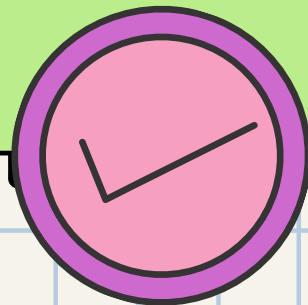
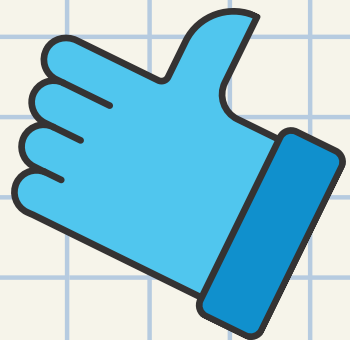
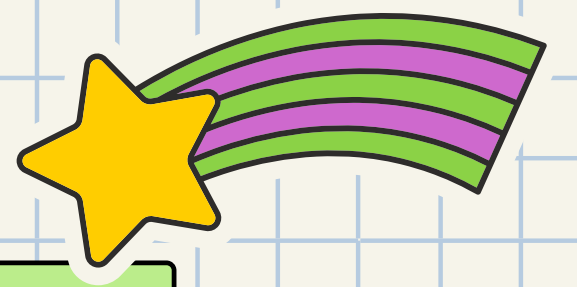


# Images in HTML



# The <img> Tag

```

```

**src:** Specifies the path to the image

**alt:** Specifies an alternate text for an image

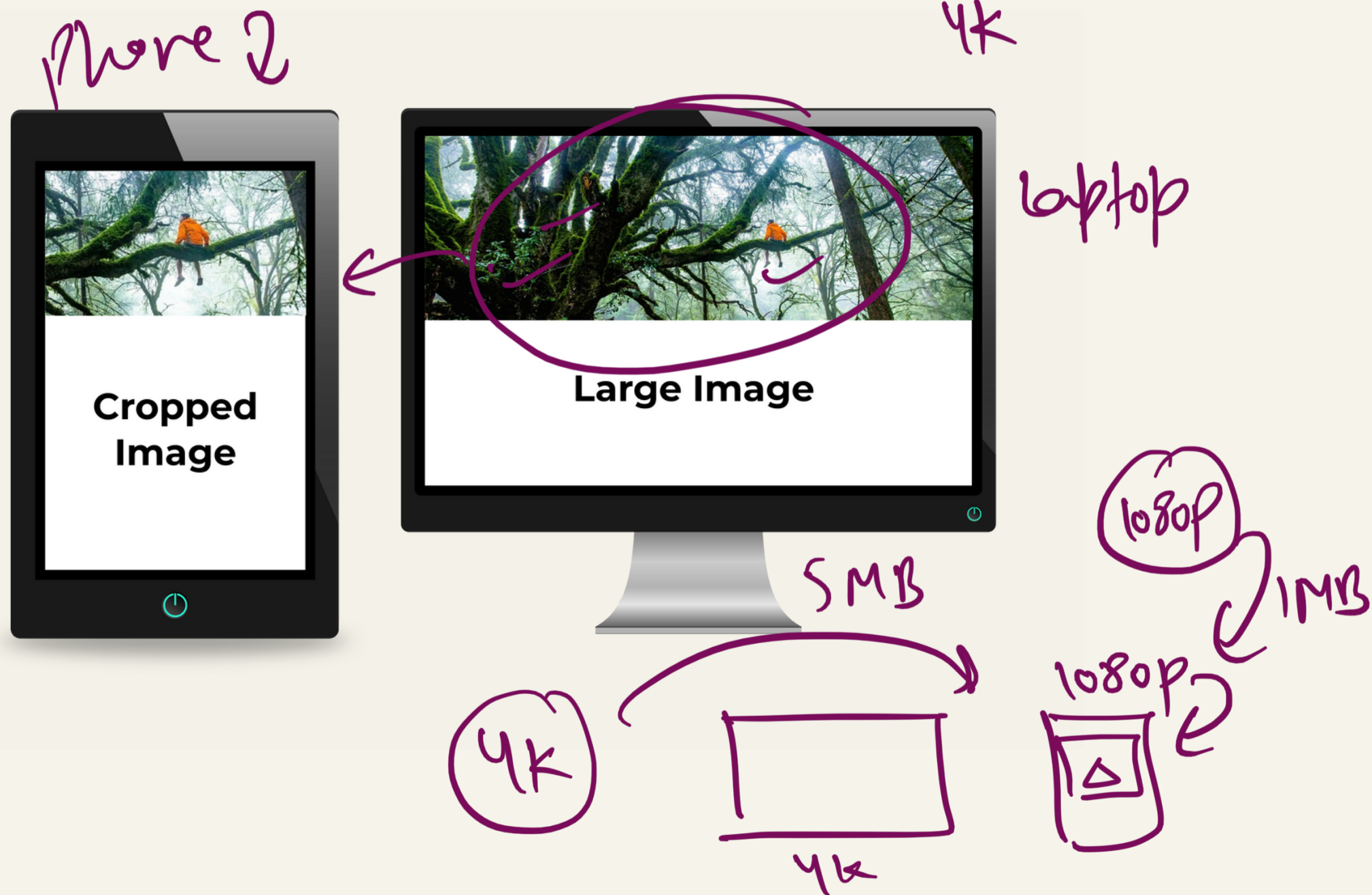
**width** and **height** specify the width and height of an image respectively



