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Institute of Technology Belgrade BIT

Responsive Layout

Devices Used for the Web



Screens

Screen size

Different visitors of your site will have different sized screens that show different amounts of information



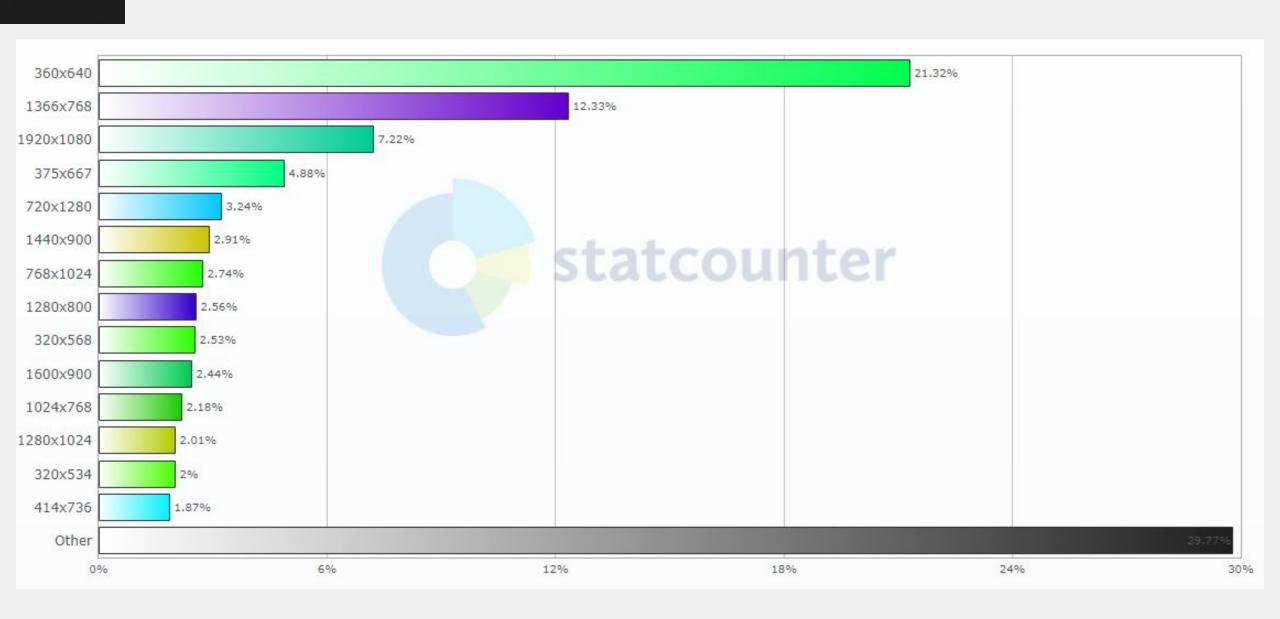
Resolution

Resolution refers to the number of dots a screen shows per inch. Some devices have a higher resolution than desktop computers and most operating systems allow users to adjust the resolution of their screens



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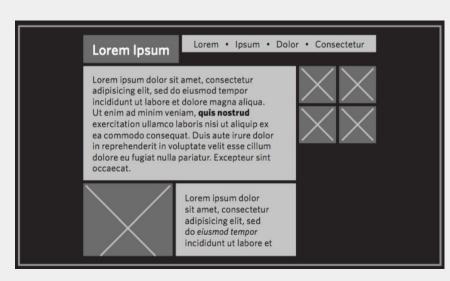
Device Resolutions on Web



Layout Types

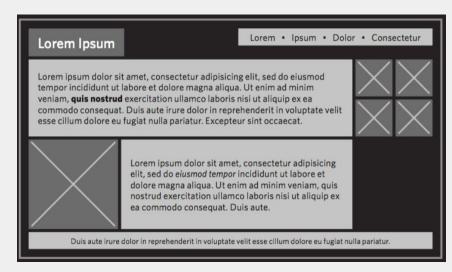
Fixed-Width Layout

Fixed-width layout designs do not change size as the user increases or decreases the size of their browser window. Measurements tend to be given in pixels



