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MATERIALIO COMPONENTS

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App bars: bottom (barra de aplicaciones)

A bottom app bar displays navigation and key actions at the bottom of mobile screens.

Bottom app bars provide access to a bottom navigation drawer and up to four actions, including the floating action button.

When to use

Bottom app bars should be used for: Bottom app bars shouldn't be used for:

Bottom app bars should be used for:

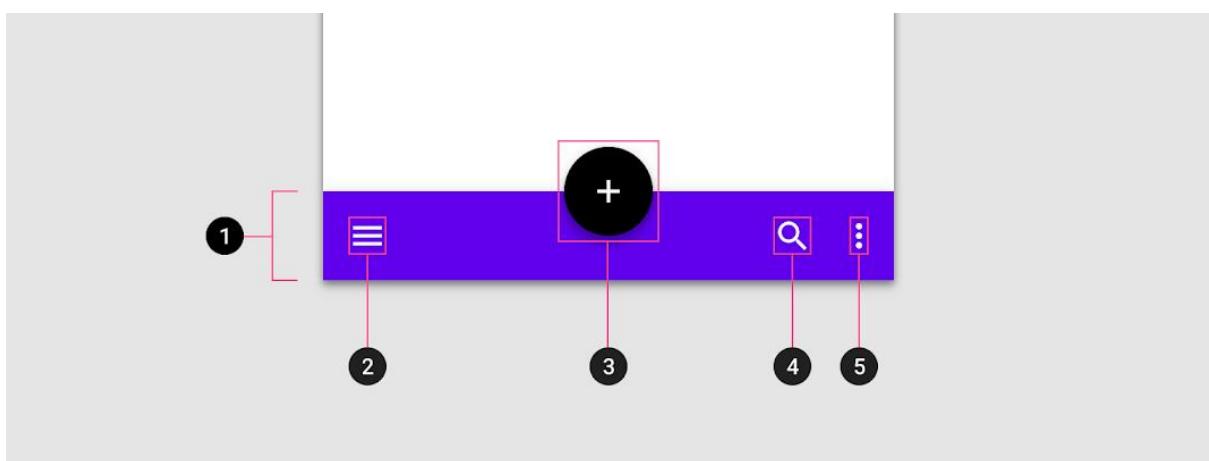
- Mobile devices only
- Access to a bottom navigation drawer
- Screens with two to five actions

Bottom app bars shouldn't be used for:

- Apps with a bottom navigation bar
- Screens with one or no actions

Anatomy

Bottom app bars can contain actions that apply to the context of the current screen. They include a navigation menu control on the far left and a floating action button (when one is present). If included in a bottom app bar, an overflow menu control is placed at the end of other actions.



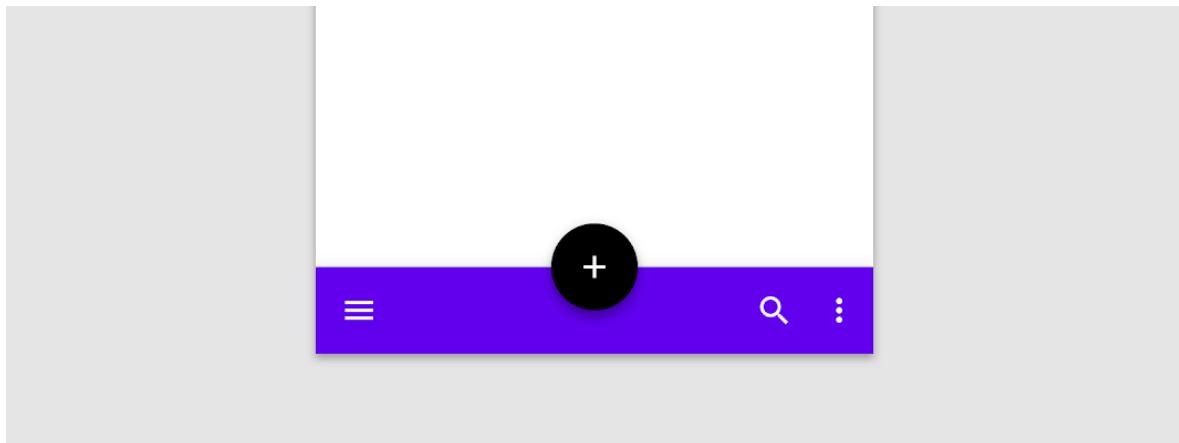
1. Container
2. Navigation drawer control
3. Floating action button (FAB)
4. Action icon
5. Overflow menu control

Positioning

Bottom app bars have three different layouts based on the presence of a FAB and its position in the bar. These layouts dictate the number...

Bottom app bars have three different layouts based on the presence of a FAB and its position in the bar. These layouts dictate the number of actions that can be included in the bar.

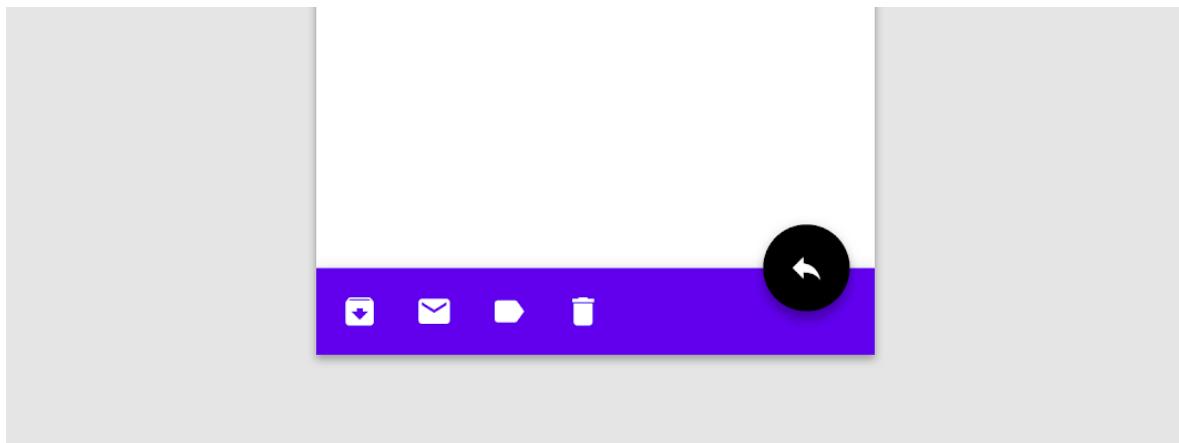
Centered FAB



Do

Use bottom app bars on home screens that feature a navigation menu control and a prominent action (such as a FAB). A minimum of one and a maximum of two additional actions can be placed on the opposite side of the bar.

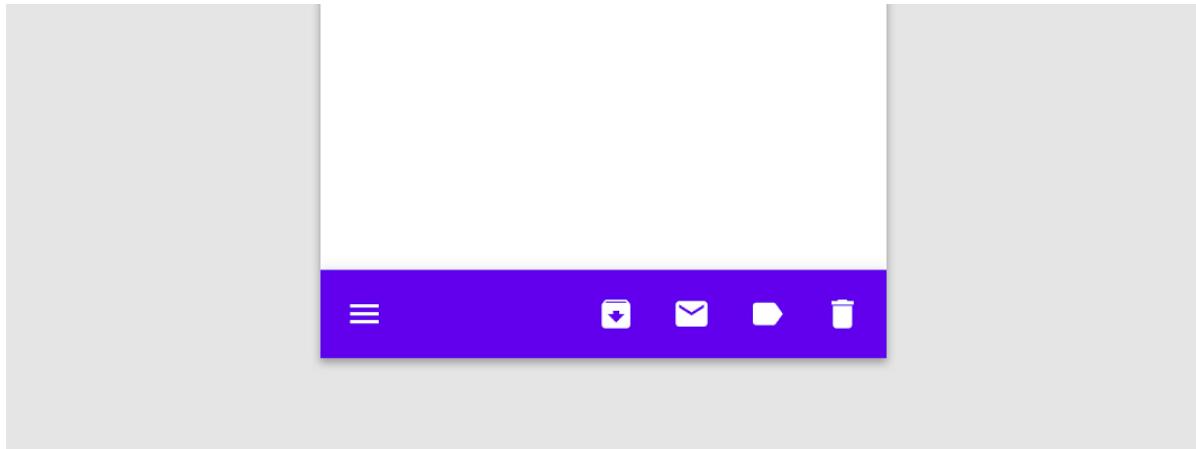
End FAB



Do

Use a FAB on secondary screens that require a floating action button and three to four additional actions.

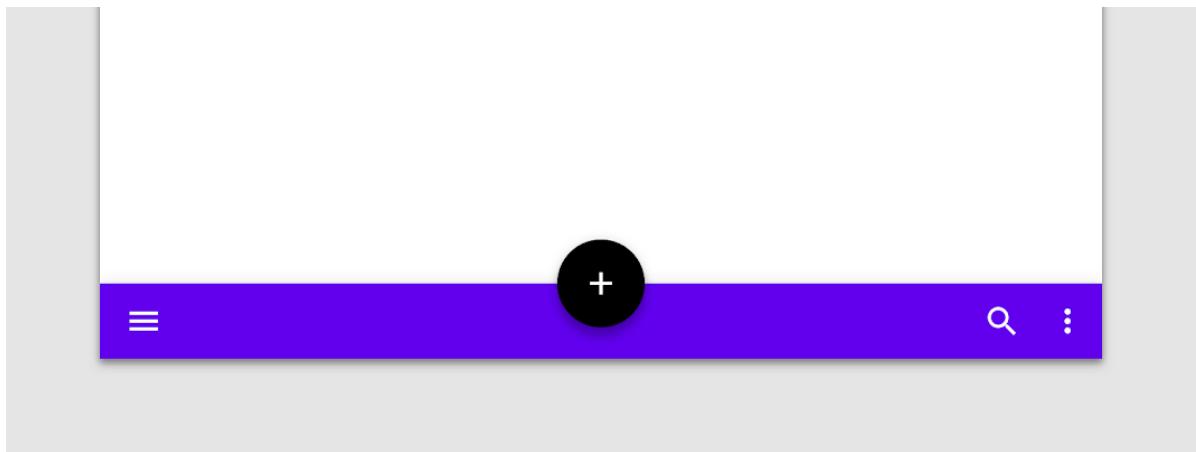
No FAB



Do

When no floating action button is needed, the bottom app bar can accommodate a navigation menu icon and up to four actions aligned on the opposing edge.

Landscape



Do

In landscape orientation, actions remain aligned to screen edges for easy handheld access

App bars: top

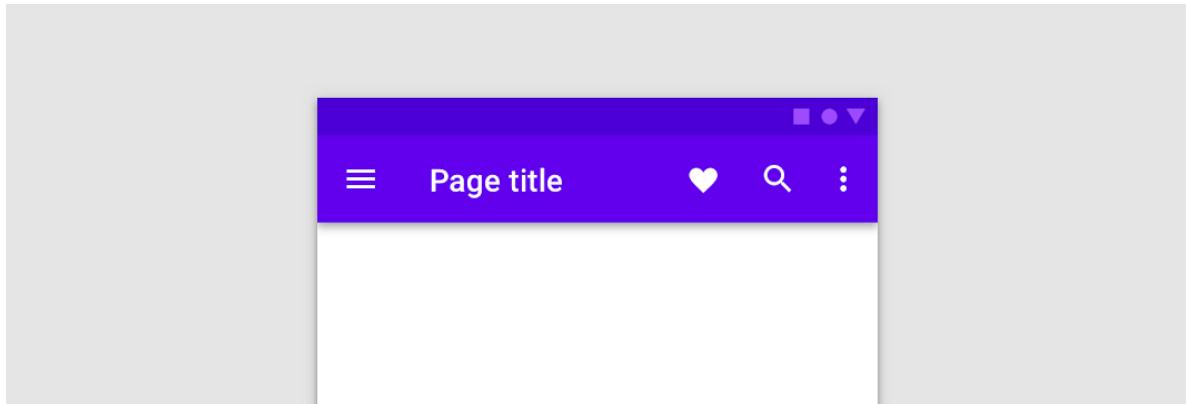
The top app bar displays information and actions relating to the current screen.

The top app bar provides content and actions related to the current screen. It's used for branding, screen titles, navigation, and actions.

It can transform into a contextual action bar.

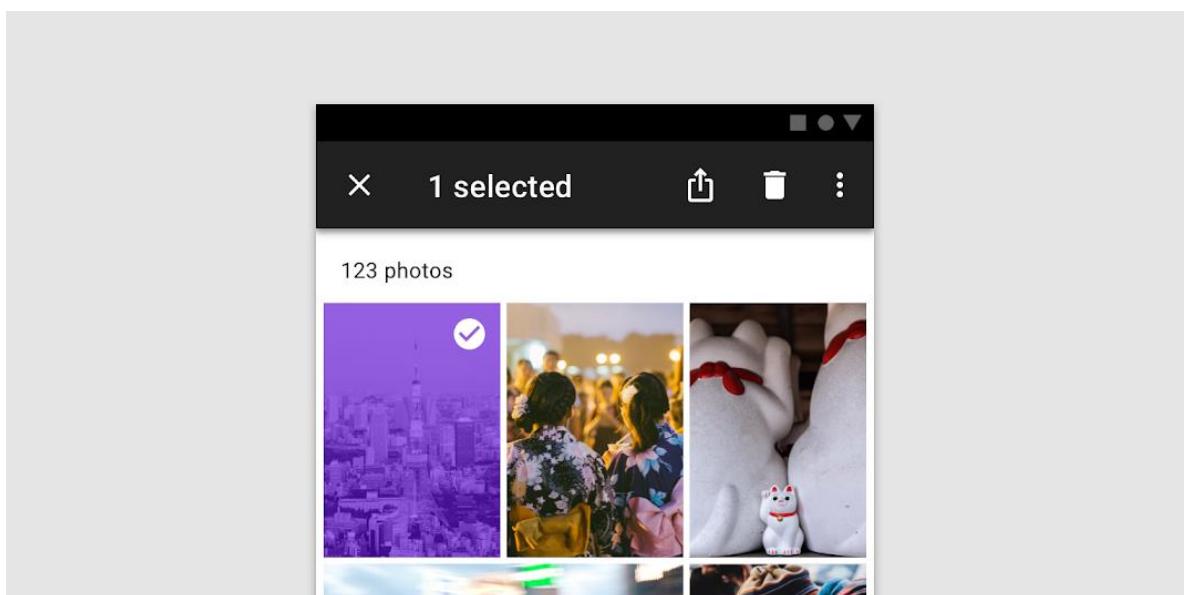
Types

There are regular top app bars and contextual action bars.



Regular

A regular top app bar



Contextual action bar

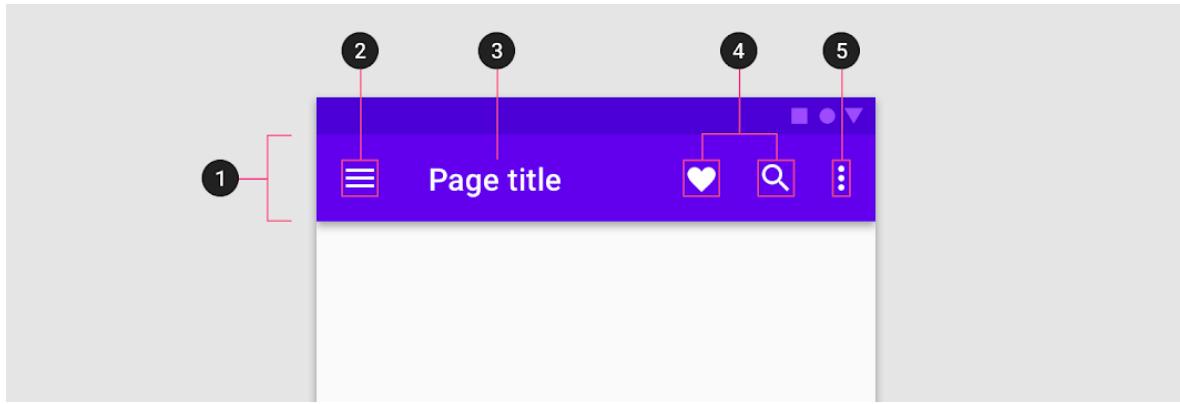
Contextual action bars provide actions for selected items. A top app bar can transform into a contextual action bar, remaining active until an action is taken or it is dismissed.

Anatomy

The recommended placement of elements in a top app bar for left-to-right languages is:

- Place navigation on the far left
- Place any titles to the right of navigation
- Place contextual actions to the right of navigation
- Place an overflow menu (if used) to the far right

For right-to-left languages, placement positions should be flipped.



1. Container
2. Navigation icon (optional)
3. Title (optional)
4. Action items (optional)
5. Overflow menu (optional)

Contextual action bar

Usage

A top app bar can transform into a contextual action bar to provide contextual actions to selected items. For example, upon user selection of photos...

A top app bar can transform into a contextual action bar to provide contextual actions to selected items. For example, upon user selection of photos from a gallery, the top app bar transforms to a contextual app bar with actions related to the selected photos.

When a top app bar transforms into a contextual action bar, the following changes occur:

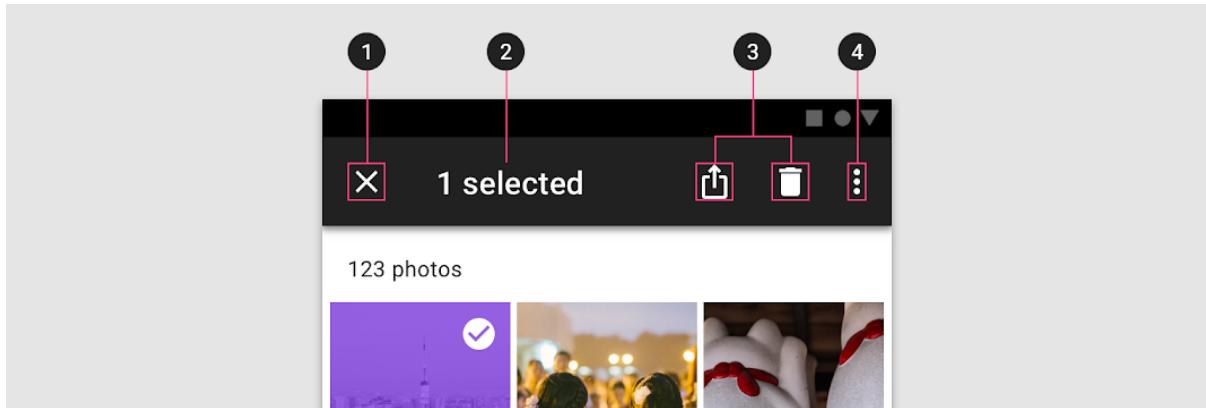
- The bar color changes
- Navigation icon is replaced with a close icon
- Top app bar title text converts to contextual action bar text
- Top app bar actions are replaced with contextual actions

Upon closing, the contextual action bar transforms back into a top app bar.

Top app bar transforming into a contextual action bar

Anatomy

When a top app bar transforms into a contextual action bar, the bar should change color to indicate a change of state.



1. Close button (instead of a navigation icon)
2. Contextual title
3. Contextual actions
4. Overflow menu (optional)

Backdrop

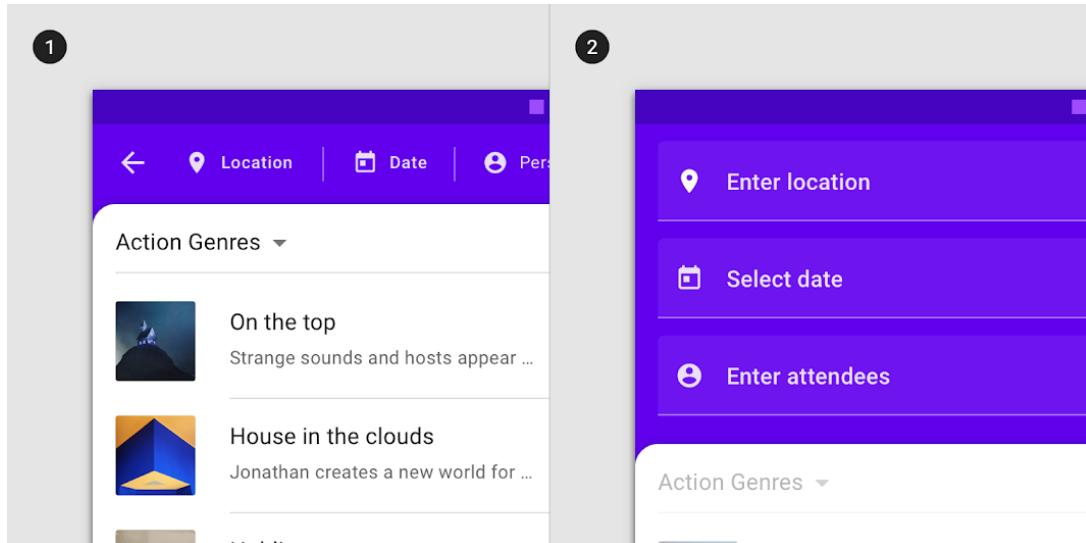
A backdrop appears behind all other surfaces in an app, displaying contextual and actionable content.

Usage

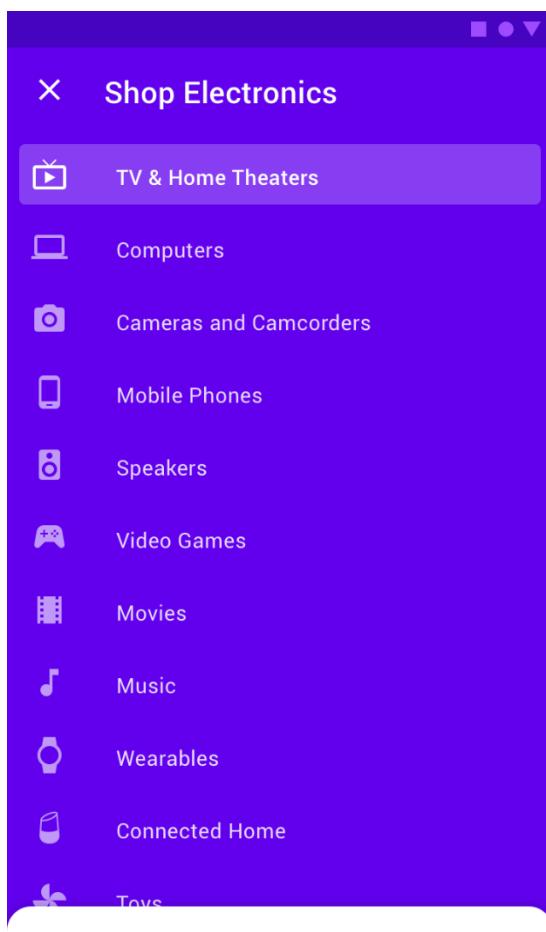
A backdrop is composed of two surfaces: a back layer and a front layer. The back layer displays actions and context, and these control and inform the front layer's content.



1. Back layer
2. Front layer



1. When concealed, the back layer can provide contextual information about the front layer.
2. When revealed, the back layer displays contextual controls that relate to the front layer.



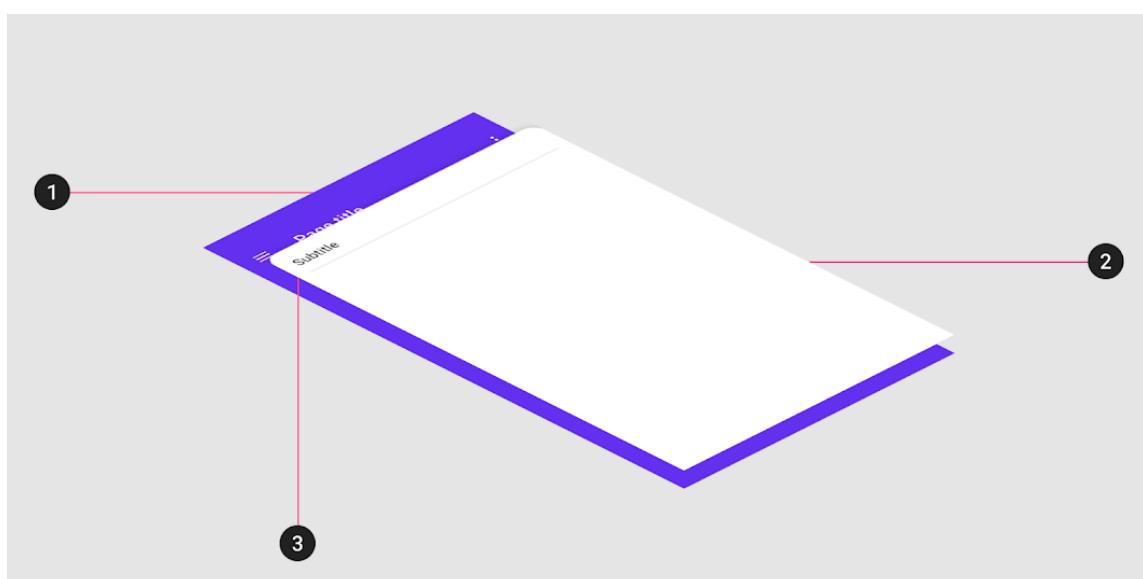
Back layer content can be navigational, changing the content displayed on the front layer.

