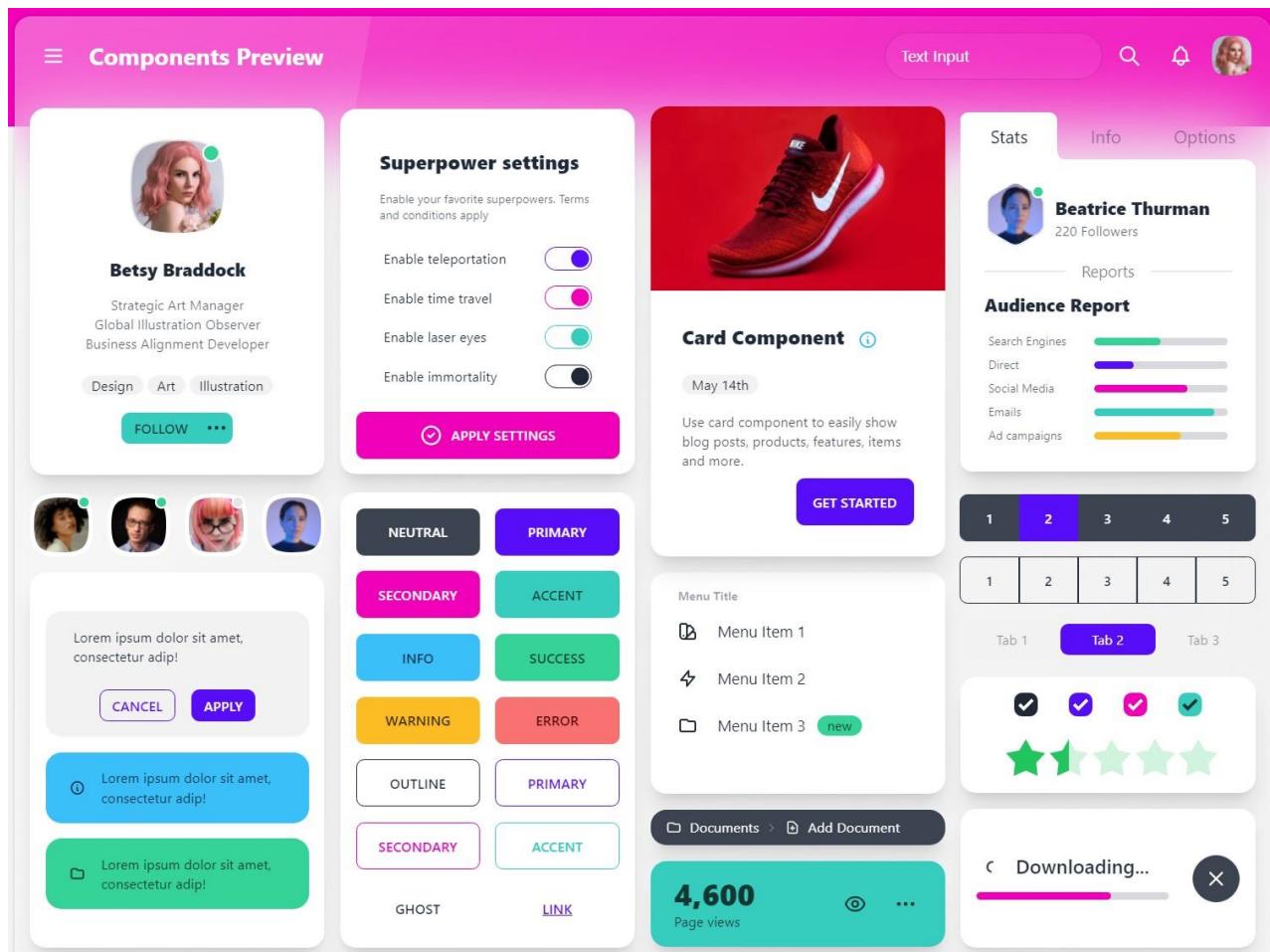


# TailwindCSS WebApps



## using B4X

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ToolTip.....	81
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Table2.....	82
Table3.....	83
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## Introduction

---

Welcome to the **SithasoDaisy** world.

SithasoDaisy is a library of components built on top of [TailwindCSS](#) (Tailwind Labs) and [DaisyUI \(Pouya Saadeghi\)](#) to help you create WebApps, WebSites, Single Page Application (SPA) and Progressive Web Apps (PWA) with the power of the b4x programming language.

When it comes to developing anything that works on the internet browser, whether it is a WebApp or a WebSite, one has to use HTML (**Hyper Text Markup Language**), CSS (**Cascading Style Sheet**) and JavaScript (a dynamic programming language used for web development).

SithasoDaisy works on top of a programming language called **b4x**. It is not JavaScript, and for SithasoDaisy to produce web applications, a code transpiler is used. A transpiler converts source code from one programming language to another. For example, when one uses Flutter for web, they use a programming language called Dart. When they build their application, their source code is transpiled / converted to JavaScript for it to work on the interweb. There are many other programming languages that target JavaScript, the Top 10, being:

1. Scala.js
2. Haxe
3. Dart
4. Elm
5. Imba
6. Nim
7. ClojureScript
8. ReasonML
9. Kotlin
10. TypeScript

B4X is a set of programming tools that is developed by [Anywhere Software](#) that uses [Visual Basic](#) like syntax so that anyone who wants to, can create apps. The developed apps are able to run on Windows, Linux, Mac, Apple Phones, Android Phones and Arduino IoT devices, mostly from the same code base. The family product we will use here is called b4j i.e., Basic4Java. There is also b4a (basic4android), b4i (basic4ios), b4r (basic4arduino).

Our b4x to JavaScript transpiler is called BANano. It is penned by Alain Bailleul, that is the **BA** in BANano, whilst Nano, you guessed it right, nanotechnology. When creating your web projects with SithasoDaisy, one can use the Abstract Designer and or write b4x code. We will show you how. To show you an idea of the stuff we will be building, let's take a look at this image, directly from the DaisyUI website.

**Components Preview**

**Betsy Braddock**  
Strategic Art Manager  
Global Illustration Observer  
Business Alignment Developer  
Design Art Illustration

**Superpower settings**  
Enable your favorite superpowers. Terms and conditions apply.

Enable teleportation  Enable time travel  Enable laser eyes  Enable immortality

**Card Component** (i)  
May 14th  
Use card component to easily show blog posts, products, features, items and more.

**Audience Report**  
Search Engines Direct Social Media Emails Ad campaigns

**GET STARTED**

**Menu Title**  
Menu Item 1   
Menu Item 2   
Menu Item 3 (new)

**Rating Scale**  
1 2 3 4 5

**Tab Navigation**  
Tab 1 Tab 2 Tab 3

**Star Rating**

**Download Progress**  
Downloading...

**Document View**  
Documents > Add Document  
**4,600** Page views

- We have created this [FlipBook](#) so that you can skim all the available components.
- A running demo is available on [Netlify](#). This covers both writing code and abstract designer-based functionality.
- One can get the source code of the demo is in this [Github repo](#).

With a 64-bit Windows PC, let's get started.

## Getting Started

To be able to start developing using B4X, one needs the b4j IDE (Integrated Development Environment). This at the moment only runs on a Windows PC. One also needs the Java SDK. Figure 1 below depicts how the B4X IDE looks like. We have a menu, a toolbar, the coding area and a module listing area, to mention the few.

## 1. The B4J IDE

SithasoDaisy - B4J

File Edit Designer Project Tools Debug Windows Help

Main SDUIDiv

BuildColumnClass  
BuildPadding  
BuildRow  
BuildSpans  
CleanID  
RandomHexColor

Search (Ctrl+F)

100%

```
48 #DesignerProperty: Key: MaxH, DisplayName: Max Height, FieldType: String, DefaultValue: , Description: MaxH
49 #DesignerProperty: Key: HFull, DisplayName: H Full, FieldType: Boolean, DefaultValue: False, Description: HFull
50 #DesignerProperty: Key: WFull, DisplayName: W Full, FieldType: Boolean, DefaultValue: False, Description: WFull
51 #DesignerProperty: Key: Visible, DisplayName: Visible, FieldType: Boolean, DefaultValue: True, Description: If visible.
52 #DesignerProperty: Key: MarginAXYTLR, DisplayName: Margins, FieldType: String, DefaultValue: a=?; x=?; t=?; b=?; l=?; r=? , Description: Margins A-X-Y-T-B-L-R
53 #DesignerProperty: Key: PaddingAXYTLR, DisplayName: Paddings, FieldType: String, DefaultValue: a=?; x=?; y=?; t=?; b=?; l=?; r=? , Description: Paddings A-X-Y-T-B-L-R
54 #DesignerProperty: Key: RawClasses, DisplayName: Classes, FieldType: String, DefaultValue: , Description: Classes added to the HTML tag.
55 #DesignerProperty: Key: RawStyles, DisplayName: Styles, FieldType: String, DefaultValue: , Description: Styles added to the HTML tag. Must be a json String- use =
56 #DesignerProperty: Key: RawAttributes, DisplayName: Attributes, FieldType: String, DefaultValue: , Description: Attributes added to the HTML tag. Must be a json String- use =
57
58 Private Sub Class_Globals
59     Private bfFlexWrap As Boolean
60     Private mback As Object
61     Private mElement As BANanoElement
62     Private mName As String
63     Private pParent As BANanoElement
64     Private BNano As BNano          'ignore
65     Type GridRow(Rows As Int, columns As List, _
66         gma As String, gmx As String, gmy As String, gnt As String, gmb As String, gmr As String, gml As String, _
67         gpa As String, gpx As String, gpy As String, gpt As String, gpb As String, gpr As String, gpl As String)
68     TypeGridColumn(columns As Int, gxs As String, gsm As String, gmd As String, glg As String, gxl As String, _
69         ofxs As String, ofsm As String, ofmd As String, oflg As String, ofxl As String, _
70         gna As String, gnx As String, gny As String, gnt As String, gnb As String, gnr As String, gnl As String, _
71         gpa As String, gpx As String, gpy As String, gpt As String, gpb As String, gpr As String, gpl As String)
72     'this will hold all our rows
73     Private GridRowSM As Map
74     'this will hold each row definition
75     'hold our last row
76
77     Private bRounded As Boolean
78     Private bStack As Boolean
79     Private LastRow As Int
80     Private ntxRow As Int
81     Private bShowGridDesign As Boolean
82     Public Tag As Object
83     Private TheMatrix As Map
84     Private mlastColor As String      'ignore
85     Private mlastTextColor As String
86     Private mlastDecorationColor As String
87     Private mlastTextSize As String
88     Private mlastRounded As String
89     Private mlastBGColor As String
90     Private mlastShadowColor As String
91     Private mclasses As String = ""
92     Private mstyles As String = ""
93     Private mattributes As String = ""
```

## 2. Creating Folders

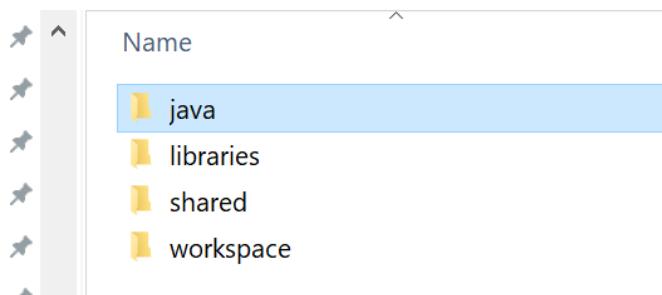
Let's set up our PC for development. We need to set up a folder structure first.

1. In your Windows PC, create the following folder structure:

- (a) c:\b4j\libraries
  - (b) c:\b4j\shared
  - (c) c:\b4j\workspace
  - (d) c:\b4j\java

This should look like:

Local Disk (C:) > b4j



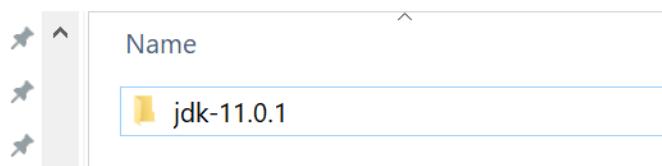
### 3. Downloading and installing B4J

1. Head over to Anywhere Software Website and download b4j. You can click [here](#) to do that.
2. Click on Download B4J Full Version (64-BIT). After you download, ensure you install the application.

**DOWNLOAD B4J FULL VERSION  
(64-BIT)**

3. Also download the recommended OpenJDK 11. You can get it [here](#). Unpack it to **c:\b4j\java**, you should have

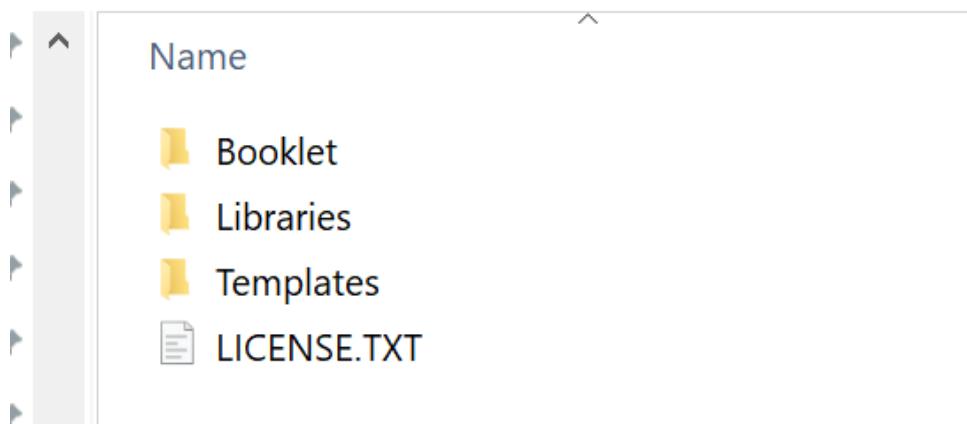
Local Disk (C:) > b4j > java >



### 4. Download BANano

You will also need BANano. This is a b4j plugin. Click [here](#) to get it and unpack it. It should have this content.

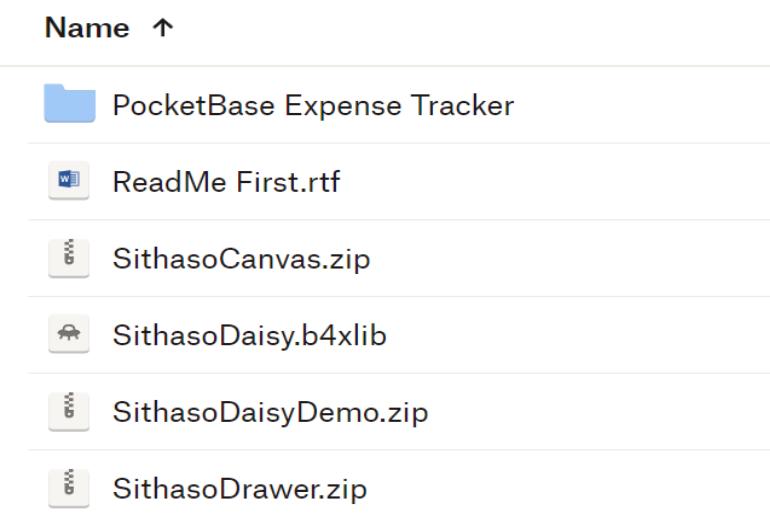
Mashy > Downloads > BANano7.37



In the BANano download copy the contents of the **Libraries** folder to **c:\b4j\libraries**.

## 5. Download SithasoDaisy

From your **SithasoDaisy** [download](#).



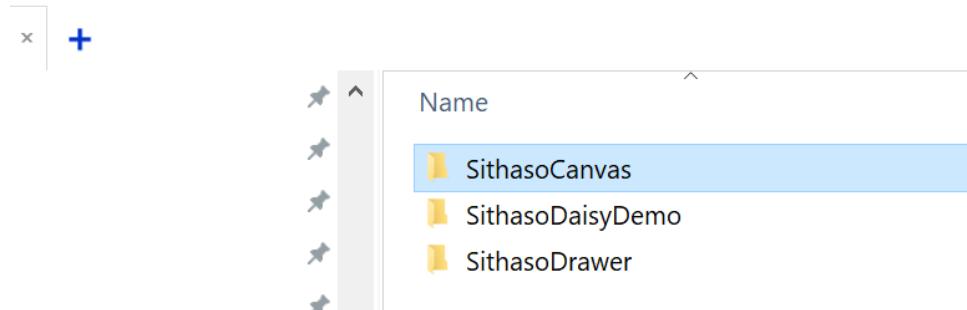
5.1 Copy the **SithasoDaisy.b4xlib** to **c:\b4j\libraries**. You now should have. Also copy the contents of the **b4xtemplates** folder to **c:\libraries**.

C:\ > b4j > libraries

Name	Date modified	Type	Size
BANano.jar	2022/04/08 12:38	JAR File	691 KB
BANano.xml	2022/04/08 12:31	XML Source File	361 KB
BANanoBase64.b4xlib	2022/02/18 12:41	B4XLIB File	3 KB
BANanoDragula.b4xlib	2022/02/18 12:41	B4XLIB File	10 KB
BANanoLeaflet.b4xlib	2022/02/18 12:43	B4XLIB File	9 KB
BANanoMediaRecorder.b4xlib	2022/02/18 12:43	B4XLIB File	4 KB
BANanoPeer.b4xlib	2022/02/18 12:44	B4XLIB File	46 KB
BANanoServer.b4xlib	2022/02/17 12:26	B4XLIB File	20 KB
BANanoSkeleton.b4xlib	2022/04/08 12:05	B4XLIB File	1 950 KB
BANanoSweetAlert.b4xlib	2022/02/18 12:45	B4XLIB File	4 KB
bcprov-jdk15on-154.jar	2016/04/25 11:59	JAR File	3 201 KB
HikariCP.jar	2018/04/03 12:36	JAR File	3 KB
HikariCP.xml	2018/04/03 12:36	XML Source File	4 KB
HikariCP-4.0.3.jar	2022/03/14 09:04	JAR File	156 KB
HikaryCP.txt	2022/02/27 12:49	Text Source File	1 KB
mysql-connector-java-8.0.23.jar	2021/02/21 10:04	JAR File	2 359 KB
servlet-api-3.1.jar	2017/05/10 14:42	JAR File	94 KB
SithasoDaisy.b4xlib	2022/11/06 00:00	B4XLIB File	1 648 KB
slf4j-api-1.7.32.jar	2021/09/02 08:55	JAR File	41 KB
slf4j-simple-1.7.32.jar	2021/09/02 09:35	JAR File	15 KB

5.1 Unpack **SithasoCanvas.zip**, **SithasoDaisyDemo.zip** and **SithasoDrawer.zip** to **c:\b4j\workspace**. You now should have.

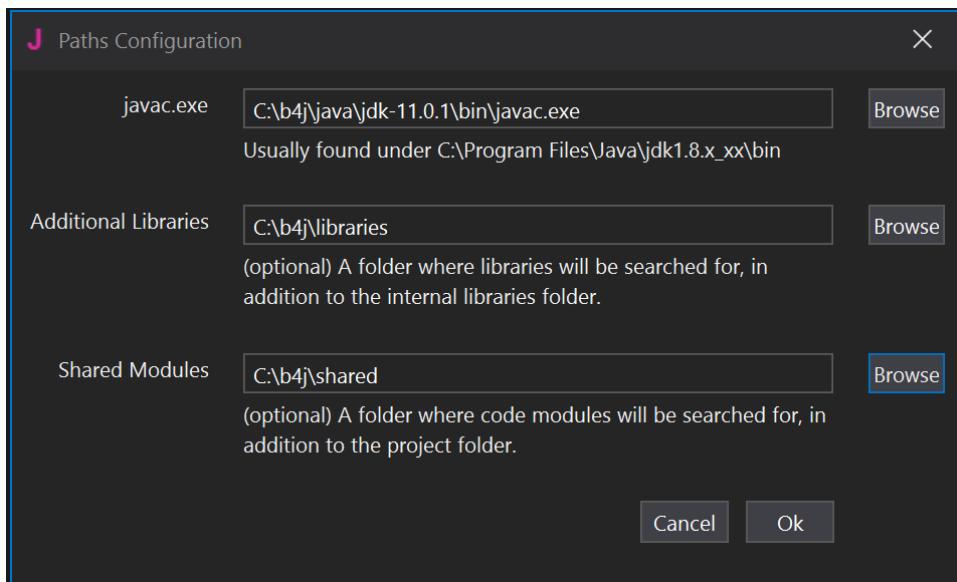
Local Disk (C:) > b4j > workspace >



## 6. B4J Paths Configuration.

Start B4J, in the menu, click on 6.1 Tools then **Configure Paths**.