# Responsive Images

1x  
2x  
3x Quality

Phone  
tablet  
laptop

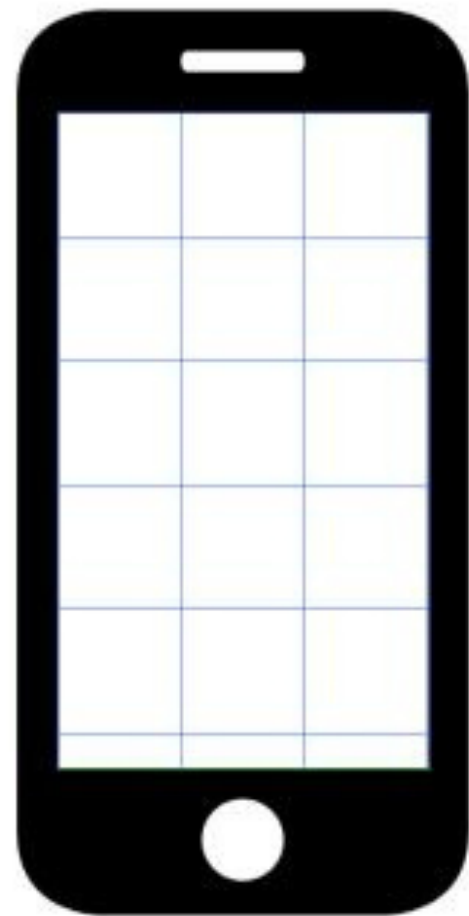


We should use Responsive images for these Two scenarios:

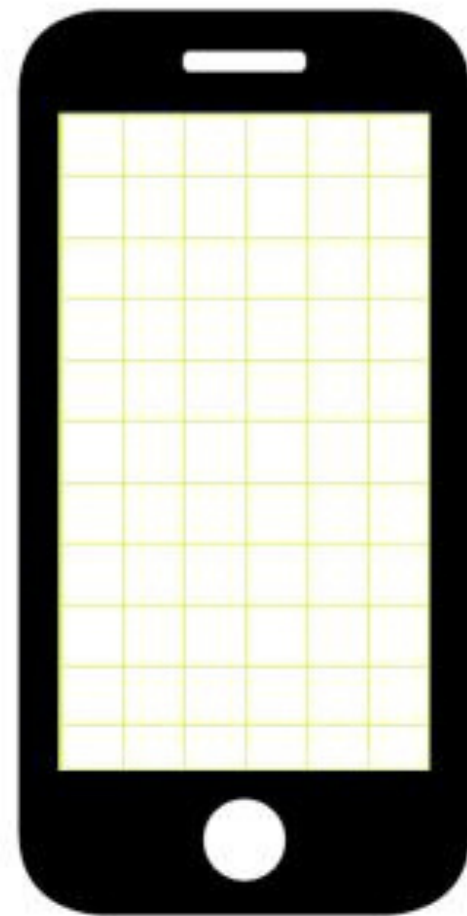
1. Fetch Lower Quality images on low-resolution screens to load images faster.
2. To tackle the Art Direction Problem