The screenshot shows a mobile application interface. The top portion, labeled 'Back layer', contains a list of filter options under the heading 'Types of TV & Home Theater Products'. The options include 'Smart TV' (checked), '4K Ultra HD TVs' (unchecked), 'Curved TVs' (checked), 'OLED TVs' (checked), 'LED TVs' (unchecked), and 'Home Theater Systems' (unchecked). Below this is another section titled 'TV & Home Theater Sizes' with three radio button options: 'TVs up to 32"' (unchecked), 'TVs 39"-50"' (checked), and 'TVs 55" or larger' (unchecked). The bottom portion, labeled 'Front layer', shows a search result card with the text 'See 64 results'.

Back layer content can filter front layer content.

Anatomy

A backdrop consists of a back layer, a front layer, and an optional subheader. Either the back layer or the front layer can be active at a time.



1. Back layer
2. Front layer
3. Subheader (optional)

Banners

A banner displays a prominent message and related optional actions.

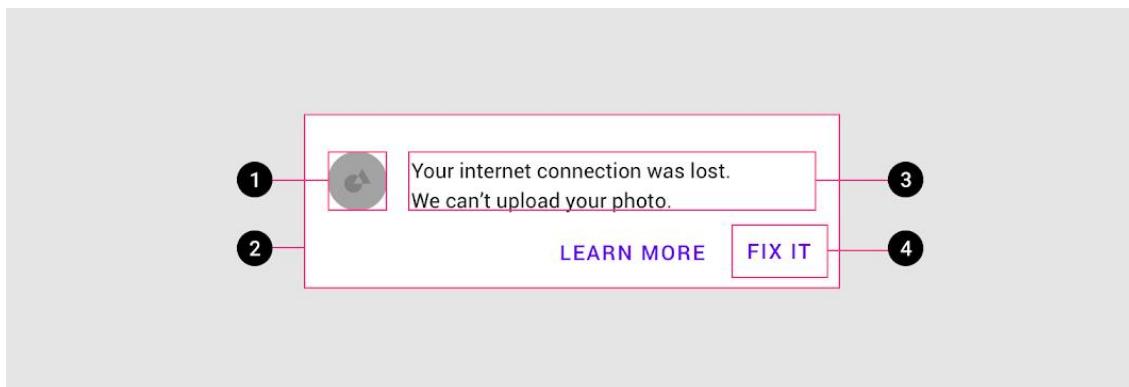
Usage

A banner displays an important, succinct message, and provides actions for users to address (or dismiss the banner). It requires a user action to be dismissed.

Banners should be displayed at the top of the screen, below a top app bar. They're persistent and nonmodal, allowing the user to either ignore them or interact with them at any time. Only one banner should be shown at a time.

Component	Priority	User action
Snackbar	Low priority	Optional: Snackbars disappear automatically
Banner	Prominent, medium priority	Optional: Banners remain until dismissed by the user, or if the state that caused the banner is resolved
Dialog	Highest priority	Required: Dialogs block app usage until the user takes a dialog action or exits the dialog (if available)

Anatomy



1. Supporting illustration (optional)
2. Container
3. Text
4. Buttons

Bottom navigation

Bottom navigation bars allow movement between primary destinations in an app.

Usage

Bottom navigation bars display three to five destinations at the bottom of a screen. Each destination is represented by an icon and an optional text label. When a bottom navigation icon is tapped, the user is taken to the top-level navigation destination associated with that icon.

When to use

Bottom navigation should be used for top-level destinations

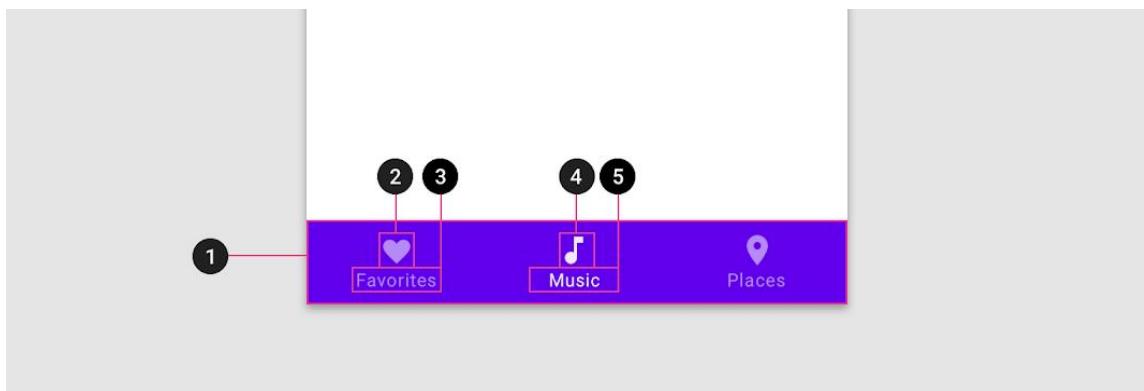
Bottom navigation should be used for:

- Top-level destinations that need to be accessible from anywhere in the app
- Three to five destinations
- Mobile or tablet only

Bottom navigation shouldn't be used for:

- Single tasks, such as viewing a single email
- User preferences or settings

Anatomy



There are three destinations in this bottom navigation, each with an icon and text label.

1. Container
2. Inactive icon
3. Inactive text label
4. Active icon
5. Active text label

Buttons

Buttons allow users to take actions, and make choices, with a single tap.

Contained without icon

CONTAINED	OUTLINED	TEXT	Configuration	X
			Options <input type="checkbox"/> Leading icon	
				

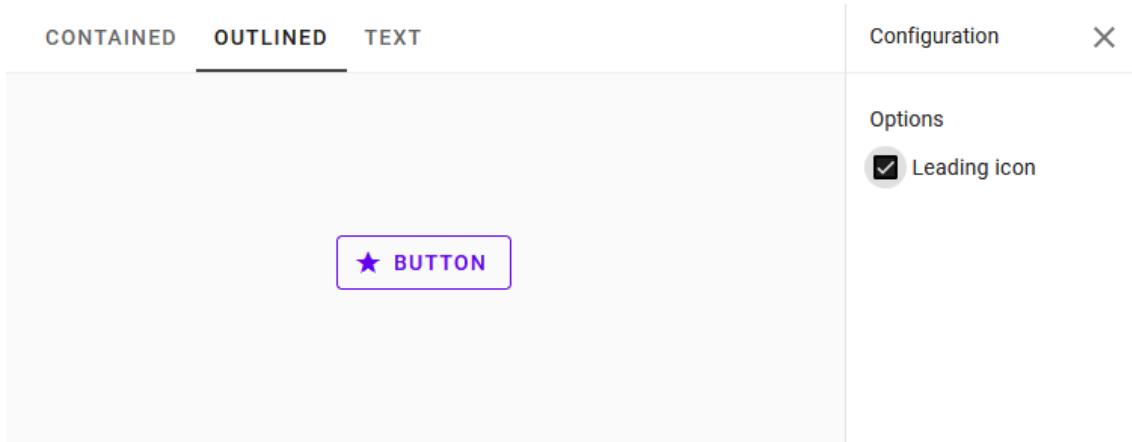
Contained with icon

CONTAINED	OUTLINED	TEXT	Configuration	X
			Options <input checked="" type="checkbox"/> Leading icon	
				

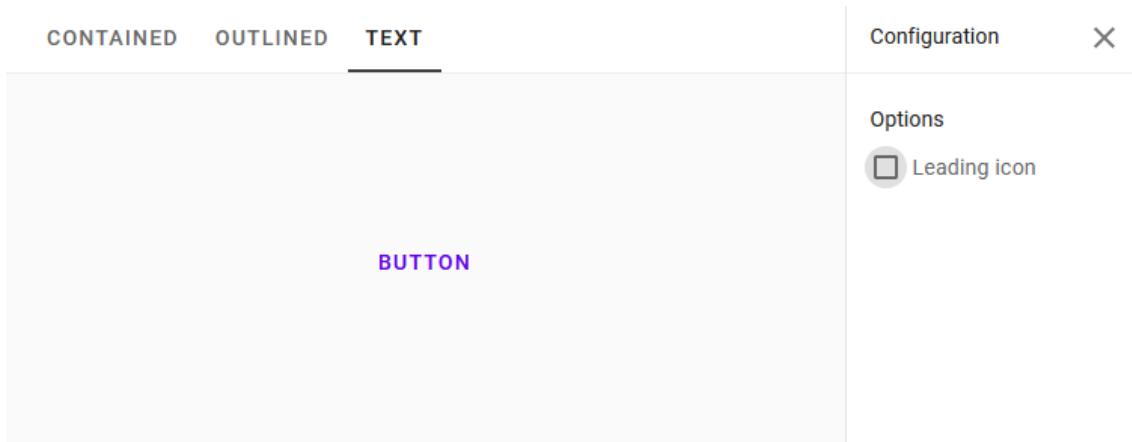
Outlined without icon

CONTAINED	OUTLINED	TEXT	Configuration	X
			Options <input type="checkbox"/> Leading icon	
				

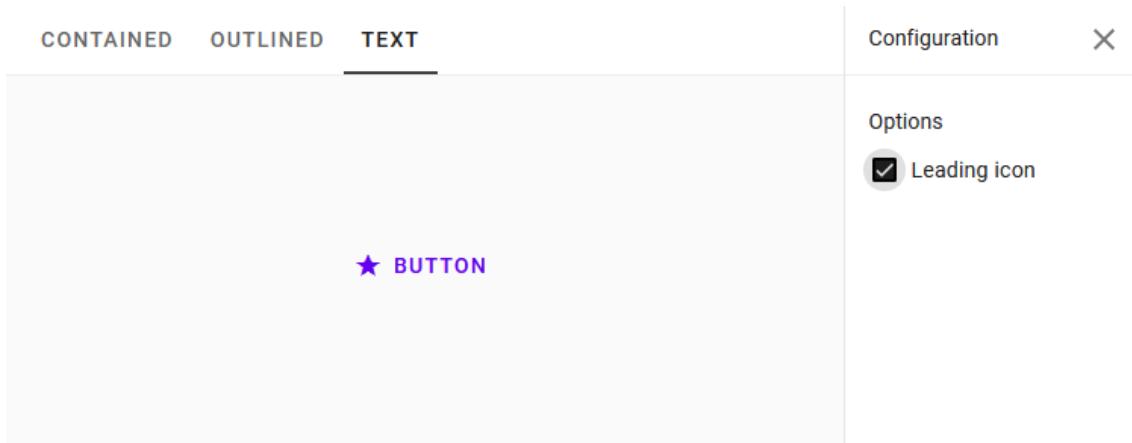
Outlined with icon



Text without icon



Text with icon



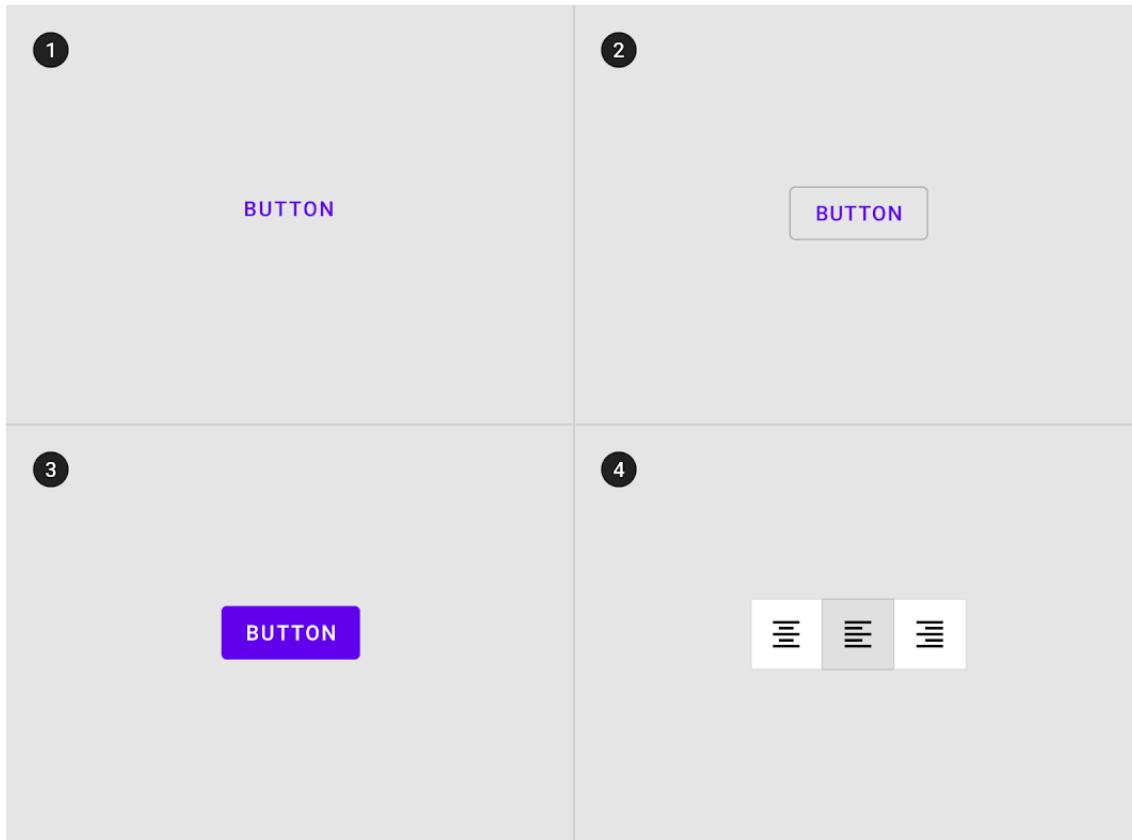
Usage

Buttons communicate actions that users can take. They are typically placed throughout your UI, in places like:

- Dialogs
- Modal windows
- Forms
- Cards
- Toolbars

Types

There are text, contained, and toggle buttons.



1. Text button (low emphasis)

Text buttons are typically used for less important actions.

2. Outlined Button (medium emphasis)

Outlined buttons are used for more emphasis than text buttons due to the stroke.

3. Contained button (high emphasis)

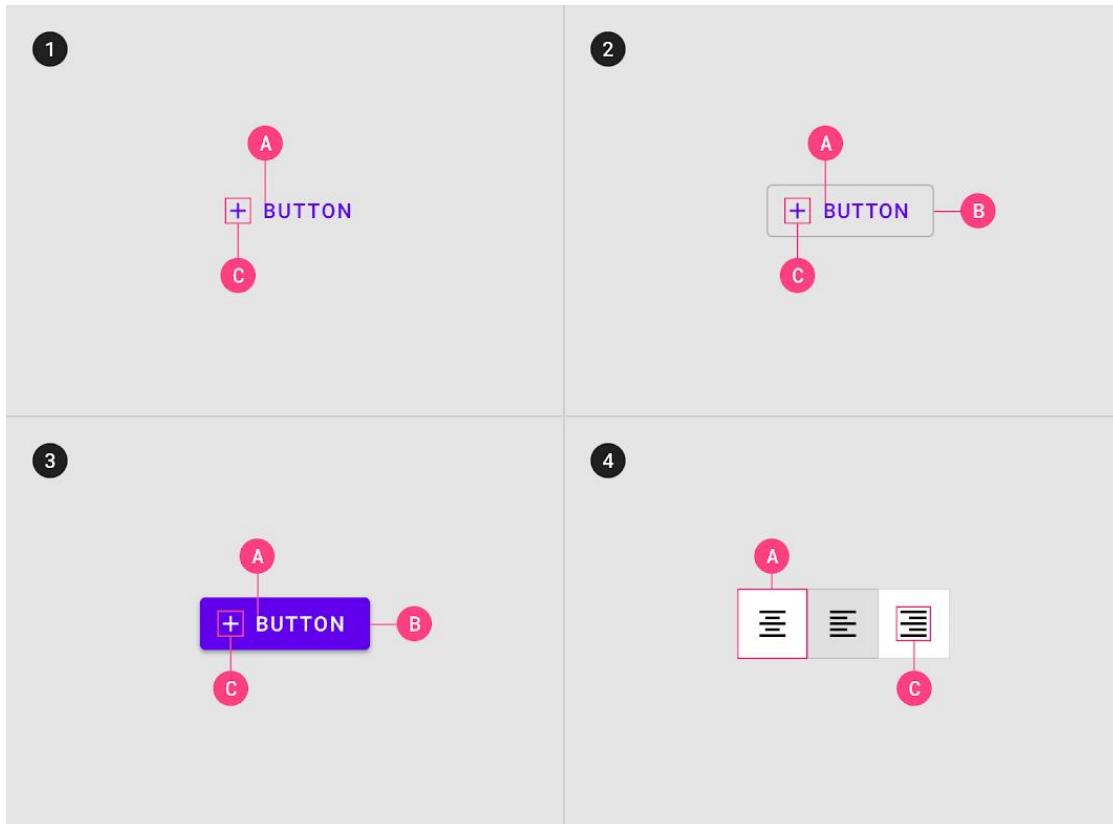
Contained buttons have more emphasis, as they use a color fill and shadow.

4. Toggle button

Toggle buttons group a set of actions using layout and spacing. They're used less often than other button types.

Anatomy

Buttons contain one required element and four optional elements.



1. Text button

- A. Text label
- C. Icon (optional)

2. Outlined button

- A. Text label
- B. Container
- C. Icon (optional)

3. Contained button

- A. Text label
- B. Container
- C. Icon (optional)

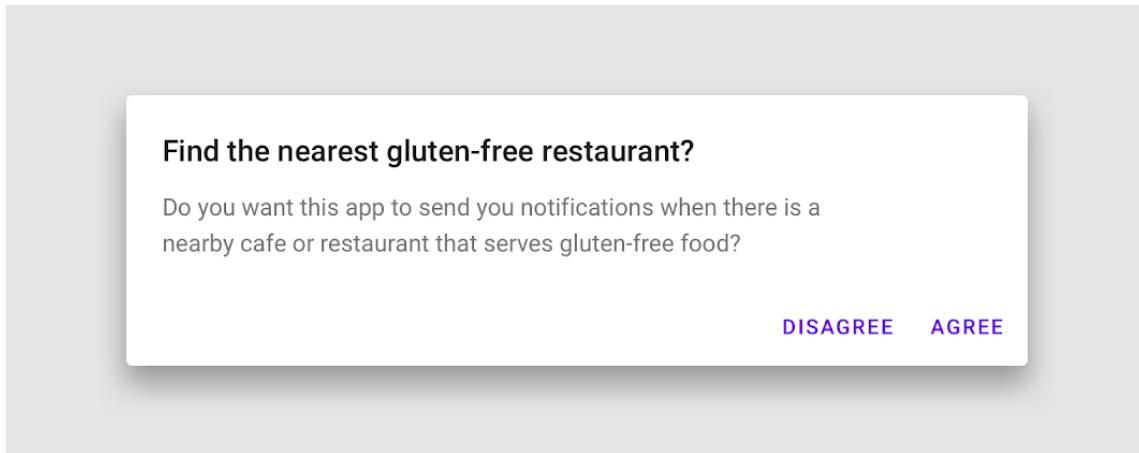
4. Toggle button

- A. Text label
- C. Icon (optional)

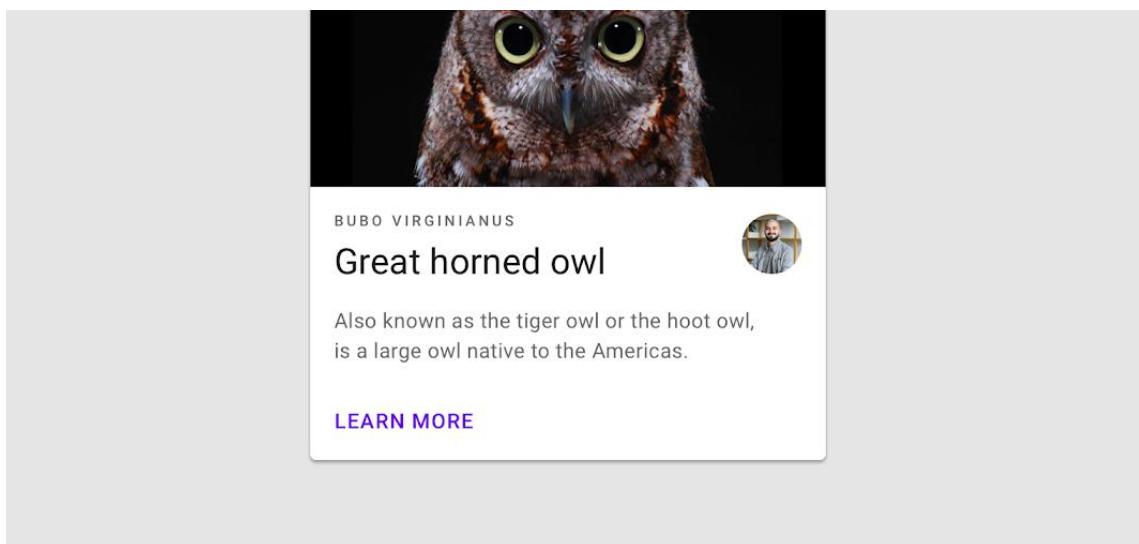
Placement

Text buttons are often embedded in contained components like cards and dialogs, in order to relate themselves to the component in which they appear. Because...

Text buttons are often embedded in contained components like cards and dialogs, in order to relate themselves to the component in which they appear. Because text buttons don't have a container, they don't distract from nearby content.



Dialogs use text buttons because the absence of a container helps unify the action with the dialog text. Align text buttons to the right edge for left-to-right scripts.



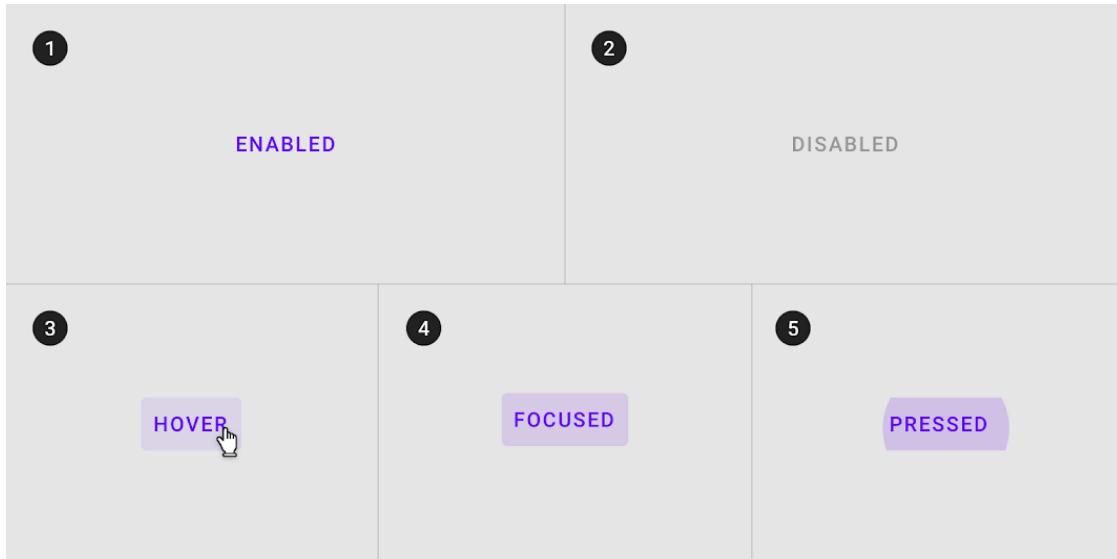
Text buttons minimize distraction from card content.

States

Text buttons can be placed in front of a variety of backgrounds. Until the button is interacted with, its container isn't visible. To maintain accessibility,...

Text buttons can be placed in front of a variety of backgrounds. Until the button is interacted with, its container isn't visible.

To maintain accessibility, Material Design provides baseline opacity values for the color overlays used by states. A brand can adjust opacity values to suit its color scheme.



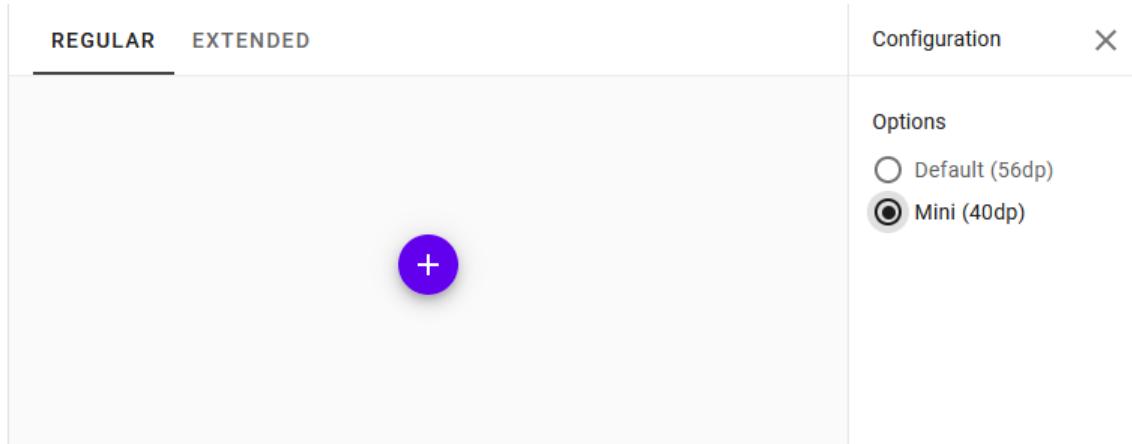
Buttons: floating action button

A floating action button (FAB) represents the primary action of a screen.

