React Chip component

Chip

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

Chips allow users to enter information, make selections, filter content, or trigger actions.

While included here as a standalone component, the most common use will be in some form of input, so some of the behavior demonstrated here is not shown in context.

{{“component”: “modules/components/ComponentLinkHeader.js”}}

Basic chip

The `Chip` component supports outlined and filled styling.

{{“demo”: “BasicChips.js”}}

Chip actions

You can use the following actions.

- Chips with the `onClick` prop defined change appearance on focus, hover, and click.
- Chips with the `onDelete` prop defined will display a delete icon which changes appearance on hover.

Clickable

{{“demo”: “ClickableChips.js”}}

Deletable

{{“demo”: “DeletableChips.js”}}

Clickable and deletable

{{“demo”: “ClickableAndDeletableChips.js”}}

Clickable link

{{“demo”: “ClickableLinkChips.js”}}

Custom delete icon

{{“demo”: “CustomDeleteIconChips.js”}}

Chip adornments

You can add ornaments to the beginning of the component.

Use the `avatar` prop to add an avatar or use the `icon` prop to add an icon.

Avatar chip

{{“demo”: “AvatarChips.js”}}

Icon chip

{{“demo”: “IconChips.js”}}

Color chip

You can use the `color` prop to define a color from theme palette.

{{“demo”: “ColorChips.js”}}

Sizes chip

You can use the `size` prop to define a small Chip.

{{“demo”: “SizesChips.js”}}

Chip array

An example of rendering multiple chips from an array of values. Deleting a chip removes it from the array. Note that since no `onClick` prop is defined, the `Chip` can be focused, but does not gain depth while clicked or touched.

{{“demo”: “ChipsArray.js”, “bg”: true}}

Chip playground

{{“demo”: “ChipsPlayground.js”, “hideToolbar”: true}}

Accessibility

If the Chip is deletable or clickable then it is a button in tab order. When the Chip is focused (e.g. when tabbing) releasing (`keyup` event) `Backspace` or `Delete` will call the `onDelete` handler while releasing `Escape` will blur the Chip.