Media Queries

In this lesson we'll see what media queries are composed of.
Let's begin!

WE'LL COVER THE FOLLOWING

- Media features

CSS3 added an extension to media types that allows you more sophisticated control over defining styles for different devices. This extension is called media queries, and it allows building logical expressions in conjunction with media types. You can test the features of the output device you intend to render the output for, so you can create styles that accommodate your screens better than simple media types.

Media queries are composed of simple test expressions that are combined with logical AND and logical OR operators.

Here is a sample:

style.css

```
@media handheld and (min-width: 640px) {
   /* Add rules here */
}
```

This media query is pretty easy to read and understand. The section defines style rules that should be applied for handheld devices with a horizontal resolution of 640 pixels or more.

Media queries can be added to the `@media` and `@import` at-rules and can be used in the media attribute of `<link>` tags. You can use multiple comma separated media queries in a single rule where the comma acts as the logical OR.

For example, this media query imports the **myStyle.css** file for screens with at least 8-bit color per component, and for projectors that support colors:

style.css

```
@import url(myStyle.css)
  screen and (min-color: 8),
  projection and (color);
```

The media queries extension defines a number of features that can be tested, as listed in the table provided below. Most features can be used with the min- and max- prefix to test for minimum and maximum values.

Media features

Feature	Description
`color`	This feature represents the number of bits per color component with an integer value.
`color-index`	Represents the number of entries in the color lookup table (integer value)
`device-aspect-ratio`	This feature describes the aspect ratio of a device with a `w/h` value, where `w` and `h` are integer numbers, such as `16/9`.
`device-height`	Represents the height of the output device with a length value (such as `8in` or `12em`).
`device-width`	Represents the width of the output device with a length value.
`grid`	Retrieves true for a grid-based device. Does not support the `min-` or `max-` prefixes.
`height`	Represents the height of the rendering surface with a length value.
`monochrome`	This feature represents number of bits per pixel in a monochrome frame buffer (integer value)
`resolution`	Represents the resolution of the output device specified in `dpi` or `dpcm`, such as `300dpi` or `118dpcm`.
`scan`	Used to describe the scanning process of a `tv` media type. Values can be `progressive` or `interlaced`. Does not support the `min-` or `max-` prefixes.
`width`	Represents the width of the rendering surface with a length value.

In the *next lesson*, we'll summarize what we've learned in this chapter.