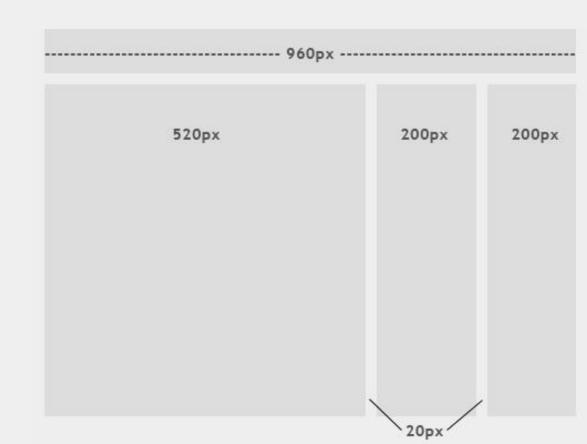
Liquid Layouts

Liquid layout designs stretch and contract as the user increases or decreases the size of their browser window. They tend to use percentages.



Fixed Width Layout

- A fixed website layout has a wrapper that is a fixed width
- Components inside it have either percentage widths or fixed widths
- Container (wrapper) element is set to not move
- Same width for all visitors
- Easier to use and easier to customize
- Excessive white space for users with larger screen resolutions
- Smaller screen resolutions may require a horizontal scroll bar

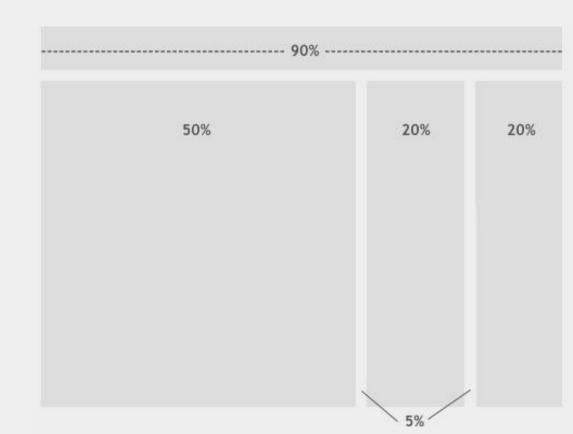


Fixed Width Layout |



Liquid/Fluid Layouts |

- Majority of the components have widths expressed in percentage
- Component width adjusts to the user's screen resolution
- More user-friendly
- Extra white space is similar between all browsers and screen resolutions
- Less control over what the user sees



Liquid/Fluid Layouts II



Exercise

Adaptive Layout

There are several versions of the fixed layout design

Particular layout is displayed based on the screen size of the viewer

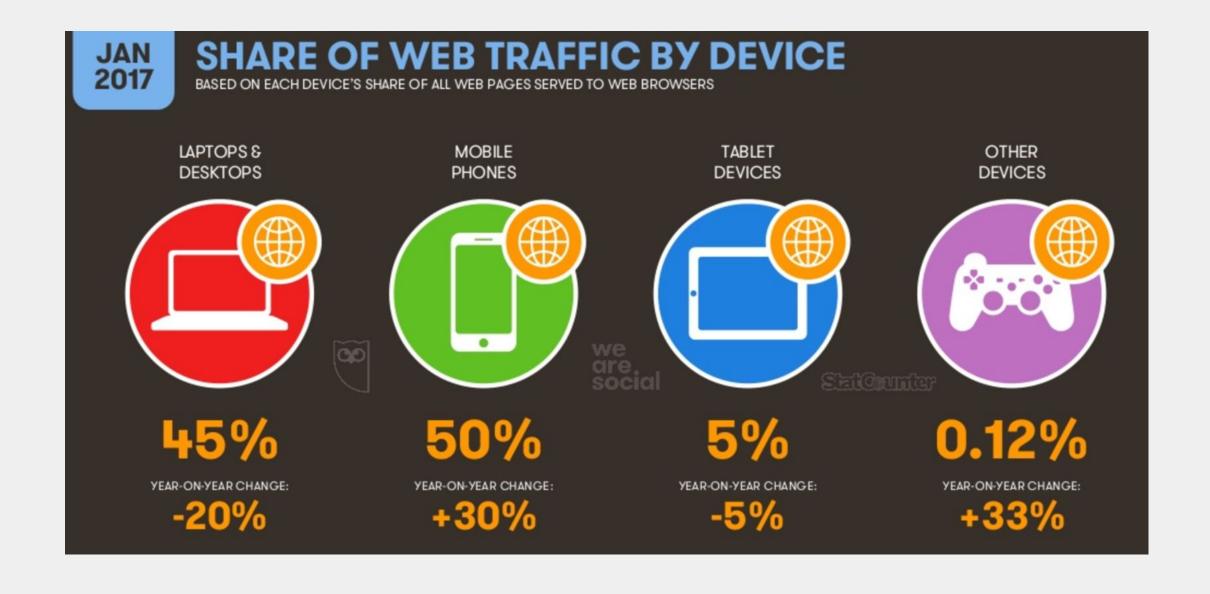
 Benefit is that the designer has more certainty that the user will have an optimal experience