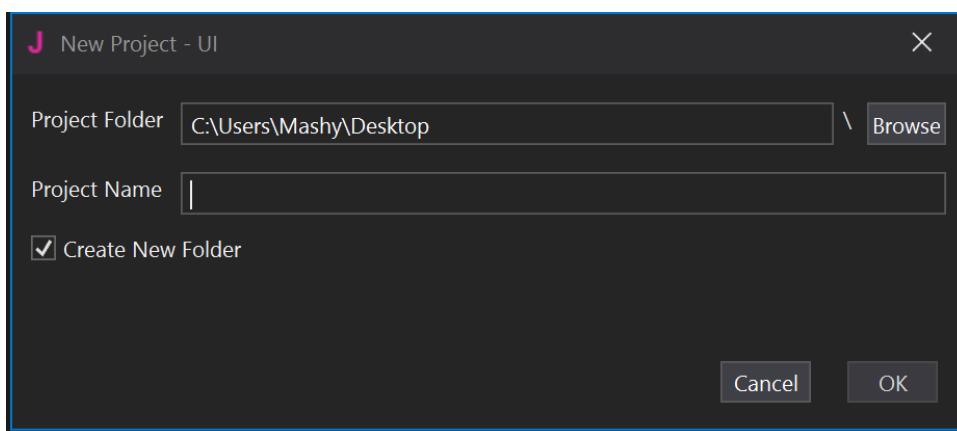
Click on the browse buttons to select the respective file and paths specified below.



Then click Ok, to save your configuration.

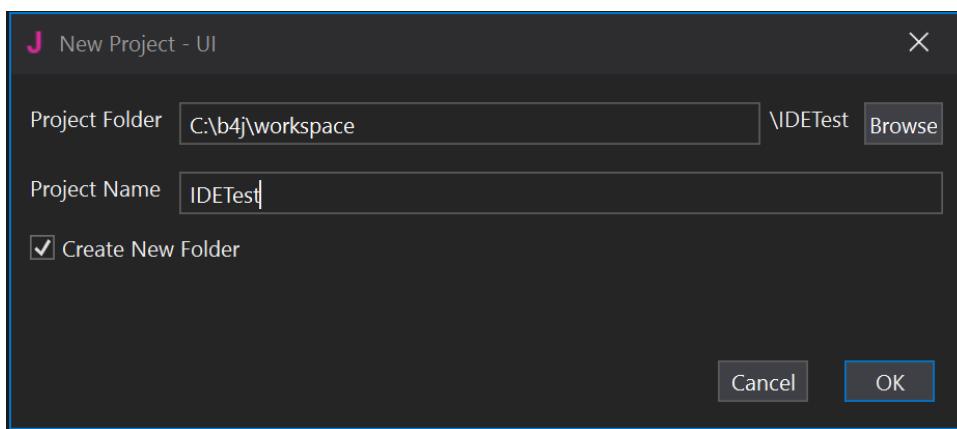
## 7. Testing B4J IDE readiness

Click on File > New > UI

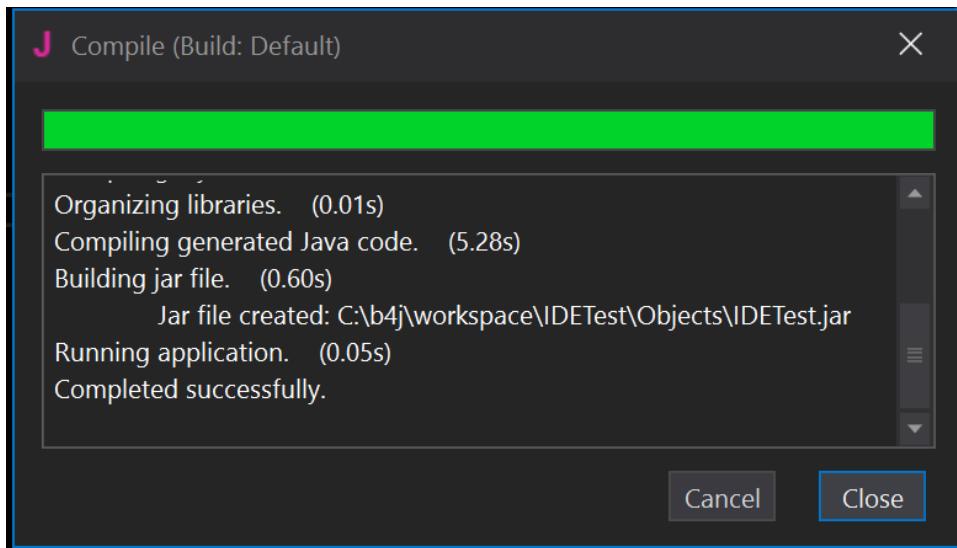


Click on Browse and ensure that the Project folder is C:\b4j\workspace

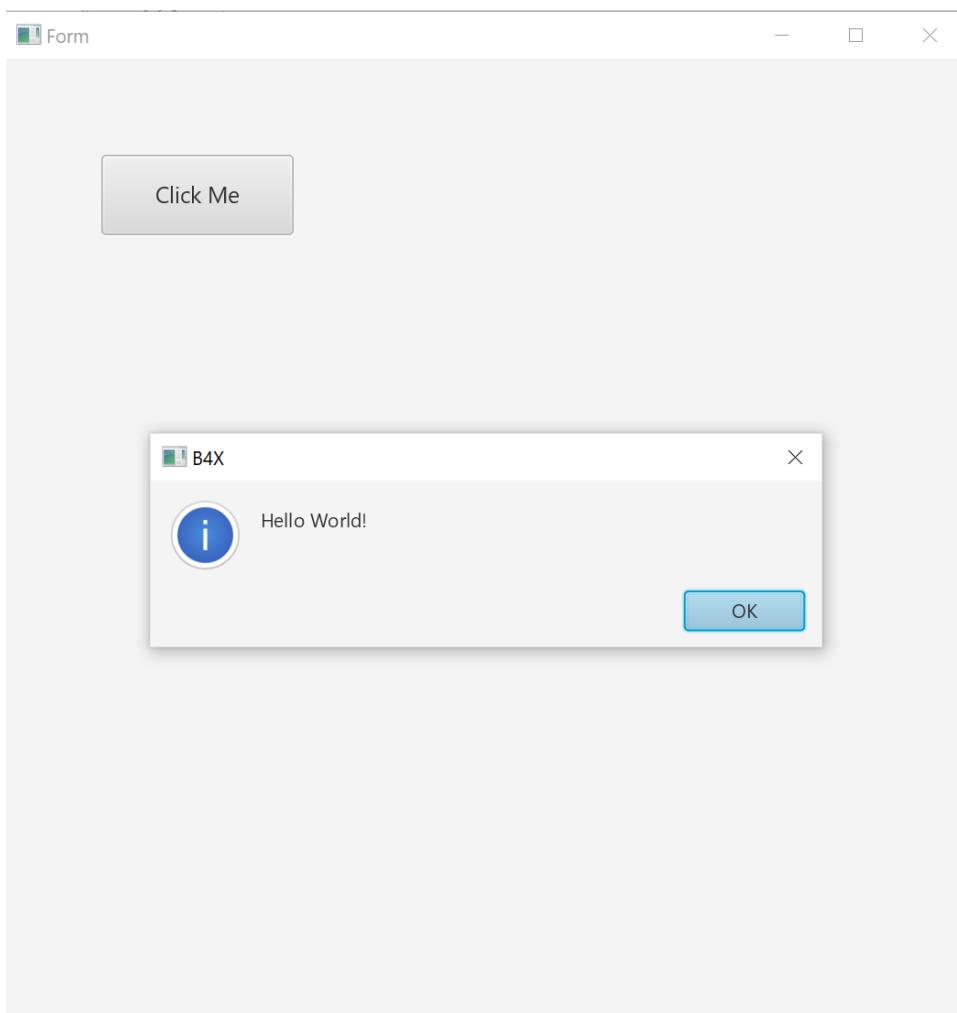
Type in a project name, for example, IDETest and click Ok.



This should open up the IDE with some template code. Press **F5**, this should compile your app and show a screen.



Click on the **Click Me** button. It should show a Message Box.

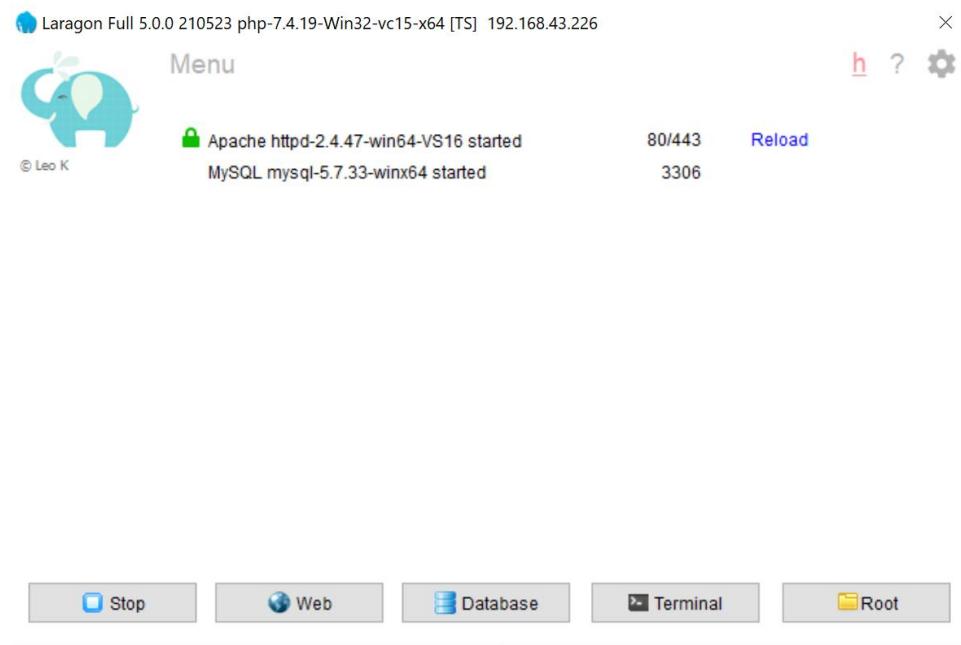


Congratulations, you have just ran your first b4j developed java application with b4x. You can close the App and the IDE.

Let's now run the other applications in our **workspace** folder which are **TailwindCSS** based, for this we will need a development **WebServer**. I like the ease of use of Laragon. It comes with MySQL and other lovely stuff.

## 8. Installing a WebServer (optional)

Download it from [here](#) and run it. After installation run it, it should look similar to this screen. You can also set it up to use SSL and different ports.



## New to B4x?

---

If you are new to B4x, going through the guidelines would help you a great deal. There is also [Video Material](#) done by Erel, who is the author of the b4x ecosystem.

1. Get all the guides [here](#), these speak to:

- 1.1. B4x language
- 1.2. B4x IDE
- 1.3. B4x Visual Designer / Abstract Designer

and many other useful information.

2. To understand how the BANano transpiler works, read the **BANano Essentials Booklet**

3. You can also join the wonderful community of other coders like you.

Now let's get back to our topic, Creating WebApps with SithasoDaisy. We will first explain the project templates.

## Project Templates

---

SithasoDaisy comes with 2 source code templates for you to create WebApps. These are **SithasoDrawer** and **SithasoCanvas**.

- Use SithasoDrawer as a base for projects with a top navigation bar and a drawer.
- Use SithasoCanvas as a base for projects that you will start from scratch.

These are set to run on localhost. This is done in the **config.properties** in each of the projects. The projects are also set up to save the transpiled javascript, css and html files to **c:\www\laragon**.

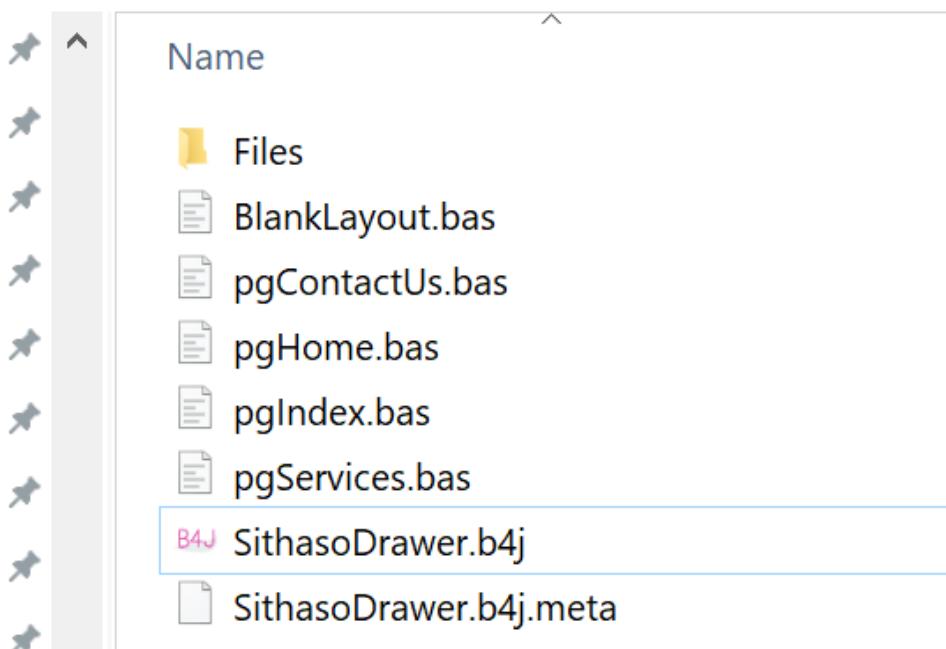
These need to be changed to suit your needs if you are not using laragon and also using different port numbers.

### SithasoDrawer

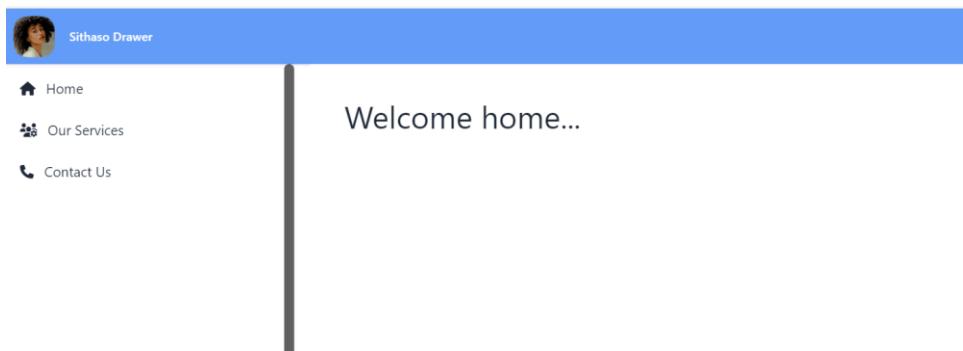
1. Open the c:\b4j\workspace\SithasoDrawer folder
2. Double click the SithasoDrawer.b4j file. This is a b4j project file. This will activate b4j.
3. Press F5 to run the application. This will also transpile your code to JavaScript, CSS, HTML etc

workspace > SithasoDrawer

---



After compilation, you should see this app in action on your default web browser.



The name of this app is "sithasodrawer". This is defined in the **Main** code module.

```

55  #IgnoreWarnings:12, 15
56  Sub Process_Globals
57      Public BANano As BANano 'ignore
58      'the name of the application &
59      'this is the folder on your development server.
60      Public AppName As String = "sithasodrawer"
61      Public AppTitle As String = "Sithaso Drawer"
62      'where the app should
63      Private Publish As String = "C:\laragon\www"
64      Public Version As String = "0.01"
65      Public ServerIP As String
66  End Sub

```

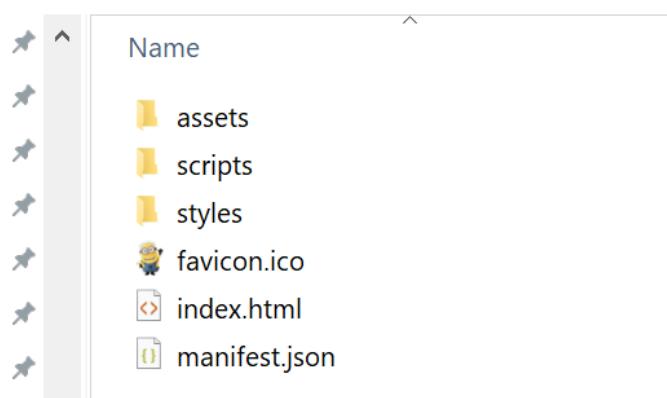
To access the transpiled source code (javascript, css and html) that resulted with what you see in the browser, head over to the **c:\laragon\www\sithasodrawer** folder.

This contains all the stuff that you can deploy to your public webserver when you are finished developing your webapp.

---

Local Disk (C:) > laragon > www > sithasodrawer

---



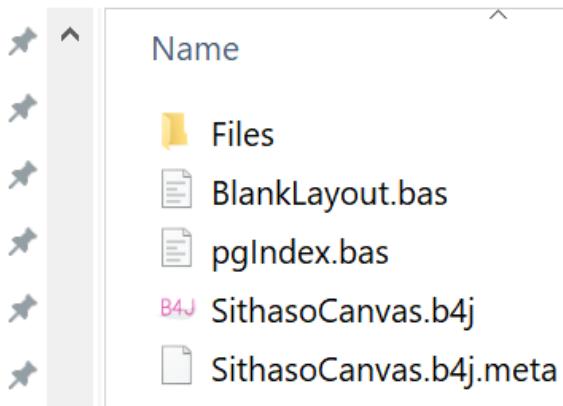
## SithasoCanvas

1. Open the c:\b4j\workspace\SithasoCanvas folder
2. Double click the SithasoCanvas.b4j file. This is a b4j project file. This will activate b4j.
3. Press F5 to run the application. This will also transpile your code to JavaScript, CSS, HTML etc

---

b4j > workspace > SithasoCanvas >

---



After compilation, you should see this app in action on your default web browser. Click the hamburger or menu.



The name of this app is "**sithasocanvas**". This is defined in the **Main** code module.

```

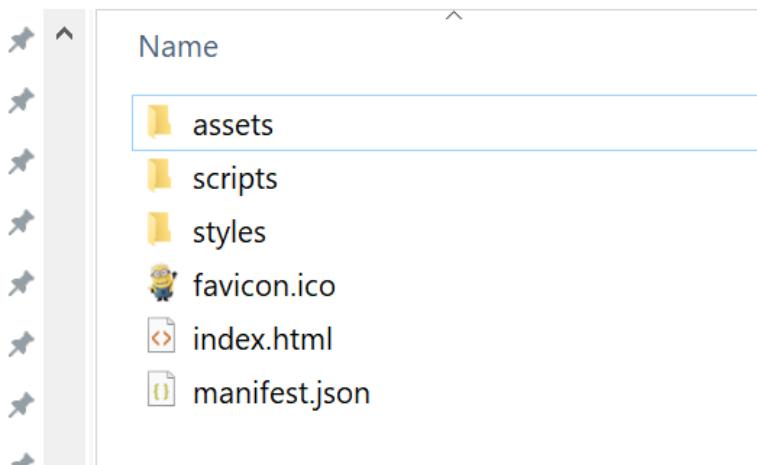
54
55 #IgnoreWarnings:12, 15
56 Sub Process_Globals
57     Public BANano As BANano 'ignore
58     'the name of the application &
59     'this is the folder on your development server.
60     Public AppName As String = "sithasocanvas"
61     Public AppTitle As String = "Sithaso Canvas"
62     'where the app should
63     Private Publish As String = "C:\laragon\www"
64     Public Version As String = "0.01"
65     Public ServerIP As String
66 End Sub

```

To access the transpiled source code (javascript, css and html) that resulted with what you see in the browser, head over to the **c:\laragon\www\sithasocanvas** folder.

This contains all the stuff that you can deploy to your public webserver when you are finished developing your webapp.

< (C:) > laragon > www > sithasocanvas



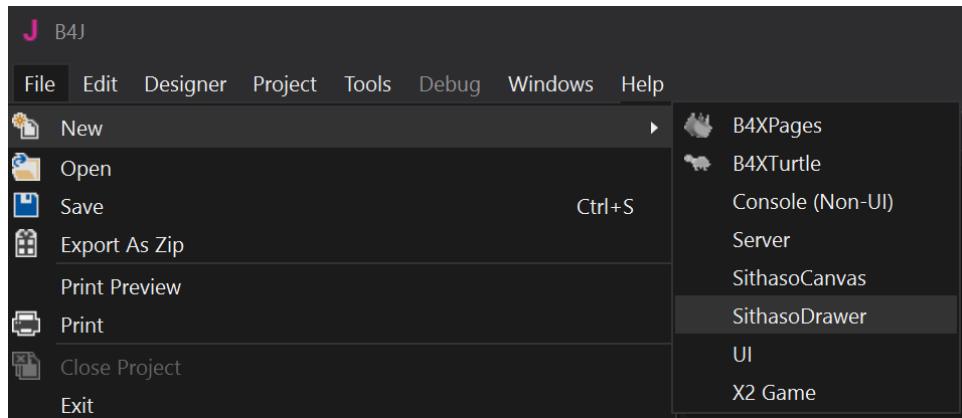
## Creating WebApps

To create a webapp, use either **SithasoDrawer** or **SithasoCanvas** project as your base. As your WebApp will possibly have a number of pages, you will use **Code Modules** to create the pages. Each page should be unique, including its name, title, layout and possibly its icon.