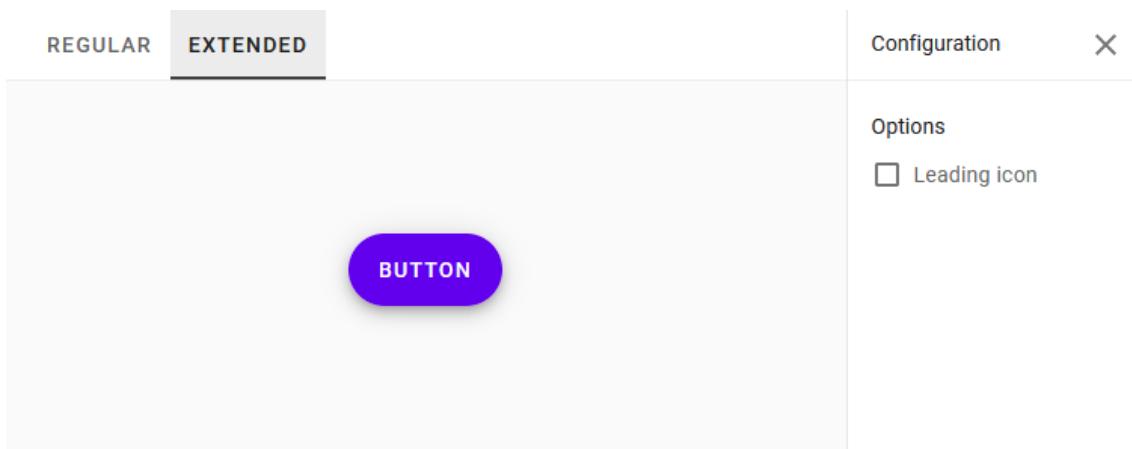
Regular default

REGULAR	EXTENDED	Configuration	X
		Options <input checked="" type="radio"/> Default (56dp) <input type="radio"/> Mini (40dp)	

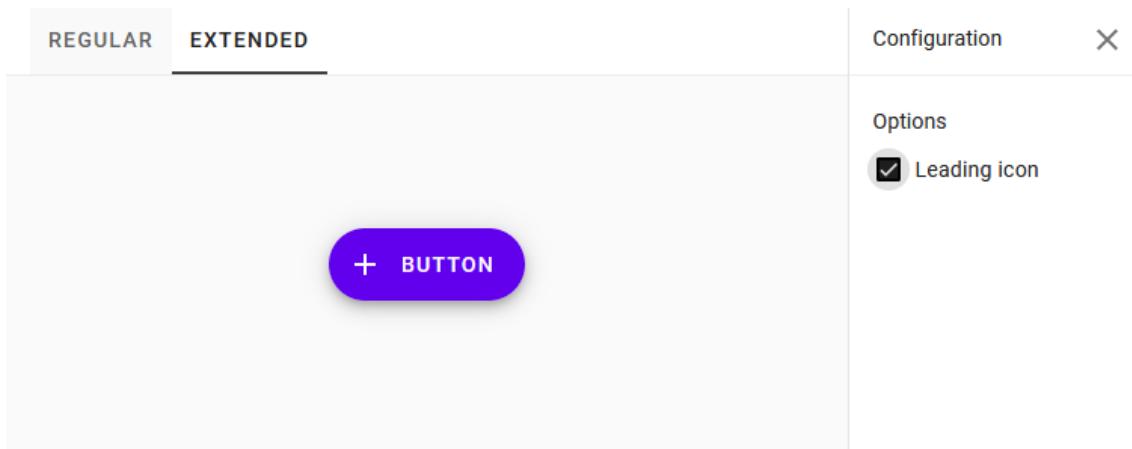
Regular mini



Extended without icon



Extended with icon

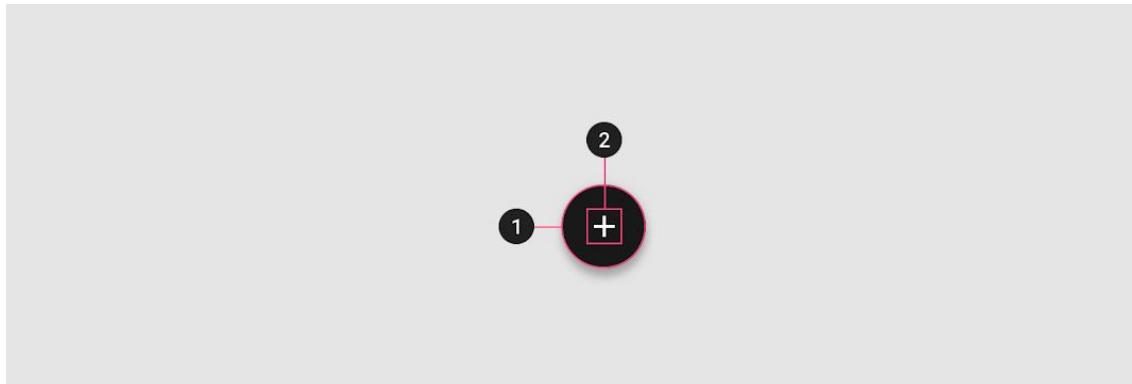


Usage

A floating action button (FAB) performs the primary, or most common, action on a screen. It appears in front of all screen content, typically as a circular shape with an icon in its center. FABs come in three types: regular, mini, and extended.

Only use a FAB if it is the most suitable way to present a screen's primary action.

Anatomy

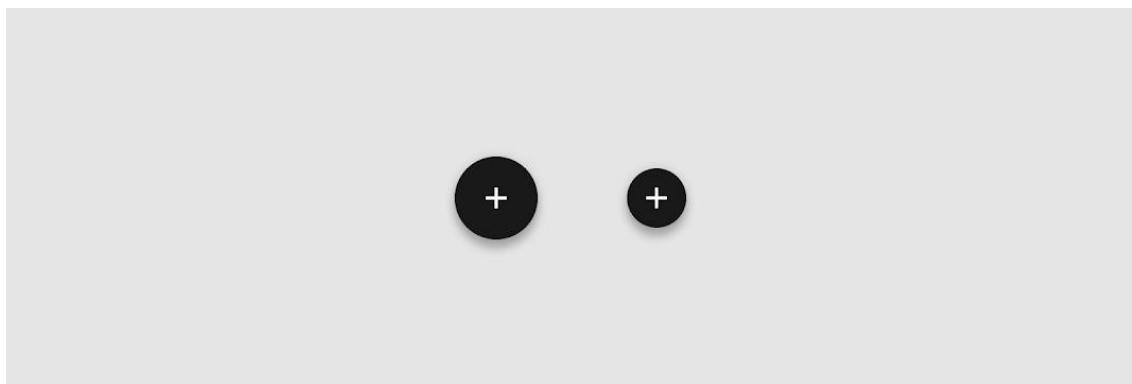


1. Container
2. Icon

Container

The FAB is typically displayed in a circular container. An app's color scheme determines its color fill, which should contrast with the area behind the...

The FAB is typically displayed in a circular container. An app's color scheme determines its color fill, which should contrast with the area behind the FAB.

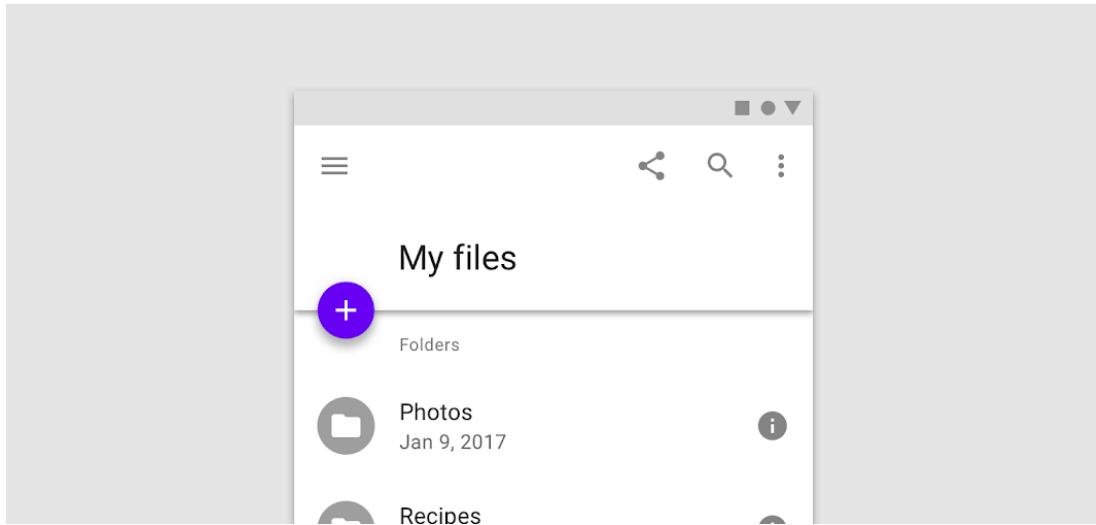


FAB containers come in two sizes:

1. Default (56 x 56dp)
2. Mini (40 x 40dp)

A mini FAB should be used on smaller screens. When a screen width is 460dp or less, the container of a default FAB (56dp) should transform into the mini size (40dp).

Mini FABs can also be used to create visual continuity with other screen elements.



This mini FAB creates visual continuity by having a related size, shape, and placement to the folder icons below it.

Cards

Cards contain content and actions about a single subject.

Card with nothing

ELEVATED	OUTLINED	Configuration	X
		<p>Options</p> <p><input type="checkbox"/> Media</p> <p><input type="checkbox"/> Supporting text</p> <p><input type="checkbox"/> Buttons</p>	
		<div style="border: 1px solid #ccc; padding: 10px; text-align: center;">Card title Secondary text</div>	

Card with media

ELEVATED OUTLINED



Configuration X

Options

Media

Supporting text

Buttons

Card with media and text

ELEVATED OUTLINED



Configuration X

Options

Media

Supporting text

Buttons

Card with media, text and buttons

ELEVATED OUTLINED

Configuration X

Options

Media

Supporting text

Buttons

Usage

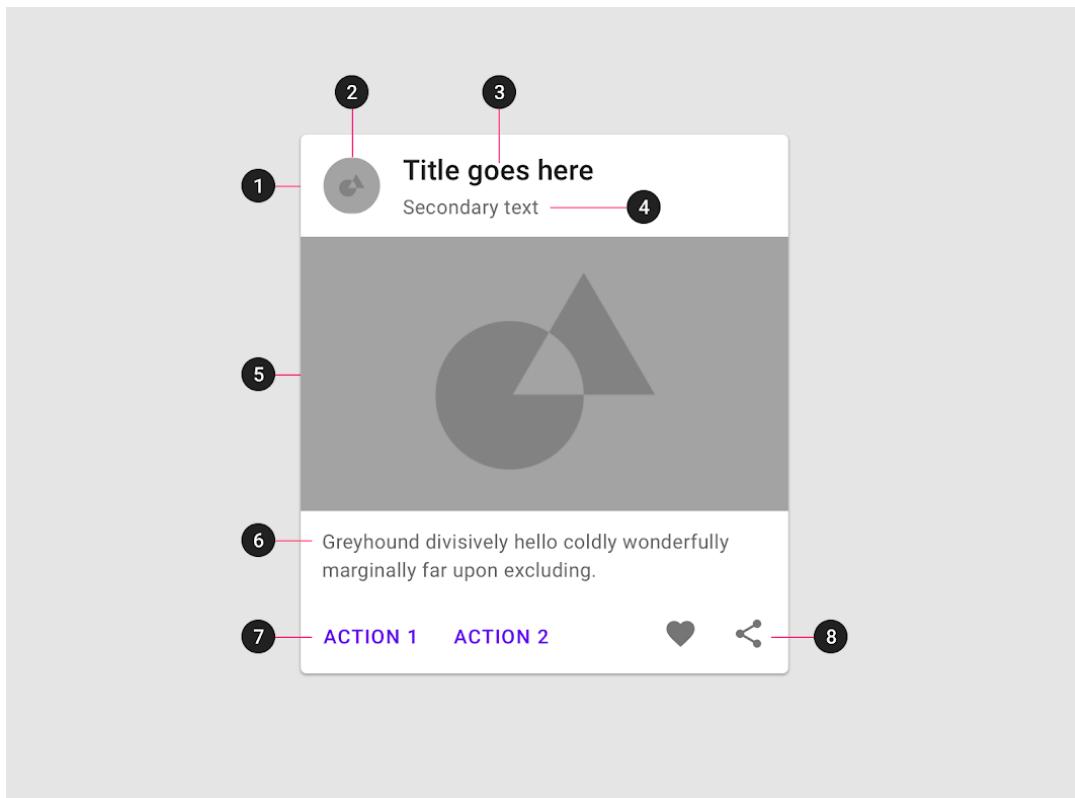
Cards are surfaces that display content and actions on a single topic.

They should be easy to scan for relevant and actionable information. Elements, like text and images, should be placed on them in a way that clearly indicates hierarchy.

Anatomy

The card container is the only required element in a card. All other elements shown here are optional.

Card layouts can vary to support the types of content they contain. The following elements are commonly found among that variety.



1. Container

Card containers hold all card elements, and their size is determined by the space those elements occupy. Card elevation is expressed by the container.

2. Thumbnail [optional]

Cards can include thumbnails to display an avatar, logo, or icon.

3. Header text [optional]

Header text can include things like the name of a photo album or article.

4. Subhead [optional]

Subhead text can include text elements such as an article byline or a tagged location.

5. Media [optional]

Cards can include a variety of media, including photos, and graphics, such as weather icons.

6. Supporting text [optional]

Supporting text include text like an article summary or a restaurant description.

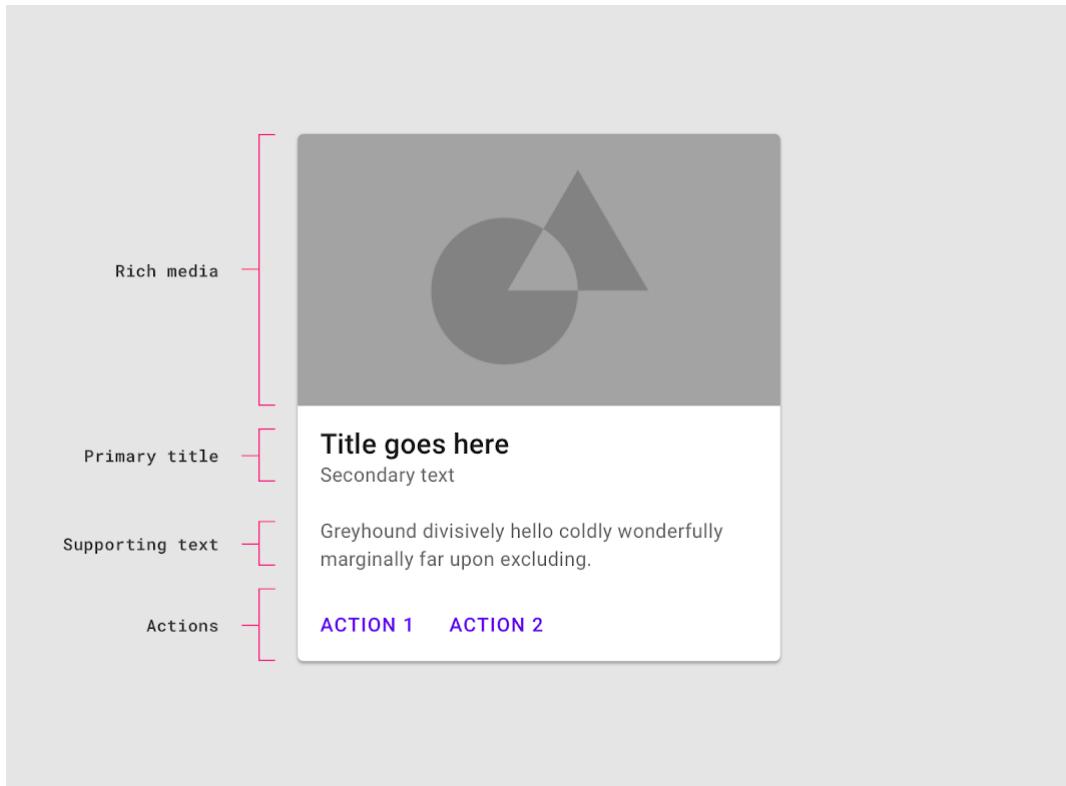
7. Buttons [optional]

Cards can include buttons for actions.

8. Icons [optional]

Cards can include icons for actions.

Each card is made up of content blocks. All of the blocks, as a whole, are related to a single subject or destination. Content can receive different levels of emphasis, depending on its level of hierarchy.



Cards contain rich media, primary title, supporting text, and actions.

Checkboxes

Checkboxes allow users to select one or more items from a set. Checkboxes can turn an option on or off.

Usage

Use checkboxes to:

- Select one or more options from a list

- Present a list containing sub-selections

- Turn an item on or off in a desktop environment

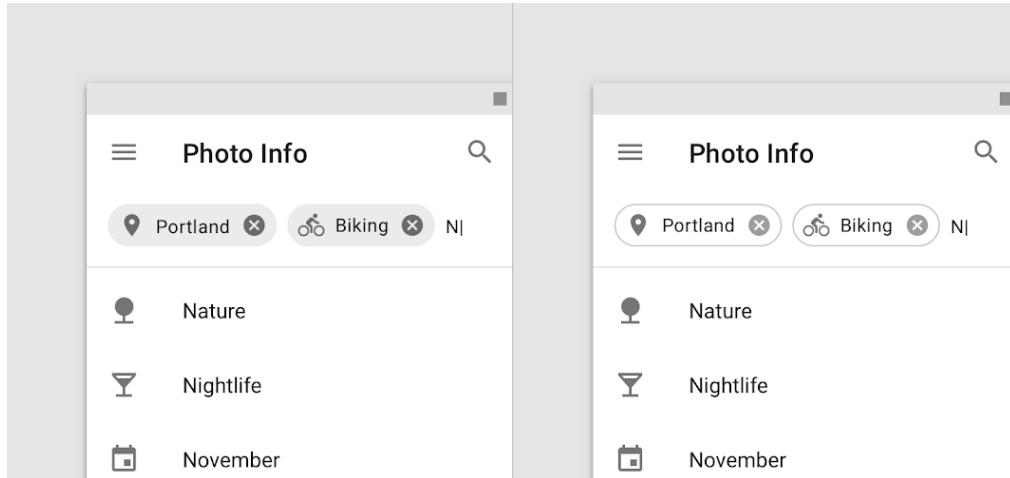
Chips

Chips are compact elements that represent an input, attribute, or action.

Usage

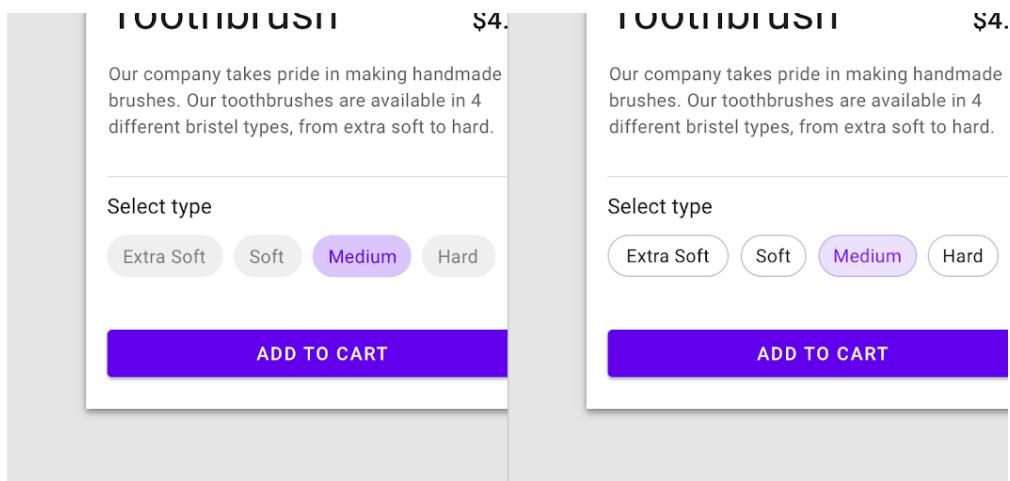
Chips allow users to enter information, make selections, filter content, or trigger actions. While buttons are expected to appear consistently and with familiar calls to action, chips should appear dynamically as a group of multiple interactive elements.

Types



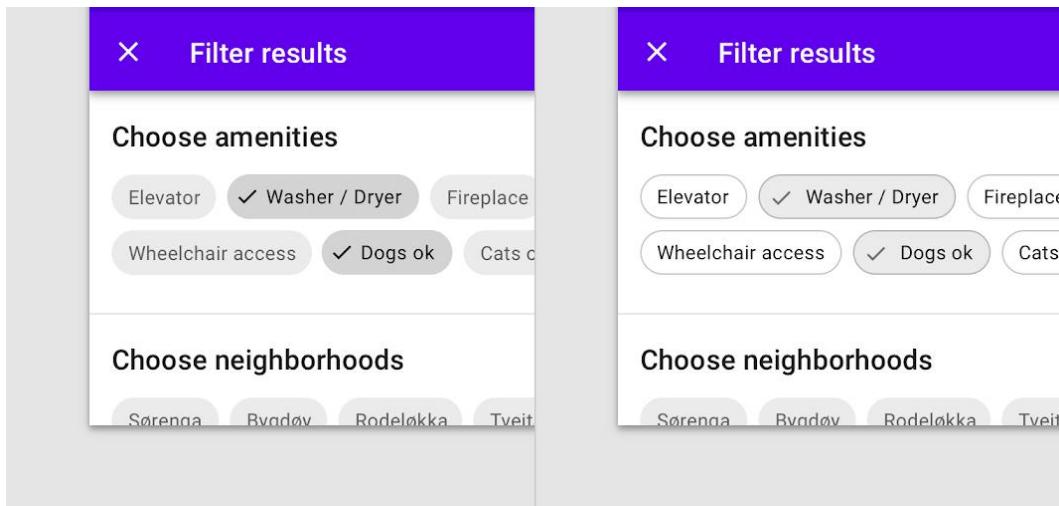
Input chips

Input chips represent information used in fields, such as an entity or different attributes.



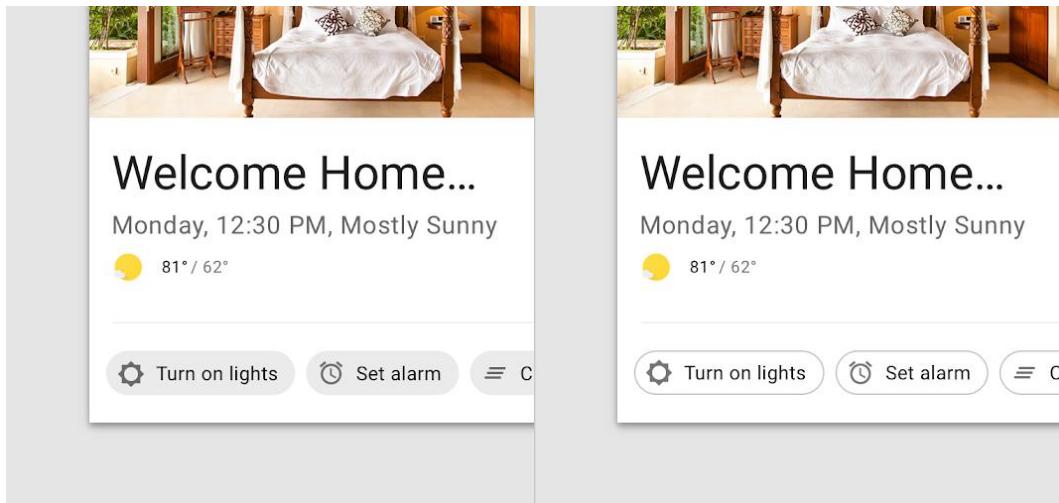
Choice chips

In sets that contain at least two options, choice chips represent a single selection.



