Pragmatic Responsive Web Design

From John Tsevdos / @tsevdos

hi I'm John and I'm social...

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agenda

/> why rwd
/> how rwd
/> rwd tips and techniques

why responsive?

- /> and not native
- /> and not mobile site

because with a responsive web site we provide support

/> for all devices, including tablets, phones and tvs
/> for all screen sizes
/> for all (modern?) browsers
/> and because we love the "one site to rule them all" attitude

responsive web design principles

/> flexible layout (grid)
/> media queries
/> flexible media (images, videos, etc.)

that's all bye, bye...

...but I promise pragmatic responsive web design!

being pragmatic

/> think different
/> support as many devices/browsers your budget allows
/> solve problems with simple solutions

first things first

/> think out of the box, think responsivly
/> forget pixel-perfection
/> layout (wireframe it)
/> forget colors, images, logos etc.
/> prototype it (browser-ready protype)

mobile first

/> mobile first content?
/> mobile first styles

question : why mobile first?

set your major and minor break points

/> the first break point is the no "break point"

/> primary (mobile first) styles

/> set break points where your content needs adjusting

    /> phones (320/480)

    /> tablets (768/1024)

    /> (small) desktop (1024)

    /> (large) desktop (1200 and over)

set your major and minor break points

/>

```css
@media only screen and (min-width:480px
) {}
@media only screen and (min-width:768px
) {}
@media only screen and (min-width:1024p
x) {}
@media only screen and (min-width:1200p
x) {}
```

question : does it make sense to create a break point (and make adjustments) for every known device?

CSS

the % way

/> do the right math (target ÷ context = result)

/>
```
#container { width:100%; max-width:1200px; }
#main { float:left; width:75%; } /* 900 / 1200 */
#sidebar { float:right; width:25%; } /* 300 / 1200*/
```

/> flexible margin / paddings

/>
```
#main { float:left; width:71.666666%; /* 860 / 1200 */ padding:1.66666
 1200 */ }
```

/> tip: use % for fonts as well

CSS

the em way

/> same as above, but with ems

/> how much is 1em?

/>
```
1em = 100% from 16px = 16px
1.5em = 150% from 16px = 24px
0.5em = 50% from 16px = 8px
```

/> tip: use ems for fonts as well

CSS

flexible media

```
img { max-width:100%; }
```

```
img, object, embed, video { max-width:100%; }
```

```
img { max-width:100%; height:auto !important; /* just in case, to forc
ratio */ }
```

```
img { -ms-interpolation-mode: bicubic; } /* IE scaling fix */
```

/> fluid images from unstoppable robot ninja post
/> fitvids.js

CSS

the rest

/> normalize
/> set a good base (typography, colors, helpers, etc.)
/> use CSS preprocessors (SASS, LESS, etc.)

markup

/> use HTML5
/> take control

```
<meta name="viewport" content="width=device-width, initial-scale=1" />
```

/> be nice to IE6-8

/>
```
<meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
```

/> use html5shiv or modernizr
/> respond.js

markup

/> Easy mobile-friendly enchantments
   /> Tel:

```
<a href="tel:+306948123456">+306948123456</a>
```

/> SMS:

```
<a href="sms:+306948123456">+306948123456</a>
```

/> iPhone/iPad icon:

```
<link rel="apple-touch-icon" sizes="57x57" href="touch-icon-iphone
.png" />
```

responsive web design is great, but you'll need more

/> unobtrusive javascript
/> feature detection
    /> modernizr
/> enrich touch devices (tablets/mobiles)
    /> navigation
    /> touch events (on image galleries, etc.)
    /> geolocation