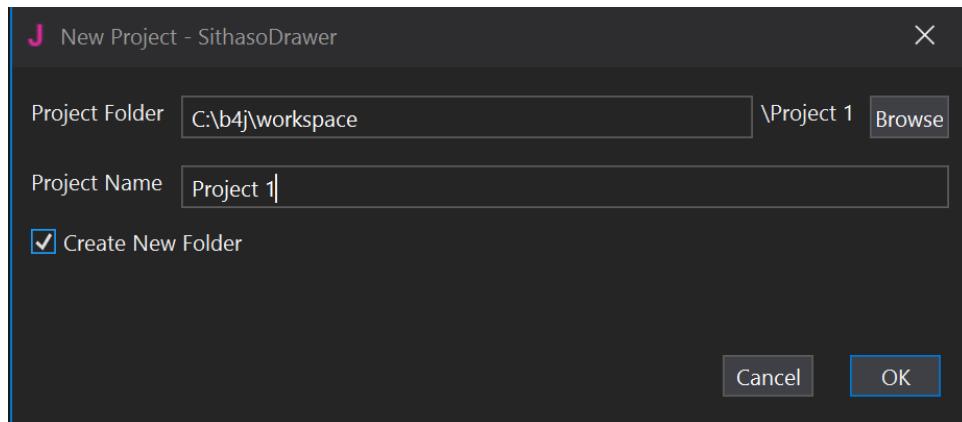
As you saw previously, both these templates provide different structured apps. Lets create an app using these.

## Creating a Project

1. Start B4J.
2. Click File
3. Click New
4. Click SithasoDrawer / SithasoCanvas. SithasoDrawer is a 3 page project whilst SithasoCanvas has no additional pages.



A prompt screen will appear. Type in the Project Name and click Ok



The main starting point of the app when it runs is the **Main** code module. As soon as you press F5 to run the app, the **AppStart** sub routine will fire. This will then fire the **BANano\_Ready** method.

Banano\_Ready executes code **pgIndex.Initialize**, which is where our app structure is built. This involves building our pages, the navigation bar, drawers and other things. One can then use these templates to add more pages to the app and the provided templates will provide guidance.

Basically, in the code modules, we have a BlankLayout template and other pages. The **BlankLayout** is used to create other pages. You can double click any of the pages to activate it.

## Modules

*Find Sub / Module / Line number (Ctrl+E)*

- ◀  **Default Group**
  - ▷  BlankLayout
  - ▷  **Main**
  - ▷  pgContactUs
  - ▷  pgHome
  - ▷  pgIndex
  - ▷  pgServices

The structure of each page is almost the same. These methods / subs are COMPULSOY

**BuildPage** - code to build the HTML of the page

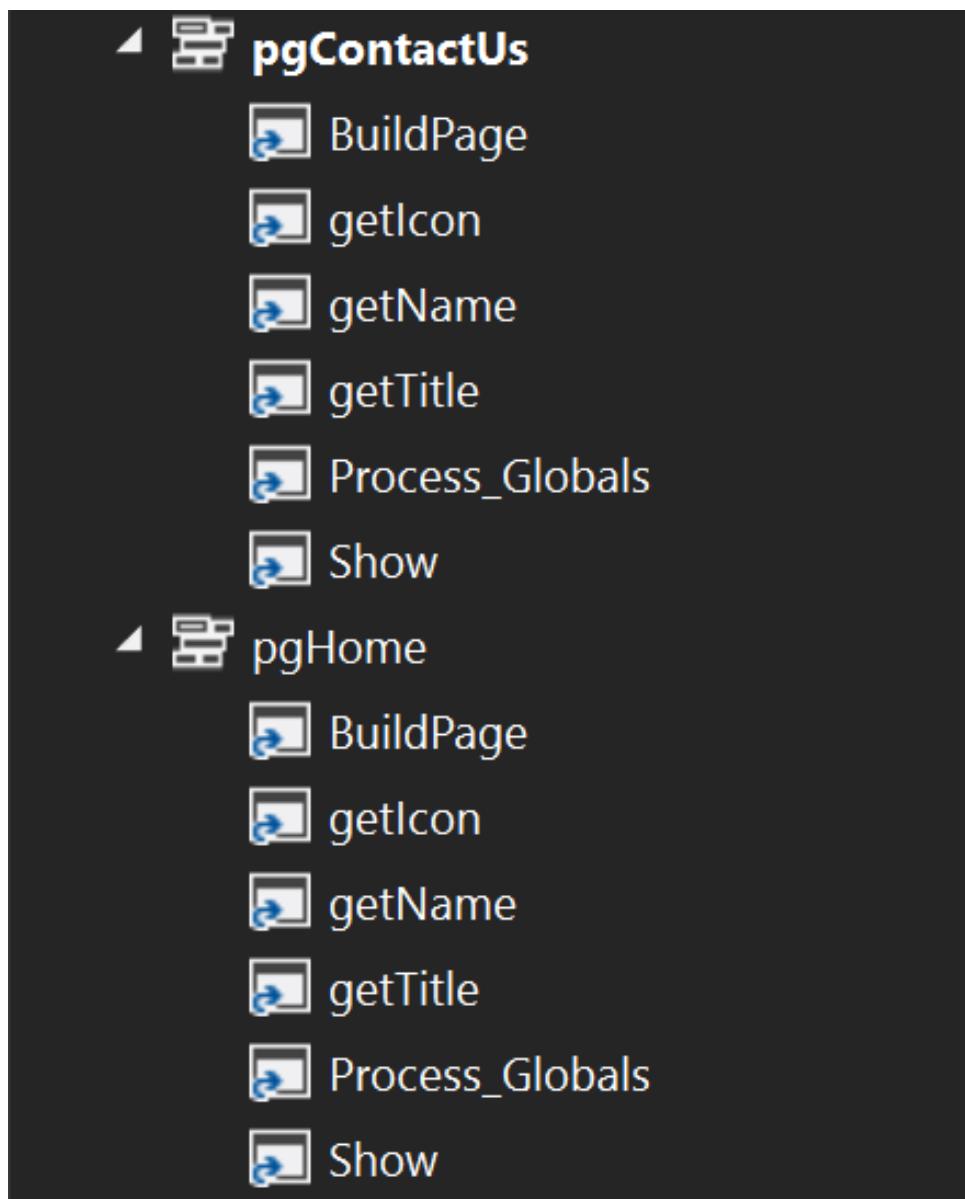
**getIcon** - the icon you specify for the page.

**getName** - the name you specify for the page

**getTitle** - the name you specify for the page

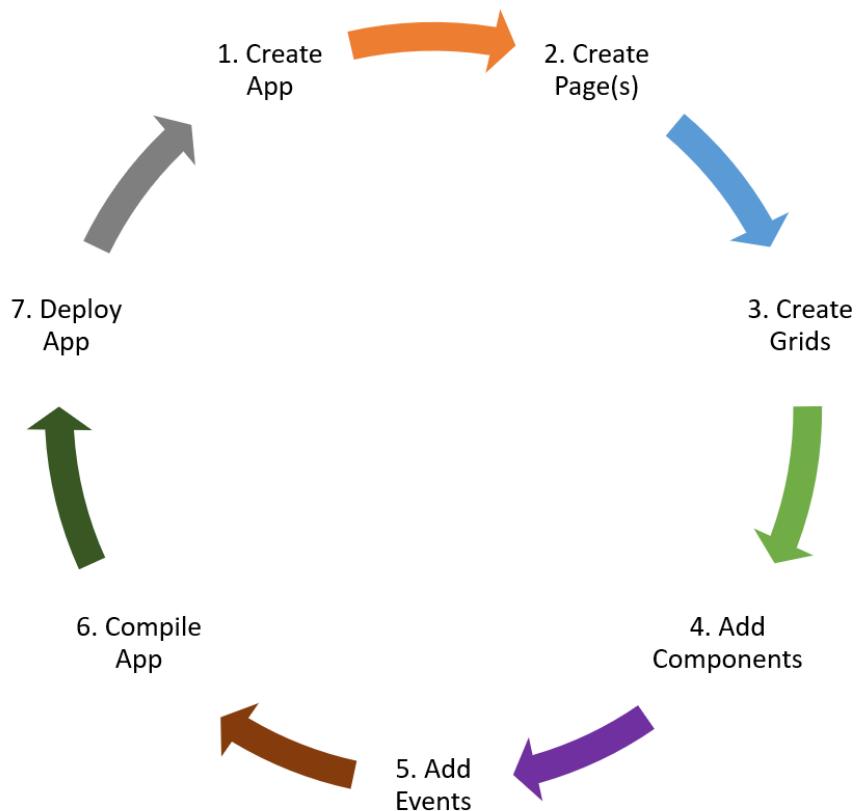
**Process\_Globals** - definition of global variables for the page

**Show** - method to show the page



You can see the [Creating a Page](#) section on how to add Pages to your project.

Anyway, in creating each of our web-apps, we will follow this methodology.



One can use the abstract designer to place components or create them via code. The main controller when it comes to our app is the pgIndex code module. In it:

1. The base layout is loaded. This might have the main navigation bar and drawer of your app.
2. Other pages added on the app are linked to the drawer in this module.
3. The toggling of the drawer is done via the hamburger on this page.
4. Other nav-bar functionality can be added on this page.
5. The footer / bottom nav of your app can be added on this page.

If for example a page you add will be accessed via the drawer, it needs to be added in this method in pgIndex.

```

34  'define the menu items for drawer
35  Sub CreateDrawerMenu
36      'clear the menu
37      appdrawer.Clear("")
38      'add a page link to the drawer
39      appdrawer.AddItemPage(pgHome)
40      appdrawer.AddItemPage(pgServices)
41      appdrawer.AddItemPage(pgContactUs)
42  End Sub
  
```

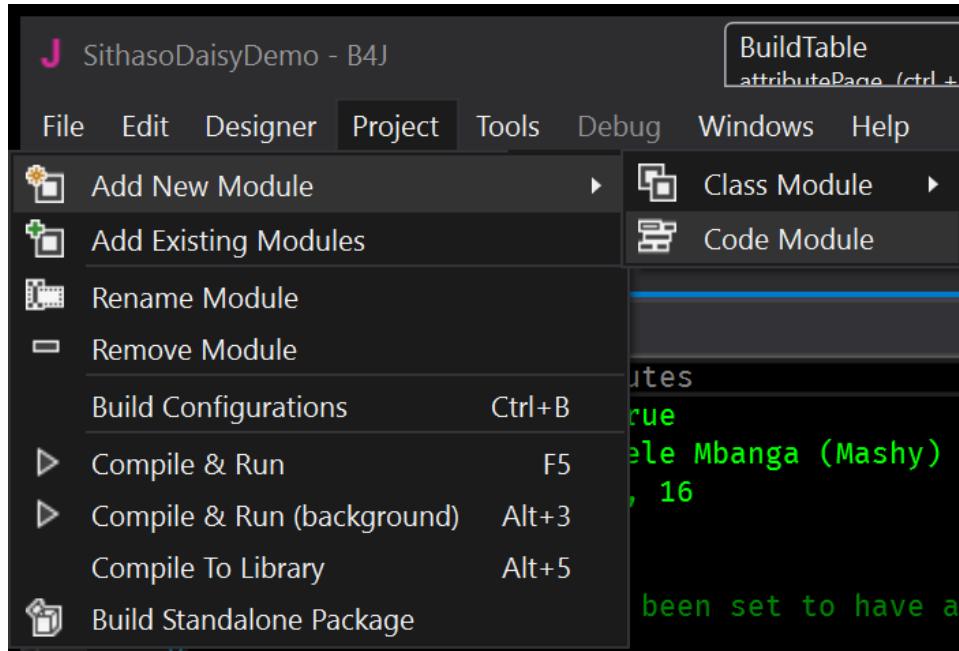
You can explore the SithasoDemo source code on how most of this coding was done for more understanding.

## Creating a Page

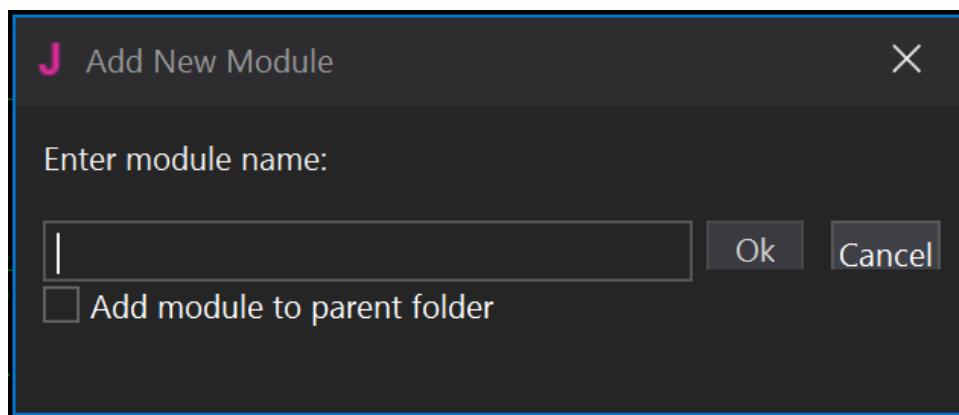
With your b4j project opened. If not opened, double click the **.bjl** file of your project.

### Step 1 - Creating a new Code Module

1. Click on **Project** in the Menu
2. Click **Add New Module**
3. Click on **Code Module**



4. Type in the code module name and click Ok. The name should not have spaces or special characters.



We typed in **demoADLottiePlayer** as a code module name (example), the code module is then created.

```

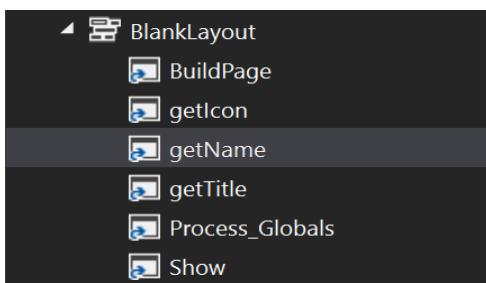
1 |'Static code module
2 |Sub Process_Globals
3 |    Private fx As JFX
4 |End Sub
5 |

```

Now what we need to do is copy the page template to this code module

### Step 2 - Copying the Page Template code from "BlankLayout"

In the Modules tab, locate the "**BlankLayout**" code module. This has the structure of the code needed for any page you can create in the app. Double click the Module to activate it.



```

1 |***** DO NOT DELETE OR CHANGE THIS FILE *****
2 |#IgnoreWarnings:12, 9
3 |Sub Process_Globals
4 |    'this is the name of the page
5 |    Public name As String = "adblank"
6 |    Public title As String = "AD Blank"
7 |    Public icon As String = "fa-solid fa-swatchbook"
8 |    'this variable holds the page controller
9 |    Public page As SDUIPage
10 |    'this variable holds reference to the app
11 |    'usually for constants and other things
12 |    Public app As SDUIApp
13 |    'the variable referencing banano lib
14 |    Private banano As BANano      'ignore
15 |End Sub
16 |
17 |    'sub to show the page
18 |Sub Show(duiapp As SDUIApp)      'ignore
19 |    'get the reference to the app
20 |    app = duiapp
21 |    banano.LoadLayout(app.PageViewer, "adblanklayout")
22 |    'build the page, via code or loadlayouts
23 |    BuildPage
24 |End Sub
25 |

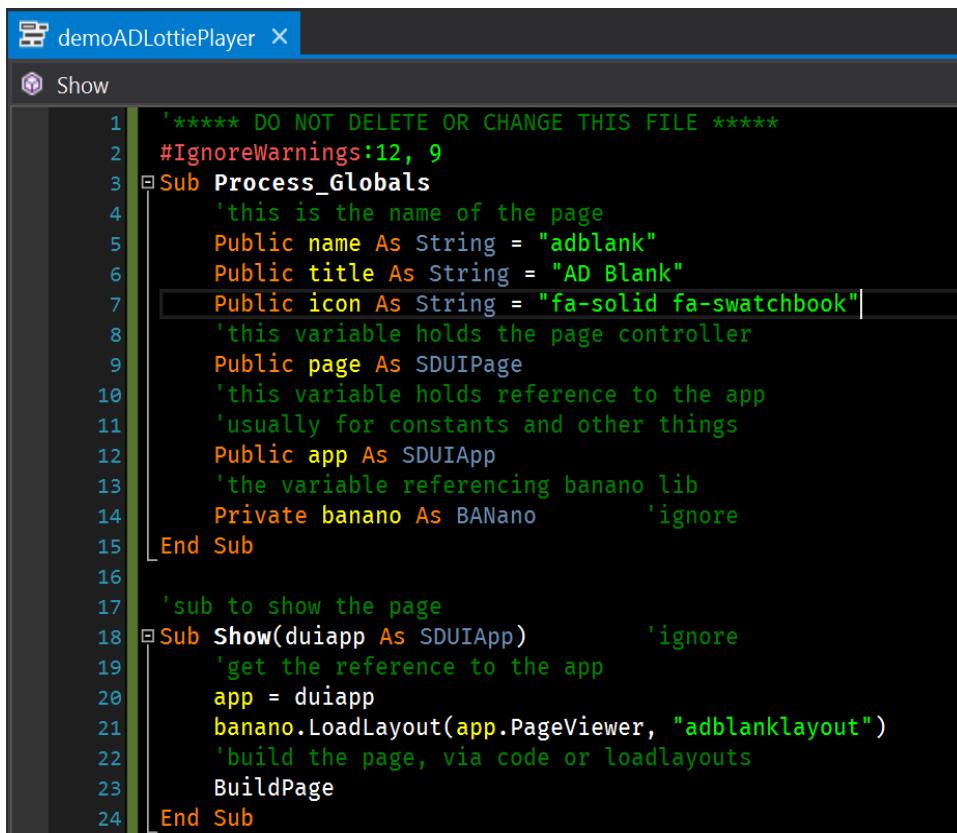
```

Select and copy all this code (Ctr + A) as is to the newly created code module. Do not change anything on the BlankLayout code module. Paste the code to our new code module.

### Step 3 - Giving the Page a Name, Title, Icon & Layout to load.

On the newly created code module, we need to make the page **unique**. To do this we will change 4 items in it on the code we pasted. This data is compulsory per page in your WebApp.

1. *name* - change the name string from "adblank" to be your unique page name.
2. *title* - change the title of the page from "AD Blank" to be something more catchier.
3. *icon* - change the icon also to be unique. FontAwesome is the default integrated font family. You can search for an icon there, <https://fontawesome.com/>
4. In the **Show** sub-routine, change the layout name from adblanklayout to be your unique layout name. Usually, I just use the name + "layout" here.



```

***** DO NOT DELETE OR CHANGE THIS FILE *****
#IgnoreWarnings:12, 9
Sub Process_Globals
    'this is the name of the page
    Public name As String = "adblank"
    Public title As String = "AD Blank"
    Public icon As String = "fa-solid fa-swatchbook"
    'this variable holds the page controller
    Public page As SDUIPage
    'this variable holds reference to the app
    'usually for constants and other things
    Public app As SDUIApp
    'the variable referencing banano lib
    Private banano As BANano      'ignore
End Sub

'sub to show the page
Sub Show(duiapp As SDUIApp)      'ignore
    'get the reference to the app
    app = duiapp
    banano.LoadLayout(app.PageViewer, "adblanklayout")
    'build the page, via code or loadlayouts
    BuildPage
End Sub

```

As an example, below, we have updated the code for our page to be like this:

```

1  '***** DO NOT DELETE OR CHANGE THIS FILE *****
2  #IgnoreWarnings:12, 9
3  Sub Process_Globals
4      'this is the name of the page
5      Public name As String = "adlottieplayer"
6      Public title As String = "AD Lottie Player"
7      Public icon As String = "fa-solid fa-play"
8      'this variable holds the page controller
9      Public page As SDUIPage
10     'this variable holds reference to the app
11     'usually for constants and other things
12     Public app As SDUIApp
13     'the variable referencing banano lib
14     Private banano As BANano           'ignore
15  End Sub
16
17  'sub to show the page
18  Sub Show(duiapp As SDUIApp)           'ignore
19      'get the reference to the app
20      app = duiapp
21      banano.LoadLayout(app.PageViewer, "adlottieplayerlayout")
22      'build the page, via code or loadlayouts
23      BuildPage
24  End Sub
25

```

Note the following:

1. The code module name has been named in such a way that we know which page it is.
2. The name of the page on the code, title, icon and layout name on the **BANano.LoadLayout** code line has been named clearly and properly.

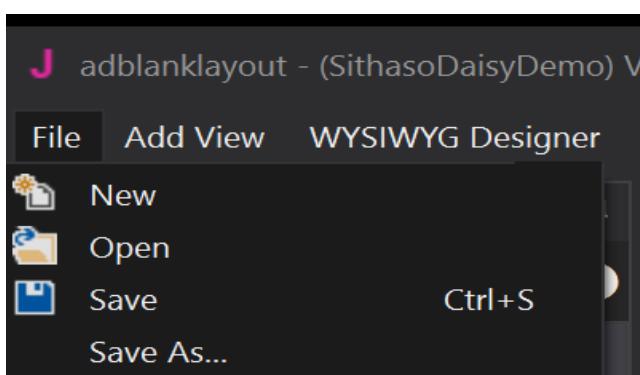
#### Step 4 - Copying the Page Layout from "adblanklayout"

Now we need to ensure that the view/layout of our page exist. We will create it from an existing .bjl file.