Filter chips

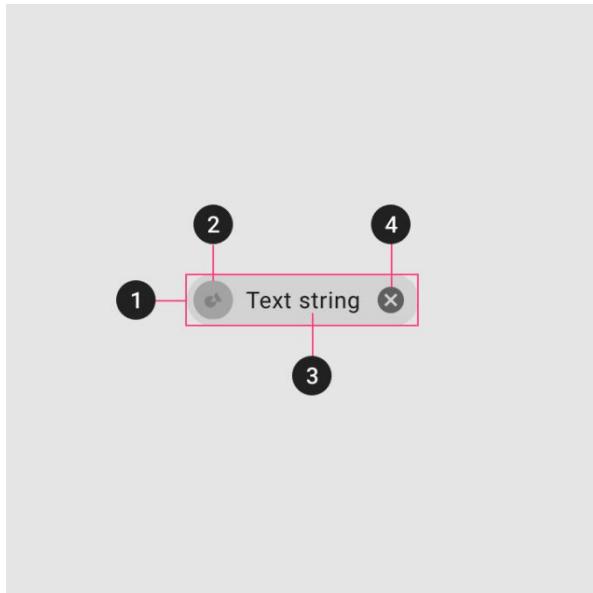
Filter chips represent filters for a collection.



Action chips

Action chips trigger actions related to primary content.

Anatomy



1. Container

Chip containers hold all chip elements, and their size is determined by those elements. A container can also be defined by a stroke.

2. Thumbnail [optional]

thumbnails identify entities (like individuals) by displaying an avatar, logo, or icon.

3. Text

Chip text can be an entity name, description, tag, action, or conversational.

4. Remove icon [optional]

Input chips can include a Remove icon.

Data tables

Data tables display sets of data across rows and columns.

Table without row checkboxes

The screenshot shows a configuration panel for a table component. On the left is a preview of the table with four columns labeled Header A, Header B, Header C, and Header D. The rows contain data: Row 1 has Cell A1, Cell B1, Cell C1, and 1; Row 2 has Cell A2, Cell B2, Cell C2, and 2; Row 3 has Cell A3, Cell B3, Cell C3, and 3; Row 4 has Cell A4, Cell B4, Cell C4, and 4. On the right, under the 'Options' section, there is a checkbox labeled 'Row checkboxes'. This checkbox is currently unchecked.

Table with row checkboxes

The screenshot shows the same configuration panel as above, but with the 'Row checkboxes' option checked. The preview table now includes a checkbox in the first column of each row. The rest of the table structure remains the same, with four columns and four rows of data.

Usage

Data tables display information in a grid-like format of rows and columns. They organize information in a way that's easy to scan so that users can look for patterns and develop insights from data.

Data tables can contain:

- Interactive components (such as chips, buttons, or menus)
- Non-interactive elements (such as badges)
- Tools to query and manipulate data

Anatomy

<input type="checkbox"/>	Status	Signal Name	Severity	Stage	Schedule	Team Lead
<input type="checkbox"/>	⚠ No signal	Astrid: NE shared managed	Medium	Triaged	0:33	Chase Nguyen
<input type="checkbox"/>	❗ Offline	Cosmo: prod shared ares	Huge	Triaged	0:39	Brie Furman
<input type="checkbox"/>	✓ Online	Phoenix: prod shared lyra-lists	Minor	Not triaged	3:12	Jeremy Lake
<input type="checkbox"/>	✓ Online	Sirius: NW prod shared locations	Negligible	Triaged	13:18	Angelica Howards
<input checked="" type="checkbox"/>	✓ Online	Sirius: prod independent account	Negligible	Triaged	22:06	Diane Okuma

1. Header row
2. Rows
3. Pagination
4. Row checkbox
5. Sort button
6. Container

Date pickers

Date pickers let users select a date, or a range of dates.

Usage

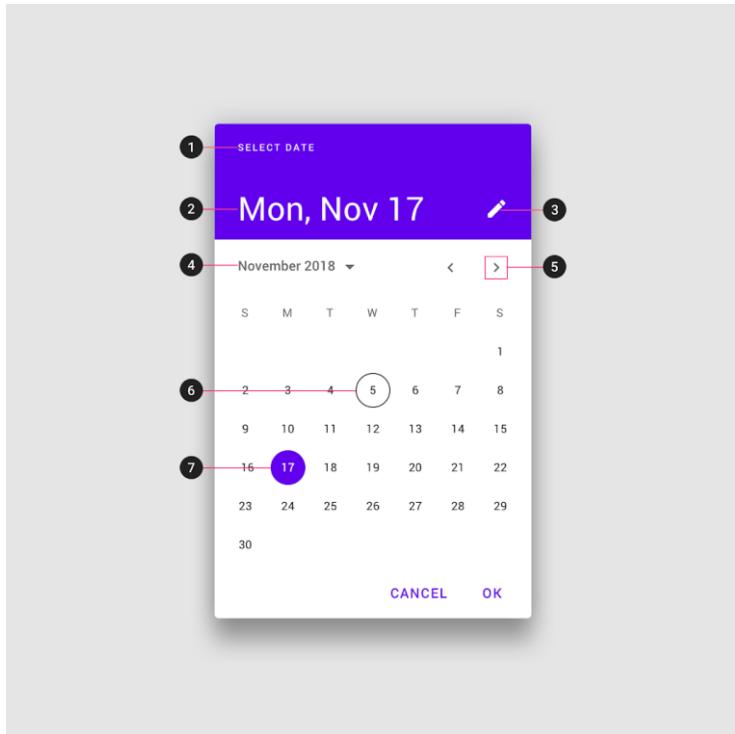
Date pickers let users select a date or range of dates. They should be suitable for the context in which they appear.

Date pickers can be embedded into:

- Dialogs on mobile
- Text field dropdowns on desktop

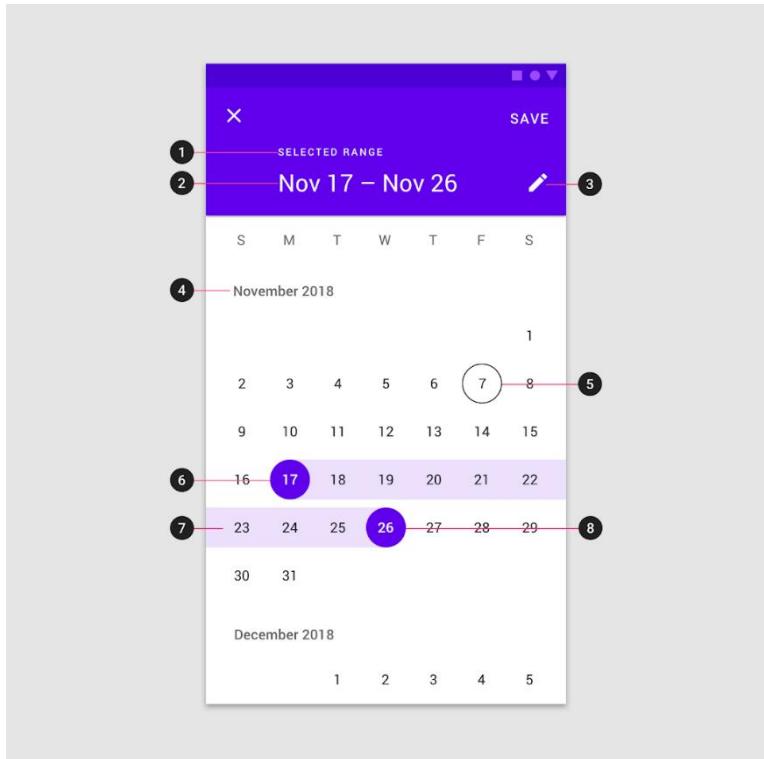
Anatomy

Mobile calendar date picker



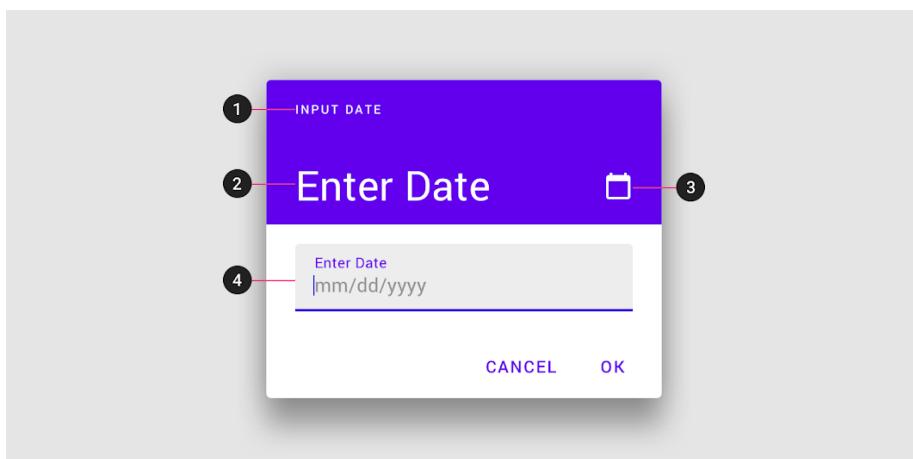
1. Title
2. Selected date
3. Switch-to-keyboard input icon
4. Year selection menu
5. Month pagination
6. Current date
7. Selected date

Mobile date range picker



1. Title
2. Selected date range
3. Switch to keyboard input icon
4. Month and year label
5. Current date
6. Start date
7. Selected range
8. End date

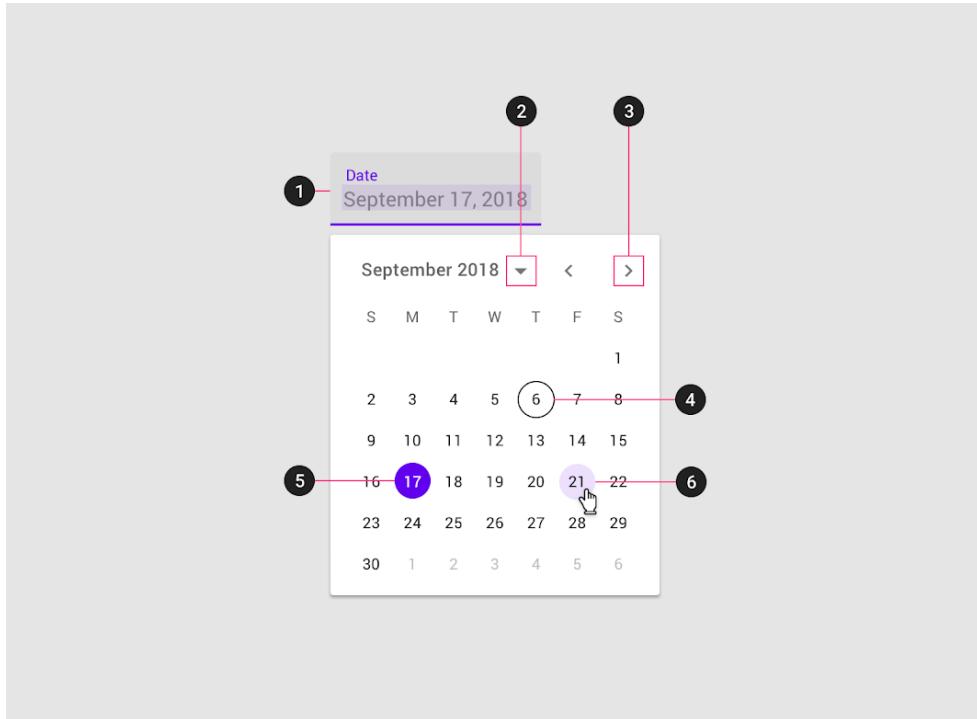
Mobile input picker



1. Title
2. Selected date

3. Switch-to-calendar view icon
 4. Text field
-

Desktop date picker

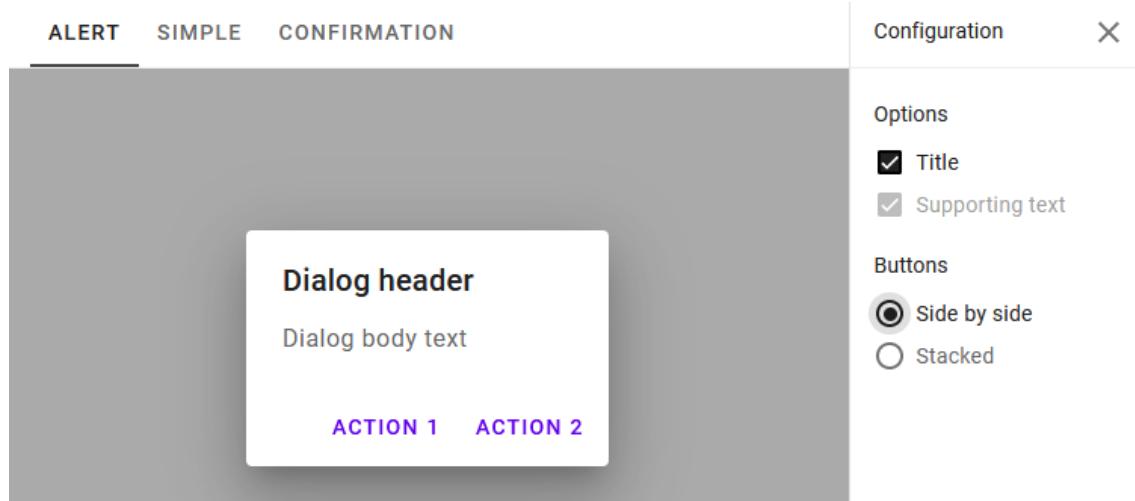


1. Text field
2. Year and month selection
3. Month pagination
4. Today's date
5. Selected day
6. Hover state

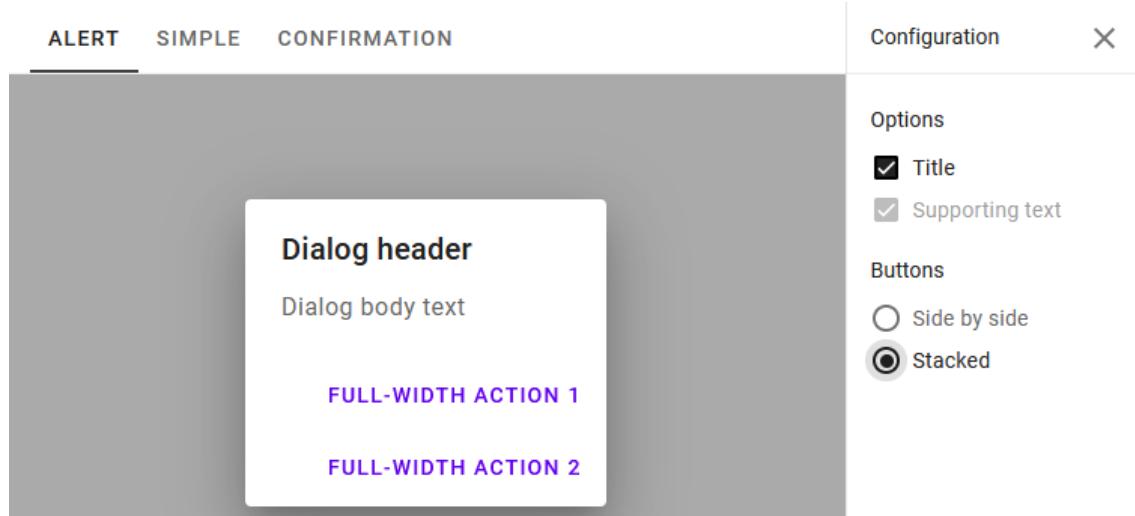
Dialogs

Dialogs inform users about a task and can contain critical information, require decisions, or involve multiple tasks.

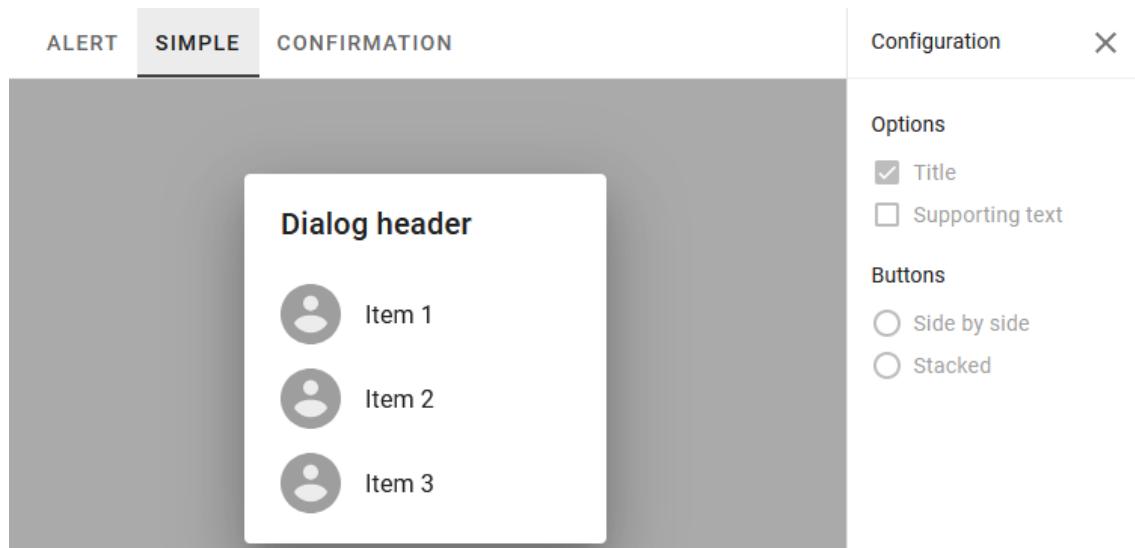
Alert with buttons side by side



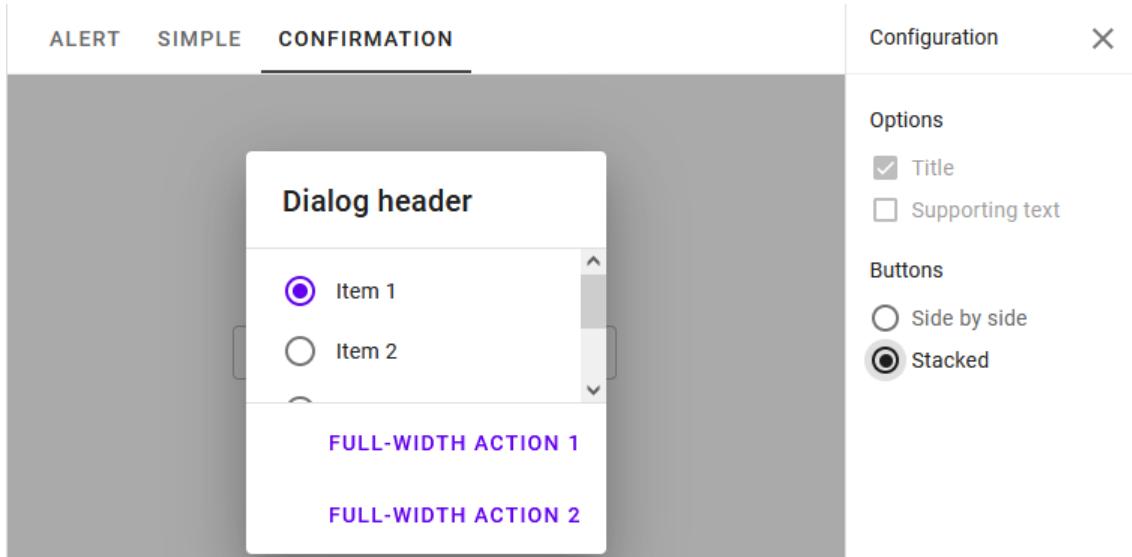
Alert with buttons stacked



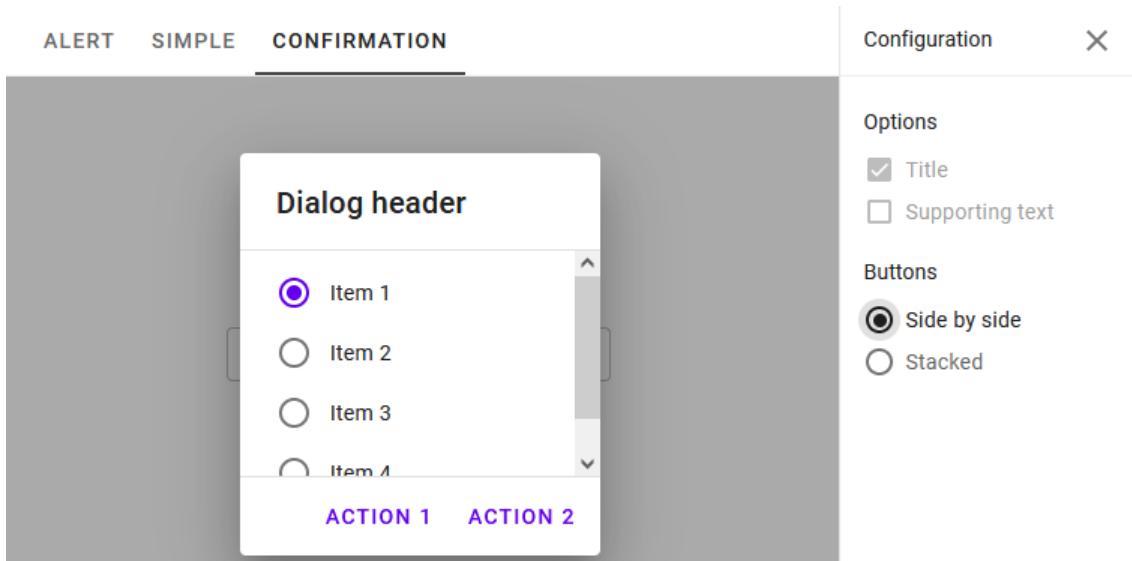
Simple



Confirmation with buttons side by side



Confirmation with buttons stacked



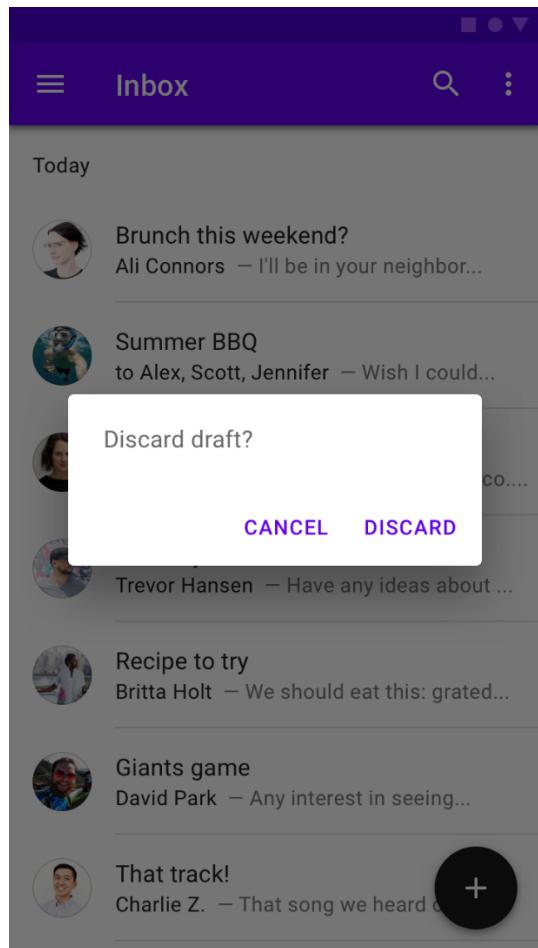
Usage

A dialog is a type of modal window that appears in front of app content to provide critical information or ask for a decision. Dialogs disable all app functionality when they appear, and remain on screen until confirmed, dismissed, or a required action has been taken.

Dialogs are purposefully interruptive, so they should be used sparingly.

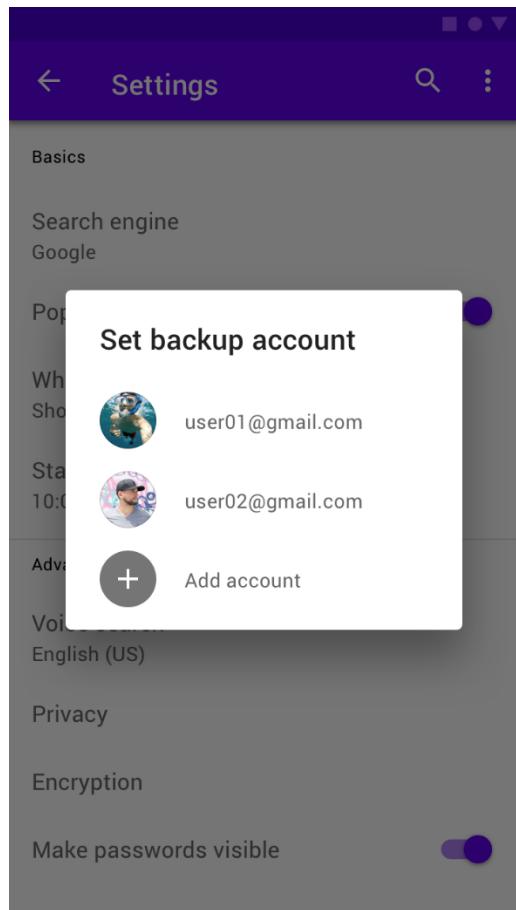
Types

Alert dialogs interrupt users with urgent information, details, or actions. Simple dialogs display a list of items that take immediate effect when selected. Confirmation dialogs...