hand-code or frameworks

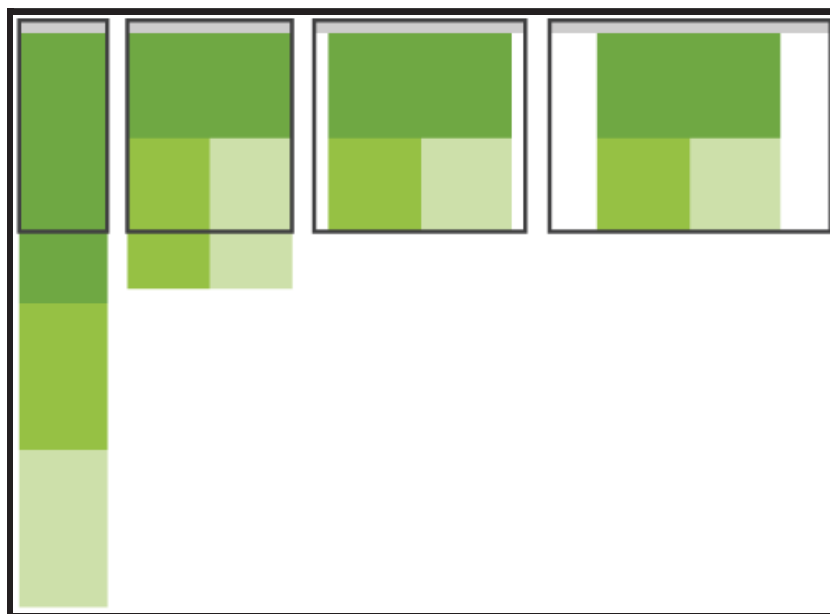## that's a tough one, it depends

/> budget
/> time
/> project scale

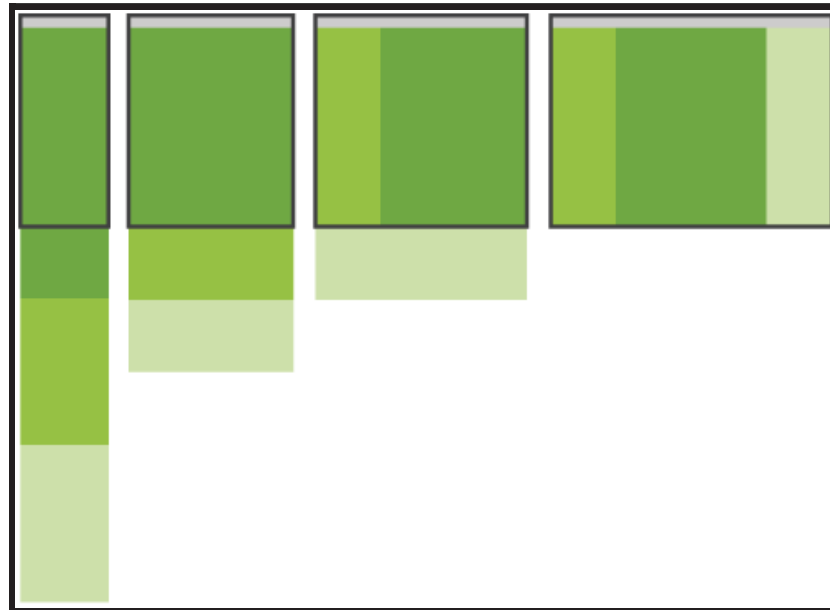# responsive web design frameworks

/> Bootstrap
/> Foundation

responsive web design patterns

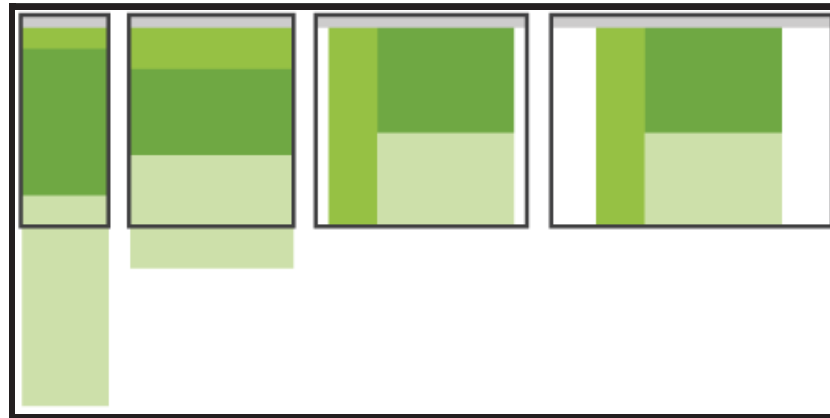**/>** **Multi-Device Layout Patterns** (all images are from the post)
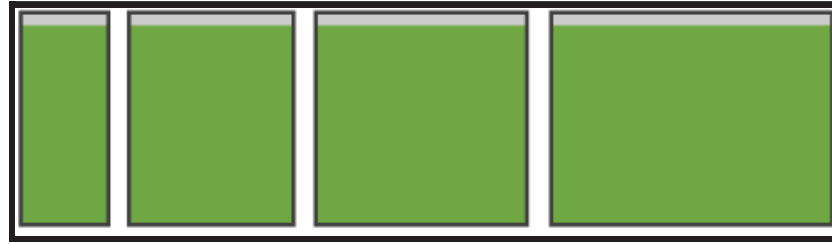
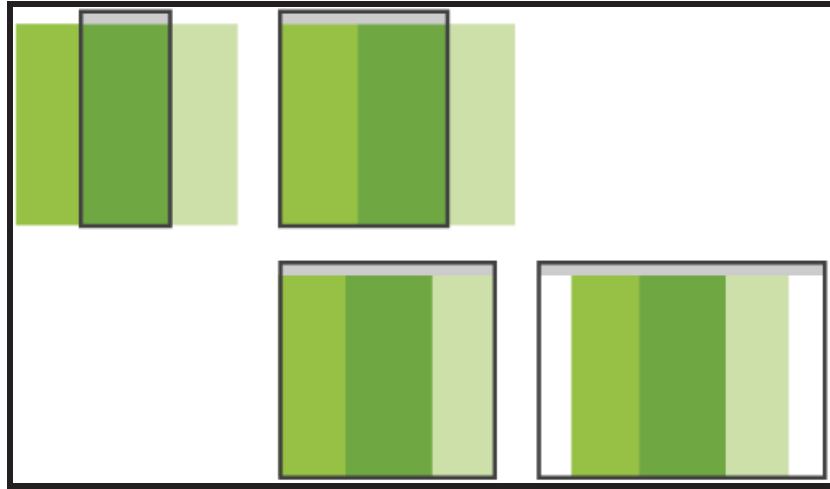# mostly fluid

column drop

layout shifter

tiny tweaks

off canvas

responsive web design patterns

/> Responsive Patterns

toolbox

/> text editor / IDE
/> Chrome / Firefox
/> iPad
/> iPhone
/> Adobe Edge Inspect

testing

/> don't rely on emulators and other desktop tools
/> try to test to as many devices / browsers / OS you can
/> you're not magician, it may not work on your mum's mobile...

thank you

questions ?