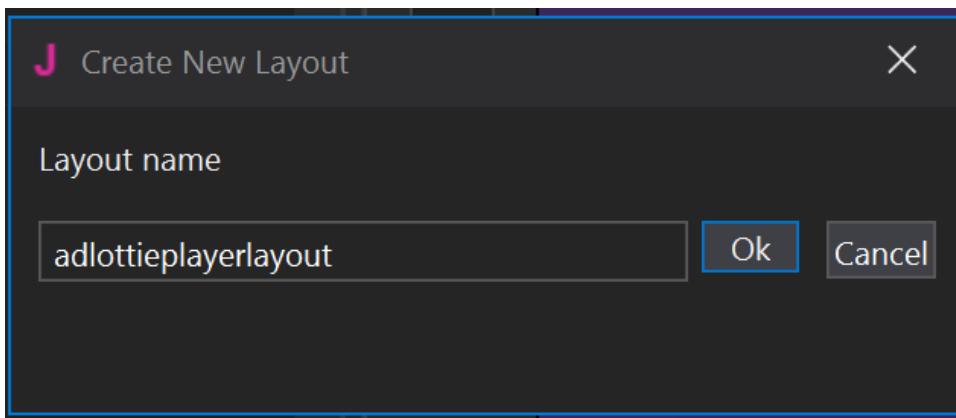
Copy the layout name e.g., "adlottieplayelayout" from the show sub.  
In the Files tab, locate the adblanklayout.bjl file and open it.



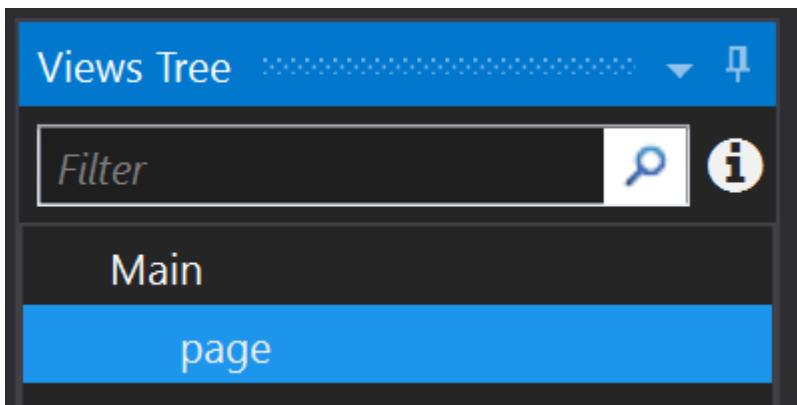
Click on File > Save As



In the prompt that follows, paste the layout name you copied and click Ok.



Now, on the Views Tree, click "page", to activate the custom view.



In the property bag for the page, change the "**Page Name\***" to EXACTLY MATCH the **name** you used in the code module. For example.

Custom Properties	
Page Name*	adlottieplayer
Description	My SDUIPage
Keywords	page
HTML	

This part below should remain UNCHANGED, i.e Name should ALWAYS be page

Main	
Name	page
Type	CustomView
Event Name	page
Parent	Main

Save your changes.

## Creating a Grid

A grid is used to place components on your page. These could be textboxes, images, labels etc. Before the components are placed, this grid needs to be defined. SithasoDaisy has a grid system that is based on the Bootstrap grid. This has "invisible" rows and columns. Each row can have 12 columns. Columns can span to a number of other columns. Below is a grid with 15 rows and in each row, we have 1 or more columns that span.



Let's explain how this structure was created by looking at each row, based on the following b4x code.

```

50   page.Root.AddRows1.AddColumn12
51   page.Root.AddRows1.AddColumn11.AddColumn1
52   page.Root.AddRows1.AddColumn10.AddColumn2
53   page.Root.AddRows1.AddColumn9.AddColumn3
54   page.Root.AddRows1.AddColumn8.AddColumn4
55   page.Root.AddRows1.AddColumn7.AddColumn5
56   page.Root.AddRows1.AddColumn6.AddColumn6
57   page.Root.AddRows1.AddColumn5.AddColumn7
58   page.Root.AddRows1.AddColumn4.AddColumn8
59   page.Root.AddRows1.AddColumn3.AddColumn9
60   page.Root.AddRows1.AddColumn2.AddColumn10
61   page.Root.AddRows1.AddColumn1.AddColumn11
62   page.Root.AddRows1.AddColumn6.AddColumn3.AddColumn3
63   page.Root.AddRows1.AddColumn2.AddColumn8.AddColumn2
64   page.Root.AddRows1.AddColumn1.AddColumn9.AddColumn2
65   'build the grid
66   page.Root.BuildGrid

```

Each row/column is allocated a unique id when the grid is built. Let's look at the rows.

R1 - In this row we have a row with 1 column named R1C1. This was created with **.AddRows1.AddColumn12**. This adds 1 row and within that row add a column that will span 12 spaces. So, all calls that start with AddRows? are for adding rows and all the ones with AddColumns? are for adding columns within a row.

R2 - In this row we have a row with 2 columns named R1C1 and R1C2. This was created with .AddRows1.AddColumns11.AddColumns1 - this adds 1 row and within that row two columns. The first column R1C1 spans 11 spaces whilst the other column spans 1 space.  $11+1=12$ .

R3 - Here we have used AddColumns10.AddColumns2. This makes 1 column span 10 and the other 2.  $10+2=12$ .

etc

...

R13 - In this row we have 3 columns. We have used. AddColumns6.AddColumn3.AddColumn3.  $6+3+3=12$

If the sum of columns exceeds 12, the columns that exceed 12 will be wrapped to the following row.

## Adding Components

### Adding Components to the Grid

To add components to the grid, we use a row & column reference. We call this a cell. For example, to refer to row 10 column 2, we will use **Cell(10, 2)**

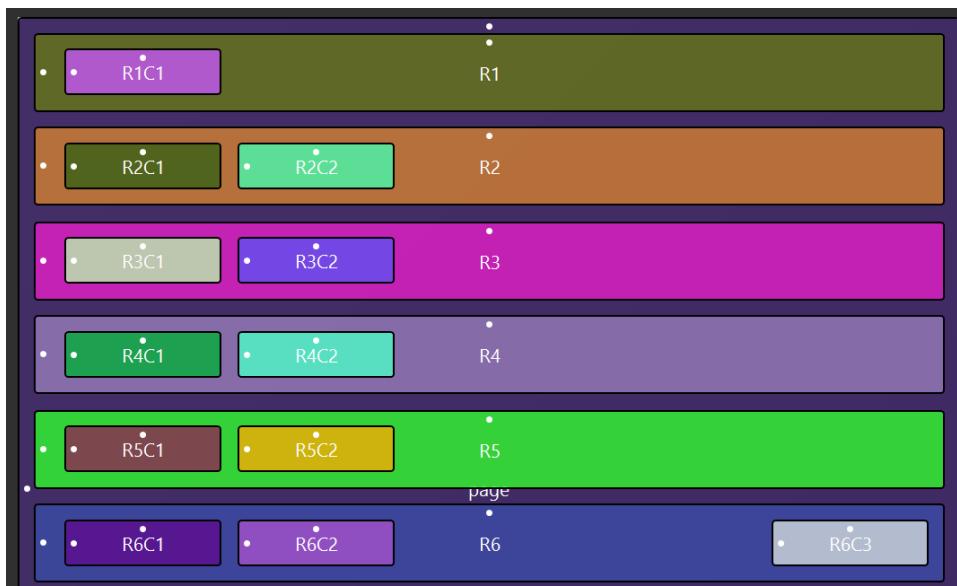
In this example below, a button is added to **Cell(1, 1)** that is **R1C1**.



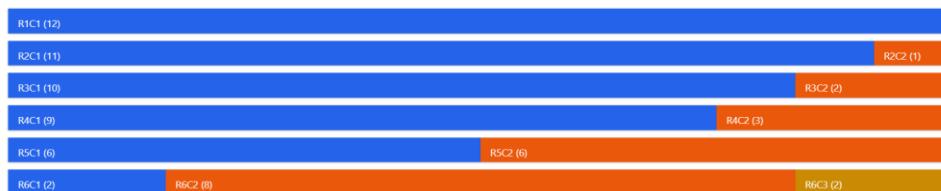
Components can also be designed using the abstract designer. Items in the abstract designer are placed inside others, establishing a parent child relationship. To create a grid in the abstract designer, one will use **SDUIRow** and **SDUIColumn** components.

Below is an example of a grid created with rows and columns.

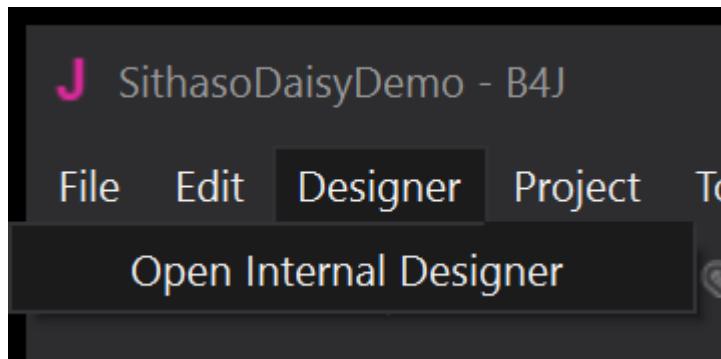
### Abstract Designer



## Outcome



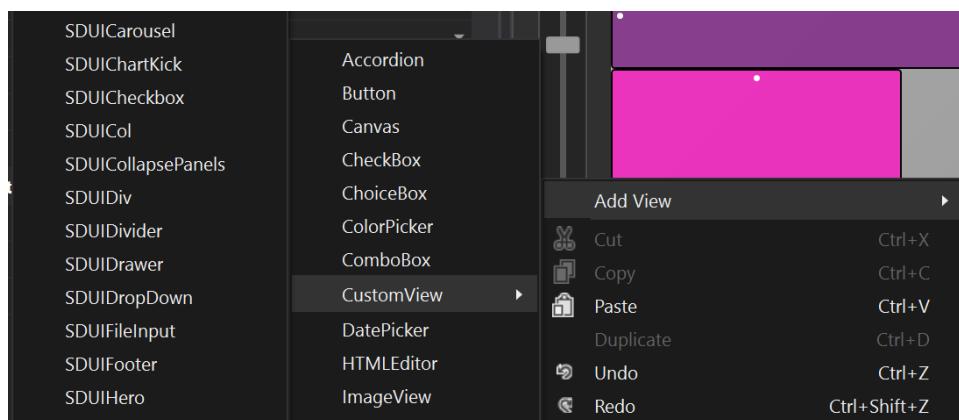
One can access the abstract designer by clicking Designer in the menu.



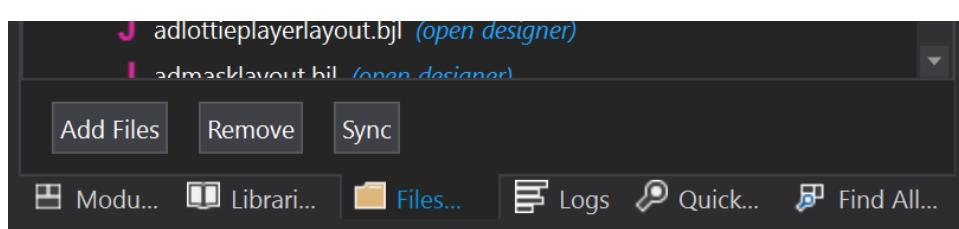
### Adding Components to the Abstract Designer Layout

The components in the design above were added by:

1. Right click on the empty abstract design canvas.
2. Click Add View
3. Click CustomView, then select an SDUI component from the list.



At the bottom right part of the b4j IDE, you will find **tabs**. These provide access to the resources of your project.



In the files tab, you will notice there are **b4x** files (SithasoDemo). These are the abstract designer files. You can click on Open Designer to open that file and drop elements to it.



Please refer to the [New to B4x?](#) section for more details about how the whole b4x ecosystem works as that is beyond the scope of this eBook.

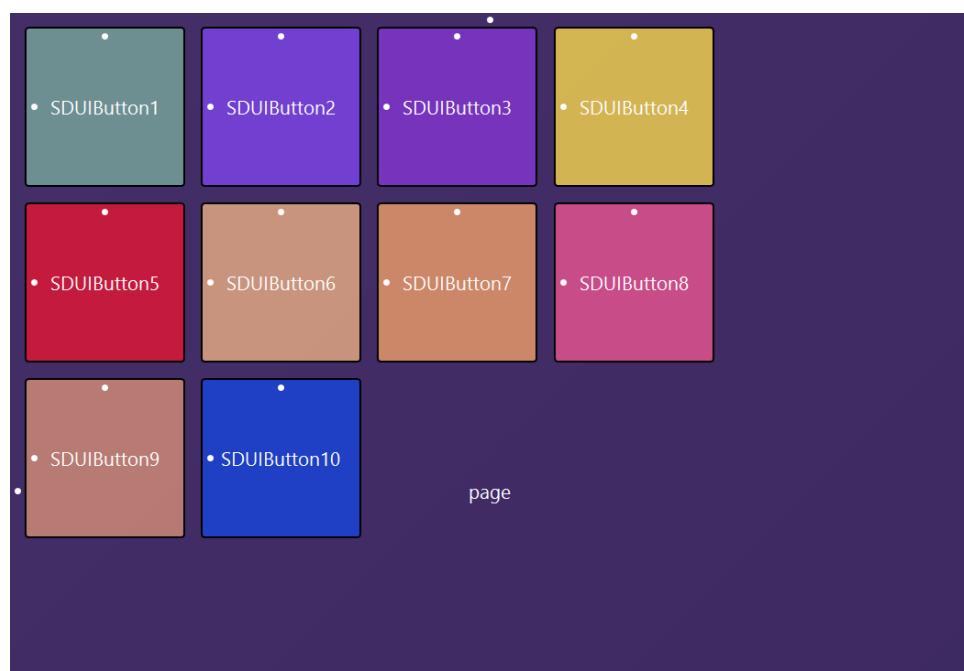
## Handling Events

When designing your webapp with the abstract designer, one is able to add events code for any component placed in the abstract designer.

As example, let's open the **adbuttonslayout** file. This layout file represents these **buttons** output.



The abstract design when opened, looks like this. We have placed SDUIButtons next to each other and set their properties.



We have placed SDUIButton components inside a SDUIPage component. The "Page Name" is **adbuttons**.

Custom Properties	
Page Name*	adbButtons
Title	My SDUIPage
Description	My SDUIPage
Keywords	page
BackgroundImage	
FullPage	<input type="checkbox"/>
Container	<input checked="" type="checkbox"/>
Mx Auto	<input checked="" type="checkbox"/>
Flex	<input checked="" type="checkbox"/>
Flex Col	<input type="checkbox"/>
Flex Wrap	<input checked="" type="checkbox"/>
Gap	5
Bg Color	

We have set the page (a div) to be a **container**, with **mx-auto**, it should be **flex & flex-wrap**. There should be a **gap** of 5.

Margins	a=?; x=?; y=?; t=?; b=?; l=?; r=?	...
Paddings	a=6; x=?; y=?; t=?; b=?; l=?; r=?	...

We have also set the **p(adding)** to be 6. **a(l)** sides, **x** (left & right), **y** (top & bottom), **t** (top), **b** (bottom), **l** (left), **r** (right).

For each of the buttons added to this **adbButtons** page, we have given it a **ParentID** (this is its parent) and defined the properties for it, like caption, type, color, badge value etc. Also each component should have a unique name.



The name / element id of this button is **SDUIButton1**.

Properties

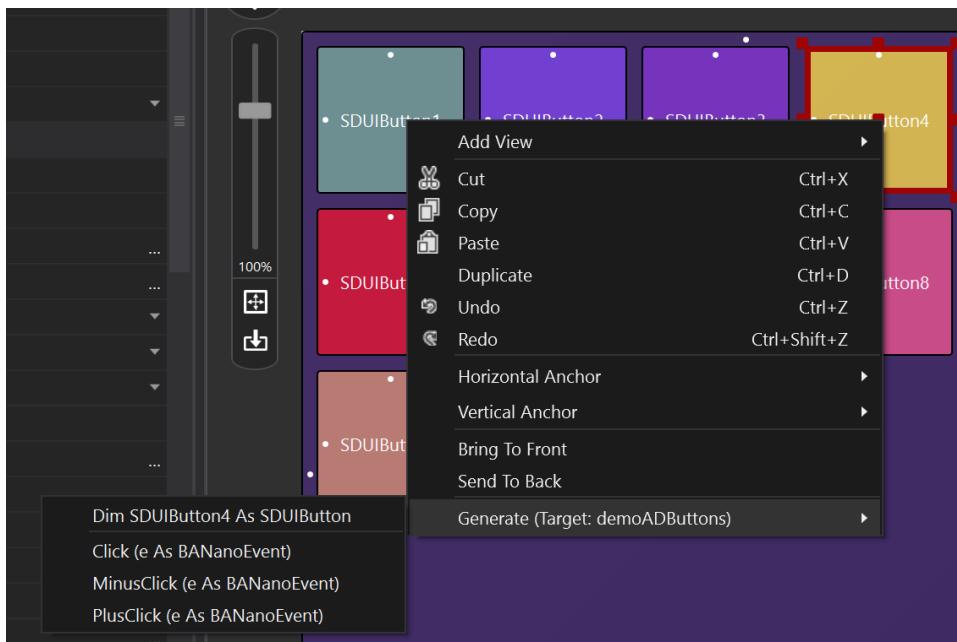
Filter

<b>Main</b>	
Name	SDUIButton1
Type	CustomView
Event Name	SDUIButton1
Parent	Main
<b>CustomView Properties</b>	
Custom Type	SDUIButton
<b>Custom Properties</b>	
ParentID	adbbuttons
Caption	Button
Button Type	badge
Shape	default
Variant	neutral
Active	<input type="checkbox"/>
Bg Color	<input type="color"/>
Bg Color Intensity	<input type="color"/>
Text Color	<input type="color"/>
Text Color Intensity	<input type="color"/>
Disabled	<input type="checkbox"/>
Icon	fa-solid fa-book
Right Icon	
Badge	2
Badge Color	secondary

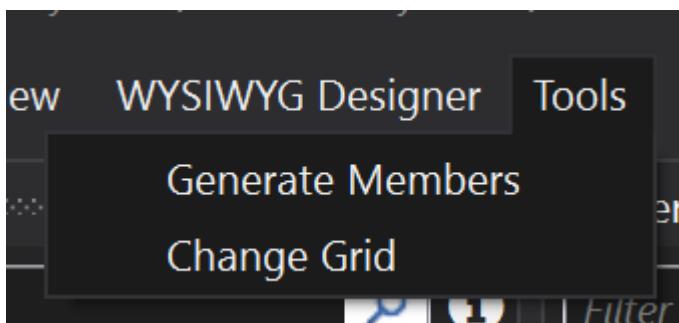
The web element inspector shows us this for this button. All this based on the props given in the abstract designer.

```
<button id="sduibutton1" class="btn gap-2 btn-md btn-neutral shadow">
    flex == $0
    <span id="sduibutton1_text">Button</span>
    <div id="sduibutton1_badge" class="badge badge-secondary">...</div>
    flex
</button>
```

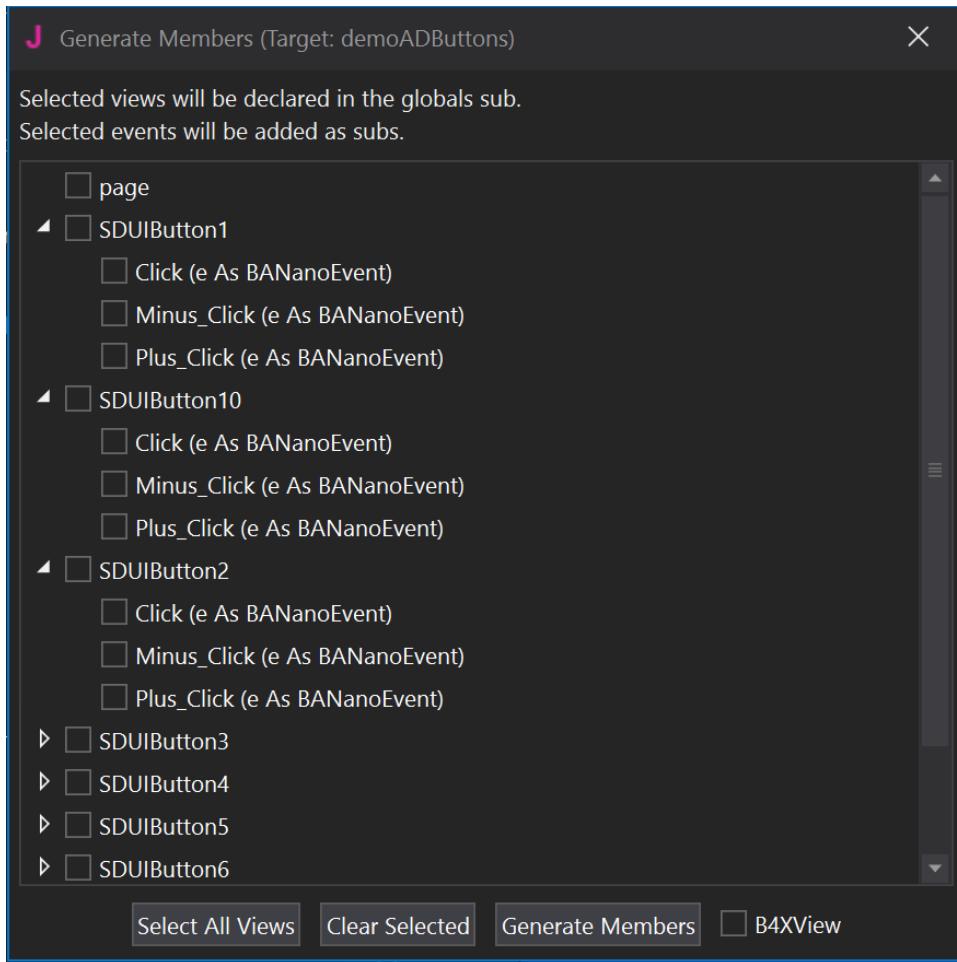
To generate events for components, one can: (a) right click on the element (b) select Generate and then (c) select the event to generate. Usually buttons have a **click** Event. Components this radio / select / checkbox usually have a *change* event, which receives which id is selected.