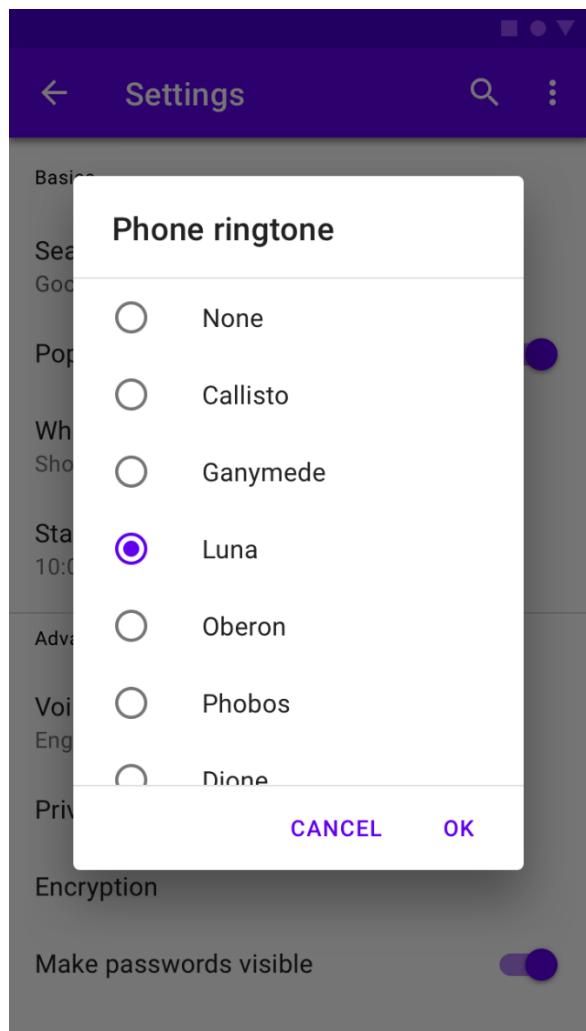
Alert dialog

Alert dialogs interrupt users with urgent information, details, or actions.



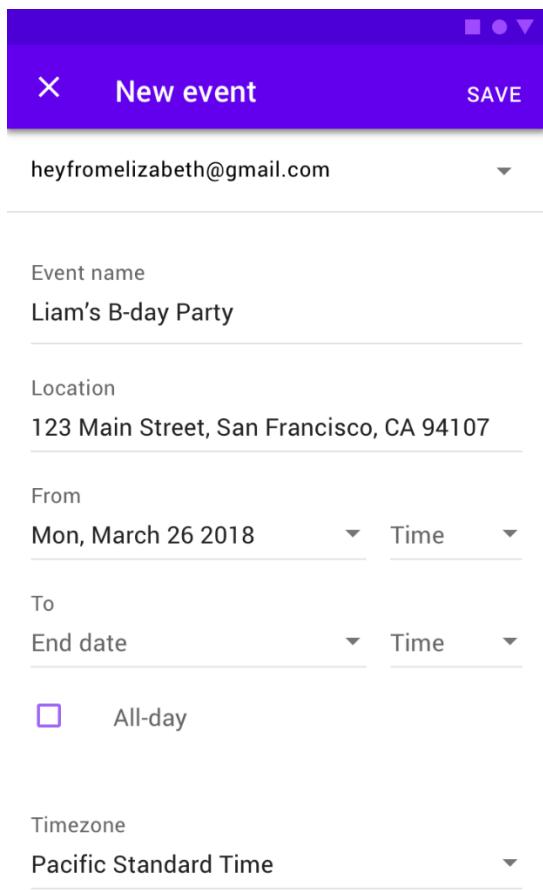
Simple dialog

Simple dialogs display a list of items that take immediate effect when selected.



Confirmation dialog

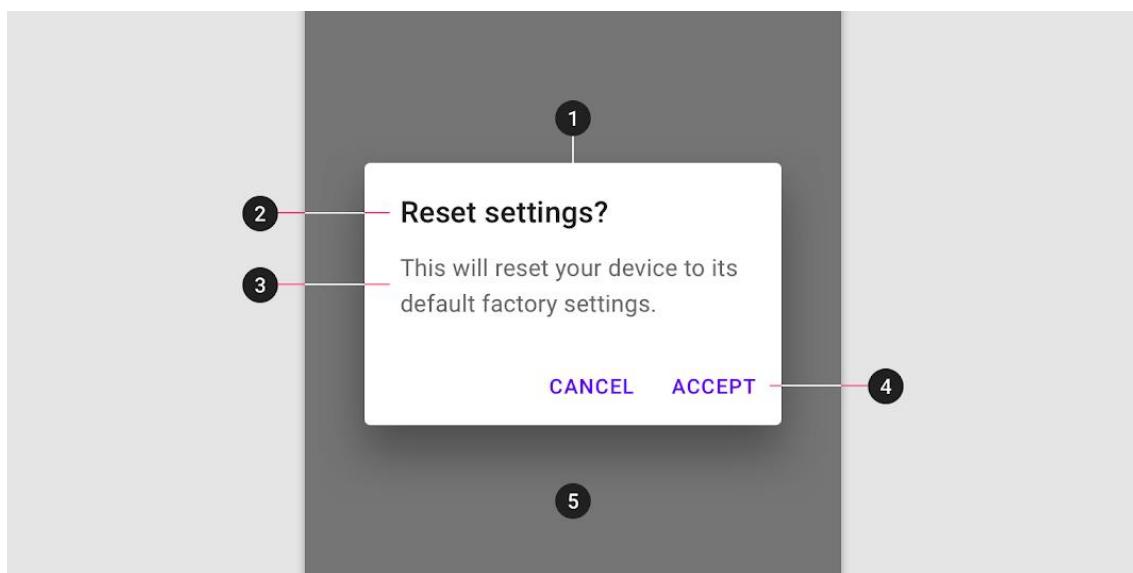
Confirmation dialogs require users to confirm a choice before the dialog is dismissed.



Full-screen dialog

Full-screen dialogs fill the entire screen, containing actions that require a series of tasks to complete.

Anatomy



1. Container
2. Title (optional)
3. Supporting text
4. Buttons
5. Scrim

Dividers

A divider is a thin line that groups content in lists and layouts.

Usage

Dividers separate content into clear groups.

Types

Full-bleed dividers separate content into sections and span the entire length of a layout. Inset dividers separate related content, anchored by elements that align with...



Today

Brunch this weekend?

Ali Connors — I'll be in your neighborhood doing errands this weekend. Do you want to hang out?

Summer BBQ

to Alex, Scott, Jennifer — Wish I could come, but I'm out of town this weekend.

Oui Oui

Sandra Adams — Do you have Paris recommendations? Have you ever been?

Birthday Gift

Trevor Hansen — Have any ideas about what we should get Heidi for her birthday?

Recipe to try

Britta Holt — We should eat this: grated squash, corn and tomatillo tacos.



Giants game

David Park — Any interest in seeing the game?

Full-bleed dividers

Full-bleed dividers separate content into sections and span the entire length of a layout.



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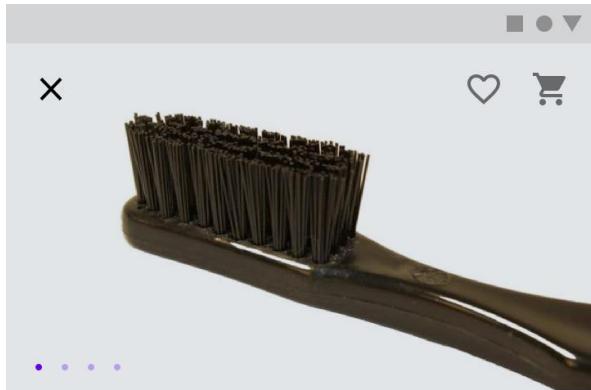


Giants game

David Park — Any interest in seeing

Inset dividers

Inset dividers separate related content, anchored by elements that align with the app bar title.



Toothbrush \$4.50

This toothbrush has bristles infused with charcoal to detoxify and deodorize, making sure you're effectively brushing your teeth.

Select type

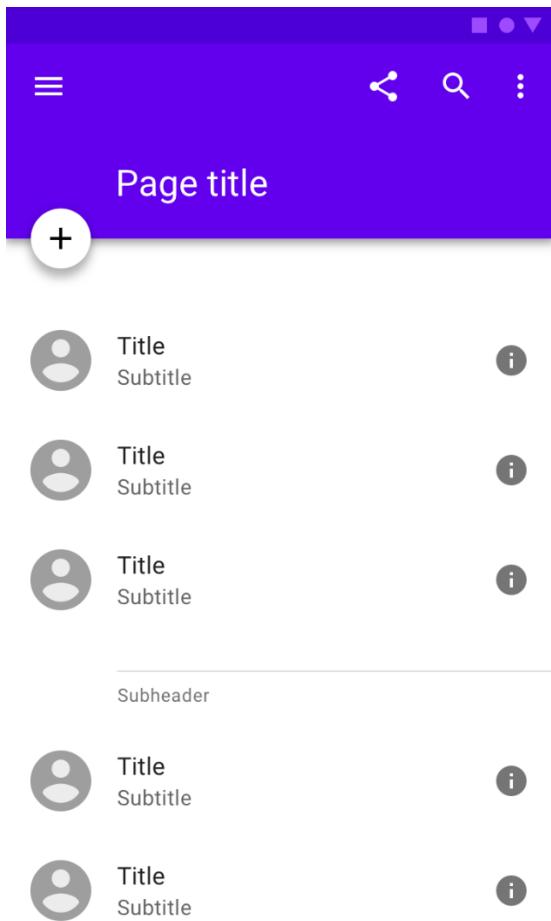
Extra Soft Soft Medium Hard

ADD TO CART

Related Items

Middle dividers

Middle dividers space related content and are centered in a layout or list.



Dividers with subheaders

Dividers can be paired with subheaders to help define content groupings.

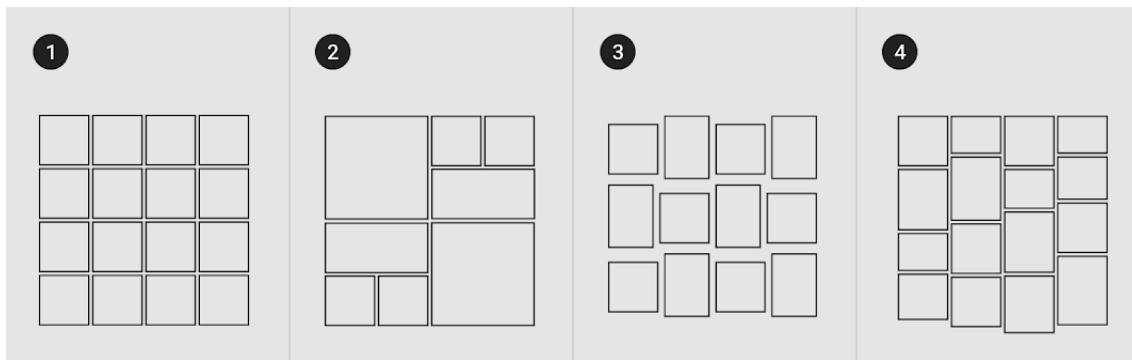
Image lists

Image lists display a collection of images in an organized grid.

Usage

Image lists represent a collection of items in a repeated pattern. They help improve the visual comprehension of the content they hold.

Types



1. Standard image lists are best for items of equal importance. They have a uniform container size, ratio, and padding.

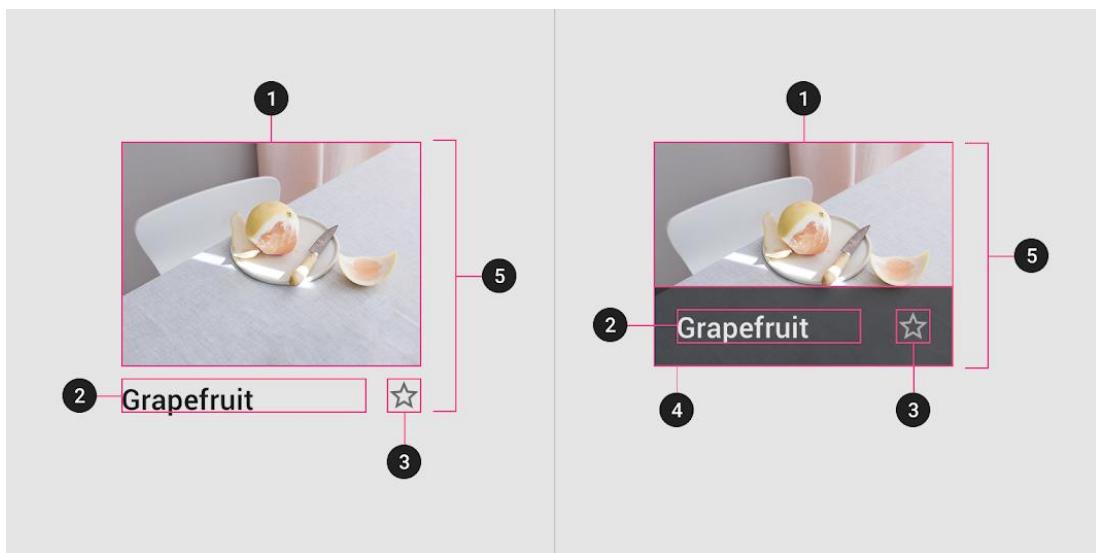
2. Quilted image lists emphasize certain items over others in a collection. They create hierarchy using varied container sizes and ratios.

3. Woven image lists facilitate the browsing of peer content. They display content in containers of varying ratios to create a rhythmic layout.

4. Masonry image lists facilitate the browsing of uncropped peer content. Container heights are sized based on the image size.

Anatomy

Image lists are comprised of containers that are set at a certain aspect ratio. Each item in an image list can display optional text and iconography below or above the image container.



1. Image container

The image container displays an image list item's image or illustration.

2. Text labels (optional)

Text labels display one line of text related to an image list item.

3. Actionable iconography (optional)

Actionable iconography can represent related actions.

4. Text protection (optional)

Text protection is a semi-opaque scrim placed in front of imagery to keep text above it legible.

5. Image list item

Image list items represent individual items in an image list.

Padding

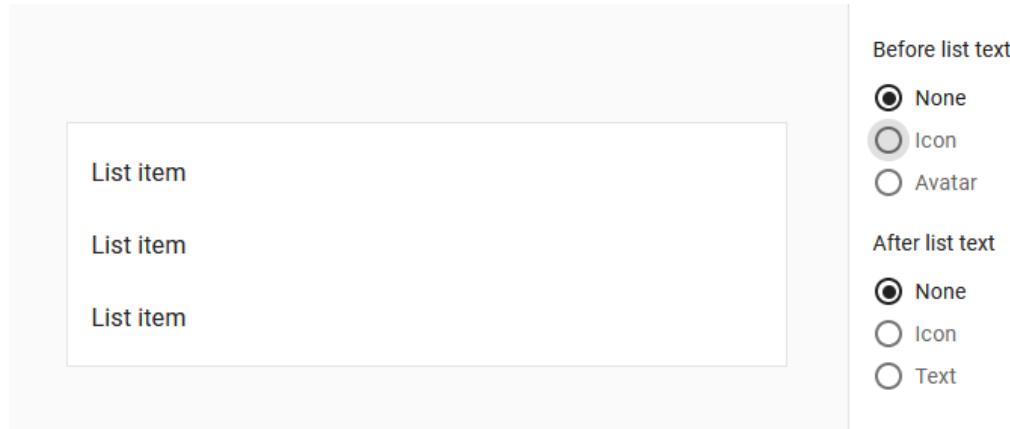
Padding can vary between images in an image list. The following padding values are recommended: 1, 2, 4, 8, 16, 20, 24, 32 dp.

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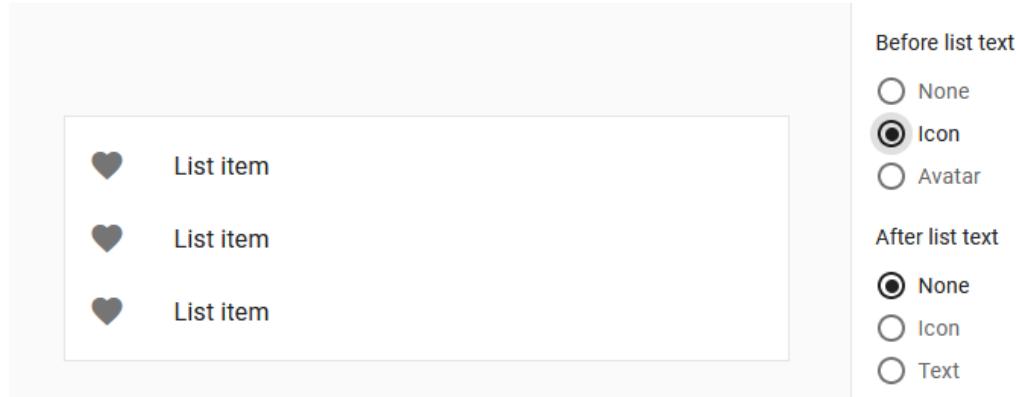
Lists

Lists are continuous, vertical indexes of text or images.

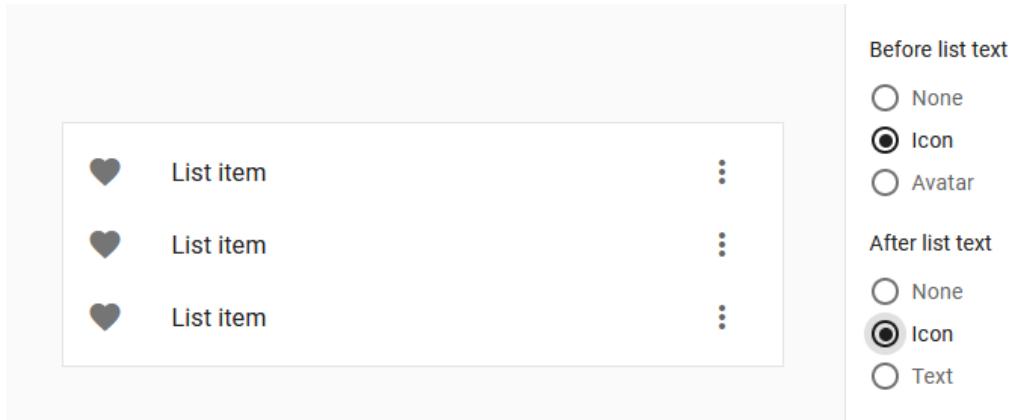
List without icons



List with icon before list



List with icon before and after list

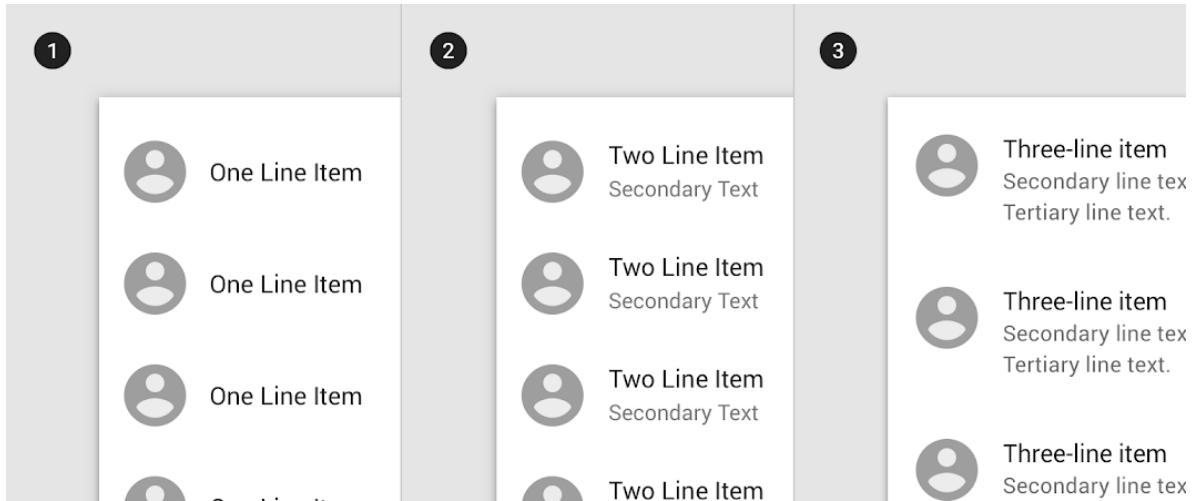


Usage

Lists are a continuous group of text or images. They are composed of items containing primary and supplemental actions, which are represented by icons and text.

Types

Single-line list items contain a maximum of one line of text. Two-line list items contain a maximum of two lines of text. Three-line list items...



1. Single-line list

Single-line list items contain a maximum of one line of text.

2. Two-line list

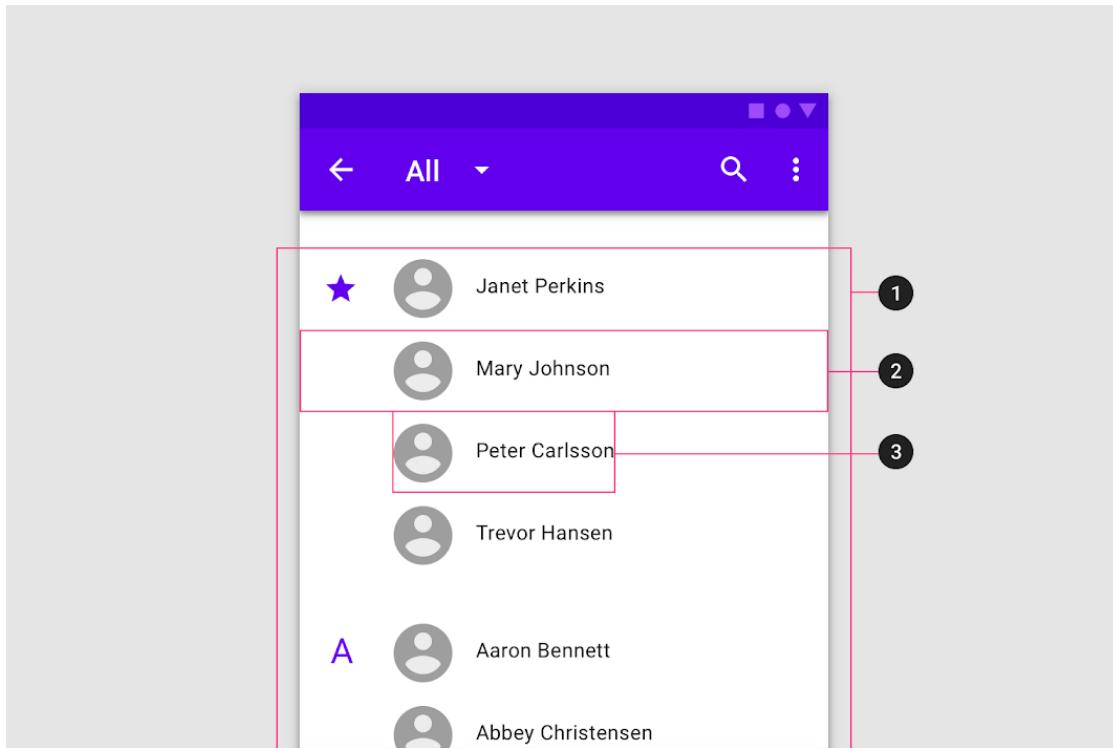
Two-line list items contain a maximum of two lines of text.

3. Three-line list

Three-line list items contain a maximum of three lines of text.

Anatomy

Lists are optimized for reading comprehension. A list consists of a single continuous column of subdivisions called rows that contain items of content.

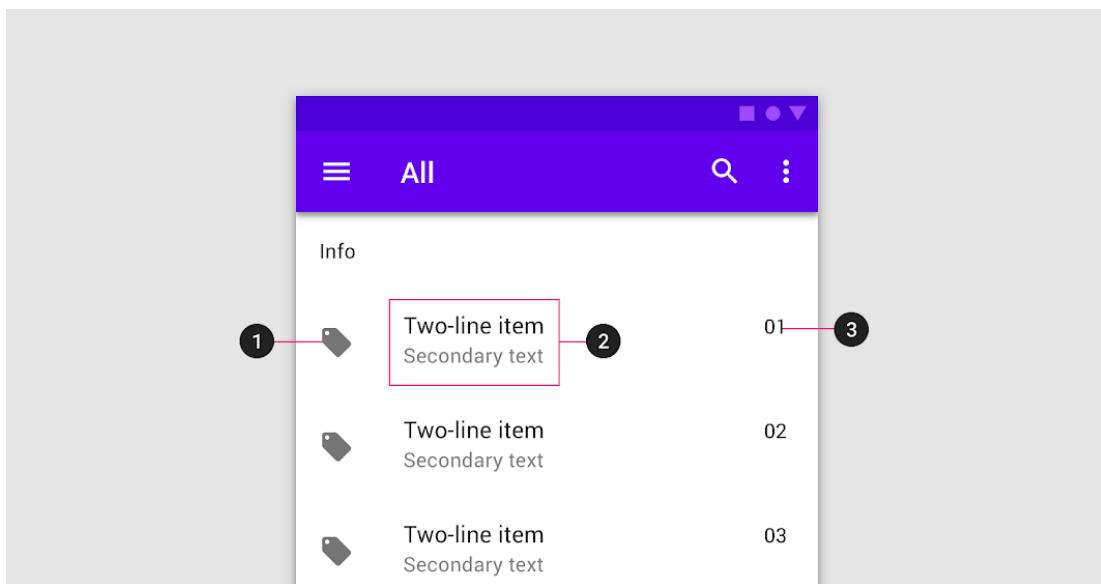


1. List
2. Row
3. List item content

Content types

Content types can take different forms, depending on the needs of a list. A list control can display information and actions for list items. A...

