

## Breakpoints Via Media Queries

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The way we introduce a breakpoint is by using what's called a media query. And so, in CSS, a media query is basically saying, "Hey, when we reach a certain size screen, let's apply some different styles to it."

So, this is what the breakpoint would look like. So, we're saying when the screen has a maximum width of 600 pixels, we want any of the files inside of here to execute. So, we're going to take our exact same styles we had for content panel, but we're going to remove this float because we don't need to do anything to that. We don't need to do anything to the background color. Instead, we want the width of this to be 100% when we get to 600 pixels. In the same vein, we want the sidebar to also reach 100% when we get to 600 pixels. So, we have the same thing here.

And the last thing we want to do is, we don't want them to be floating anymore because that's not necessary. So, what we'll do is remove the floats once we get to that size. So, if we took a look at what happens here, we'll go back to 100%. We're starting to scale down the screen, and then they'll fall under each other, and they'll both be 100%. So that's our first breakpoint.

What's important to note in this approach is that we're doing this in a desktop-first method. So, you know, we're starting at desktop size, and then we're sizing things down as we reach mobile sizes and other tablet sizes. You can do this in reverse. So, instead of starting with desktop if, say, your design started with mobile or tablet, and you want to scale up and start adding things with the more space that you have, we can do that just by changing the max width to min width.

So, if we wanted to do that approach, I have a version of this style sheet that's basically the same, but it gives you a nice mobile-first approach. First, let's see here. First, I'm going to make a new style sheet that's exactly the same. And then I bring in our mobile-first. And you'll notice, in this one, it's just min width instead of max width. This was a typo here, and it should be-- So there's--this one's min width instead of max width. And so, what will happen in that case is, you know, as we reach a minimum width, we'll start to apply these breakpoints going upwards.

And this is the gist of applying breakpoints to sizing when it comes to elements. Again, floats are kind of an outdated method of handling layout and style. So, you want to think about using Flexbox, which is a lot more complicated in terms of the layout, but you can still use the same breakpoints approach we applied here. And the goal, of course, is to make sure that everything is fluid as you size up or size

down.