Drawback is that every layout should be designed with care

Adaptive Layout II



Should You Bother With Mobile Version



Multi-Device Support

- Multiple sites
 - Desktop
 - Mobile
 - Separated codebases
 - User cannot switch to the desktop version of the site
 - Server needs to decide which version of the site to provide to the user



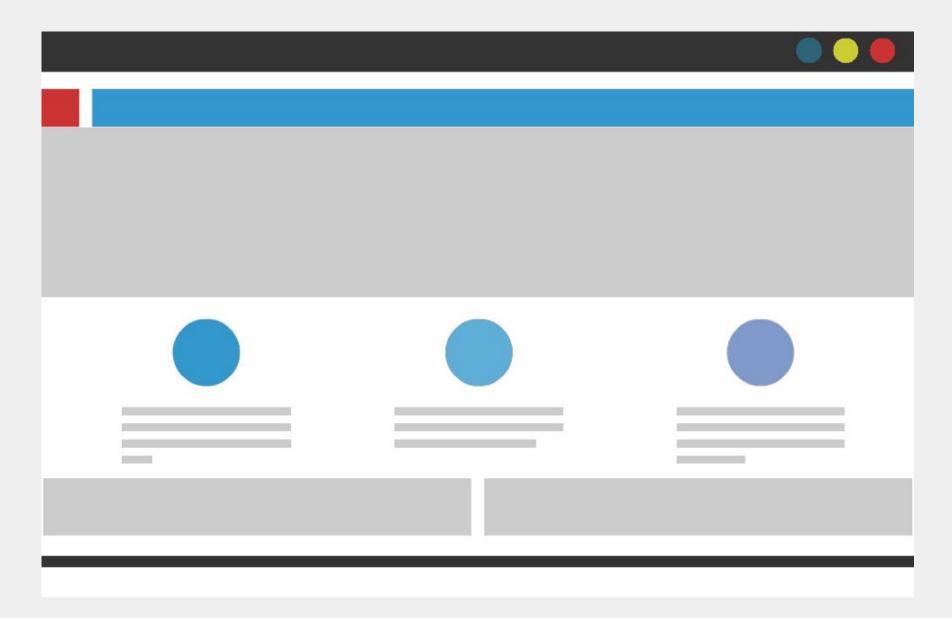


Multi-Device Support II

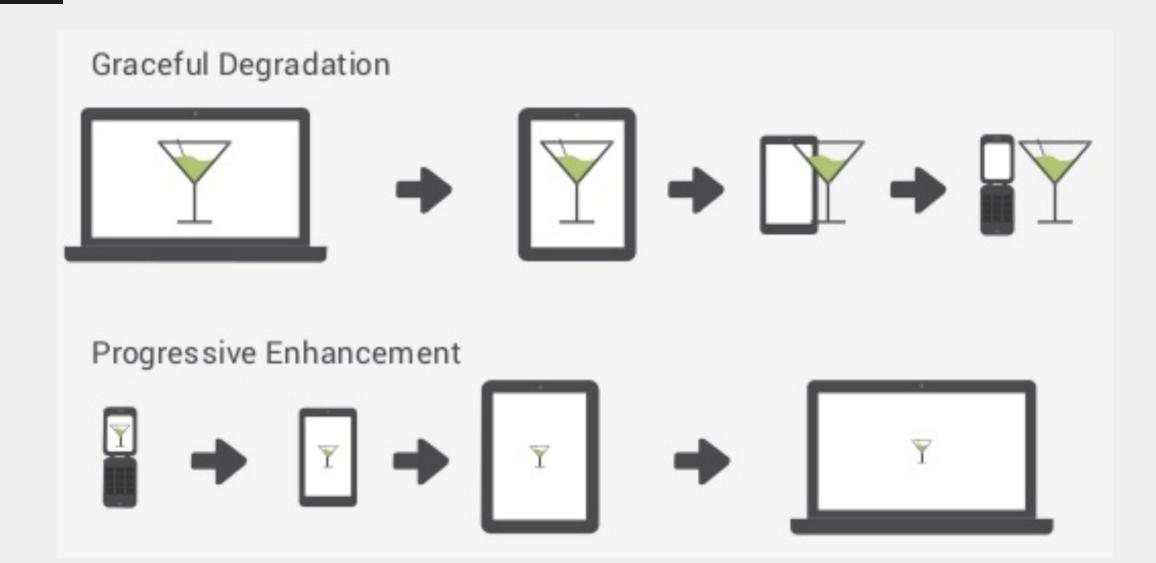
- Responsive Design
 - Multiple flexible layouts based on screen resolution
 - Combination of adaptive and fluid layout
 - Same codebase (one website)
 - Several breakpoints
 - Different CSS based on screen resolution



Responsive Design



Responsive Design Strategies



Mobile First Approach

Progressive enhancement

Concentrate on mobile version to provide essential information

When resolution increases, show more content

• "Small to Big" layout transformation is generally easier to implement

Viewport

- User's visible area of a web page
- Smaller on a mobile phone than on a computer screen
- Browsers on smaller devices scale down the entire web page to fit the screen
- Viewport element gives the browser instructions on how to control page dimensions and scaling
- It's defined using a **meta** element placed in the **head** section





Media Queries (CSS3)

- Media Types
 - CSS2
 - Made it possible to define different style rules for different media types
- Media Queries
 - Extend the CSS2 media types idea
 - Look at the capability of the device
- Both Media Types and Media Queries are evaluated by browser and when true, browser applies the style defined for that media

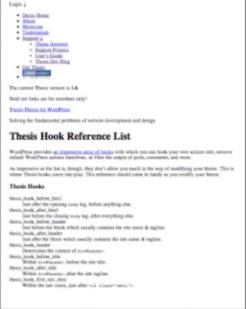
Media Types

- Describe the general category of a device
- Supported types
 - all all devices
 - print print preview and paged media
 - screen color screens
 - **speech** speech synthesizers

```
@media print {
    footer {
        color: ■white;
    }
}
```

```
<link rel="stylesheet" href="main.css">
<link rel="stylesheet" href="print.css" media="print">
```





