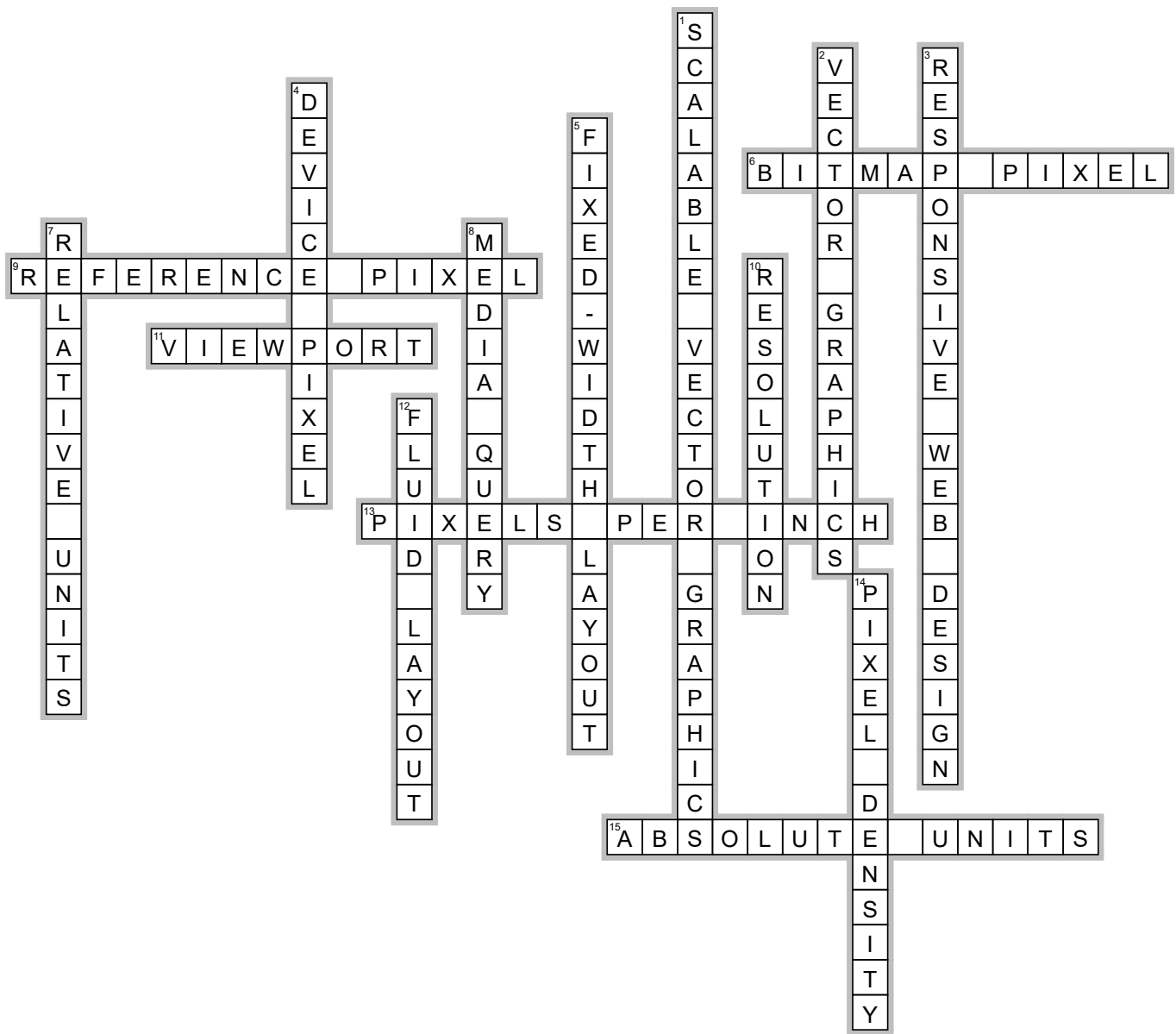


MaWD 4.02 Understand Concepts of Responsive Web Design



EclipseCrossword.com

Across

6. BITMAP PIXEL — The smallest unit of data in a raster image. (12)
9. REFERENCE PIXEL — 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. VIEWPORT — The rectangular area (measured in pixels) that is viewable on a device screen. (8)
13. PIXELS PER INCH — (PPI) A measure of screen density refers to the number of device pixels on a physical surface. (15)

15. ABSOLUTE UNITS — A specific size (14)

Down

1. SCALABLE VECTOR GRAPHICS — (SVG) Defines vector-based graphics that can be embedded directly into a Web page; SVG is a World Wide Web Consortium recommendation. (24)
2. VECTOR GRAPHICS — Type of graphic that does NOT lose quality when zoomed or resized. (15)
3. RESPONSIVE WEB DESIGN — Refers to using existing techniques involving flexible grid layout, flexible images, and media and media queries into a unified approach to web design. (21)

MaWD 4.02 Understand Concepts of Responsive Web Design

Down

4. DEVICE PIXEL — The tiniest physical unit in a display; also known as a physical pixel. (12)
5. FIXED-WIDTH LAYOUT — The width of the site is bound to a certain number of pixels (18)
7. RELATIVE UNITS — Size is set in relation to surrounding elements (14)
8. MEDIA QUERY — A CSS specification that allows designers to target styles based on a number of device properties (11)
10. RESOLUTION — A simple count of the number of pixels across the entire width and height of a device. (10)
12. FLUID LAYOUT — 1 em equals the current font size; in a Web browser it equals 16 px (12)
14. PIXEL DENSITY — The number of device pixels on a physical surface; often measured in pixels per inch. (13)