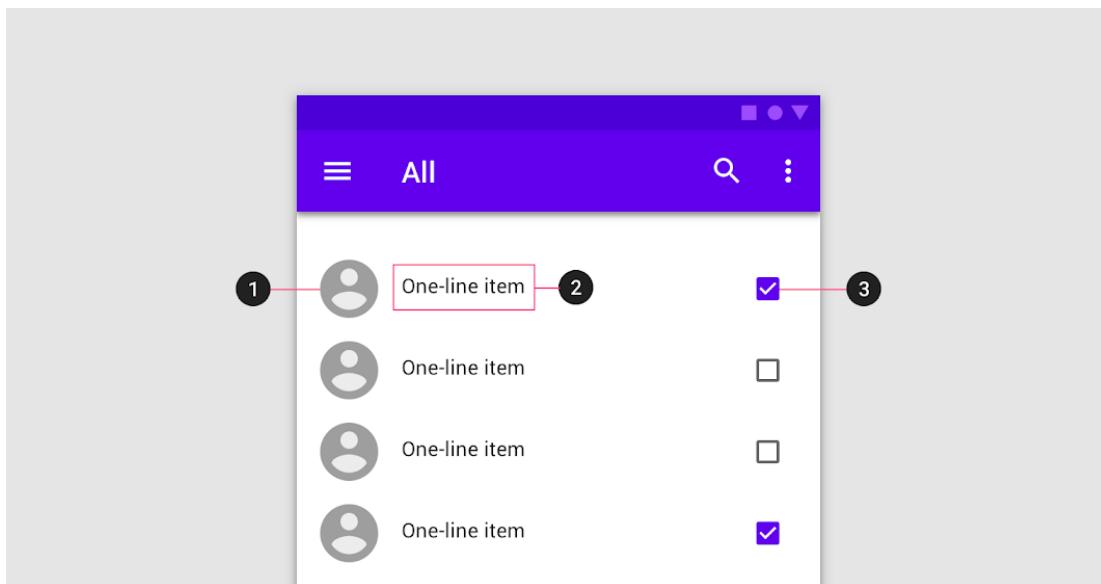
Content types can take different forms, depending on the needs of a list.



List items are comprised of three different content types:

1. Supporting visuals
2. Primary text
3. Metadata

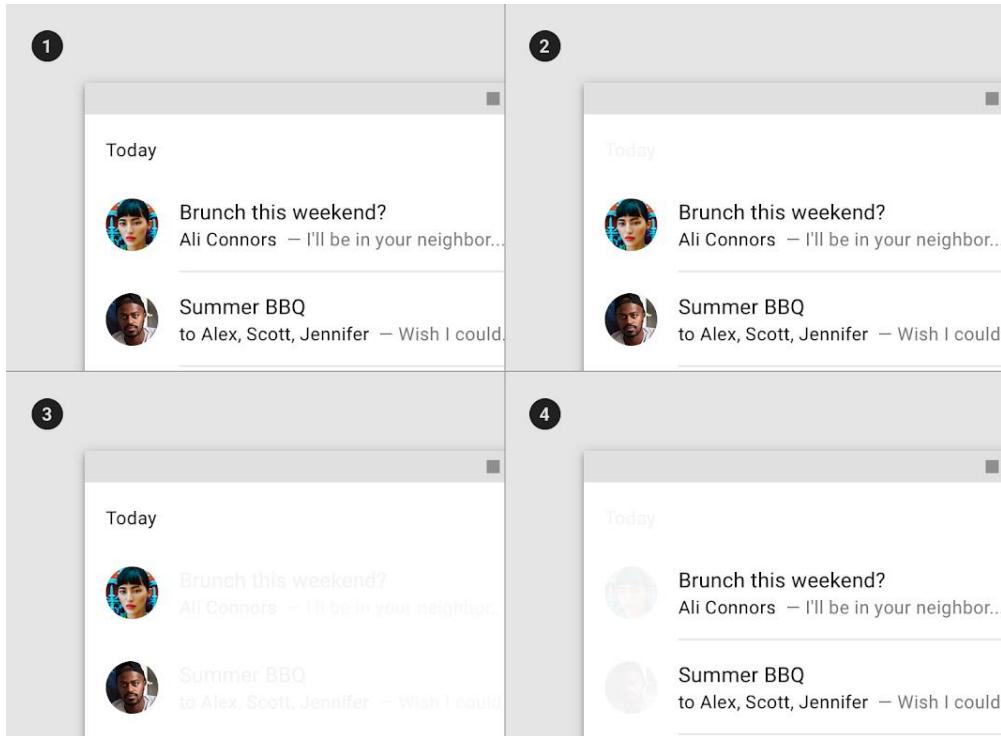
A list control can display information and actions for list items.



Lists with controls contain three content types:

1. Supporting visuals
2. Primary text
3. List control

A list should be easily scannable, and any element of a list can be used to anchor and align list item content. Scannability is improved when elements (such as supporting visual and primary text) are placed in consistent locations across list items.



1. Sample list
2. Content placement in a row
3. Supporting visuals are aligned for easy scanning
4. Primary text is aligned for easy scanning

Menus

Menus display a list of choices on temporary surfaces.

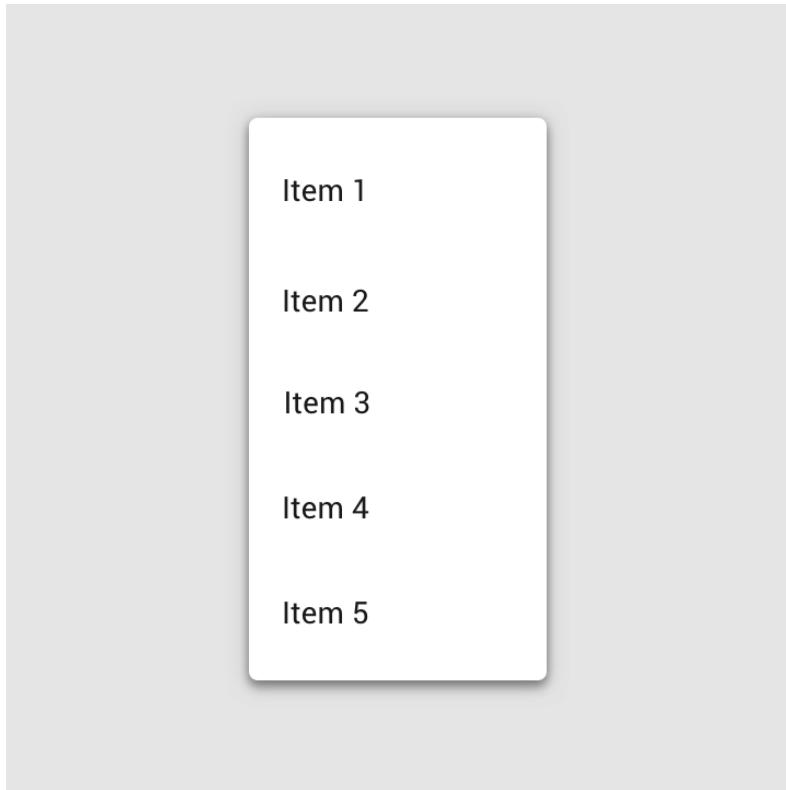
Usage

A menu displays a list of choices on a temporary surface. They appear when users interact with a button, action, or other control.

Types

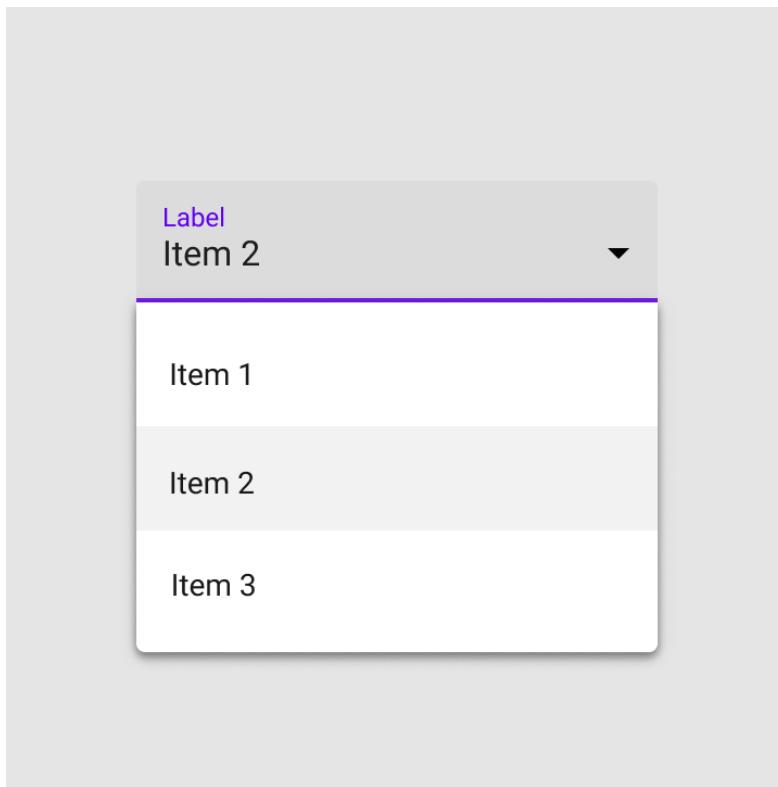
Menus allow users to make a selection from multiple options. They are less prominent and take up less space than selection controls, such as a set...

Menus allow users to make a selection from multiple options. They are less prominent and take up less space than selection controls, such as a set of radio buttons.



Dropdown menus

Dropdown menus display a list of options, triggered by an icon, button, or action. Their placement varies based on the element that opens them.

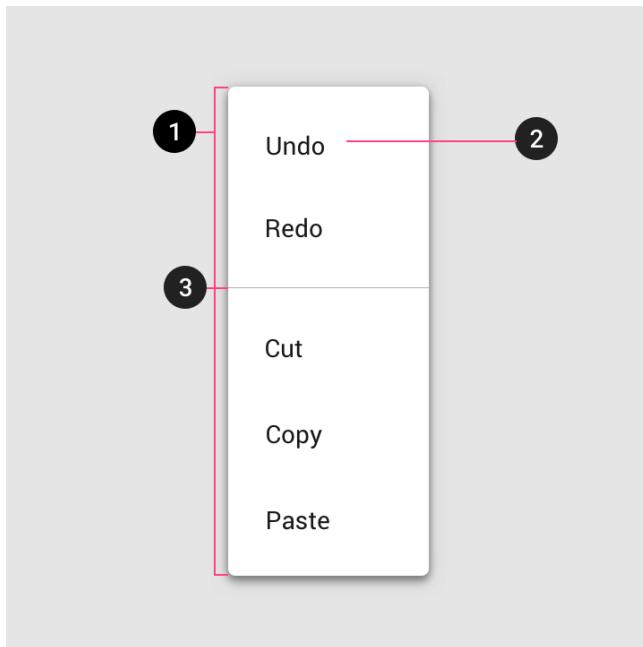


Exposed dropdown menus

Exposed dropdown menus display the currently selected menu item above the list of options. Some variations can accept user-entered input.

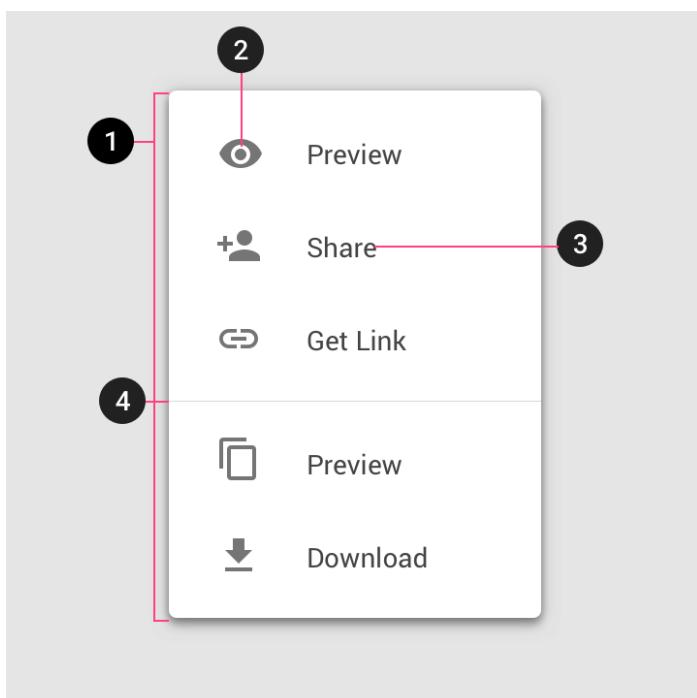
Anatomy

Menus display lists of related options (which can be grouped together) as well as unrelated options. Menus appear when a user taps an interactive UI element such as an icon, button, action, or content, such as selected items or text.



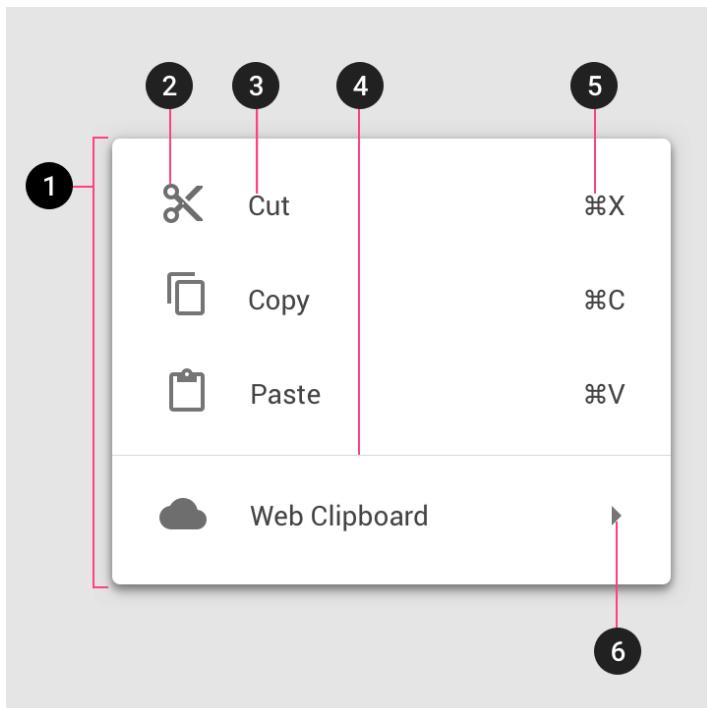
Text list

1. Container
2. Text
3. Divider



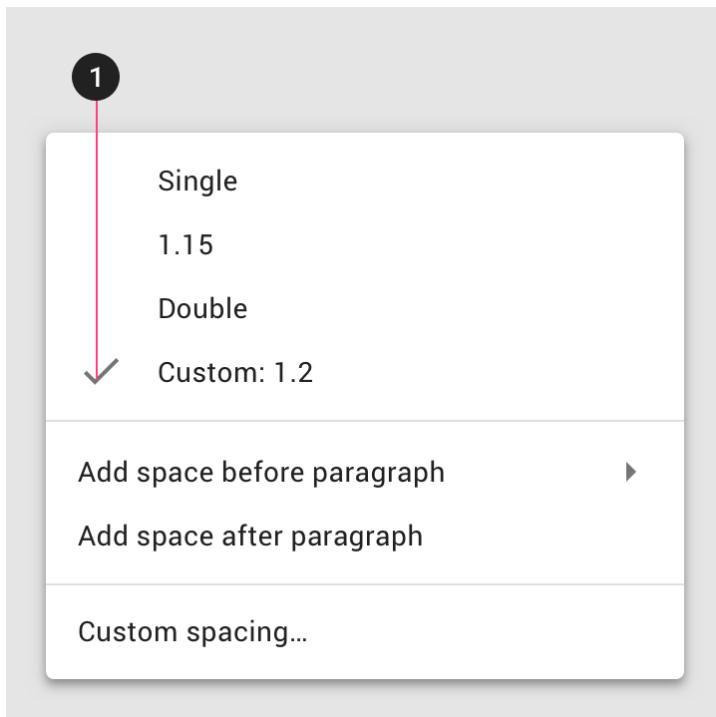
Text and icon list

1. Container
2. Leading icon
3. Text
4. Divider



Text, icon, and keyboard command list

1. Container
2. Leading icon
3. Text
4. Divider
5. Command
6. Cascading menu indicator



Text with selection state list

1. Selection state

Navigation drawer

Navigation drawers provide access to destinations in your app.

Usage

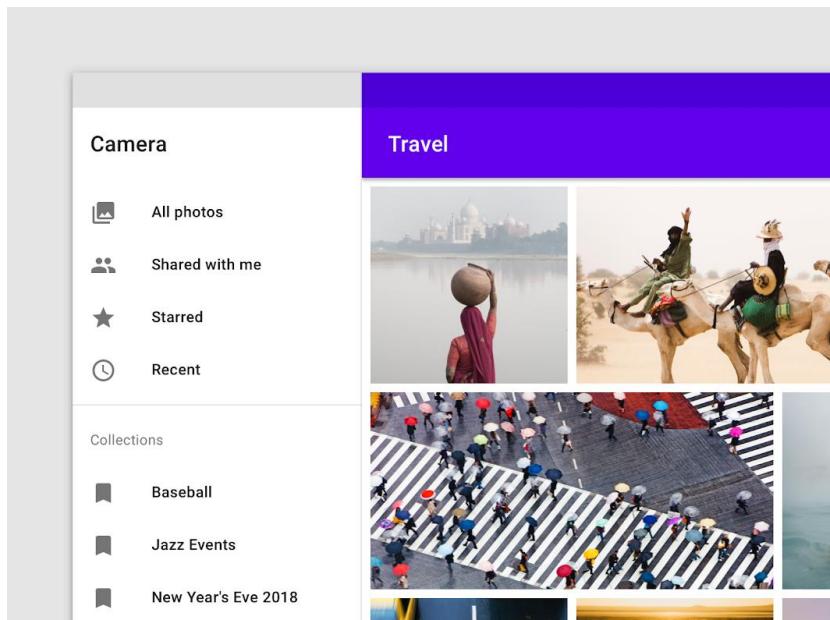
Navigation drawers provide access to destinations and app functionality, such as switching accounts. They can either be permanently on-screen or controlled by a navigation menu icon.

Navigation drawers are recommended for:

- Apps with five or more top-level destinations
- Apps with two or more levels of navigation hierarchy
- Quick navigation between unrelated destinations

Types

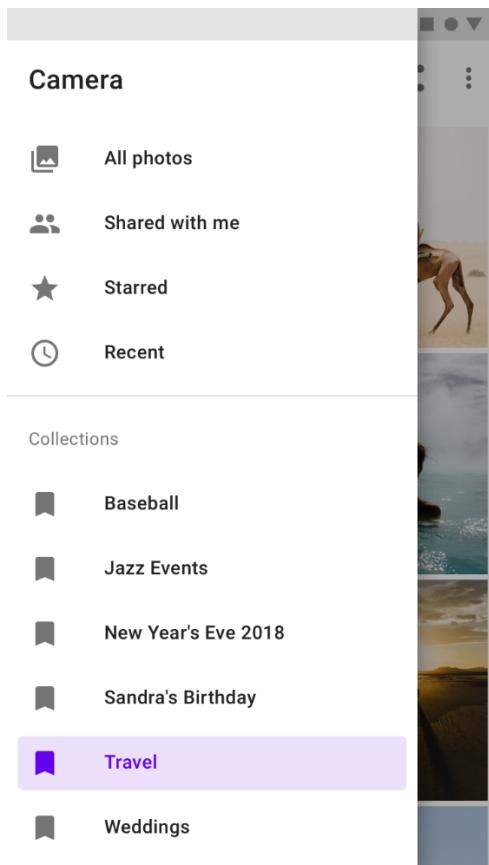
Standard navigation drawers allow users to simultaneously access drawer destinations and app content. They are often co-planar with app content and affect the screen's layout...



Standard drawer

Standard navigation drawers allow users to simultaneously access drawer destinations and app content. They are often co-planar with app content and affect the screen's layout grid.

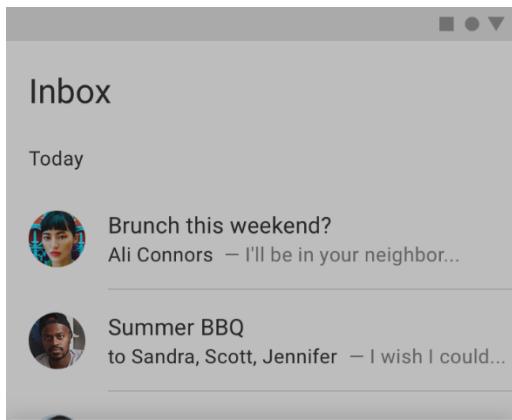
Standard drawers can be permanently visible or opened and closed by tapping a navigation menu icon. They can be used on tablet and desktop only. On mobile, modal drawers are used instead.



Modal drawer

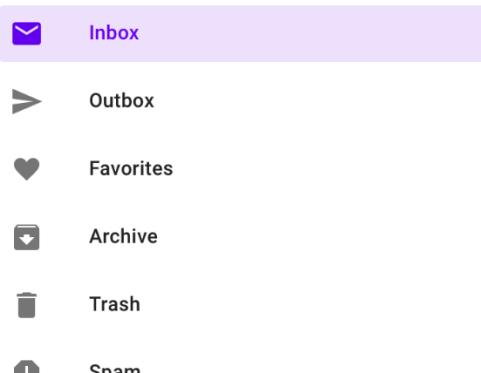
Modal navigation drawers use a scrim to block interaction with the rest of an app's content. They are elevated above most app elements and don't affect the screen's layout grid.

They are primarily for use on mobile, where screen space is limited. They can be replaced by standard drawers on tablet and desktop.



Mail

scott_t88@gmail.com



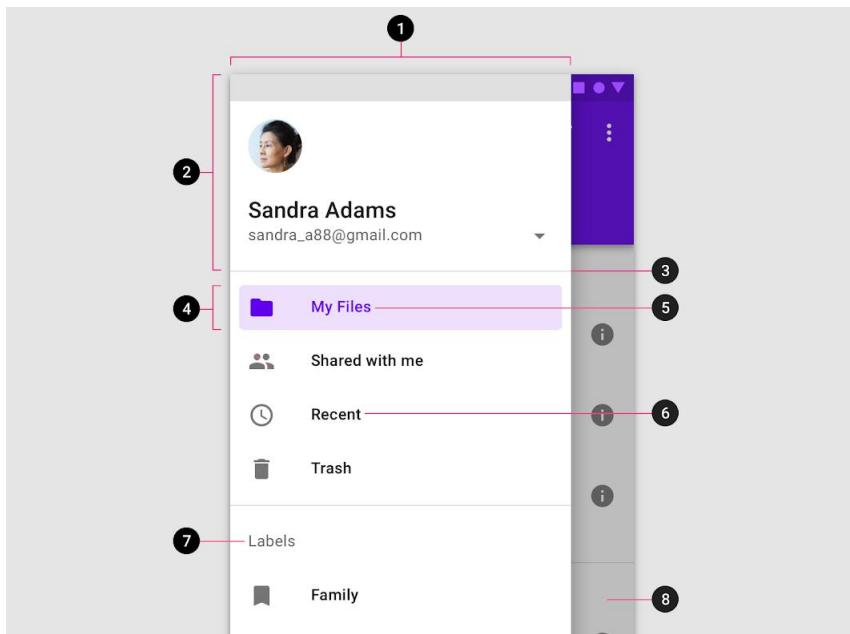
Bottom drawer

Bottom navigation drawers are a specialized type of modal drawer for use with a bottom app bar.

For increased reachability from the bottom app bar's menu icon, they open from the bottom of the screen rather than the side.

Anatomy

Navigation drawers contain a list embedded within a sheet. They can be enhanced with headers and dividers to organize longer lists.