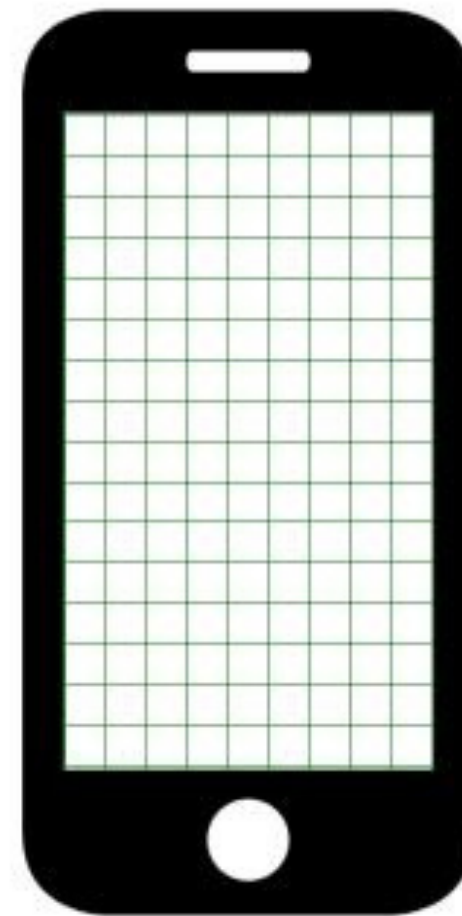
# DPR (Device Pixel Ratio)



DPR - 1



DPR - 2



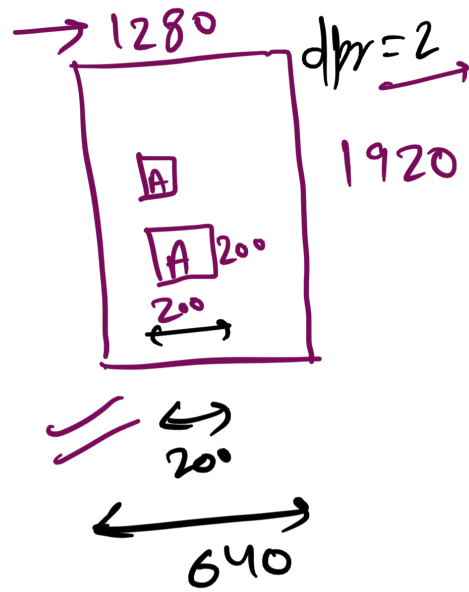
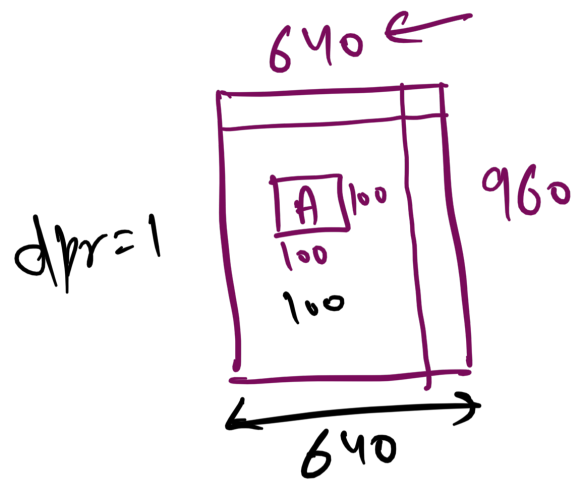
DPR - 3



The **device pixel ratio** is the ratio between physical pixels and logical pixels.

For instance, the iPhone 4 and iPhone 4S report a device pixel ratio of 2, because the physical linear resolution is double the logical linear resolution.



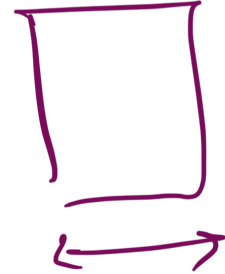


$$\frac{1280}{640} = 2 \text{ dpr}$$

css pixel  
logical pixel  
 width="100 px"