The other option is to use the Tools > Generate Members functionality.



This provides a list of all component on this abstract design which you can expand, select all the elements to generate events for and then click "Generate Members" for your code to have the callbacks added.



The event generated will be the unique name of the component & the event, SDUIButton1\_click. You can change this name to suit your needs on the property bag (before generating the events). Then all you have to do is add the code to execute when that event takes place.

```

67  Private Sub SDUIButton1_Click (e As BANanoEvent)
68      app.ShowSwalAlertWait("Click", "This is a button click event ... ", "Ok")
69  End Sub

```

As an example, in the code below, code is executed when a **tab** is **changed**. This executes a data call on the pocketbase back-end and returns a result.

```

182 Private Sub tabsx_Change (pos As Int)
183     Select Case pos
184     Case 2
185         'clear the code
186         coder.Value = ""
187         coder.refresh
188         'get only active
189         pbComponents.CLEAR_WHERE
190         pbComponents.ADD_WHERE_STRING("attractive", "=", "true")
191         pbComponents.ADD_ORDER_BY("attrname")
192         Dim result As List = banana.Await(pbComponents.SELECT_WHERE)
193         If result.Size = 0 Then
194             app.ShowSwalWarning("No active schema element found!")
195             Return
196         End If
197         '
198         Dim cb As ComponentBuilder
199         cb.Initialize(result)
200         coder.Value = cb.tostring
201         coder.refresh
202     End Select
203 End Sub

```

**Please note:** Each component placed in the abstract designer **SHOULD ALWAYS** have the ParentID specified.

## Components

Below we will look at how the components are created using code. You can however use the abstract designer to achieve the same functionality. The complete source code for all the components feature here is in the SithasoDaisyDemo and also the Netlify website.

### Alerts

Alert informs users about important events.

The image shows a grid of five cards, each representing a different type of alert component:

- Success Alert:** A green card with a checkmark icon and the text "Your purchase has been confirmed!"
- Warning Alert:** An orange card with a warning triangle icon and the text "Invalid email address!"
- Error Alert:** A red card with an exclamation mark icon and the text "Task failed successfully!"
- Info Alert:** A blue card with a water bottle icon and the text "Wash Hands". Below it is a small placeholder text: "Lorem ipsum dolor sit amet, consectetur adipisciing elit, sed do."
- Big Alert:** A large red card with a red ribbon icon and the text "Congratulations". Below it is a small placeholder text: "Lorem ipsum dolor sit amet, consectetur adipisciing elit, sed do."

Next to each card is a corresponding code snippet showing how to create that specific alert type:

- Success Alert: `Dim altx2 As SDUIAlert = page.Cell(3,1).AddAlertSuccess("altx2", "Your purchase has been confirmed!")`
- Warning Alert: `Dim altx3 As SDUIAlert = page.Cell(4,1).AddAlertWarning("altx3", "Invalid email address!")`
- Error Alert: `Dim altx4 As SDUIAlert = page.Cell(5,1).AddAlertError("altx4", "Task failed successfully!")`
- Info Alert: `Dim ba1 As SDUIAlert = page.Cell(6, 1).AddBigAlert("ba1", "fas fa-pump soap", "blue", "Wash Hands", _ SDUIMenu.LoremIpsumWords(5), True)`
- Big Alert: `Dim ba2 As SDUIAlert = page.Cell(7, 1).AddBigAlert("ba2", "fas fa-quote-left", "red", "Congratulations", _ SDUIMenu.LoremIpsumWords(10), False)`

## Animations



```
Dim d1 As SDUIDiv = page.cell(1, 1).AddDiv("d1")
d1.w(20).h(20).p(2).bgColorIntensity("blue", 900).rounded("md").animateSpin
```



```
Dim d2 As SDUIDiv = page.cell(2, 1).AddDiv("d2")
d2.w(20).h(20).p(2).bgColorIntensity("purple", 900).rounded("md").animatePing
```



```
Dim d3 As SDUIDiv = page.cell(3, 1).AddDiv("d3")
d3.w(20).h(20).p(2).bgColorIntensity("green", 500).rounded("md").animateBounce
```



```
Dim d4 As SDUIDiv = page.cell(4, 1).AddDiv("d4")
d4.w(20).h(20).p(2).bgColorIntensity("gray", 500).rounded("md").animatePulse
```

### TailwindCSS Animation



```
Dim d9 As SDUILabel = page.Cell(9, 1).AddH3("d9", "TailwindCSS Animation")
d9.root.textsize("3xl").fontBold.animateBounce.textColorIntensity("indigo", 500)
```

### BindCSS Animation



```
Dim d10 As SDUILabel = page.Cell(10, 1).AddH3("d10", "TailwindCSS Animation")
d10.root.textSize("3xl").fontBold.animatePing.textColorIntensity("indigo", 500)

Dim spinner As SDUIDiv = page.cell(11, 1).AddDiv("d11")
spinner.flex.itemsCenter.justifyCenter.spaceX(2).animatePulse
spinner.AddDiv("d11_1").w(8).h(8).bgColorIntensity("indigo", 500).roundedFull
spinner.AddDiv("d11_2").w(8).h(8).bgColorIntensity("blue", 500).roundedFull
spinner.AddDiv("d11_3").w(8).h(8).bgColorIntensity("green", 500)
```

```
'this is made up of 2 items
page.cell(12, 1).flex
Dim avat As SDUIDiv = page.cell(12, 1).AddDiv("d12").relative
Dim img As SDUITImage = avat.AddImage("avat1", "./assets/mashy.jpg", "", 16, 16)
img.RoundedFull.objectCover

Dim span1 As SDUILabel = avat.AddSpan("span1", "")
span1.Root.absolute.right(0).w(4).h(4).bgColorIntensity("green", 600)
span1.Root.borderWidth(2).borderColor("white").roundedFull
span1.Root.top(2).animatePulse
```

## Art Board

**Artboard** provides fixed size container to display a demo content on mobile size.



## Avatars

**Avatars** are used to show a thumbnail representation of an individual or business in the interface.

	<pre>Dim ab As SDUIArtboard = page.Cell(1, 1).AddArtBoard("ab", 1) ab.Root.Shadow = True ab.Caption = "320x568" ab.Demo</pre>
	<pre>Dim avt As SDUIAvatar = page.Cell(1, 1).AddAvatar("avt", 24, "./assets/1.jpg") avt.IsRounded avt.BadgeColor = app.COLOR_PRIMARY avt.BadgeValue = "typing..."</pre>
	<pre>Dim avt1 As SDUIAvatar = page.Cell(2, 1).AddAvatar("avt1", 20, "./assets/2.jpg") avt1.Circle</pre>
	<pre>Dim avt2 As SDUIAvatar = page.Cell(3, 1).AddAvatar("avt2", 20, "./assets/3.jpg") avt2.Mask.Square</pre>
	<pre>Dim avt3 As SDUIAvatar = page.Cell(4, 1).AddAvatar("avt3", 12, "./assets/4.jpg") avt3.AvatarGroup = True avt3.AddItem("./assets/img1.png") avt3.AddItem("./assets/img2.png") avt3.AddItem("./assets/img3.png") avt3.AddItem("./assets/img4.png") avt3.AddItemPlaceholder("+99")</pre>
	<pre>Dim avt4 As SDUIAvatar = page.Cell(5, 1).AddAvatar("avt4", 24, "./assets/profile10.jpg") avt4.Ring = True avt4.RingColor = app.color_Primary avt4.Circle</pre>
	<pre>Dim avt5 As SDUIAvatar = page.Cell(6, 1).AddAvatar("avt5", 24, "./assets/profile11.jpg") avt5.Circle avt5.Offline = True</pre>

## TailwindCSS WebApps using B4X



```
...  
  
Dim avt6 As SDUIAvatar = page.cell(7, 1).AddAvatar("avt6", 24, "./assets/profile12.jpg")  
avt6.circle  
avt6.Online = True
```



```
...  
  
Dim a7 As SDUIAvatar = page.cell(8, 1).AddAvatar("a7", "20", "./assets/img9.png")  
a7.Mask.Hexagon
```



```
...  
  
Dim a8 As SDUIAvatar = page.Cell(9, 1).AddAvatar("a8", "20", "./assets/2.png")  
a8.Caption = "AM"  
a8.CaptionColorIntensity(app.COLOR_ORANGE, 700)  
a8.Circle
```

A

```
'create an avatar using a normal div  
Dim na1 As SDUIDiv = page.cell(10, 1).AddDiv("na1")  
na1.flex.itemsCenter.justifyCenter.w(12).h(12).fontBold.textColorIntensity("blue", 800)  
na1.bgColorIntensity("blue", 100).isrounded.selectNone  
na1.Caption = "A"
```

B

```
...  
  
Dim na2 As SDUIDiv = page.cell(11, 1).AddDiv("na2")  
na2.flex.itemsCenter.justifyCenter.w(12).h(12).fontBold  
na2.textColorIntensity("purple", 800).bgColorIntensity("purple", 100)  
na2.selectNone.rounded("2x1").Caption = "B"
```

C

```
...  
  
Dim na3 As SDUIDiv = page.cell(12, 1).AddDiv("na3")  
na3.flex.itemsCenter.justifyCenter.w(12).h(12).fontBold  
na3.roundedFull.selectNone.textColorIntensity("cyan", 800)  
na3.bgcolorIntensity("cyan", 100).Caption = "C"
```

## Badges

**Badges** are used to inform the user of the status of specific data.

Badge

```
...  
  
Dim b1 As SDUIBadge = page.cell(1, 1).AddBadge("b1", "Badge")
```

Large

```
...  
  
Dim b2 As SDUIBadge = page.cell(2, 1).AddBadge("b2", "Large")  
b2.size = app.SIZE_LG
```

●

```
...  
  
Dim b3 As SDUIBadge = page.cell(3, 1).AddBadge("b3", "")  
b3.size = app.SIZE_LG
```

Mashy

```
...  
  
Dim b4 As SDUIBadge = page.Cell(4, 1).AddBadge("b4", "Mashy")  
b4.size = app.SIZE_LG  
b4.RightIconName = "fa-solid fa-brands fa-github"  
b4.color = app.COLOR_PRIMARY
```

## Bread Crumbs

**Breadcrumbs** helps users to navigate through the website.

Home > Documents > Add Documents



```
Dim bc As SDUIBreadCrumb = page.Cell(1, 1).AddBreadCrumb("bc1")
bc.AddItem("home", "Home", "#")
bc.AddItem("docs", "Documents", "#")
bc.AddItem("adddocs", "Add Documents", "#")
```

## Buttons

**Buttons** allow the user to take actions or make choices.

CLICK ME

```
'add a button on R1C1 of the grid
btn = page.Cell(1, 1).AddButton("btn1", "Click Me")
'trap click event
Private Sub btn1_Click (e As BANanoEvent)
    btn.Caption = "Clicked!"
End Sub
```

Round Full

```
Dim btnRounded As SDUIButton = page.Cell(1, 1).AddButton("btn2", "Round Full")  
btnRounded.NormalCase = True  
btnRounded.RoundedFull
```

OUTLINE

```
Dim btnOutline As SDUIButton = page.Cell(3, 1).AddButton("btn3", "Outline")
btnOutline.Outline
```

PRIMARY

```
Dim btnPrimary As SDUIButton = page.Cell(4, 1).AddButton("btn4", "Primary")
btnPrimary.color = app.COLOR_PRIMARY
```

SECONDARY

```
Dim btn5 As SDUIButton = page.Cell(5, 1).AddButton("btn5", "Secondary")
btn5.color = app.COLOR_SECONDARY
```

ACCENT

```
Dim btn6 As SDUIButton = page.Cell(6, 1).AddButton("btn6", "Accent")
btn6.color = app.COLOR_ACCENT
```

INFO

```
Dim btn7 As SDUIButton = page.Cell(7, 1).AddButton("btn7", "Info")
btn7.color = app.COLOR_INFO
```

SUCCESS

```
Dim btn8 As SDUIButton = page.Cell(8, 1).AddButton("btn8", "Success")
btn8.color = app.COLOR_SUCCESS
```

WARNING

```
Dim btn9 As SDUIButton = page.Cell(9, 1).AddButton("btn9", "Warning")
btn9.color = app.COLOR_WARNING
```

## TailwindCSS WebApps using B4X

ERROR	<pre>Dim btn10 As SDUIButton = page.Cell(10, 1).AddButton("btn10", "Error") btn10.color = app.COLOR_ERROR</pre>
GHOST	<pre>Dim btn11 As SDUIButton = page.Cell(11, 1).AddButton("btn11", "Ghost") btn11.Ghost</pre>
ACTIVE	<pre>Dim btn12 As SDUIButton = page.Cell(12, 1).AddButton("btn12", "Active") btn12.Active = True</pre>
DISABLED	<pre>Dim btn13 As SDUIButton = page.Cell(13, 1).AddButton("btn13", "Disabled") btn13.Disable</pre>
GLASS	 <pre>Dim btn14 As SDUIButton = page.Cell(14, 1).AddButton("btn14", "Glass") btn14.Glass page.Cell(14, 1).BackgroundImage("./assets/arch.jpg") page.Cell(14, 1).Root.RoundedBox page.Cell(14, 1).Root.PlaceItemsCenter</pre>
NO ANIMATION	<pre>Dim btn15 As SDUIButton = page.Cell(15, 1).AddButton("btn15", "No Animation") btn15.Root.NoAnimation</pre>
LOADING	<pre>Dim btn16 As SDUIButton = page.Cell(16, 1).AddButton("btn16", "Loading") btn16.Loading = True</pre>
LINK	<pre>Dim btn17 As SDUIButton = page.Cell(17, 1).AddButton("btn17", "Link") btn17.Link</pre>
LARGE	<pre>Dim btn18 As SDUIButton = page.Cell(18, 1).AddButton("btn18", "Large") btn18.size = app.SIZE_LG</pre>
SMALL	<pre>Dim btn19 As SDUIButton = page.Cell(19, 1).AddButton("btn19", "Small") btn19.size = app.SIZE_SM</pre>
TINY	<pre>Dim btn20 As SDUIButton = page.Cell(20, 1).AddButton("btn20", "Tiny") btn20.size = app.SIZE_XS</pre>
ICON	<pre>Dim btn21 As SDUIButton = page.Cell(21, 1).AddButtonIcon("btn21", "S", "fa-solid fa-hospital") btn21.Square</pre>

## TailwindCSS WebApps using B4X

```
Dim btn22 As SDUIButton = page.Cell(22, 1).AddButtonIcon("btn22", "C", "fa-house")
btn22.Circle
```

```
Dim btn23 As SDUIButton = page.Cell(23, 1).AddButton("btn23", "Mashy")
btn23.RightIconName = "fa-solid fa-house"
```

```
Dim btn24 As SDUIButton = page.Cell(24, 1).AddButton("btn24", "Mashy")
btn24.LeftIcon = "fa-solid fa-house"
```

```
Dim btnx As SDUIButton = page.Cell(25, 1).AddButtonBadge("btnx", "Inbox", "+99")
btnx.Badge.color = app.COLOR_SECONDARY
```

```
Dim three3 As SDUIButton = page.Cell(26, 1).AddButton("test2", "Button")
three3.Root.BGColorIntensity("blue", 500)
three3.Root.HoverBGColorIntensity("blue", 400)
three3.Root.AddClass("border-b-4")
three3.Root.BorderColorIntensity("blue", 700)
three3.Root.HoverBorderColorIntensity("blue", 500)
three3.Root.TextColor(app.COLOR_WHITE)
three3.Root.TextCenter
three3.Root.isrounded
```

```
Dim btn27 As SDUIButton = page.Cell(27, 1).AddButtonIndicator("btn27", "Messages", "20")
btn27.BadgeColor = app.color_primary
```

```
page.Root.AddFAB("fab", "fa-house", "20", "20")
```

```
page.Root.AddFAB("fab", "fa-house", "20", "20")
```

```
btnbmp = page.Cell(29, 1).AddButtonMinusPlus("bmp", app.COLOR_PRIMARY, app.SIZE_MD)
.
.
.
Private Sub bmp_Minus_Click (e As BANanoEvent)
    btmmp.Decrement
End Sub
.
.
.
Private Sub bmp_Plus_Click (e As BANanoEvent)
    btmmp.Increment
End Sub
```

## Buttons - Gradients

Button		<pre>Dim b1 As SDUIButton = page.cell(1, 1).AddButtonNormal("b1", "Button") b1.Root.py(2).px(0).textColorIntensity("gray", 100).isrounded.bgGradientToR.fromColorIntensity("gray", 600).toColorIntensity("gray", 800) b1.Root.hover("from-gray-600").hover("to-gray-800")</pre>
Button		<pre>Dim b2 As SDUIButton = page.cell(2, 1).AddButtonNormal("b2", "Button") b2.Root.py(2).px(0).textColorIntensity("blue", 100).isrounded.bgGradientToR.fromColorIntensity("blue", 600).toColorIntensity("blue", 800) b2.Root.hover("from-blue-600").hover("to-blue-800")</pre>
Button		<pre>Dim b3 As SDUIButton = page.cell(3, 1).AddButtonNormal("b3", "Button") b3.Root.py(2).px(0).textColorIntensity("green", 100).isrounded.bgGradientToR.fromColorIntensity("green", 600).toColorIntensity("green", 800) b3.Root.hover("from-green-600").hover("to-green-800")</pre>
Button		<pre>Dim b4 As SDUIButton = page.cell(4, 1).AddButtonNormal("b4", "Button") b4.Root.py(2).px(0).textColorIntensity("red", 100).isrounded.bgGradientToR.fromColorIntensity("red", 600).toColorIntensity("red", 800) b4.Root.hover("from-red-600").hover("to-red-800")</pre>
Button		<pre>Dim b5 As SDUIButton = page.cell(5, 1).AddButtonNormal("b5", "Button") b5.Root.py(2).px(0).textColorIntensity("purple", 100).isrounded.bgGradientToR.fromColorIntensity("purple", 600).toColorIntensity("purple", 800) b5.Root.hover("from-purple-600").hover("to-purple-800")</pre>
Button		<pre>Dim b6 As SDUIButton = page.cell(6, 1).AddButtonNormal("b6", "Button") b6.Root.py(2).px(0).textColorIntensity("gray", 100).isrounded.bgGradientToR.fromColorIntensity("green", 300).viaColorIntensity("blue", 500).toColorIntensity("purple", 600) b6.Root.hover("from-gray-600").hover("to-purple-800")</pre>
Button		<pre>Dim b7div As SDUIDiv = page.cell(7, 1).AddDiv("b7div") b7div.p(1).isrounded.bgGradientToR.fromColorIntensity("green", 500).toColorIntensity("purple", 500) Dim b7 As SDUIButton = b7div.AddButtonNormal("b7", "Button") b7.Root.px(6).py(0).textColorIntensity("blue", 800).bgColor("white")</pre>
Button		<pre>Dim b8 As SDUIButton = page.cell(8, 1).AddButtonNormal("b8", "Button") b8.Root.px(6).py(0).fontSemiBold.textColor("white").transition.duration(300).addClass("ease-in-out").delay(300).skewY(5).bgColor("white") b8.Root.isrounded.shadow("lg").hover("skew-x-6").hover("border-red-600").borderSize(4) b8.Root.shadowColorIntensity("red", "600/50")</pre>

