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One of the most important features of style sheets is that they specify how a document is to be presented on different media: on the screen, on paper, with a speech synthesizer, with a braille device, etc.

We have currently two ways to specify media dependencies for style sheets -

- Specify the target medium from a style sheet with the @media or @import at-rules.
- Specify the target medium within the document language.

## The @media rule

An @media rule specifies the target media types separated by commas of a set of rules.

Given below is an example -

```
<style tyle="text/css">
<!--
@media print {
    body { font-size: 10pt }
}
@media screen {
    body { font-size: 12pt }
}
@media screen, print {
    body { line-height: 1.2 }
}
-->
</style>
```

## The Document Language

In HTML 4.0, the *media* attribute on the LINK element specifies the target media of an external style sheet –

Following is an example -

## **Recognized Media Types**

The names chosen for CSS media types reflect target devices for which the relevant properties make sense. They give a sense of what device the media type is meant to refer to. Given below is a

## list of various media types -

Value	Description
all	Suitable for all devices.
aural	Intended for speech synthesizers.
braille	Intended for braille tactile feedback devices.
embossed	Intended for paged braille printers.
handheld	Intended for handheld devices typicallysmallscreen, monochrome, limitedbandwidth.
print	Intended for paged, opaque material and for documents viewed on screen in print preview mode. Please consult the section on paged media.
projection	Intended for projected presentations, for example projectors or print to transparencies. Please consult the section on paged media.
screen	Intended primarily for color computer screens.
tty	Intended for media using a fixed-pitch character grid, such as teletypes, terminals, or portable devices with limited display capabilities.
tv	Intended for television-type devices.

NOTE - Madia type names are case insensitive. Loading [MathJax]/jax/output/HTML-CSS/jax.js