

Developing Mobile Websites

The Viewport

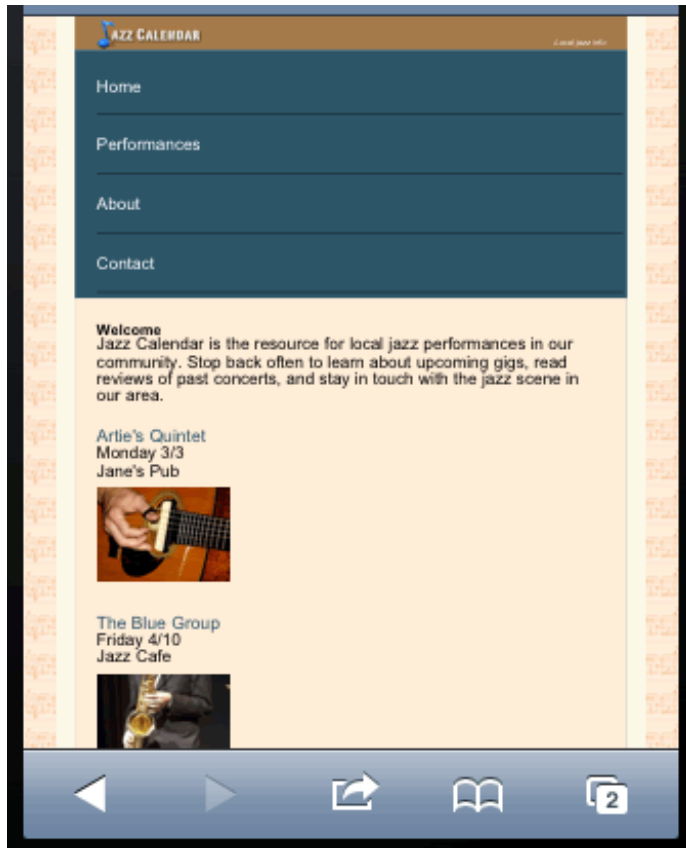
Lesson 1, Activity 2: **The Viewport**

Our *Jazz Calendar* site is getting better and better - our flexible design now benefits from media queries to target both window widths and device widths. But the scale of the site, when viewed on a mobile device, leaves a bit to be desired - even the smartphone-specific media queries didn't go quite far enough to address the fact that the site looks really shrunk on a phone.

We'll use the `viewport` meta tag to control the initial zoom of the page and, more importantly, the width of the viewport in pixels.

For these demos and exercises, you will need to publish your code to a Web server to be able to view on a smartphone device or emulator. Please refer to the setup instructions for more information.

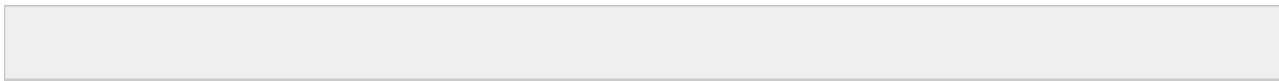
Try viewing the file [Viewport/Demos/viewport.html](#) on an iPhone or other smartphone device. Without the `viewport` tag, the size of text and other elements, when viewed on a smartphone, is pretty small:



With the `viewport` tag in place, we're now starting to get a version of the page that feels like it's designed for mobile use. Note that the page is scaled nicely to fit the mobile screen:



Note the presence of the line



in the head of the .html file. The `initial-scale=1.0` code sets the initial zoom for the page at 100%. `width=device-width` forces the page to render at the device's width - effectively scaling the page appropriately for our Android, iPhone, or other device.

We can control more than just the initial scale of the page with the `viewport` tag:

Viewport tag options

Option	Use	Values
width	width of viewport	200 - 10000 pixels
height	height of viewport	223 - 10000 pixels
minimum-scale	smallest zoom	0.0 - 10.0

maximum-scale	largest zoom	0.0 - 10.0
user-scalable	can user scale the page?	yes/no

Lesson 1, Activity 4: **Scaling the Pickup Soccer Site Appropriately for Devices**

Duration: 10 to 15 minutes.

In this exercise, you will use the `viewport` tag to control the initial zoom and scaling of the *Pickup Soccer* site on smartphone devices.

1. Open [Viewport/Exercises/viewporttag/index.html](#) and [Viewport/Exercises/viewporttag/css/style.css](#) in your file editor.
2. Use the `viewport` meta tag to control the initial scale and zoom of the page on smartphones.
3. Try viewing the page with a smartphone with and without the `viewport` meta tag to see the difference.

Solution:

[Viewport/Solutions/viewporttag/index.html](#)

```
<!DOCTYPE html>
<html>
<head>
  <title>Soccer Pickup</title>
  <link rel="stylesheet" type="text/css" href="css/reset.css" />
  <link rel="stylesheet" type="text/css" href="css/style.css" />
  <meta name="viewport" content="initial-scale=1.0, width=device-width" />
</head>

<body>

---- C O D E   O M I T T E D ----

</body>
</html>
```

Just as with the Jazz Calendar site, the addition of a single line of code

|

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

nicely scales the page to fit our device.