## Button Groups

**Button group** shows buttons next to each other. This can be used as **Pagination** also.

BUTTON 1    BUTTON 2    BUTTON 3

```
Dim btnGroup As SDUIButtonGroup = page.Cell(1, 1).AddButtonGroup("btnGroup", app.SIZE_SM)
btnGroup.AddItem("grp1", "Button 1")
btnGroup.AddItem("grp2", "Button 2")
btnGroup.AddItem("grp3", "Button 3")
'set the active button
btnGroup.Active = "grp2"
'*** click events.
Private Sub btnGroup_Click (item As String)
    page.Cell(4, 1).Caption = item
End Sub
```

BUTTON 1  
BUTTON 2  
BUTTON 3

```
Dim btnGroup1 As SDUIButtonGroup = page.Cell(2, 1).AddButtonGroup("btnGroup1", app.SIZE_MD)
btnGroup1.Vertical
btnGroup1.AddItem("grp1", "Button 1")
btnGroup1.AddItem("grp2", "Button 2")
btnGroup1.AddItem("grp3", "Button 3")
'set the active button
btnGroup1.Active = "grp3"
```

1    2    3    4    5    6

```
Dim btnGroup2 As SDUIButtonGroup = page.Cell(3, 1).AddButtonGroup("btnGroup2", app.SIZE_MD)
btnGroup2.AddRadio("grp1", "1")
btnGroup2.AddRadio("grp2", "2")
btnGroup2.AddRadio("grp3", "3")
btnGroup2.AddRadio("grp4", "4")
btnGroup2.AddRadio("grp5", "5")
btnGroup2.AddRadio("grp6", "6")
'set the active button
btnGroup2.Active = "grp6"
```

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```
Dim btnGroupx As SDUIButtonGroup = page.Cell(4, 1).AddButtonGroup("btnGroupx", app.SIZE_SM)
btnGroupx.AddItem("<<", "<<")
btnGroupx.AddItem("grp2", "Page 22")
btnGroupx.AddItem(">>", ">>")
btnGroupx.Active = "grp1"
'trap click event
Private Sub btnGroupx_Click (item As String)
    page.Cell(1, 2).Caption = item
End Sub
```

1    2    ...    4

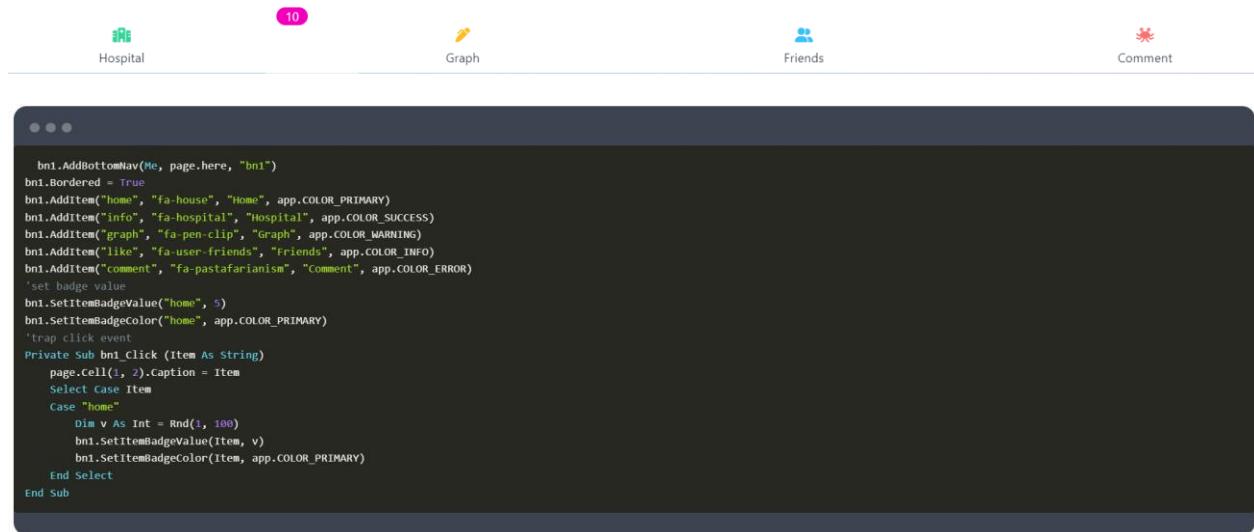
```
Dim btnGroupix As SDUIButtonGroup = page.Cell(5, 1).AddButtonGroup("btnGroupix", app.SIZE_MD)
btnGroupix.AddItem("grp1", "1")
btnGroupix.AddItem("grp2", "2")
btnGroupix.AddItem("grp3", "...")
btnGroupix.AddItem("grp4", "4")
btnGroupix.Button("grp3").Disable
```

PREVIOUS       NEXT

```
Dim btnGroup2 As SDUIButtonGroup = page.Cell(6, 1).AddButtonGroup("btnGroup2x", app.SIZE_XS)
btnGroup2.Root.Grid
btnGroup2.Root.GridCols = 2
btnGroup2.AddItem("grp1", "Previous")
btnGroup2.AddItem("grp2", "Next")
btnGroup2.Button("grp1").Outline
btnGroup2.Button("grp2").Outline
```

## Bottom Nav

**Bottom navigation** bar allows navigation between primary screens.



## Cards

**Cards** are used to group and display content in a way that is easily readable.

```

Dim card1 As SDUICard = page.Cell(1, 1).AddCard("card1", "./assets/banner_1.jpg", "shoes")
card1.Root.ResponsiveOnDevice("md", "w-96")
card1.Container.AddParagraph("p1", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow As SDUIButton = card1.AddActionButton("btnBuyNow", "Buy Now")
btnBuyNow.Color = app.COLOR_PRIMARY

```

## TailwindCSS WebApps using B4X

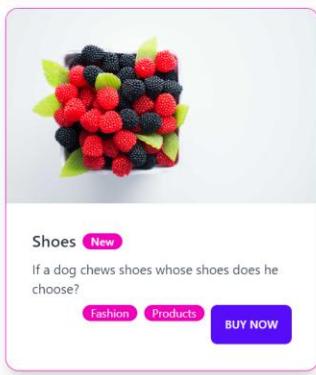


### Shoes

If a dog chews shoes whose shoes does he choose?

[BUY NOW](#)

```
Dim card2 As SDUICard = page.Cell(2, 1).AddCard("card2", "./assets/banner_2.jpg", "Shoes")
card2.Root.ResponsiveOnDevice("md", "w-96")
card2.Compact
card2.Container.AddParagraph("p2", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow2 As SDUIButton = card2.AddActionButton("btnBuyNow2", "Buy Now")
btnBuyNow2.Color = app.COLOR_PRIMARY
```



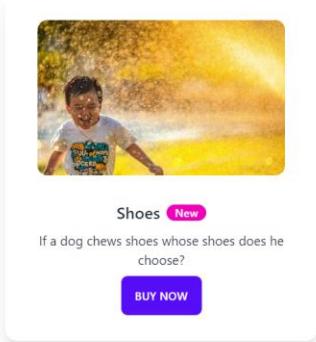
### Shoes New

If a dog chews shoes whose shoes does he choose?

Fashion Products

[BUY NOW](#)

```
Dim card3 As SDUICard = page.Cell(3, 1).AddCard("card3", "./assets/banner_3.jpg", "Shoes")
card3.BorderColor = app.color_secondary
card3.Root.ResponsiveOnDevice("md", "w-96")
card3.AddTitleBadgeColor("bnew", "New", app.COLOR_SECONDARY)
card3.Container.AddParagraph("p3", "If a dog chews shoes whose shoes does he choose?")
card3.AddActionBadgeColor("fashion", "Fashion", app.COLOR_SECONDARY)
card3.AddActionBadgeColor("products", "Products", app.COLOR_SECONDARY)
Dim btnBuyNow3 As SDUIButton = card3.AddActionButton("btnBuyNow3", "Buy Now")
btnBuyNow3.Color = app.COLOR_PRIMARY
```

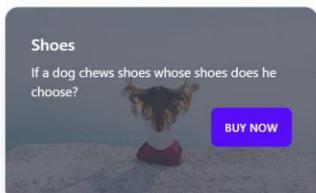


### Shoes New

If a dog chews shoes whose shoes does he choose?

[BUY NOW](#)

```
Dim card4 As SDUICard = page.Cell(4, 1).AddCard("card4", "./assets/banner_4.jpg", "Shoes")
card4.Figure.Root.PX = 10
card4.Figure.Root.PY = 10
card4.Image.Root.RoundedSize = app.SIZE_XL
card4.Body.Root.ItemsCenter
card4.Body.Root.TextCenter
card4.Root.ResponsiveOnDevice("md", "w-96")
card4.AddTitleBadgeColor("bnew", "New", app.COLOR_SECONDARY)
card4.Container.AddParagraph("p4", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow4 As SDUIButton = card4.AddActionButton("btnBuyNow4", "Buy Now")
btnBuyNow4.Color = app.COLOR_PRIMARY
```

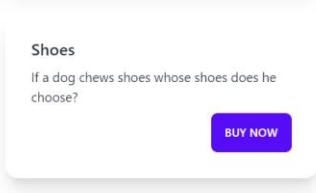


### Shoes

If a dog chews shoes whose shoes does he choose?

[BUY NOW](#)

```
Dim cards As SDUICard = page.Cell(5, 1).AddCard("cards", "./assets/banner_5.jpg", "Shoes")
cards.Root.ResponsiveOnDevice("md", "w-96")
cards.ImageFull
cards.Container.AddParagraph("p5", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow5 As SDUIButton = cards.AddActionButton("btnBuyNow5", "Buy Now")
btnBuyNow5.Color = app.COLOR_PRIMARY
```



### Shoes

If a dog chews shoes whose shoes does he choose?

[BUY NOW](#)

```
Dim card6 As SDUICard = page.Cell(6, 1).AddCard("card6", "./assets/banner_6.jpg", "Shoes")
card6.Root.ResponsiveOnDevice("md", "w-96")
card6.Figure.Remove
card6.Container.AddParagraph("p6", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow6 As SDUIButton = card6.AddActionButton("btnBuyNow6", "Buy Now")
btnBuyNow6.Color = app.COLOR_PRIMARY
```

## TailwindCSS WebApps using B4X

<p><b>Shoes</b></p> <p>If a dog chews shoes whose shoes does he choose?</p> <p><b>BUY NOW</b></p>	<pre>Dim card8 As SDUICard = page.Cell(8, 1).AddCard("card8", "./assets/banner_8.jpg", "shoes") card8.Root.ResponsiveOnDevice("md", "w-96") card8.Figure.Remove card8.BGColor = app.COLOR_PRIMARY card8.TextColorIntensity(app.COLOR_PRIMARY, "content") card8.Container.AddParagraph("p8", "If a dog chews shoes whose shoes does he choose?") Dim btnBuyNow8 As SDUIButton = card8.AddActionButton("btnBuyNow8", "Buy Now") btnBuyNow8.Color = app.COLOR_PRIMARY</pre>
<p><b>Shoes</b></p> <p>If a dog chews shoes whose shoes does he choose?</p> <p><b>BUY NOW</b></p>	<pre>Dim card9 As SDUICard = page.Cell(9, 1).AddCard("card9", "./assets/banner_9.jpg", "shoes") card9.Root.ResponsiveOnDevice("md", "w-96") card9.Figure.Remove card9.BGColor = app.COLOR_NEUTRAL card9.TextColorIntensity(app.COLOR_NEUTRAL, "content") card9.Container.AddParagraph("p9", "If a dog chews shoes whose shoes does he choose?") Dim btnBuyNow9 As SDUIButton = card9.AddActionButton("btnBuyNow9", "Buy Now") btnBuyNow9.Color = app.COLOR_PRIMARY</pre>
<p>We are using cookies for no reason?</p> <p><b>X</b></p>	<pre>Dim card10 As SDUICard = page.Cell(10, 1).AddCard("card10", "./assets/banner_10.jpg", "shoes") card10.Root.ResponsiveOnDevice("md", "w-96") card10.Figure.Remove card10.Title.Remove card10.Container.AddParagraph("p10", "We are using cookies for no reason?") Dim btnBuyNow10 As SDUIButton = card10.AddActionButton("btnBuyNow10", "fa-solid fa-xmark")</pre>
 <p><b>Shoes</b></p> <p>If a dog chews shoes whose shoes does he choose?</p> <p><b>BUY NOW</b></p>	<pre>page.Cell(11, 1).BackgroundImage("./assets/arch.jpg") Dim card11 As SDUICard = page.Cell(11, 1).AddCard("card11", "./assets/banner_1.jpg", "shoes") card11.Root.ResponsiveOnDevice("md", "w-96") card11.Glass card11.Container.AddParagraph("p11", "If a dog chews shoes whose shoes does he choose?") Dim btnBuyNow11 As SDUIButton = card11.AddActionButton("btnBuyNow11", "Buy Now") btnBuyNow11.Color = app.COLOR_PRIMARY</pre>
 <p><b>Shoes</b></p> <p>If a dog chews shoes whose shoes does he choose?</p> <p><b>BUY NOW</b></p>	<pre>Dim card12 As SDUICard = page.Cell(12, 1).AddCard("card12", "./assets/banner_2.jpg", "shoes") card12.Root.ResponsiveOnDevice("md", "w-96") card12.Side card12.Image.W = "200px" card12.Image.H = "280px" card12.Container.AddParagraph("p12", "If a dog chews shoes whose shoes does he choose?") Dim btnBuyNow12 As SDUIButton = card12.AddActionButton("btnBuyNow12", "Buy Now") btnBuyNow12.Color = app.COLOR_PRIMARY</pre>
 <p><b>Shoes</b></p> <p>If a dog chews shoes whose shoes does he choose?</p> <p><b>BUY NOW</b></p>	<pre>Dim card13 As SDUICard = page.Cell(13, 1).AddCard("card13", "./assets/banner_3.jpg", "shoes") card13.Root.ResponsiveOnDevice("md", "w-96") card13.Image.W = "200px" card13.Image.H = "280px" card13.SideResponsive(False, False, False, True, True) card13.AddParagraph("p13", "If a dog chews shoes whose shoes does he choose?") Dim btnBuyNow13 As SDUIButton = card13.AddActionButton("btnBuyNow13", "Buy Now") btnBuyNow13.Color = app.COLOR_PRIMARY</pre>

## Carousel

Carousel show images or content in a scrollable area.



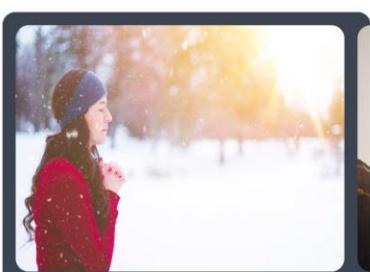
```
Dim car1 As SDUICarousel = page.cell(1, 1).AddCarousel("car1", "400px", "300px")
car1.roundedBox
car1.AddImage("img1", "./assets/5.jpg", "Test Image")
car1.AddImage("img2", "./assets/6.jpg", "Test Image")
car1.AddImage("img3", "./assets/7.jpg", "Test Image")
car1.AddImage("img4", "./assets/8.jpg", "Test Image")
car1.AddImage("img5", "./assets/9.jpg", "Test Image")
```



```
Dim car2 As SDUICarousel = page.cell(3, 1).AddCarousel("car2", "400px", "300px")
car2.roundedBox
'important
car2.W = 64
car2.AddImage("img11", "./assets/5.jpg", "Test Image")
car2.AddImage("img22", "./assets/6.jpg", "Test Image")
car2.AddImage("img33", "./assets/7.jpg", "Test Image")
car2.AddImage("img44", "./assets/8.jpg", "Test Image")
car2.AddImage("img55", "./assets/9.jpg", "Test Image")
car2.WFull = True
```



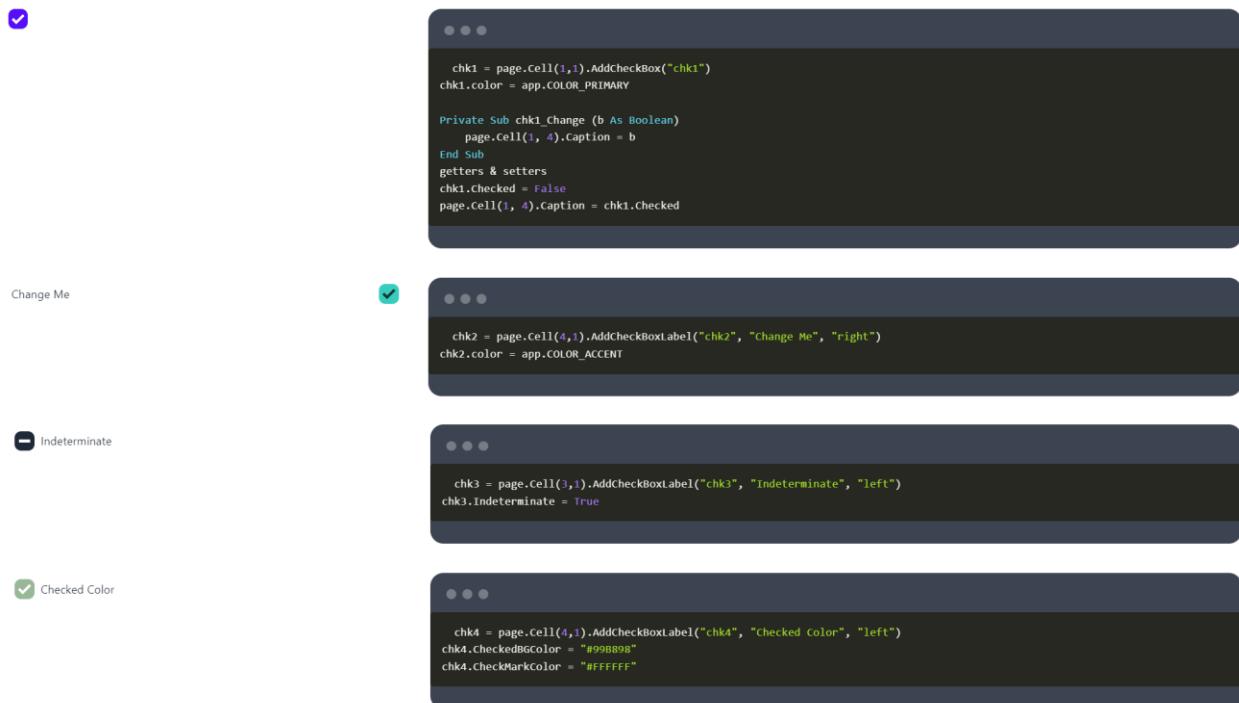
```
Dim car3 As SDUICarousel = page.cell(5, 1).AddCarousel("car3", "256px", "400px")
car3.RoundedBox
car3.Vertical
'important
car3.H = 96
car3.AddImage("img13", "./assets/5.jpg", "Test Image")
car3.AddImage("img23", "./assets/6.jpg", "Test Image")
car3.AddImage("img33", "./assets/7.jpg", "Test Image")
car3.AddImage("img43", "./assets/8.jpg", "Test Image")
car3.AddImage("img53", "./assets/9.jpg", "Test Image")
car3.HFull = True
```



```
Dim car4 As SDUICarousel = page.cell(7, 1).AddCarousel("car4", "400px", "300px")
car4.roundedBox
car4.Root.BGColor = app.COLOR_NEUTRAL
car4.AddImage("imgx1", "./assets/5.jpg", "Test Image")
car4.AddImage("imgx2", "./assets/6.jpg", "Test Image")
car4.AddImage("imgx3", "./assets/7.jpg", "test Image")
car4.AddImage("imgx4", "./assets/8.jpg", "test Image")
car4.AddImage("imgx5", "./assets/9.jpg", "Test Image")
car4.FullBleed = True
```

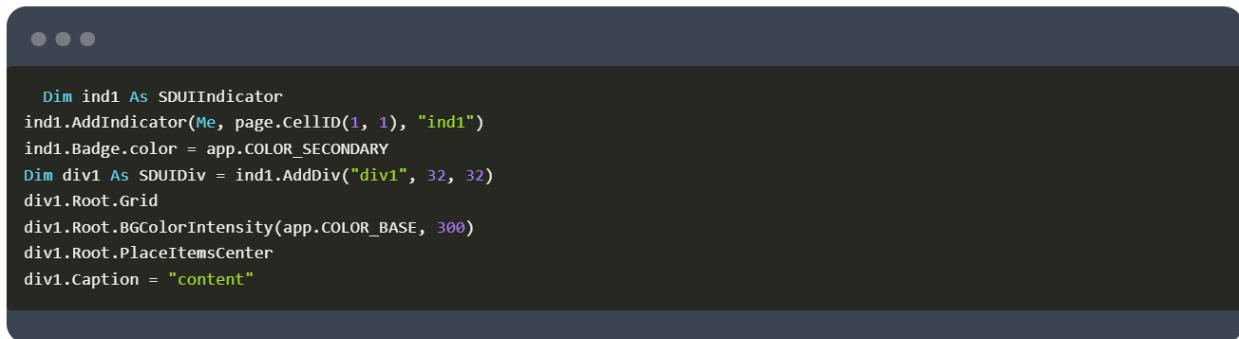
## CheckBox

**Checkboxes** are used to select or deselect a value.



## Code

**Code** mockup is used to show a block of code in a box that looks like a code editor.



## Collapse

**Collapse** is used for showing and hiding content.

## TailwindCSS WebApps using B4X

SithasoDaisy -  
Coming soon...  
TailWindCSS +  
DaisyUI +  
B4x +  
BANano +

The screenshot shows a list of collapsed panels. Each panel has a title and a 'Coming soon...' message. There are '+' icons next to the titles, likely for expanding the panels.