1, 2  
 2.5,  
 1.3

3





100

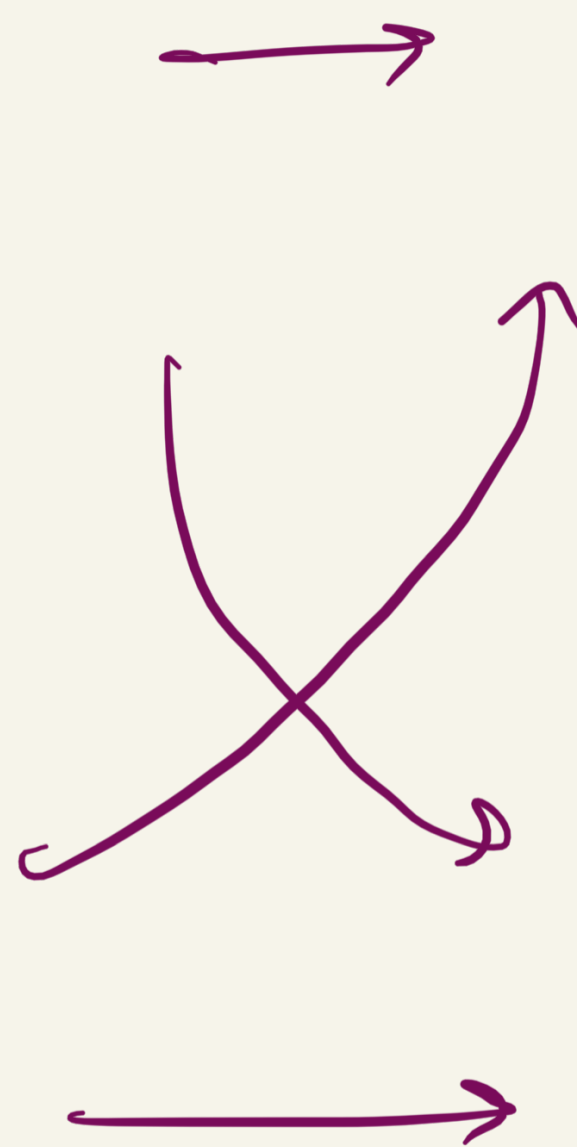
200



600



300



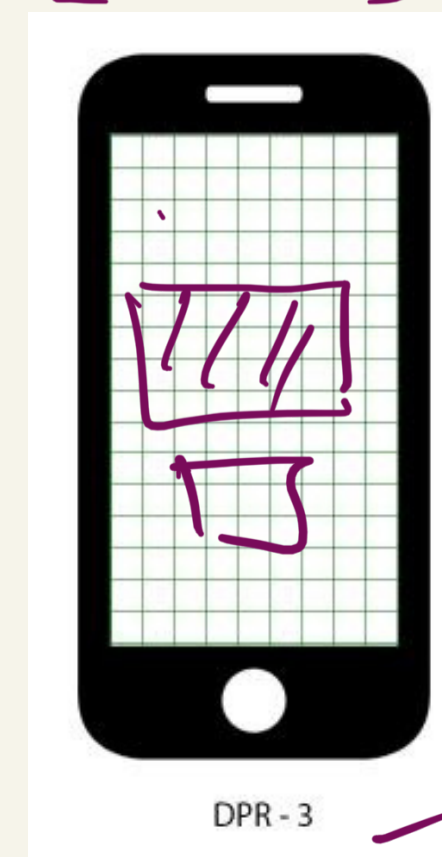
5 inch



640

Long width = 600

5 inch



1920



# The srcset attribute

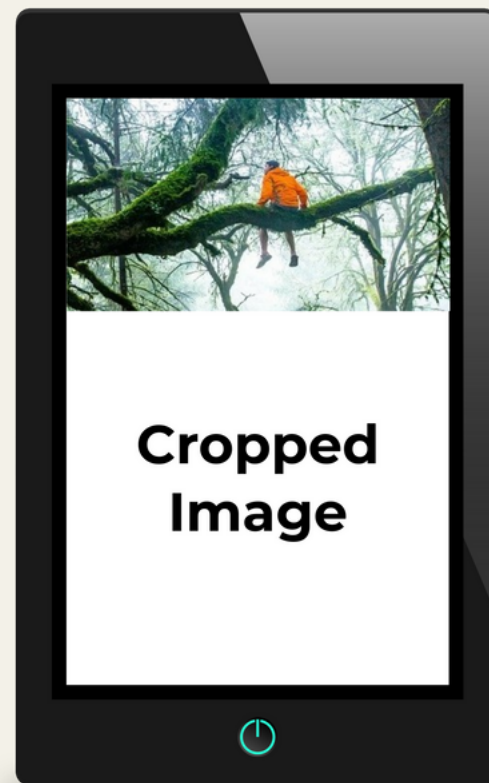
```

```

**srcset:** One or more strings separated by commas, indicating possible image sources for the user agent to use



# Art Direction Problem



Art Direction Problem involves displaying different images for different screen sizes focussing on the important part of the image rather than just changing the resolution of the image.





## srcset and sizes

*x → w together not allowed*

```

```

*media-queries*

**sizes:** One or more strings separated by commas, indicating a set of source sizes.

