



Web Programming and Problem Solving

Responsive Web Design

Date: 19.09.2022

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Content



- Responsive Web Design
 - What is RWD?
 - Main Strategies
 - Media Queries
 - Flexible Layouts
 - Grid View
 - Responsive Images
 - Relative Units
 - Viewport



What is Responsive Web Design?







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What is Responsive Design?



 Responsive web design refers to a design strategy to make websites render correctly for various devices (mobile, tablet, and desktop).

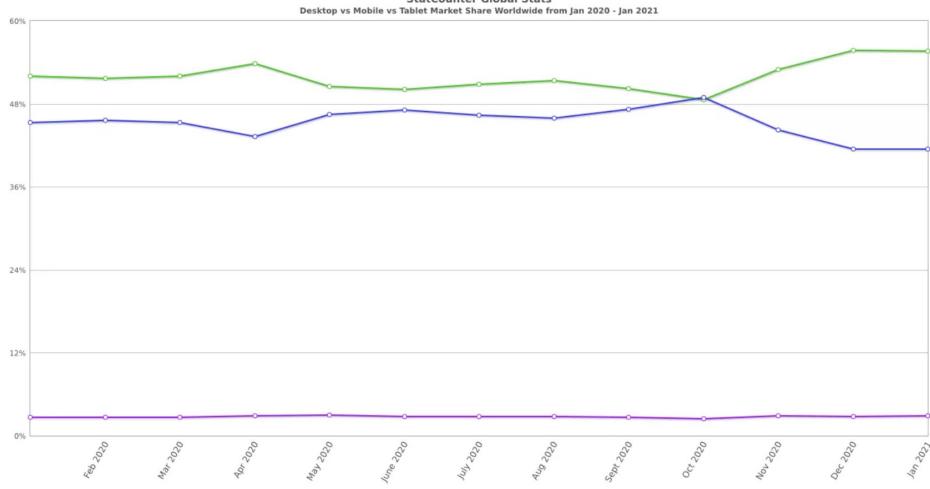




Device Statistics









Main Strategies



Here are some main strategies:

- Media queries
- Flexible layouts
- Grid View
- Responsive images
- Relative units
- Viewport



Media queries



Media queries are @media rules used to change CSS properties if some conditions are true

mediatype: all, print, screen, speech

mediafeature: max-width, min-width, orientation, etc.



Media queries



Media queries use breakpoints (screen sizes) to decide how content needs to be rendered

Common breakpoints (in pixels):

• Mobile: up to 767

• **Tablet**: 768 – 1023

• **Desktop**: 1024 – 1179

• **Desktop (extra):** 1200 +

```
@media screen and (min-width: 768px) {
   p {
     width: 100%;
     background-color: lightblue;
   }
}
```

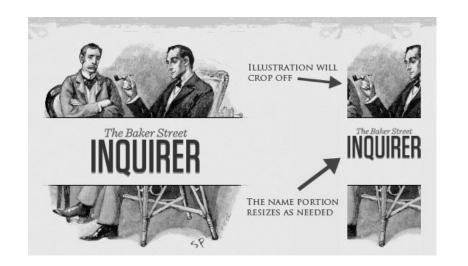


Flexible layouts

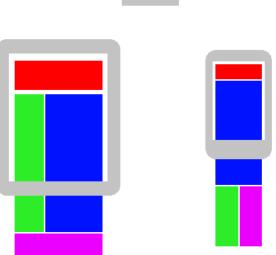


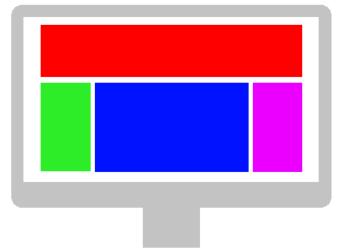
Website layout can be optimized for a a device's screen size:

- reposition elements
- resize elements (images)
- hide or partially show elements











Grid View



Many web pages are based on a grid-view, which means that the page is divided into columns:

- a responsive grid-view often has 12 columns
- the percentage for one column: 100% / 12 columns = 8.33%
- the columns should be floating to the left and other elements cleared
- make one class for each of the 12 columns: .col-1 {width: 8.33%;}, etc.
- The columns should be wrapped with a row, where they add up to 12



Responsive images

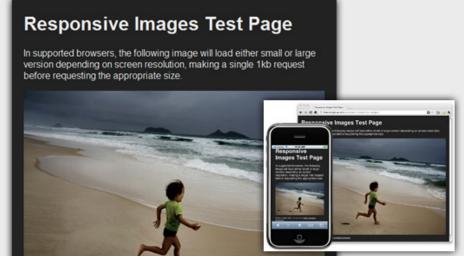


Some techniques to make images responsive:

- Set max-width and height
- Use picture and srcset
- Vectors (svg) vs Bitmap (jpg)

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

```
<picture>
    <source srcset="small.jpg" media="(max-width: 768px)">
        <source srcset="medium.jpg" media="(max-width: 1024px)">
        <source srcset="large.jpg">
        <img src="medium.jpg" alt="Medium image">
        </picture>
```





Relative units



Use relative units for width/height, font size, etc.

- percentage (width: 100%)
- em (font size: 1 em)
- vw, vh, vmin, vmax (height: 100vh)



Viewport



One more important addition to RWD strategy is to add the following magic line in HTML code:

```
<meta name="viewport"
content="width=device-width, initial-scale=1.0">
```

The viewport is the user's visible area of a web page.

Content is sized to the viewport and the scaling factor set to 1



Summary



• Key takeaways:

- Content is like water, so target all types of devices (mobile, tablet, dektop)
- To make your website responsive, use:
 - Media queries
 - Flexible layouts
 - Grid view
 - Responsive images
 - Relative units
 - Viewport

Thanks for Attention!