Responsive web design aims to allow developers to create websites that can automatically adapt to a users device, allowing the content of the site to automatically adapt to different resolutions and screen aspect ratios. This allows for the content to be delivered to the user in the best format, without creating extra work for the developer. The elements created should be able to scale and format themselves to fit on the device allowing for best user interactions.

To incorporate responsive web design into a website, you should set the meta viewport to specify the size of the window available on the users device, then use percentages of this value for the size of elements you want to display.

using
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
then
 <img src="img.jpg" style="max-width:100%;height:auto;">

will limit the image to displaying at the maximum width of the device.

You can also modify the css to incorporate responsive design principles, allowing different elements to display in different ways based on the screen size.
```
<style>
.left, .right {
  float: left;
  width: 30%;
}
```

```
    <style>
       @media (max-width: 1024px) {
       body { background: orange;}
       }
       @media (max-width: 768px) {
       body {background: yellow;}
       }
    </style>
```

Will change the background colour of the page depending on the size of the screen.

Reflection

This task was a bit more of a challenge for me than the previous one, as I have not had much experience with js before. I managed to get the task done and incorporate the required functions within the other task elements though. I hope the marks aren't based on how good the page looks though lel.