1. Container
2. Header (optional)
3. Divider (optional)
4. Active text overlay
5. Active text
6. Inactive text
7. Subtitle
8. Scrim (modal only)

Navigation rail

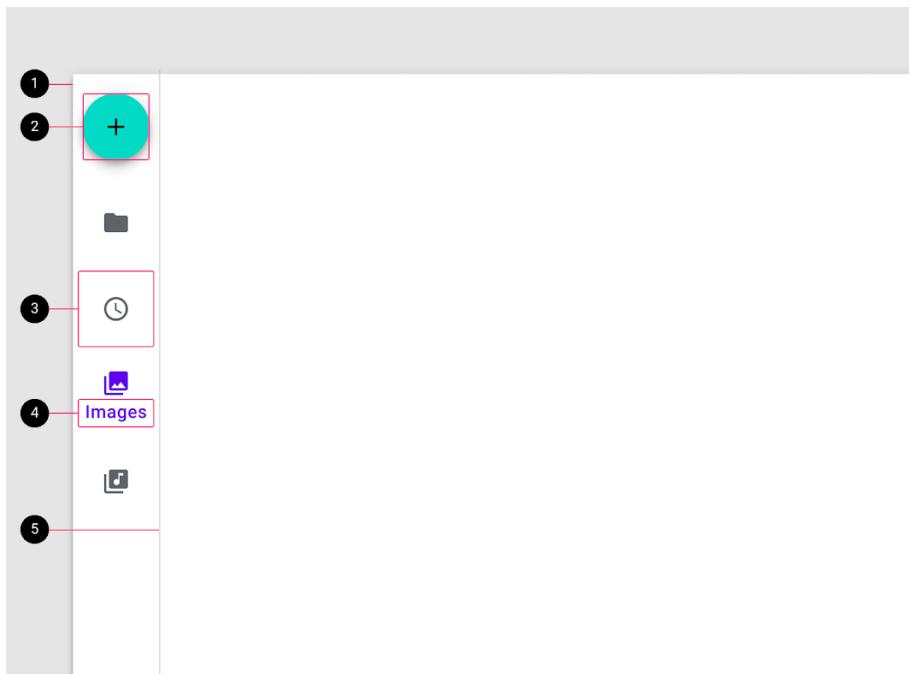
Navigation rails provide ergonomic movement between primary destinations in apps.

Usage

The rail is a side navigation component that displays **three to seven** app destinations and, optionally, a [Floating Action Button](#). Each destination is represented by an icon and a text label.

The rail can function on its own at larger screen sizes, such as desktop and tablet. When users transition between screen sizes and devices, the rail can also complement other navigation components, such as bottom navigation.

Anatomy



1. Container
2. Floating Action Button (optional)
3. A destination
4. Text label
5. Divider (optional)

Progress indicators

Progress indicators express an unspecified wait time or display the length of a process.

Usage

Progress indicators inform users about the status of ongoing processes, such as loading an app, submitting a form, or saving updates. They communicate an app's state and indicate available actions, such as whether users can navigate away from the current screen.

Types

Material Design offers two visually distinct types of progress indicators: linear and circular progress indicators. Only one type should represent each kind of activity in...

Linear and circular

Material Design offers two visually distinct types of progress indicators: linear and circular progress indicators. Only one type should represent each kind of activity in an app. For example, if a refresh action displays a circular indicator on one screen, that same action shouldn't use a linear indicator elsewhere in the app.

1. Linear indicator
2. Circular indicator

Radio buttons

Radio buttons allow users to select one option from a set.

Usage

Use radio buttons to:

- Select a single option from a list
- Expose all available options

If available options can be collapsed, consider using a dropdown menu instead, as it uses less space.

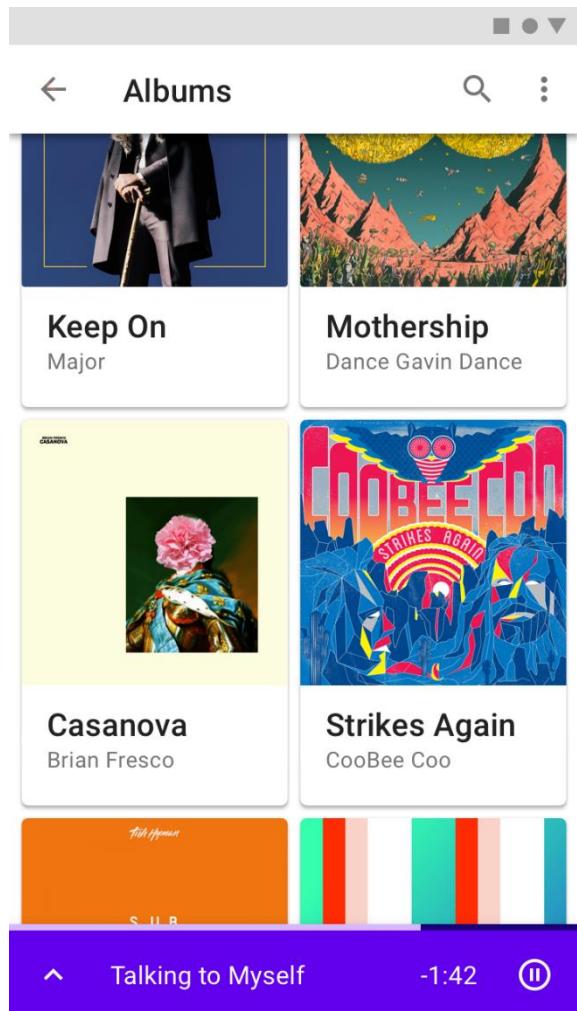
Sheets: bottom

Bottom sheets are surfaces containing supplementary content that are anchored to the bottom of the screen.

Usage

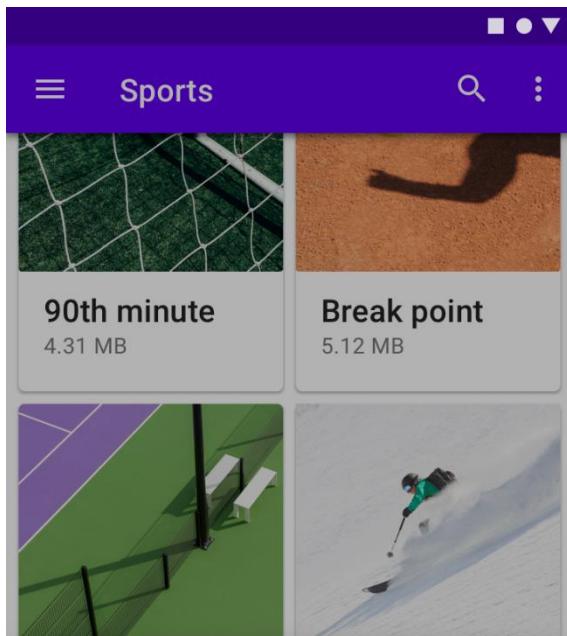
Bottom sheets are supplementary surfaces primarily used on mobile. There are three types suitable for different use cases:

- **Standard bottom sheets** display content that complements the screen's primary content. They remain visible while users interact with the primary content.
- **Modal bottom sheets** are an alternative to inline menus or simple dialogs on mobile and provide room for additional items, longer descriptions, and iconography. They must be dismissed in order to interact with the underlying content.
- **Expanding bottom sheets** provide a small, collapsed surface that can be expanded by the user to access a key feature or task. They offer the persistent access of a standard sheet with the space and focus of a modal sheet.



Standard bottom sheet

A user can view and interact with a standard bottom sheet and the rest of the screen, useful for multi-tasking. The music player in this standard bottom sheet allows users to control their music while browsing albums.



Share

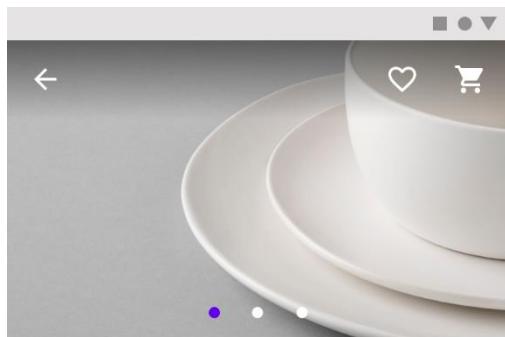
Get link

Edit name

Delete collection

Modal bottom sheet

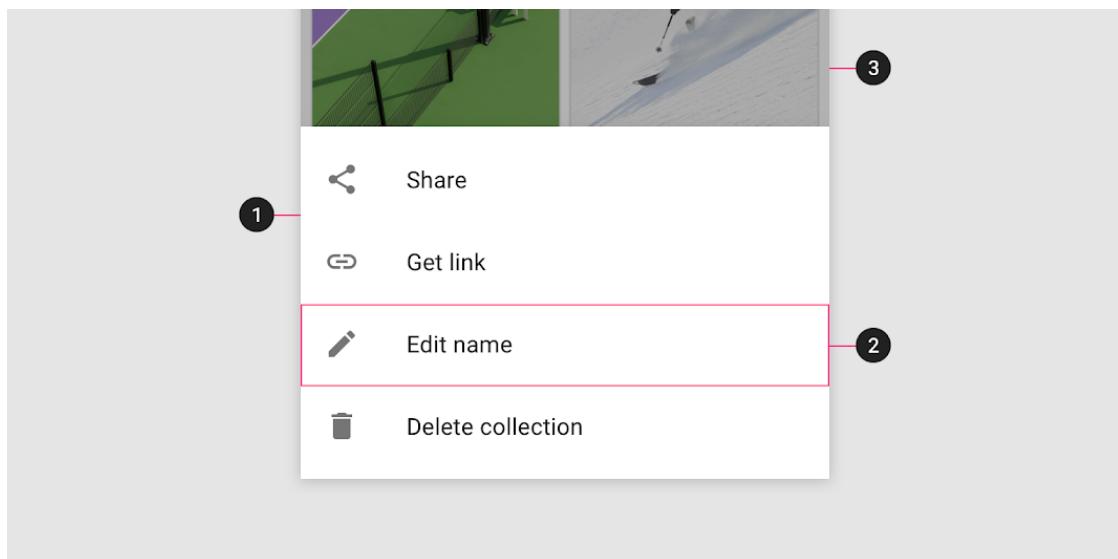
A user must interact with or dismiss a modal bottom sheet. Their blocking behavior make them suitable for menus, such as in this files app, to help users focus on their available choices.



Expanding bottom sheet

A user can tap an expanding bottom sheet when needed to access its full contents. The collapsed state can be used an indicator of the feature's current status, such as the number of selected items or unread messages.

Anatomy



1.Sheet

2.Contents

3.Scrim (Modal only)

Sheets: side

Side sheets are surfaces containing supplementary content that are anchored to the left or right edge of the screen.

Usage

Side sheets are supplementary surfaces primarily used on tablet and desktop. They come in two types:

Standard side sheets

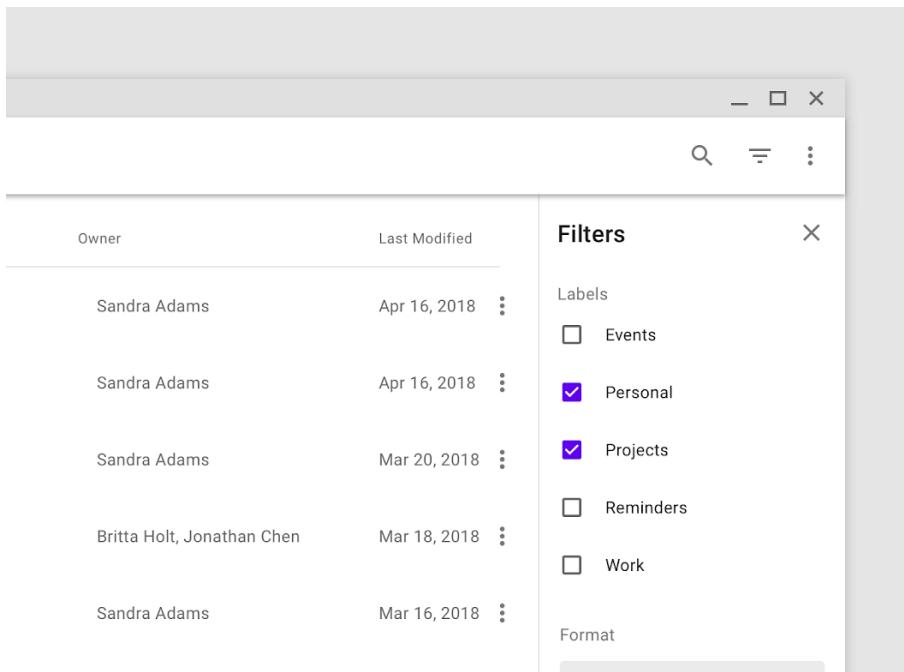
Standard side sheets display content that complements the screen's primary content. They remain visible while users interact with primary content.

Common uses include:

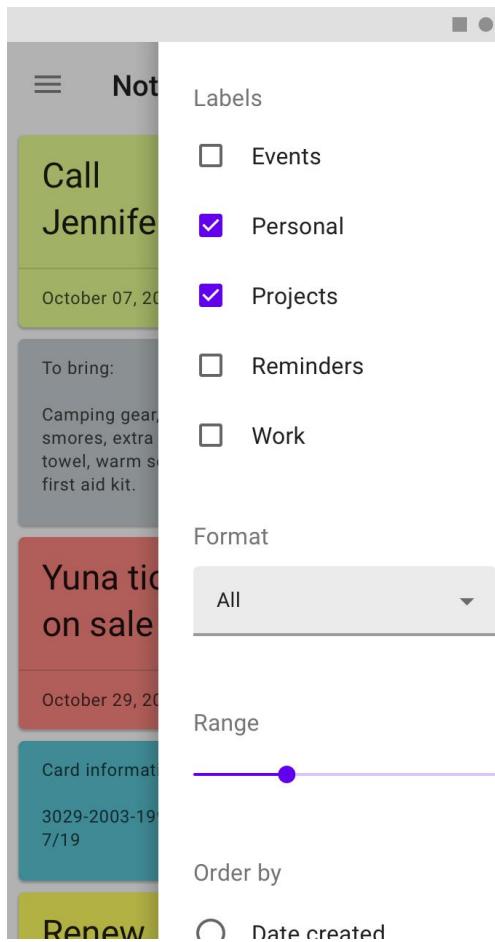
- Displaying a list of actions that affect the screen's primary content, such as filters
- Displaying supplemental content and features

Modal side sheets

Modal side sheets are used on mobile instead of standard side sheets, due to limited screen size. They can display the same types of content as standard side sheets, but must be dismissed in order to interact with the underlying content.

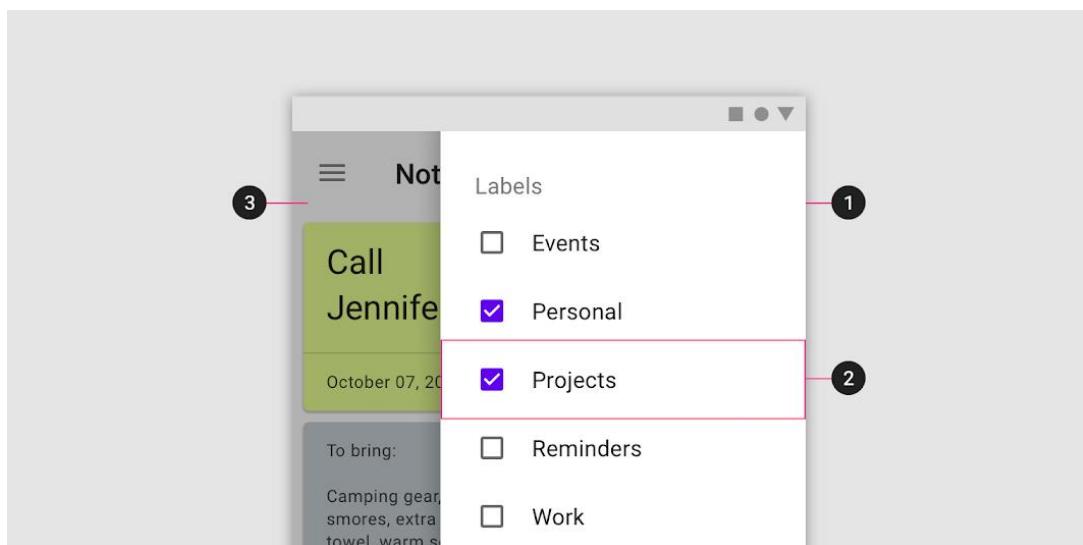


This standard side sheet on desktop contains filters that control the files shown in the primary UI region.



A modal side sheet on mobile is used instead of a standard side sheet, because of the limited screen space.

Anatomy



1. Sheet
2. Content
3. Scrim (Modal only)

Sliders

Sliders allow users to make selections from a range of values.

Usage

Sliders allow users to view and select a value (or range) from the range along a bar. They're ideal for adjusting settings such as volume and brightness, or for applying image filters.

Sliders can use icons on both ends of the bar to represent a numeric or relative scale. The range of values or the nature of the values, such as volume change, can be communicated with icons.

Immediate effects

Changes made with sliders are immediate, allowing the user to make slider adjustments while determining a selection. Sliders shouldn't be used to adjust settings with any delay in providing user feedback.

Current state

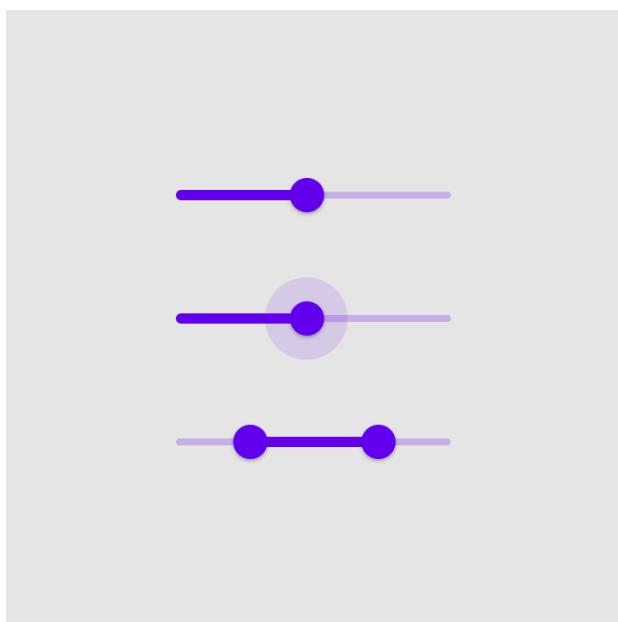
Sliders reflect the current state of the settings they control.

Types

Continuous sliders allow users to select a value along a subjective range. Discrete sliders can be adjusted to a specific value by referencing its value...

Continuous sliders

Continuous sliders allow users to set and select a value along a subjective range.

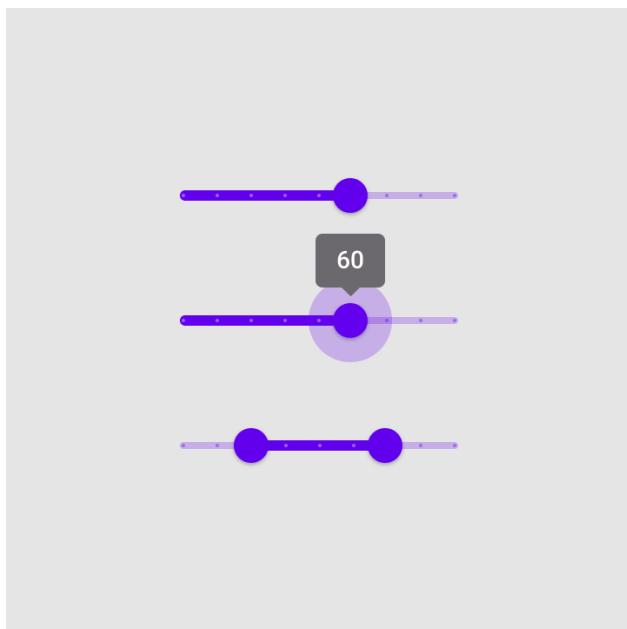


Continuous slider

Discrete sliders

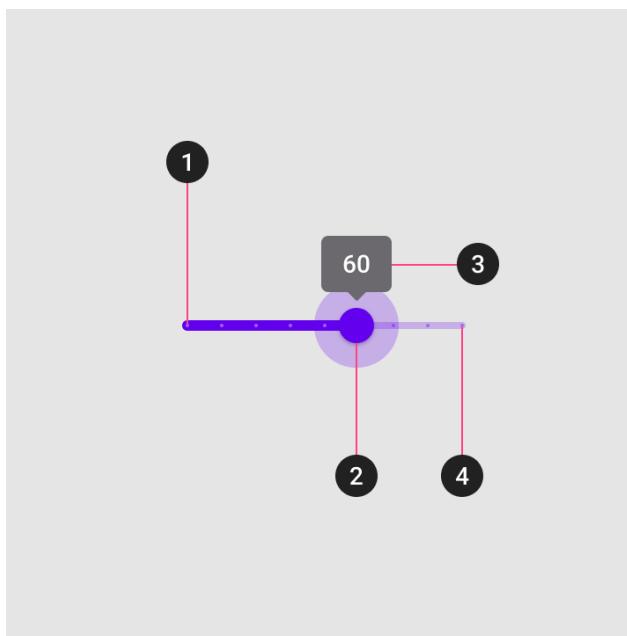
Discrete sliders can be adjusted to a specific value by referencing its value indicator.

Allowed selections may be organized and indicated with tick marks that a slider thumb will snap to.



Discrete slider

Anatomy



A slider can contain the following elements:

1. Track

The track shows the range that is available for a user to select from. For left-to-right (LTR) languages, the smallest value appears on the far left end of the track and the largest value is on the far right. For right-to-left (RTL) languages this orientation is reversed.

2. Thumb

The thumb is a position indicator that can be moved along the track, displaying the selected value of its position.

3. Value label (optional)

A value label displays the specific numeric value that corresponds with the thumb's placement.

4. Tick mark (optional)

Tick marks along a track represent predetermined values that the user can move the slider to.

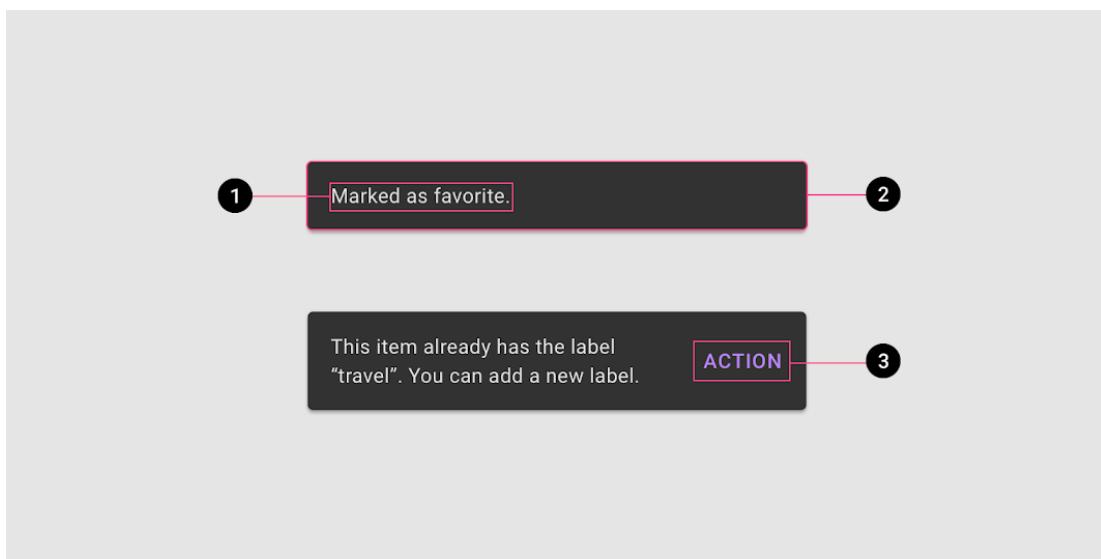
Snackbars

Snackbars provide brief messages about app processes at the bottom of the screen.

Usage

Snackbars inform users of a process that an app has performed or will perform. They appear temporarily, towards the bottom of the screen. They shouldn't interrupt the user experience, and they don't require user input to disappear.

Anatomy



1. Text label

2. Container

3. Action (optional)

Switches

Switches toggle the state of a single item on or off.

Usage

Switches are the preferred way to adjust settings on mobile.

