

Responsive Design

Computing

Breakpoints, units and the approach that needs fewest of them.

Mobile-first: base styles for small screens, min-width queries to add complexity.

Units

rem — scales with user font size

em — relative to the parent

% — of the container

vw / vh — of the viewport

ch — width of a '0'

Common breakpoints

640px — large phone

768px — tablet

1024px — laptop

1280px — desktop

Layout

clamp(min, preferred, max)

minmax() in grid

auto-fit for responsive grids

aspect-ratio for media

Do not

Set font sizes in px

Assume touch means small

Hide content on mobile

Design for exact device widths

clamp(1rem, 2.5vw, 1.5rem) gives fluid type with a floor and a ceiling — often replacing three media queries.