```
Dim panels1 As List = Array("SithasoDaisy", "TailWindCSS", "DaisyUI", "B4x", "BANano")
Dim expn1 As SDUICollapsePanels = page.Cell(1, 1).AddCollapsePanels("expn1", True, panels1)
expn1.Panel(1).AddH1("p1h", "Coming soon...")
expn1.Panel(2).AddH1("p2h", "Coming soon...")
expn1.Panel(3).AddH1("p3h", "Coming soon...")
expn1.Panel(4).AddH1("p4h", "Coming soon...")
expn1.Panel(5).AddH1("p5h", "Coming soon...")
```

This screenshot shows a form with several input fields and a 'NEXT' button. Below the form are three expandable sections labeled 'Focus to see content', 'I have a class', and 'Noted here'. Each section contains a short message and a collapse arrow icon.

Focus to see content ^  
First Name  
Last Name  
NEXT  
I have a class ▼  
Noted here ▼

This screenshot shows a form with two input fields and a 'NEXT' button. Below the form are two expandable sections labeled 'Focus to see content' and 'I have a class'. Each section contains a short message and a collapse arrow icon.

```
Dim panels As List = Array("Focus to see content", "I have a class", "Noted here")
expn1 = page.Cell(1, 1).AddCollapsePanels("expn1", False, panels)
BuildPanel1
BuildPanel2
BuildPanel3
```

This screenshot shows a form with two input fields and a 'NEXT' button. Below the form are three expandable sections labeled 'Focus to see content', 'I have a class', and 'Noted here'. Each section contains a short message and a collapse arrow icon.

```

Sub BuildPanel1
    'get container at position
    Dim cont As SDUIDiv = expnl.Panel(1)
    cont.DesignMode = False
    cont.AddRows5.AddColumnss12
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("firstname", "First Name", "")
    cont.Cell(2, 1).AddTextBoxLabel("lastname", "Last Name", "")
    cont.Cell(3, 1).AddButtonLabel("next1", "Next")
End Sub
'
Sub BuildPanel2
    'get container at position
    Dim cont As SDUIDiv = expnl.Panel(2)
    cont.DesignMode = False
    cont.AddRows5.AddColumnss12
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("street1", "Street Address 1", "")
    cont.Cell(2, 1).AddTextBoxLabel("street2", "Street Address 2", "")
    cont.Cell(3, 1).AddTextBoxLabel("street3", "Street Address 3", "")
    cont.Cell(4, 1).AddButtonLabel("next2", "Next")
End Sub
'
Sub BuildPanel3
    'get container at position
    Dim cont As SDUIDiv = expnl.Panel(3)
    cont.DesignMode = False
    cont.AddRows5.AddColumnss12
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("grade", "Highest Grade Passed", "")
    cont.Cell(2, 1).AddTextBoxLabel("qualification", "University Qualification", "")
    cont.Cell(3, 1).AddButtonLabel("next3", "Next")
End Sub

```

## Divider

**Divider** will be used to separate content vertically or horizontally.

The diagram shows two light gray rounded rectangular boxes labeled "content". A horizontal line with a central oval labeled "OR" separates them. This represents a vertical divider.

```

page.cell(1, 1).flex.flexcol.wfull
Dim d1 As SDUICard = page.cell(1, 1).AddCardEmpty("d1")
d1.H = 20
d1.BGColorIntensity(app.COLOR_BASE, 300)
d1.RoundedBox
d1.Root.placeItemsCenter
d1.Root.Grid
d1.DescriptionCaption = "content"
Dim div1 As SDUIDivider = page.cell(1, 1).Adddivider("div1")
div1.Caption = "OR"

Dim d2 As SDUICard = page.cell(1, 1).AddCardEmpty("d2")
d2.Root.Grid
d2.H = 20
d2.BGColorIntensity(app.COLOR_BASE, 300)
d2.RoundedBox
d2.Root.placeItemsCenter
d2.DescriptionCaption = "content"

```

The diagram shows two light gray rounded rectangular boxes labeled "content". A vertical line with a central oval labeled "OR" separates them. This represents a horizontal divider.

```

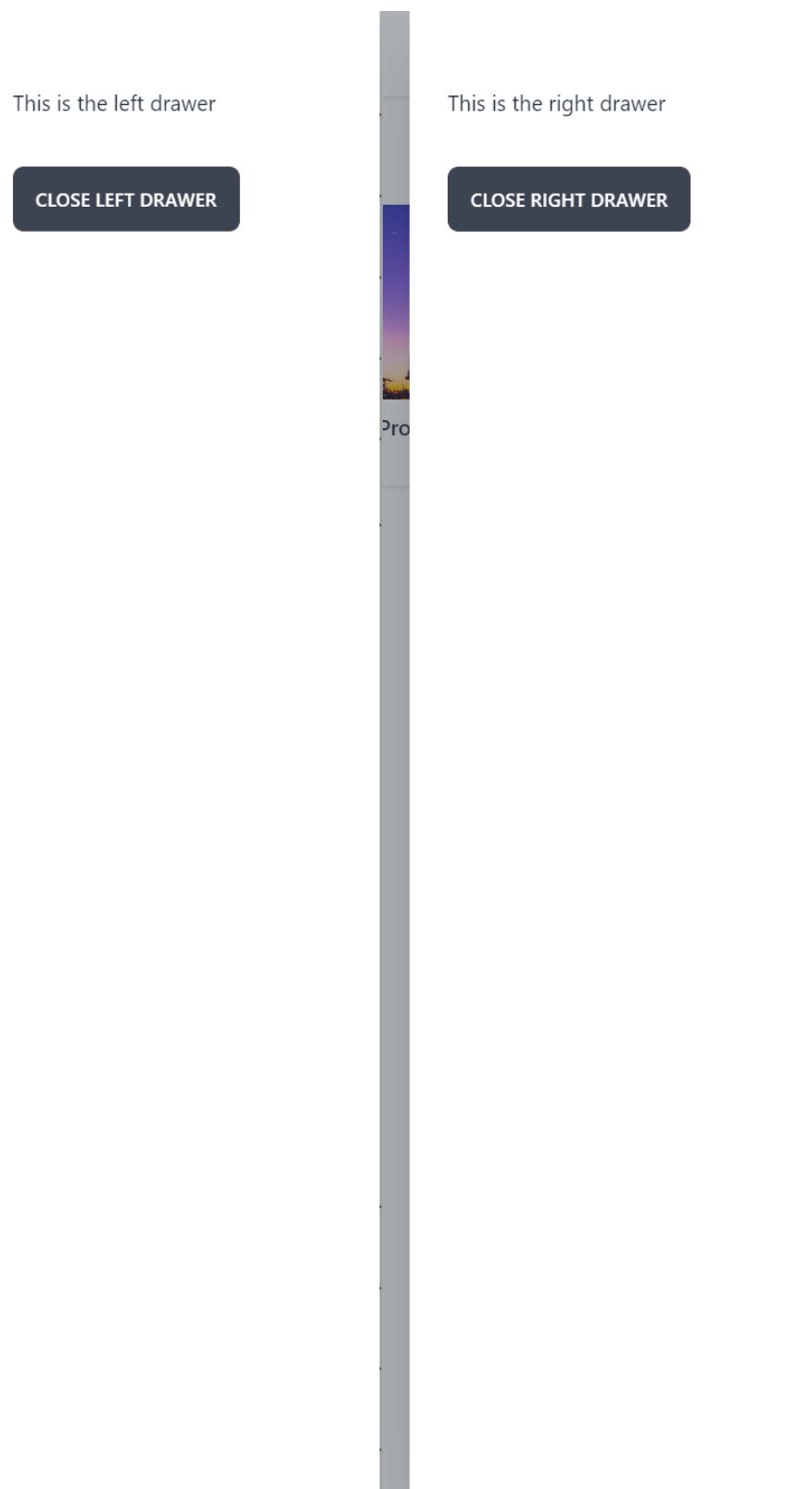
page.cell(2, 1).flex.wfull
Dim d3 As SDUICard = page.cell(2, 1).AddcardEmpty("d3")
d3.Root.Grid
d3.H = 20
d3.Root.flexGrow
d3.Root.BGColorIntensity(app.COLOR_BASE, 300)
d3.Root.roundedBox
d3.Root.placeItemsCenter
d3.DescriptionCaption = "content"
'
Dim div4 As SDUIDivider = page.cell(2, 1).Adddivider("div4")
div4.Caption = "OR"
div4.Horizontal

Dim d5 As SDUICard = page.Cell(2, 1).AddCardEmpty("d5")
d5.Root.Grid
d5.H = 20
d5.Root.flexGrow
d5.Root.BGColorIntensity(app.COLOR_BASE, 300)
d5.Root.roundedBox
d5.Root.placeItemsCenter
d5.DescriptionCaption = "content"

```

## Drawer

**Drawer** is a grid layout that can show/hide a sidebar on the left or right side of the page.



```

30 Sub AddOtherDrawers
31     '****add right and left drawer to the body of the page
32     '***** RIGHT DRAWER
33     drwLeft = app.AddLeftDrawer("leftdrawer", "300px", "500")
34     'define the form g
35     drwLeft.Form.AddRows2.AddColumn12
36     drwLeft.Form.BuildGrid
37
38     drwLeft.Cell(1, 1).Caption = "This is the left drawer"
39     'add a button to close the drawer
40     Dim btnL As SDUIButton = drwLeft.Cell(2, 1).AddButtonLabel("btnCloseLeft", "Close Left Drawer")
41     btnL.Toggle = drwLeft.Name
42
43     '***** RIGHT DRAWER
44     drwRight = app.AddRightDrawer("rightdrawer", "300px", "500")
45     drwRight.Form.AddRows2.AddColumn12
46     drwRight.Form.BuildGrid
47
48     'add a button to close the drawer
49     drwRight.Cell(1, 1).Caption = "This is the right drawer"
50     Dim btnR As SDUIButton = drwRight.Cell(2, 1).AddButtonLabel("btnCloseRight", "Close Right Drawer")
51     btnR.Toggle = drwRight.Name
52 End Sub

```

## Drop Down

**Dropdown** can open a menu or any other element when the button is clicked.

**CLICK**

Item 1  
Item 2  
Item 3 20  
Item 4  
Item 5  
Item 6 30

```

Dim dd As SDUIDropDown = page.Cell(1, 1).AddDropDown("dd", "Click")
dd.roundedBox
dd.AddItem("item1", "Item 1")
dd.AddItem("item2", "Item 2")
dd.AddItem("item3", "Item 3")
dd.AddItemIcon("item4", "fa-house", "Item 4")
dd.AddItemIcon("item5", "fa-circle-info", "Item 5")
dd.AddItemIcon("item6", "fa-wifi", "Item 6")
dd.ItemBadge("item3").Show
dd.ItemBadge("item3").Caption = "20"
dd.SetItemBadgeColor("item6", app.COLOR_WARNING)
dd.SetItemBadgeValue("item6", 30)
'add click event
Private Sub dd_Click (item As String)
    page.Cell(1, 2).Caption = item
End Sub

```

**HOVER**

Item 1  
Item 2  
Item 3

```

Dim ddi As SDUIDropDown = page.Cell(2, 1).AddDropDown("ddi", "Hover")
ddi.roundedBox
ddi.Hover
ddi.AddItem("anele1", "Item 1")
ddi.AddItem("anele2", "Item 2")
ddi.AddItem("anele3", "Item 3")

```

**RIGHT**

Item 1  
Item 2  
Item 3

```

Dim dd2 As SDUIDropDown = page.Cell(3, 1).AddDropDown("dd2", "Right")
dd2.roundedBox
dd2.ARight
dd2.AddItem("anele1", "Item 1")
dd2.AddItem("anele2", "Item 2")
dd2.AddItem("anele3", "Item 3")

```

**AVATAR**

Item 1  
Item 2  
Item 3

```

Dim dd3 As SDUIDropDown = page.Cell(4, 1).AddDropDownAvatar("dd3", "20", "./assets/1.jpg")
dd3.AvatarOnline = True
dd3.Hover
dd3.roundedBox
dd3.AddItem("anele1", "Item 1")
dd3.AddItem("anele2", "Item 2")
dd3.AddItem("anele3", "Item 3")

```

```

Item 1
Item 2
Item 3
8

Dim ddai As SDUIDropDown = page.Cell(5, 1).AddDropDownIcon("ddai2", app.size_lg, "fa-solid fa-cart-shopping")
ddai.AtTop
ddai.BadgeValue = 8
ddai.roundedBox
ddai.AddItem("anle1", "Item 1")
ddai.AddItem("anle2", "Item 2")
ddai.AddItem("anle3", "Item 3")

```

## Existing Blocks

"Tailwind CSS is the only framework that I've seen scale on large teams. It's easy to customize, adapts to any design, and the build size is tiny."

**Sarah Dayan**  
Staff Engineer, Algolia

```

Dim ncard As SDUIDiv = page.Cell(1, 1).AddDiv("ncard")
ncard.AddClass("m-5 shadow rounded-lg")
ncard.HTML = $"<figure class='md:flex bg-slate-100 rounded-xl p-8 md:p-0 dark:bg-slate-800'>
<img class='w-24 h-24 md:w-48 md:h-auto md:rounded-none rounded-full mx-auto' src='./assets/sarah-dayan.jpg' alt='Sarah Dayan' width='384' height='512'>
<div class='pt-6 md:p-8 text-center md:text-left space-y-4'>
<blockquote>
<p class='text-lg font-medium'>
    Tailwind CSS is the only framework that I've seen scale on large teams. It's easy to customize, adapts to any design, and the build size is tiny.
</p>
</blockquote>
<figcaption class='font-medium'>
<div class='text-sky-500 dark:text-sky-400'>
    Sarah Dayan
</div>
<div class='text-slate-700 dark:text-slate-500'>
    Staff Engineer, Algolia
</div>
</figcaption>
</div>
</figure>"$"

```

## File Input

**File Input** is an input field for uploading files.

Upload File

CHOOSE FILE No file chosen  
(png, jpg, jpeg)

```

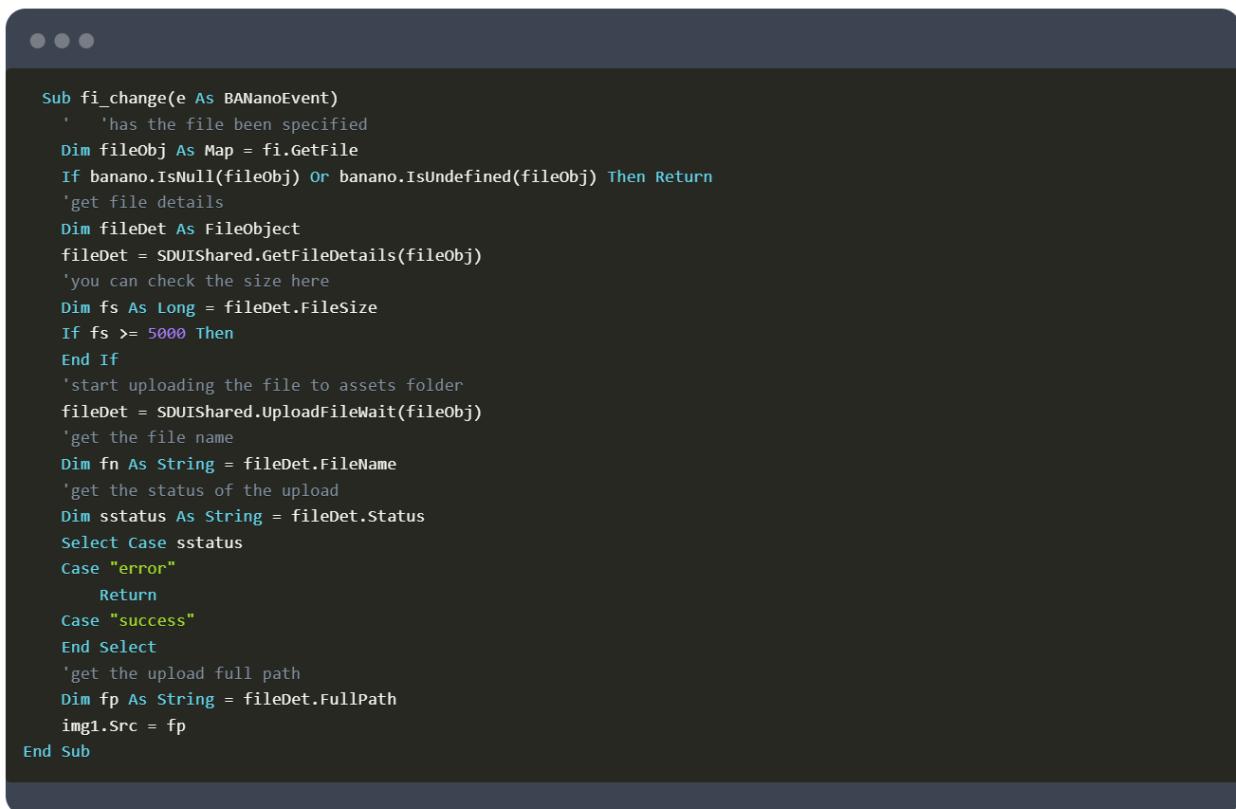
fi = page.Cell(1, 1).AddFileInputLabel("fi", "Upload File", "(png, jpg, jpeg)", False)

```

```

img1 = page.Cell(2, 1).AddImage("img1", "./assets/mashy.jpg", "Mashy", 80, 80)

```

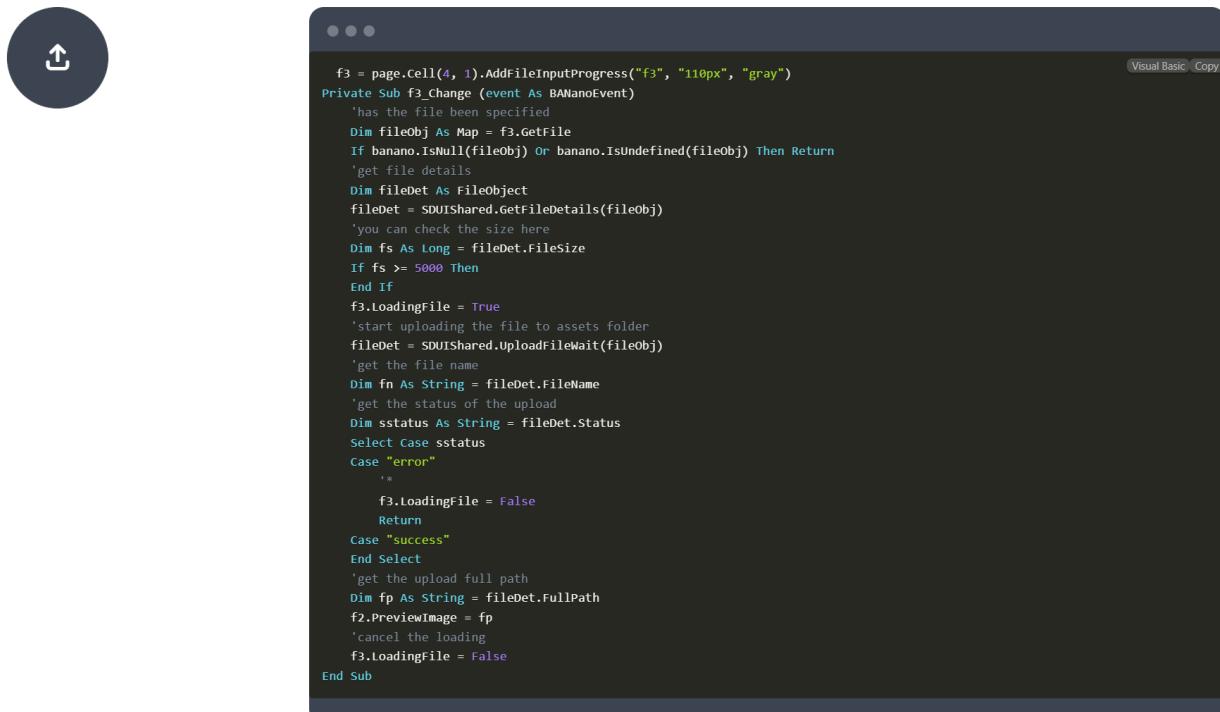


