

UI LIBRARY DESIGN

DICARBENE (WXJ)

1. ABSTRACT

1.1. **Button.**

1.1.1. *props.*

- content
- icon
- type
- size
- iconPlacement
- disabled
- loading

1.1.2. *button types.*

```
1: function BINARY-SEARCH(A, n, v)
2:   ▷ Initialize the search range
3:    $l \leftarrow 1$ 
4:    $r \leftarrow n$ 
5:
6:   while  $l \leq r$  do
7:      $mid \leftarrow \text{floor}(\frac{l+r}{2})$ 
8:     if  $A[mid] < v$  then
9:        $l \leftarrow m + 1$ 
10:    else if  $A[mid] > v$  then
11:       $r \leftarrow m - 1$ 
12:    else
13:      return  $m$ 
14:    return null
```

1.1.3. *source code.*

```
<template>
  <div class="gt-ui-button" :class="buttonClass">
    <template v-if="type === 'icon'">
      <i v-if="useIconfont" class="gt-uicomponents-iconfont
icon" :class="icon"></i>
      
    </template>
    <span>{{ content }}</span>
  </div>
</template>

<script>
const TYPE_ENUM = ['primary', 'secondary', 'normal', 'outline', 'text'];
const SIZE_ENUM = ['tiny', 'small', 'medium', 'large'];
```

```

const ICON_PLACEMENT_ENUM = ['left', 'right'];
export default {
  name: 'GtUiButton',
  props: {
    content: {
      required: true,
      type: String,
      default: 'default'
    },
    type: {
      required: false,
      validator(value) {
        return Object.values(TYPE_ENUM).includes(value);
      },
      default: 'normal'
    },
    theme: {
      required: false,
      validator(value) {
        return Object.values(THEME_ENUM).includes(value);
      },
      default: 'default'
    },
    size: {
      required: false,
      validator(value) {
        return Object.values(SIZE_ENUM).includes(value);
      },
      type: String,
      default: 'medium'
    },
    iconPlacement: {
      required: false,
      validator(value) {
        return Object.values(SIZE_ENUM).includes(value);
      },
      type: String,
      default: 'left',
    },
    disabled: {
      required: false,
      type: Boolean,
      default: false
    },
    loading: {
      required: false,
      type: Boolean,
      default: false,
    }
  },
  computed: {
    buttonClass() {
      return `gt-ui-button_${this.type} gt-ui-button_${this.type}_$
{this.theme}`

```

```
    },  
    useIconfont() {  
      return this.icon?.startsWith('icon');  
    }  
  }  
}  
</script>  
<style lang='less' scoped>  
@import "../index.less";  
</style>
```

REFERENCES