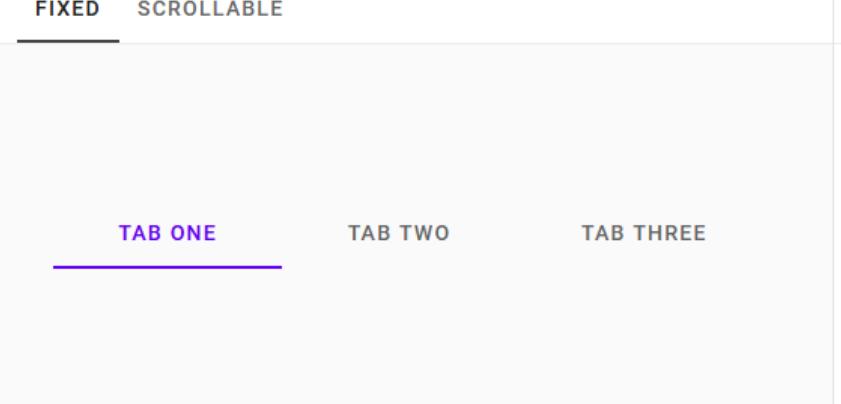
Use switches to:

- Toggle a single item on or off, on mobile and tablet
- Immediately activate or deactivate something

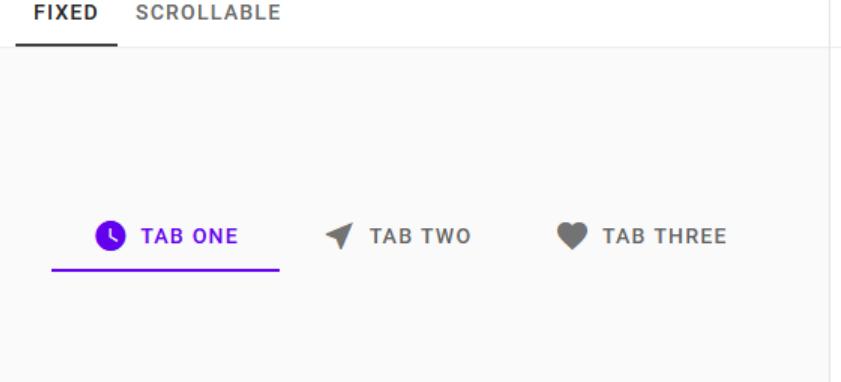
Tabs

Tabs organize content across different screens, data sets, and other interactions.

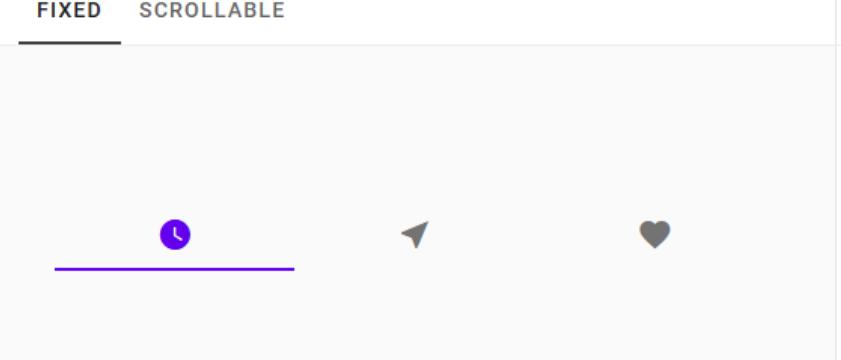
Fixed with text

FIXED	SCROLLABLE	Configuration	X
		<p>Options</p> <p><input checked="" type="checkbox"/> Text label</p> <p>Icons</p> <p><input checked="" type="radio"/> None</p> <p><input type="radio"/> Leading icon</p> <p><input type="radio"/> Top icon</p>	
			

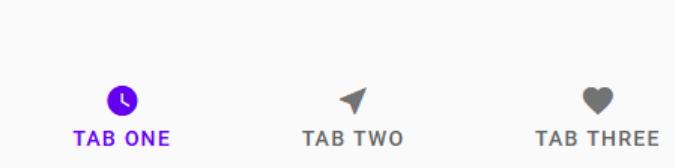
Fixed with leading icon and text

FIXED	SCROLLABLE	Configuration	X
		<p>Options</p> <p><input checked="" type="checkbox"/> Text label</p> <p>Icons</p> <p><input type="radio"/> None</p> <p><input checked="" type="radio"/> Leading icon</p> <p><input type="radio"/> Top icon</p>	
			

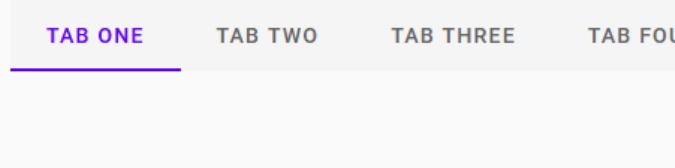
Fixed with leading icon, with top icon

FIXED	SCROLLABLE	Configuration	X
		<p>Options</p> <p><input type="checkbox"/> Text label</p> <p>Icons</p> <p><input type="radio"/> None</p> <p><input checked="" type="radio"/> Leading icon</p> <p><input type="radio"/> Top icon</p>	
			

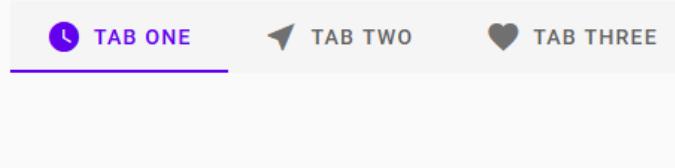
Fixed with top icon and text

FIXED	SCROLLABLE	Configuration	X
		<p>Options</p> <p><input checked="" type="checkbox"/> Text label</p> <p>Icons</p> <p><input type="radio"/> None</p> <p><input type="radio"/> Leading icon</p> <p><input checked="" type="radio"/> Top icon</p>	

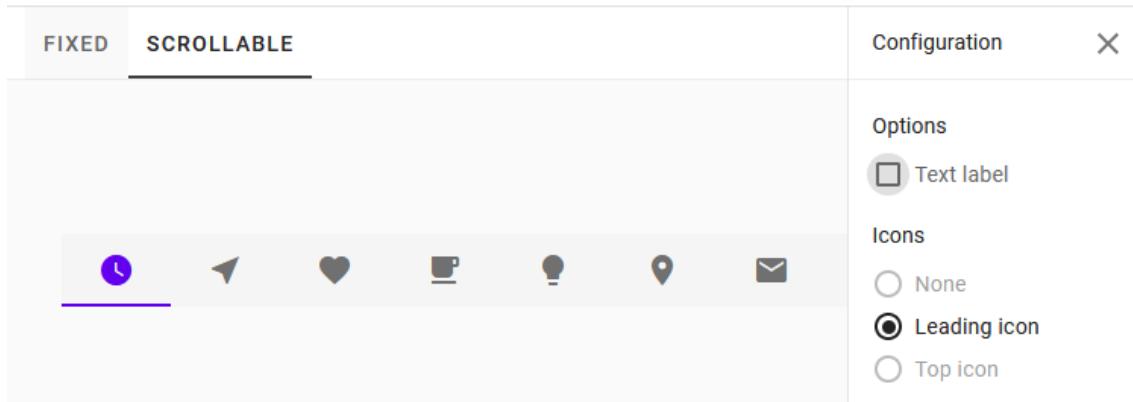
Scrollable with text

FIXED	SCROLLABLE	Configuration	X
		<p>Options</p> <p><input checked="" type="checkbox"/> Text label</p> <p>Icons</p> <p><input checked="" type="radio"/> None</p> <p><input type="radio"/> Leading icon</p> <p><input type="radio"/> Top icon</p>	

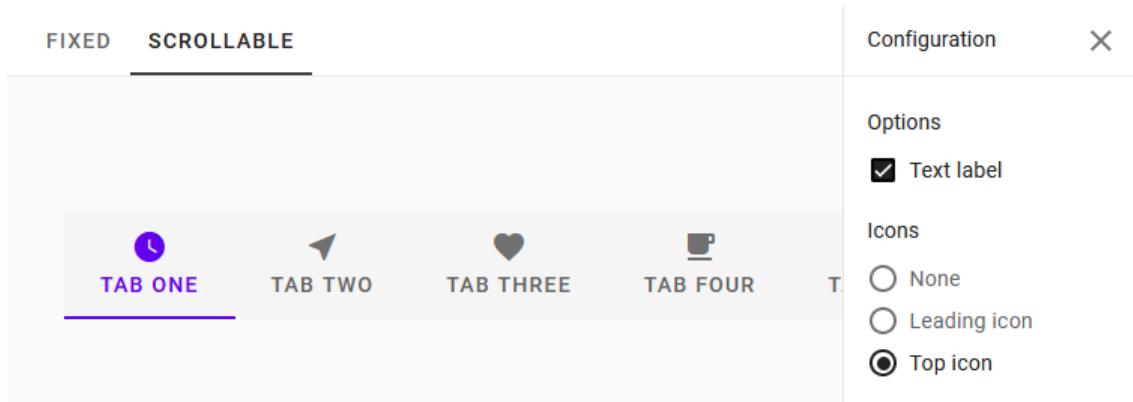
Scrollable with leading icon and text

FIXED	SCROLLABLE	Configuration	X
		<p>Options</p> <p><input checked="" type="checkbox"/> Text label</p> <p>Icons</p> <p><input type="radio"/> None</p> <p><input checked="" type="radio"/> Leading icon</p> <p><input type="radio"/> Top icon</p>	

Scrollable with leading icon, with top icon



Scollable with top icon and text



Usage

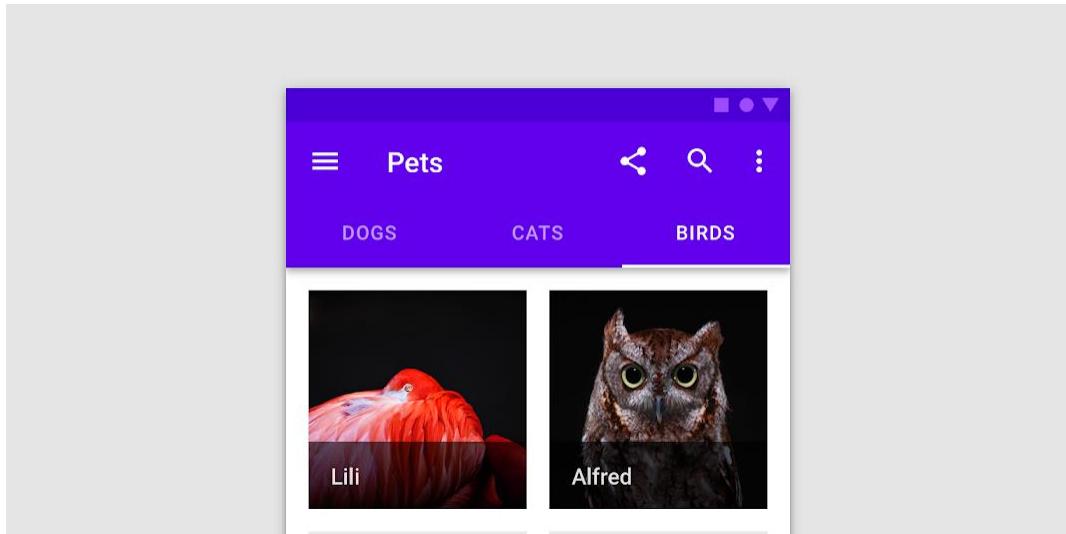
Tabs organize and allow navigation between groups of content that are related and at the same level of hierarchy.

Types

Tabs can be fixed or scrollable.

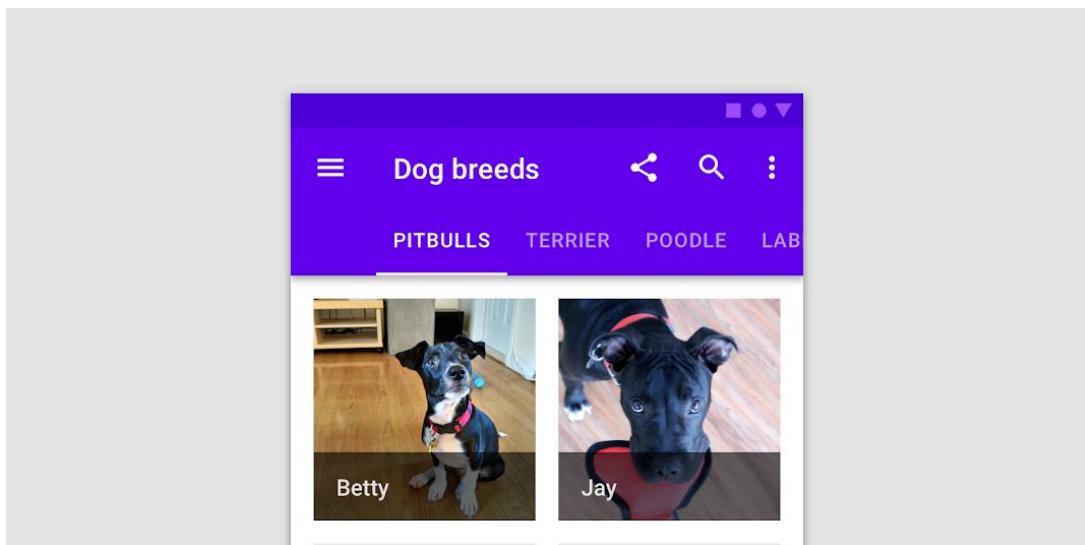
Fixed tabs

Fixed tabs display all tabs on one screen, with each tab at a fixed width. The width of each tab is determined by dividing the number of tabs by the screen width. They don't scroll to reveal more tabs; the visible tab set represents the only tabs available.

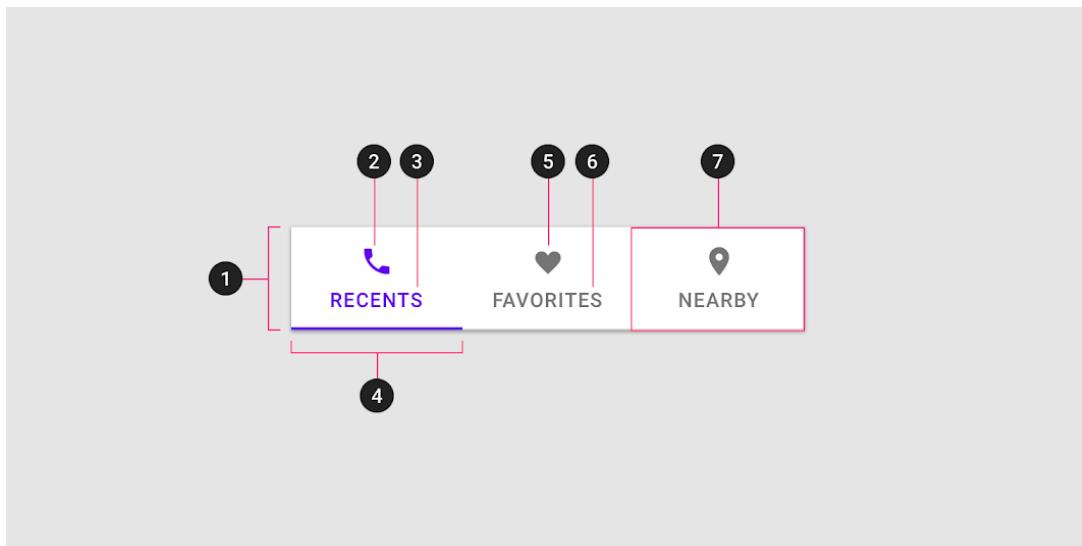


Scollable tabs

Scollable tabs are displayed without fixed widths. They are scrollable, such that some tabs will remain off-screen until scrolled.



Anatomy



- 1.Container
- 2.Active icon (Optional if there's a label)
- 3.Active text label (Optional if there's an icon)
- 4.Active tab indicator
- 5.Inactive icon (Optional if there's a label)
- 6.Inactive text label (Optional if there's an icon)
- 7.Tab item

Text fields

Text fields let users enter and edit text.

Normal label

Label

Options

Character counter

Leading icon

Trailing icon

Assistive text

None

Helper text

Error text

Helper label

The image shows a design system interface with two main sections. The top section, titled 'Label', displays a 'Filled' text field with a light gray background and a dark gray border. Inside, the word 'Label' is centered in a dark font. Below the field, the text 'Helper message' is displayed in a smaller, lighter font. To the left of the field, there are two tabs: 'FILLED' (which is underlined) and 'OUTLINED'. To the right, a configuration panel titled 'Configuration' contains sections for 'Options' (with checkboxes for 'Character counter', 'Leading icon', and 'Trailing icon'), 'Assistive text' (with radio buttons for 'None', 'Helper text' (which is selected), and 'Error text'), and a preview of the text field with the label 'Label' and a helper message below it. The bottom section, titled 'Error label', shows a similar 'Filled' text field but with a red border. The label 'Label*' is in red, and the text 'Error message' is also in red below it. The configuration panel for this section has the 'Error text' option selected in the assistive text section.

Usage

Text fields allow users to enter text into a UI. They typically appear in forms and dialogs.

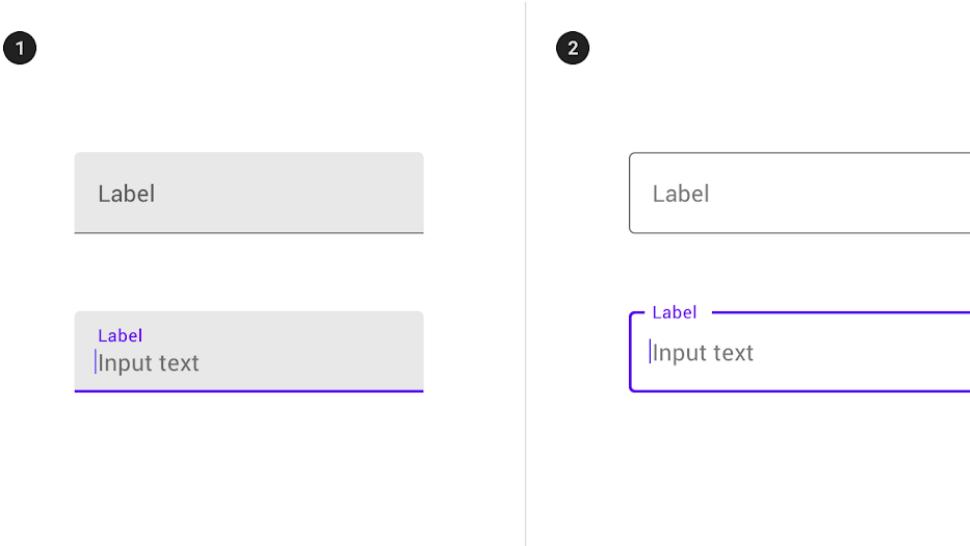
Types

Text fields come in two forms: filled and outlined.

Text fields come in two types:

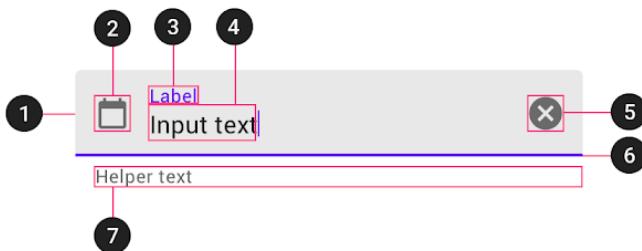
- Filled text fields
- Outlined text fields

Both types of text fields use a container to provide a clear affordance for interaction, making the fields discoverable in layouts.



1. Filled text fields
2. Outlined text fields

Anatomy



1. Container
2. Leading icon (optional)
3. Label text
4. Input text
5. Trailing icon (optional)
6. Activation indicator
7. Helper text (optional)

Time pickers

Time pickers help users select and set a specific time.

Usage

Time pickers allow users to enter a specific time value. They can be used for a wide range of scenarios.

Common use cases include:

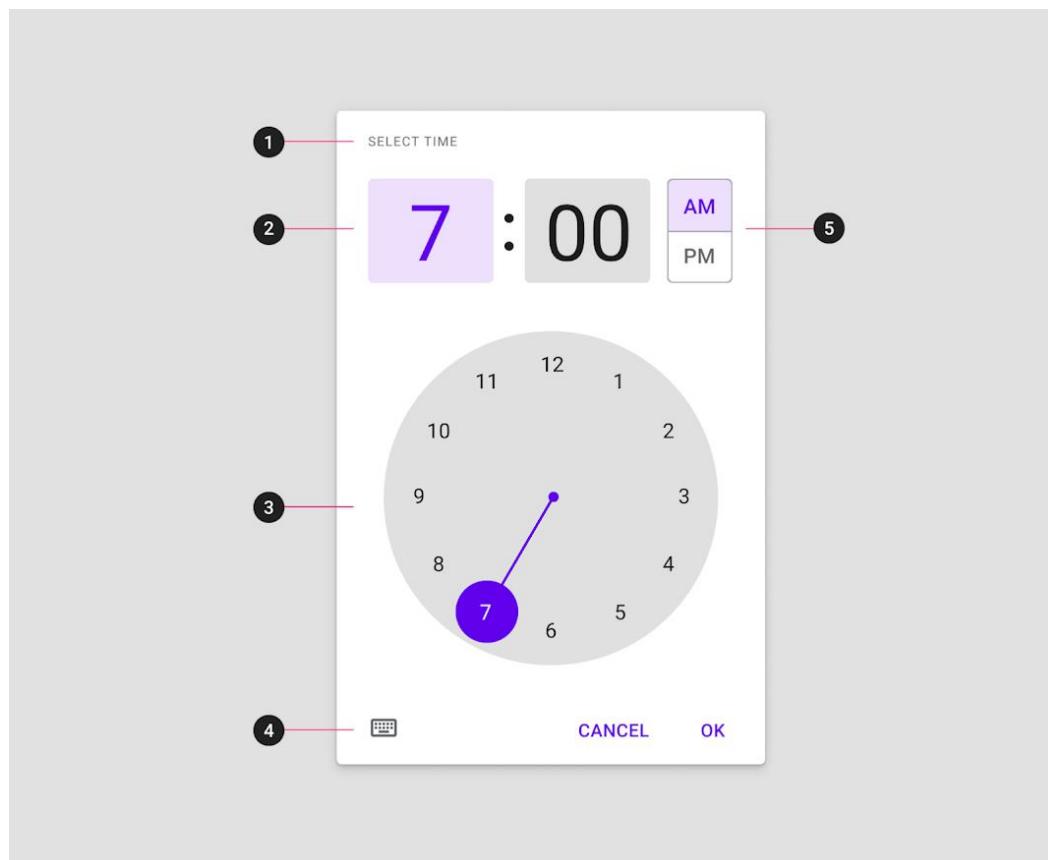
- Setting an alarm
- Scheduling a meeting

Mobile time pickers are displayed in dialogs and can be used to select hours, minutes, and a period of time.

Anatomy

Time pickers can appear in an immersive dialog, or inline and compact.

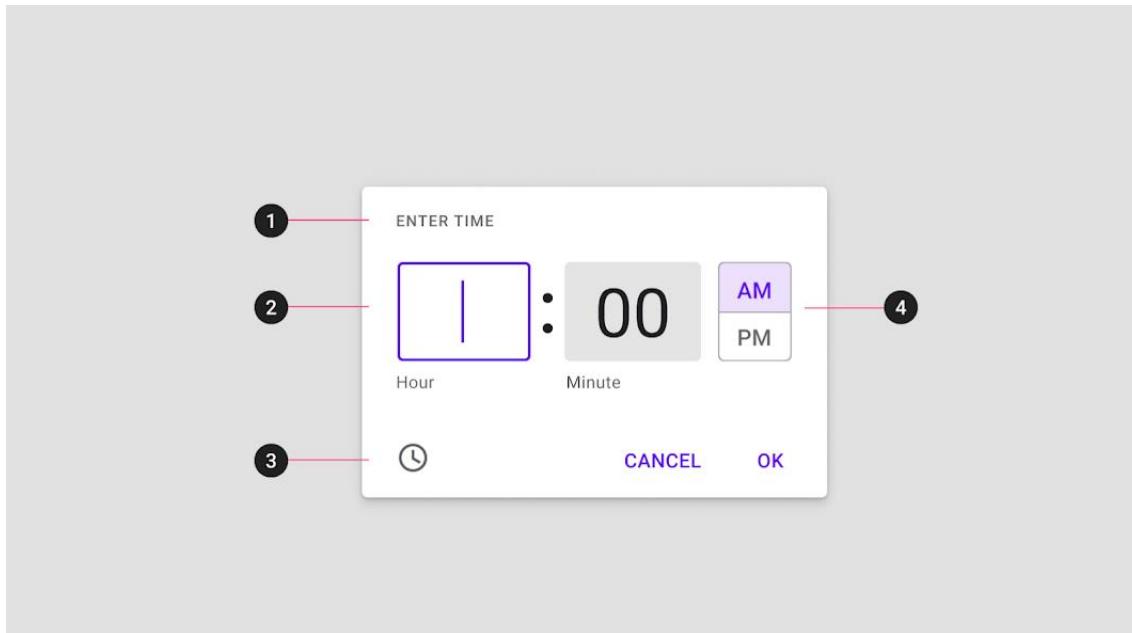
Mobile time picker



1. Title
2. Interactive display and time input for hour and minutes
3. Clock dial

4. Icon button to switch to time input
 5. AM/PM selector
-

Mobile time input



1. Title
2. Hour and minute input field
3. Icon button to switch to dial entry
4. AM/PM selector

Tooltips

Tooltips display informative text when users hover over, focus on, or tap an element.

Usage

When activated, tooltips display a text label identifying an element, such as a description of its function.