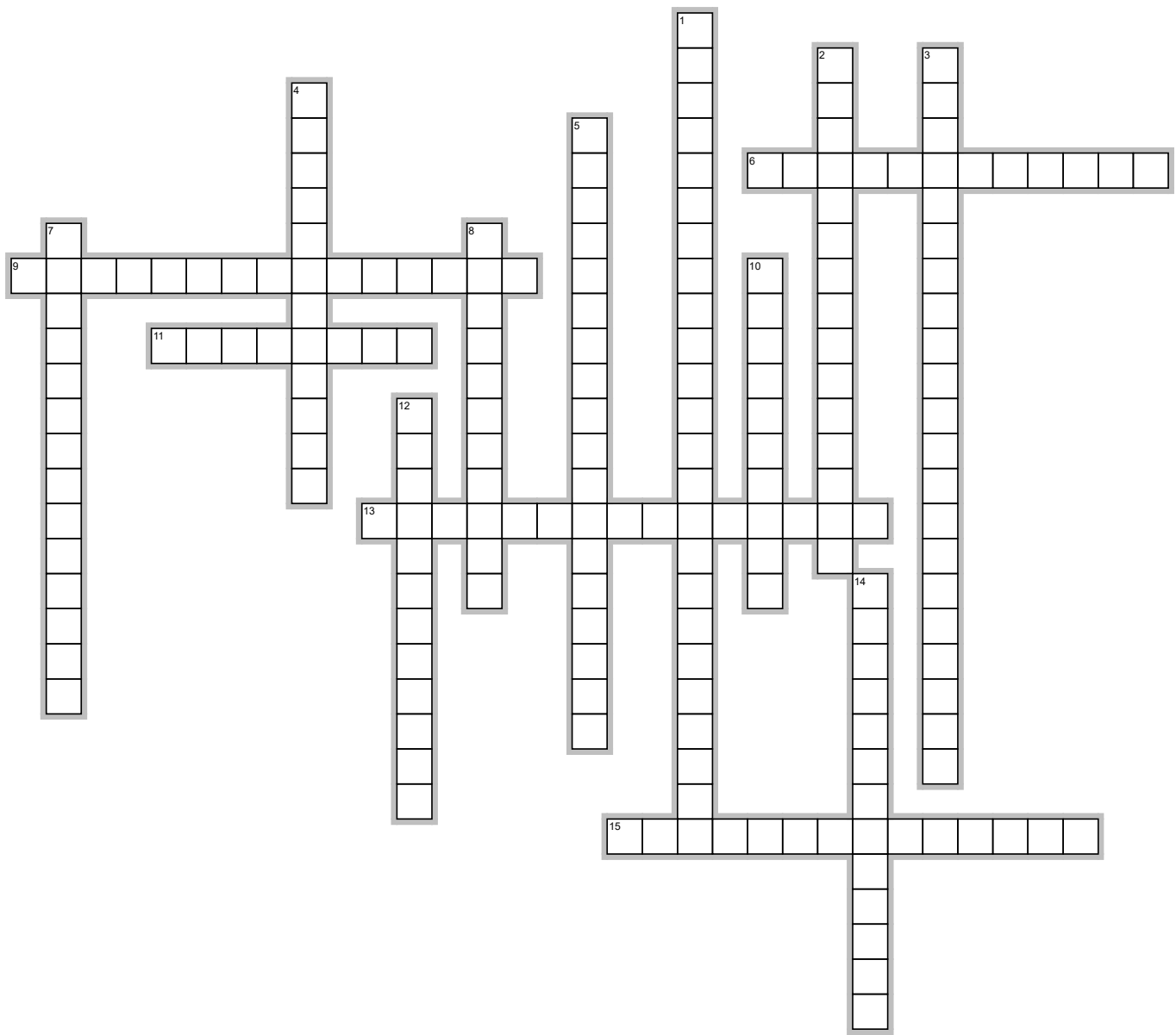


MaWD 4.02 Understand Concepts of Responsive Web Design



EclipseCrossword.com

Word bank

ABSOLUTE UNITS BITMAP PIXEL DEVICE PIXEL FIXED-WIDTH LAYOUT FLUID LAYOUT MEDIA
QUERY PIXEL DENSITY PIXELS PER INCH REFERENCE PIXEL RELATIVE UNITS RESOLUTION
RESPONSIVE WEB DESIGN SCALABLE VECTOR GRAPHICS VECTOR GRAPHICS VIEWPORT

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Across

6. The smallest unit of data in a raster image. (12)
9. A W3C standard based on an optical reference unit that might be twice the size of a hardware pixel. This new pixel should look exactly the same in all viewing situations. (15)
11. The rectangular area (measured in pixels) that is viewable on a device screen. (8)
13. (PPI) A measure of screen density refers to the number of device pixels on a physical surface. (15)
15. A specific size (14)

Down

1. (SVG) Defines vector-based graphics that can be embedded directly into a Web page; SVG is a World Wide Web Consortium recommendation. (24)
2. Type of graphic that does NOT lose quality when zoomed or resized. (15)
3. Refers to using existing techniques involving flexible grid layout, flexible images, and media and media queries into a unified approach to web design. (21)
4. The tiniest physical unit in a display; also known as a physical pixel. (12)
5. The width of the site is bound to a certain number of pixels (18)
7. Size is set in relation to surrounding elements (14)
8. A CSS specification that allows designers to target styles based on a number of device properties (11)
10. A simple count of the number of pixels across the entire width and height of a device. (10)
12. 1 em equals the current font size; in a Web browser it equals 16 px (12)
14. The number of device pixels on a physical surface; often measured in pixels per inch. (13)