Design patterns for mobile apps

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1 Design patterns

1. Navigation Drawer: Allows users to access different sections of the app by sliding out a side panel from the edge of the screen. Ideal for apps with multiple sections or functionalities.

2. Tabs: Organizes app content into multiple horizontal views, typically located at the top of the screen. Useful for switching between different categories of content or functionalities.

3. Bottom Navigation Bar: Places the app's main sections or features into icons at the bottom of the screen. Facilitates one-handed navigation on large mobile devices.

4. Floating Action Button: A prominent circular button that performs the primary action on the current screen. Used for high-priority actions like creating a new item or starting a new task.

5. Cards: Presents information in rectangular cards with related content, such as an image, a title, and a description. Helps organize and display content clearly and concisely.

6. Master-Detail: Displays a list of items in a main view (master) and the details of the selected item in a secondary view (detail). Suitable for showing detailed information about individual items in a collection.

7. Search Bar: Allows users to search for specific content within the app. Enhances usability by making search and quick access to relevant information easier.

8. Onboarding: Guides users through key features of the app at the beginning of their experience. Provides instructions and tips to help users become familiar with the app.

9. Pull-to-Refresh: Enables users to refresh the content of a list or view by swiping down. Provides an intuitive way to update content without the need for additional buttons.

10. Modal: Displays a modal popup window that requires user attention before continuing. Useful for confirmations, alerts, and critical actions that require an immediate response.

2   References

- DesignRush: Mobile Design Patterns
- KeepCoding Blog: Patrones de Diseño en Interfaces Móviles