Media Queries

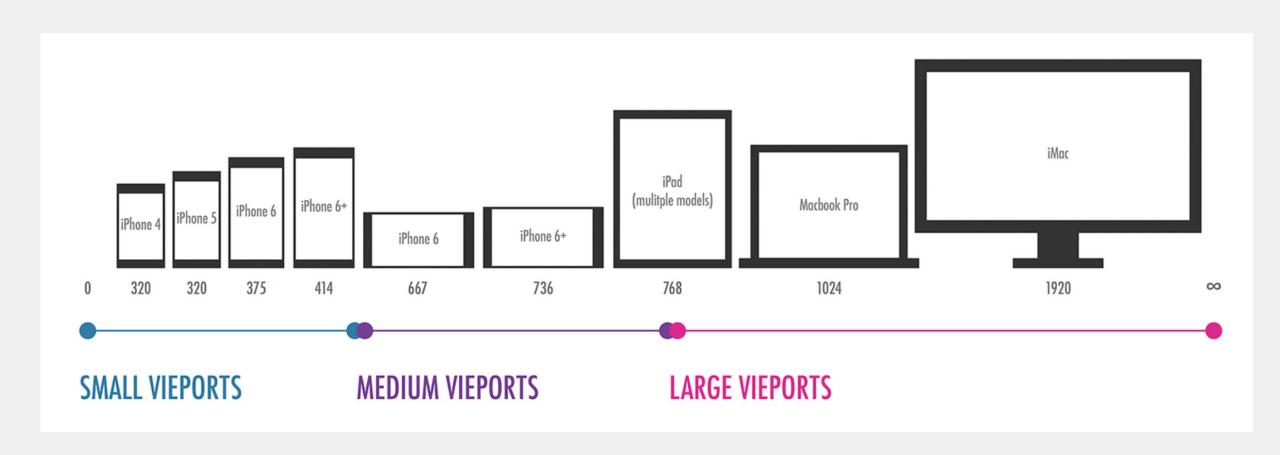
- Used for checking
 - width and height of the viewport
 - width and height of the device
 - orientation
 - resolution
 - aspect-ratio
 - . . .
- Defines breakpoints

```
@media only screen and (max-width: 500px) {
   /* CSS-Code; */
}
```

Responsive Breakpoints I

```
// Extra small devices (portrait phones, less than 576px)
// No media query since this is the mobile first design
// 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) { ... }
// Extra large devices (large desktops, 1200px and up)
@media (min-width: 1200px) { ... }
```

Responsive Breakpoints II

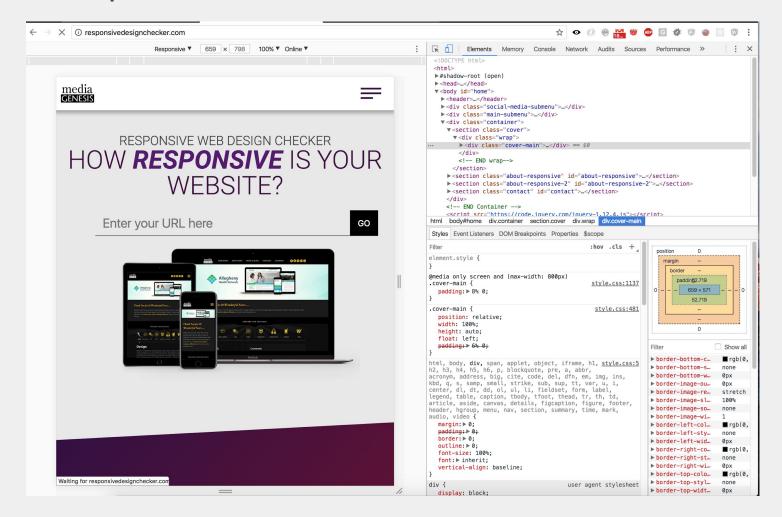


DEMO

Exercise

Check Responsive Design

Chrome Developer Tools



Check Responsive Design II

- Resources online
 - http://responsivedesignchecker.com/
 - http://mattkersley.com/responsive/



Static Site Deploy In Develop

- Share progress
- Ask for feedback

Fast deploy from command line

Aerobatic



Surge



DEMO

References

- Google Mobile First Indexing: https://goo.gl/6qcpi1
- Mobile Friendly Test: https://goo.gl/CYiAE3
- Screen Resolutions Worldwide: https://goo.gl/BvXM3A
- Media Queries: https://goo.gl/4qyAyg
- Responsive Demo: https://goo.gl/1RrQBM
- Responsive Design Checker: http://responsivedesignchecker.com/
- Deploy Static Website:
 - https://www.aerobatic.com/
 - https://surge.sh/

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