS by breakpoint.** Media queries are a feature of CSS that allow you to conditionally apply styles based on a set of browser and operating system parameters. We most commonly use min-width in our media queries.
- Mobile first, responsive design is the goal. Bootstrap's CSS aims to apply the bare
  minimum of styles to make a layout work at the smallest breakpoint, and then layers on styles
  to adjust that design for larger devices. This optimizes your CSS, improves rendering time,
  and provides a great experience for your visitors.

## **Available breakpoints**

Bootstrap includes six default breakpoints, sometimes referred to as *grid tiers*, for building responsively. These breakpoints can be customized if you're using our source Sass files.

Breakpoint	Class infix	Dimensions
X-Small	None	<576px
Small	sm	≥576px
Medium	md	≥768px
Large	lg	≥992px
Extra large	xl	≥1200px
Extra extra large	xxl	≥1400px

Each breakpoint was chosen to comfortably hold containers whose widths are multiples of 12. Breakpoints are also representative of a subset of common device sizes and viewport dimensions—they don't specifically target every use case or device. Instead, the ranges provide a strong and consistent foundation to build on for nearly any device.

These breakpoints are customizable via Sass—you'll find them in a Sass map in our \_variables.scss stylesheet.

```
$grid-breakpoints: (
    xs: 0,
    sm: 576px,
    md: 768px,
    lg: 992px,
    xl: 1200px,
    xxl: 1400px
);
```

For more information and examples on how to modify our Sass maps and variables, please refer to the Sass section of the Grid documentation.

## Media queries

Since Bootstrap is developed to be mobile first, we use a handful of <u>media queries</u> to create sensible breakpoints for our layouts and interfaces. These breakpoints are mostly based on minimum viewport widths and allow us to scale up elements as the viewport changes.

### Min-width

Bootstrap primarily uses the following media query ranges—or breakpoints—in our source Sass files for our layout, grid system, and components.

```
// Source mixins
// No media query necessary for xs breakpoint as it's effectively `@media (min-width: 0)
@include media-breakpoint-up(sm) { ... }
@include media-breakpoint-up(md) { ... }
@include media-breakpoint-up(lg) { ... }
@include media-breakpoint-up(x1) { ... }
@include media-breakpoint-up(xxl) { ... }
// Usage
// Example: Hide starting at `min-width: 0`, and then show at the `sm` breakpoint
.custom-class {
  display: none;
}
@include media-breakpoint-up(sm) {
  .custom-class {
    display: block;
  }
}
```

These Sass mixins translate in our compiled CSS using the values declared in our Sass variables. For example:

```
// X-Small devices (portrait phones, less than 576px)
// No media query for `xs` since this is the default in Bootstrap

// Small devices (landscape phones, 576px and up)
@media (min-width: 576px) { ... }

// Medium devices (tablets, 768px and up)
@media (min-width: 768px) { ... }

// Large devices (desktops, 992px and up)
@media (min-width: 992px) { ... }

// X-Large devices (large desktops, 1200px and up)
@media (min-width: 1200px) { ... }

// XX-Large devices (larger desktops, 1400px and up)
@media (min-width: 1400px) { ... }
```

#### Max-width

We occasionally use media queries that go in the other direction (the given screen size or smaller):

```
// No media query necessary for xs breakpoint as it's effectively `@media (max-width: 0)
@include media-breakpoint-down(sm) { ... }
@include media-breakpoint-down(lg) { ... }
@include media-breakpoint-down(xl) { ... }
@include media-breakpoint-down(xxl) { ... }

// Example: Style from medium breakpoint and down
@include media-breakpoint-down(md) {
   .custom-class {
    display: block;
   }
}
```

These mixins take those declared breakpoints, subtract .02px from them, and use them as our max-width values. For example:

```
// `xs` returns only a ruleset and no media query
// ... { ... }

// `sm` applies to x-small devices (portrait phones, less than 576px)
@media (max-width: 575.98px) { ... }

// `md` applies to small devices (landscape phones, less than 768px)
@media (max-width: 767.98px) { ... }

// `lg` applies to medium devices (tablets, less than 992px)
@media (max-width: 991.98px) { ... }

// `xl` applies to large devices (desktops, less than 1200px)
@media (max-width: 1199.98px) { ... }

// `xxl` applies to x-large devices (large desktops, less than 1400px)
@media (max-width: 1399.98px) { ... }
```

**Why subtract .02px?** Browsers don't currently support <u>range context queries</u>, so we work around the limitations of <u>min- and max- prefixes</u> and viewports with fractional widths (which can occur under certain conditions on high-dpi devices, for instance) by using values with higher precision.

## Single breakpoint

There are also media queries and mixins for targeting a single segment of screen sizes using the minimum and maximum breakpoint widths.

```
@include media-breakpoint-only(xs) { ... }
@include media-breakpoint-only(sm) { ... }
@include media-breakpoint-only(md) { ... }
@include media-breakpoint-only(lg) { ... }
@include media-breakpoint-only(xl) { ... }
@include media-breakpoint-only(xxl) { ... }
For example the @include media-breakpoint-only(md) { ... } will result in:

@media (min-width: 768px) and (max-width: 991.98px) { ... }
```

## Between breakpoints

Similarly, media queries may span multiple breakpoint widths:

```
@include media-breakpoint-between(md, x1) { ... }

Which results in:

// Example

// Apply styles starting from medium devices and up to extra large devices
@media (min-width: 768px) and (max-width: 1199.98px) { ... }
```

# B Bootstrap

Designed and built with all the love in the world by the Bootstrap team with the help of our contributors.

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