```

Sub fi_change(e As BANanoEvent)
    'has the file been specified
    Dim fileObj As Map = fi.GetFile
    If banano.IsNull(fileObj) Or banano.IsUndefined(fileObj) Then Return
    'get file details
    Dim fileDet As FileObject
    fileDet = SDUISHared.GetFileDetails(fileObj)
    'you can check the size here
    Dim fs As Long = fileDet.FileSize
    If fs >= 5000 Then
        End If
        'start uploading the file to assets folder
        fileDet = SDUISHared.UploadFileWait(fileObj)
        'get the file name
        Dim fn As String = fileDet.FileName
        'get the status of the upload
        Dim sstatus As String = fileDet.Status
        Select Case sstatus
        Case "error"
            Return
        Case "success"
        End Select
        'get the upload full path
        Dim fp As String = fileDet.FullPath
        img1_src = fp
    End Sub

```

## FileInputProgress



```

f3 = page.Cell(4, 1).AddFileInputProgress("f3", "110px", "gray")
Private Sub f3_Change (event As BANanoEvent)
    'has the file been specified
    Dim fileObj As Map = f3.GetFile
    If banano.IsNull(fileObj) Or banano.IsUndefined(fileObj) Then Return
    'get file details
    Dim fileDet As FileObject
    fileDet = SDUISHared.GetFileDetails(fileObj)
    'you can check the size here
    Dim fs As Long = fileDet.FileSize
    If fs >= 5000 Then
        End If
        f3.loadingFile = True
        'start uploading the file to assets folder
        fileDet = SDUISHared.UploadFileWait(fileObj)
        'get the file name
        Dim fn As String = fileDet.FileName
        'get the status of the upload
        Dim sstatus As String = fileDet.Status
        Select Case sstatus
        Case "error"
            *
            f3.loadingFile = False
            Return
        Case "success"
        End Select
        'get the upload full path
        Dim fp As String = fileDet.FullPath
        f2_previewImage = fp
        'cancel the loading
        f3.loadingFile = False
    End Sub

```

## FileInputCamera

```

myCamera = page.Cell(5, 1).AddFileInputCamera("mycamera", "110px", "secondary")

Private Sub mycamera_Change (event As BANanoEvent)
    'has the file been specified
    Dim fileObj As Map = myCamera.GetFile
    If banano.IsNull(fileObj) Or banano.IsUndefined(fileObj) Then Return
    'get file details
    Dim fileDet As FileObject
    fileDet = SDUIMobile.GetfileDetails(fileObj)
    'get the file name
    Dim fn As String = fileDet.FileName
    'you can check the size here
    Dim fs As Long = fileDet.FileSize
    If fs >= 5000 Then
        End If
        'read the file details as JSON
        Dim fText As String = banano.Await(SDUIMobile.readAsDataURLWait(fileObj))
        img1.src = fText
        'save content to the tag
        img1.Tag = fText
    End Sub

```

## Footer

**Footer** can contain logo, copyright notice, and links to other pages.

SERVICES	COMPANY	LEGAL	NEWSLETTER
Branding	About Us	Terms of Use	Enter your email address
Design	Contact Us	Privacy Policy	<input type="button" value="Subscribe"/>
Marketing	Jobs	Cookie Policy	
Advertising	Press Kit		

```

Dim f1 As SDUIFooter = page.Cell(1, 1).AddFooter("f1")
f1.Root.PA(10)
f1.Root.BGColorIntensity(app.COLOR_BASE, 200)
f1.TextColorIntensity(app.COLOR_BASE, "content")
Dim c1 As SDUIDiv = f1.AddColumn("c1", "")
c1.AddFooterTitle("services", "Services")
c1.AddLink("branding", "Branding", "#").Hover
c1.AddLink("design", "Design", "#").Hover
c1.AddLink("marketing", "Marketing", "#").Hover
c1.AddLink("advertising", "Advertising", "#").Hover
Dim c2 As SDUIDiv = f1.AddColumn("c2", "")
c2.AddFooterTitle("company", "Company")
c2.AddLink("aboutus", "About Us", "#").Hover
c2.AddLink("contactusfp", "Contact Us", "#").Hover
c2.AddLink("jobs", "Jobs", "#").Hover
c2.AddLink("press", "Press Kit", "#").Hover
Dim c3 As SDUIDiv = f1.AddColumn("c3", "")
c3.AddFooterTitle("legal", "Legal")
c3.AddLink("tou", "Terms of Use", "#").Hover
c3.AddLink("privacy", "Privacy Policy", "#").Hover
c3.AddLink("cookies", "Cookie Policy", "#").Hover
Dim c4 As SDUIDiv = f1.AddColumn("c4", "")
c4.AddFooterTitle("news", "Newsletter")
c4.AddTextBoxLabel("subscribe", "Enter your email address", "").Suffix = "Subscribe"

```

**Sithaso Holdings**  
 Copyright © 2022 - All right reserved

```

Dim f2 As SDUIFooter = page.Cell(3, 1).AddFooter("f2")
f2.Root.PA = 10
f2.Root.BGColor = app.COLOR_PRIMARY
f2.TextColorIntensity(app.COLOR_PRIMARY, "content")
f2.Center
f2.Root.isRounded
'
Dim col1 As SDUIDiv = f2.AddColumn("title", "Sithaso Holdings")
col1.Root.FontBold
col1.AddParagraph("colip", "Copyright © 2022 - All right reserved")

```

## Gradients



```
Dim g1 As SDUIDiv = page.Cell(1, 1).AddDiv("g1")
g1.H(40).bgGradientToR.fromColorIntensity("purple", 600).toColorIntensity("blue", 600)
```



```
Dim g2 As SDUIDiv = page.Cell(2, 1).AddDiv("g2")
g2.H(40).bgGradientToB.fromColorIntensity("purple", 600).toColorIntensity("blue", 600)
```



```
Dim g3 As SDUIDiv = page.Cell(3, 1).AddDiv("g3")
g3.H(40).bgGradientToR.fromColorIntensity("purple", 600).viaColorIntensity("pink", 600).toColorIntensity("blue", 600)
```

### Adding gradients to text!

Follow Me

```
Dim p1 As SDUILabel = page.Cell(4, 1).AddH("p1", "Adding gradients to text!")
p1.Root.textSize("5xl").p(4).textCenter.fontbold
p1.Root.bgGradientToR.fromColorIntensity("purple", 600).viaColorIntensity("pink", 600).toColorIntensity("blue", 600)
p1.Root.bgClipText.textTransparent
```

Enter Your Name

```
Dim b1 As SDUIButton = page.Cell(5, 1).AddButtonNormal("b1", "")
b1.Root.m(4).p(1).roundedFull.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500)
Dim s1 As SDUILabel = b1.Root.AddSpan("b1span", "Follow Me")
s1.root.textColor("black").px(4).py(2).roundedFull.block.fontSemiBold.bgColor("white")
s1.Root.hover("bg-transparent").hover("text-white").transition
```

```
Dim ii As SDUIDiv = page.Cell(6, 1).AddDiv("ii")
ii.m(4).p(1).roundedFull.maxW("sm").bgGradientToR.fromColorIntensity("rose", 400)
ii.viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
'SR-ONLY BUG
'Dim ilLabel As SDUILabel = ii.AddLabelFor("ilLabel", "name", "Name")
'ilLabel.Root.srOnly
'
Dim iiInput As SDUILabel = ii.AddInput("name", "text")
iiInput.Root.p(3).wFull.roundedFull.focus("outline-none").placeholder("Enter Your Name")
```

**Take your Web Dev to skills to the Next Level**

Visit SithasoDaisy on Netlify

```
Dim a1 As SDUILabel = page.Cell(7, 1).AddArticle("a1")
a1.Root.p("1.5").mxAuto.my(4).maxW("sm").rounded("xl").bgGradientToR
a1.Root.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)

Dim adiv1 As SDUIMain = a1.Root.AddDiv("adiv1", "Take your Web Dev to skills to the Next Level")
adiv1.Root.textSize("2xl").fontBold

Dim adiv1 As SDUILink = adiv1.AddAnchor("adiv1", "Visit SithasoDaisy on Netlify", "#")
adiv1.Root.Hover("underline").textColorIntensity("gray", 600).targetBlank
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim ah1 As SDUILabel = page.Cell(8, 1).AddH1("ah1", "Level up your Web Dev Skills, visit ")
ah1.Root.textSize("3xl").fontBold.m(4)
Dim an1 As SDUILink = ah1.Root.AddAnchor("an1", "SithasoDaisy", "#")
an1.targetBlank
an1.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim ah2 As SDUILabel = page.Cell(9, 1).AddH1("ah2", "Level up your Web Dev Skills, visit ")
ah2.Root.textSize("3xl").fontBold.m(4)
Dim an2 As SDUILink = ah2.Root.AddAnchor("an2", "SithasoDaisy", "#")
an2.targetBlank
an2.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
an2.Root.bgArbitrary("length:100%_6px").bgNoRepeat
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim col0 As SDUIMockupCode = page.Cell(10, 1).AddMockupCode("col0", "vb")
col0.AddCode("$ Dim ah3 As SDUILabel = page.Cell(10, 1).AddH1("ah3", "Level up your Web Dev Skills, visit ")$")
col0.AddCode("$ ah3.Root.textSize("3xl").fontBold.m(4)$")
col0.AddCode("$ Dim an3 As SDUILink = ah3.Root.AddAnchor("an3", "SithasoDaisy", "#")$")
col0.AddCode("$ an3.targetBlank$")
col0.AddCode("$ an3.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)$")
col0.AddCode("$ an3.Root.bgArbitrary("length:100%_6px").bgNoRepeat.bgBottom $")
col0.Refresh
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim i2 As SDUIMain = page.Cell(11, 1).AddDiv("i2")
i2.m(4).p(1).roundedFull.maxW("sm").hover("bg-gradient-to-r").focusWithin("bg-gradient-to-r").focus("").fromColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
Dim i2Input As SDUILabel = i2.AddInput("name1", "text")
i2Input.Root.p(3).wFull.roundedFull.border("1px").borderColorIntensity("fuchsia", 500).focus("outline-none").fontWeight("bold")
i2Input.Root.placeholder("Enter Your Name")
```

```
Dim ah4 As SDUILabel = page.Cell(12, 1).AddH1("ah4", "Level up your Web Dev Skills, visit ")
ah4.Root.textSize("3xl").fontBold.m(4)
Dim an4 As SDUILink = ah4.Root.AddAnchor("an4", "SithasoDaisy", "#")
an4.targetBlank
an4.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
an4.Root.bgArbitrary("length:100%_6px").bgNoRepeat.bgBottom.hover("bg-[length:100%_100%]").transitionArbitrary("background-color", "0.3s ease-in-out")
```

## Grid



R1C1
R2C1
R3C1
R4C1
R5C1
R6C1
R7C1
R8C1
R9C1
R10C1
R11C1
R12C1
R13C1
R14C1
R15C1

R1C1 (12)
R2C1 (11)
R3C1 (10)
R4C1 (9)
R5C1 (6)
R6C1 (2)
R6C2 (8)
R6C3 (2)

## Hero

**Hero** is a component for displaying a large box or image with a title and description.

## Hello there

LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, SED DO EIUSMOD TEMPOR INCIDIDUNT UT LABORE ET DOLORE MAGNA ALIQUA. UT ENIM AD MINIM VENIAM, QUIS NOSTRUD EXERCITATION ULLAMCO LABORIS NISI UT ALIQUIP EX EA COMMODO CONSEQUAT. DUIS AUTE IRURE DOLOR IN REPREHENDERIT IN VOLUNTATE VELET ESSE CILLUM DOLORE EU FUGIAT NULLA PARIATUR. EXCEPTEUR SINT OCCAECAT CUPIDATAT NON PROIDENT, SUNT IN CULPA QUI OFFICIA DESERUNT MOLLIT ANIM ID EST LABORUM.

GET STARTED



## Box Office News!

LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, SED DO EIUSMOD TEMPOR INCIDIDUNT UT LABORE ET DOLORE MAGNA ALIQUA. UT ENIM AD MINIM VENIAM, QUIS NOSTRUD EXERCITATION ULLAMCO LABORIS NISI UT ALIQUIP EX EA COMMODO CONSEQUAT. DUIS AUTE IRURE DOLOR IN REPREHENDERIT IN VOLUNTATE VELET ESSE CILLUM DOLORE EU FUGIAT NULLA PARIATUR. EXCEPTEUR SINT OCCAECAT CUPIDATAT NON PROIDENT, SUNT IN CULPA QUI OFFICIA DESERUNT MOLLIT ANIM ID EST LABORUM.

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GET STARTED

## Hello there

LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, SED DO EIUSMOD TEMPOR INCIDIDUNT UT LABORE ET DOLORE MAGNA ALIQUA. UT ENIM AD MINIM VENIAM, QUIS NOSTRUD EXERCITATION ULLAMCO LABORIS NISI UT ALIQUIP EX EA COMMODO CONSEQUAT. DUIS AUTE IRURE DOLOR IN REPREHENDERIT IN VOLUNTATE VELET ESSE CILLUM DOLORE EU FUGIAT NULLA PARIATUR. EXCEPTEUR SINT OCCAECAT CUPIDATAT NON PROIDENT, SUNT IN CULPA QUI OFFICIA DESERUNT MOLLIT ANIM ID EST LABORUM.

GET STARTED

## Indicators

**Indicators** are used to place an element on the corner of another element.



```

Dim ind1 As SDUIIndicator
ind1.AddIndicator(Me, page.cellID(1, 1), "ind1")
ind1.Badge.color = app.COLOR_SECONDARY
Dim div1 As SDUIDiv = ind1.AddDiv("div1", 32, 32)
div1.Root.Grid
div1.Root.BGColorIntensity(app.COLOR_BASE, 300)
div1.Root.PlaceItemsCenter
div1.Caption = "content"

```

```

Dim ind2 As SDUIIndicator = page.Cell(2, 1).AddIndicator("ind2")
ind2.Badge.color = app.COLOR_PRIMARY
ind2.Badge.Caption = "new"
.
Dim div2 As SDUIDiv = ind2.AddDiv("div2", 32, 32)
div2.Root.Grid
div2.Root.BGColorIntensity(app.COLOR_BASE, 300)
div2.Root.PlaceItemsCenter
div2.Caption = "content"

```

```

Dim ind3 As SDUIIndicator
ind3.AddIndicator(Me, page.cellID(1, 1), "ind3")
ind3.Badge.color = app.COLOR_SECONDARY
ind3.AtStart
Dim div3 As SDUIDiv = ind3.AddDiv("div3", 32, 32)
div3.Root.Grid
div3.Root.BGColorIntensity(app.COLOR_BASE, 300)
div3.Root.PlaceItemsCenter
div3.Caption = "content"

```

```

Dim ind4 As SDUIIndicator
ind4.AddIndicator(Me, page.cellID(1, 1), "ind4")
ind4.Badge.color = app.COLOR_SECONDARY
ind4.AtCenter
Dim div4 As SDUIDiv = ind4.AddDiv("div4", 32, 32)
div4.Root.Grid
div4.Root.BGColorIntensity(app.COLOR_BASE, 300)
div4.Root.PlaceItemsCenter
div4.Caption = "content"

```

```

Dim ind5 As SDUIIndicator
ind5.AddIndicator(Me, page.cellID(1, 1), "ind5")
ind5.Badge.color = app.COLOR_SECONDARY
ind5.AtCenter
ind5.AtMiddle
Dim div5 As SDUIDiv = ind5.AddDiv("div5", 32, 32)
div5.Root.Grid
div5.Root.BGColorIntensity(app.COLOR_BASE, 300)
div5.Root.PlaceItemsCenter
div5.Caption = "content"

```



## Kbd

**Kbd** is used to display keyboard shortcuts.

Your content...

The image shows a mobile application interface. At the top, there is a text input field containing the text "anele.mbangaa". Below this, the text "Morse Code..." is displayed. A large, rounded rectangular button contains the Morse code sequence ".--- ... -.... -. -.- -... -... -.". Below this button is a virtual keyboard with the following layout:

1	2	3	4	5	6	7	8	9	0
q	w	e	r	t	y	u	i	o	p
a	s	d	f	g	h	j	k	l	
z	x	c	v	b	n	m			
comma	dot	space	clear						

```
Dim keyboard3 As SDUIDiv
keyboard3.CreateDiv(Me, page.CellID(5, 1), "keyboard3")
keyboard3.Root.Flex
keyboard3.Root.Gap = 1
keyboard3.Root.MY = 1
keyboard3.Root.WFull
keyboard3.Root.JustifyCenter
keyboard3.AddKeyboardKeys(Array("1", "2", "3", "4", "5", "6", "7", "8", "9", "0"))
```

```
Private Sub keyboard3_KeyPress (item As String)
    page.Cell(2, 1).Caption = page.Cell(2, 1).Caption & item
    page.Cell(4, 1).Caption = TranslateToMorse(page.Cell(2, 1).Caption)
End Sub
```

[Visual Basic](#) [Copy](#)

## Links

Link adds the missing underline style to links.

[Normal Link](#)

```
Dim lnk As SDUILink = page.Cell(1, 1).AddLink("lnk", "Normal Link", "#")
```

[Primary Link](#)

```
Dim lnk1 As SDUILink = page.Cell(2, 1).AddLink("lnk1", "Primary Link", "#")
lnk1.color = app.COLOR_PRIMARY
```

[Secondary Link](#)

```
Dim lnk2 As SDUILink = page.Cell(3, 1).AddLink("lnk2", "Secondary Link", "#")
lnk2.color = app.COLOR_SECONDARY
```

[Hover Link](#)

```
Dim lnk3 As SDUILink = page.Cell(4, 1).AddLink("lnk3", "Hover Link", "#")
lnk3.Hover
```

## Lists

- List style with marker class 1
- List style with marker class 2
- List style with marker class 3
- List style with marker class 4

```
Dim ul1 As SDUIList = page.Cell(1, 1).Addlist("ul1", False, 3, 5)
ul1.setTextSize("md")
ul1.textColorIntensity("gray", 600).listDisc.markerTextColorIntensity("orange", 700)
ul1.AddlistItemLabel("ul1i1", "list style with marker class 1")
ul1.AddlistItemLabel("ul1i2", "list style with marker class 2")
ul1.AddlistItemLabel("ul1i3", "list style with marker class 3")
ul1.AddlistItemLabel("ul1i4", "list style with marker class 4")
```

1. List style with marker class 1
2. List style with marker class 2
3. List style with marker class 3
4. List style with marker class 4

```
Dim ul2 As SDUIList = page.Cell(2, 1).Addlist("ul2", False, 3, 5)
ul2.setTextSize("lg")
ul2.textColorIntensity("gray", 600).listDecimal.markerTextColorIntensity("purple", 600)
ul2.AddlistItemLabel("li1", "list style with marker class 1")
ul2.AddlistItemLabel("li2", "list style with marker class 2")
ul2.AddlistItemLabel("li3", "list style with marker class 3")
ul2.AddlistItemLabel("li4", "list style with marker class 4")
```

1. List style with marker class 1
2. List style with marker class 2
3. List style with marker class 3
4. List style with marker class 4

```
Dim ul3 As SDUIList = page.Cell(3, 1).Addlist("ul3", False, 3, 5)
ul3.setTextSize("2xl")
ul3.textColorIntensity("gray", 600).listDecimal.markerTextColor("#ff0000")
ul3.AddlistItemLabel("li1", "list style with marker class 1")
ul3.AddlistItemLabel("li2", "list style with marker class 2")
ul3.AddlistItemLabel("li3", "list style with marker class 3")
ul3.AddlistItemLabel("li4", "list style with marker class 4")
```

## ListView

	John Doe	Mississippi	48 >
	John Doe 1	Mississippi	47 >
	John Doe 2	Mississippi	46 >
	John Doe 3	Mississippi	> 44
	John Doe 3	Mississippi	> 44

```
Dim lv As SDUIListView = page.Cell(1, 1).AddlistView("lv1")
lv.AddItem("p1", "./assets/faces.jpg", "John Doe", "Mississippi", "48")
lv.AddItem("p2", "./assets/face1.jpg", "John Doe 1", "Mississippi", "47")
lv.AddItem("p3", "./assets/face2.jpg", "John Doe 2", "Mississippi", "46")
lv.AddItem("p4", "./assets/face3.jpg", "John Doe 3", "Mississippi", "45")
lv.AddItem("p5", "./assets/face4.jpg", "John Doe 3", "Mississippi", "44")
'trap click event
Private Sub lv1_Click (item As String)
    page.Cell(1, 2).Caption = item
End Sub
```

## Mask

Mask crops the content of the element to common shapes.



```
Dim img1 As SDUIMImage
img1.AddImage(Me, page.CellID(1, 1), "img1", "./assets/arch.jpg", "", 20, 20)
img1.Mask.Heart
```



```
Dim img2 As SDUIMImage = page.Cell(2, 1).AddImage("img2", "./assets/arch.jpg", "", 20, 20)
img2.Mask.Hexagon
```



```
Dim img3 As SDUIMImage
img3.AddImage(Me, page.CellID(3, 1), "img3", "./assets/arch.jpg", "", 20, 20)
img3.Mask.Circle
```



```
Dim img4 As SDUIMImage
img4.AddImage(Me, page.CellID(4, 1), "img4", "./assets/arch.jpg", "", 20, 20)
img4.Mask.Squircle
```



```
Dim img5 As SDUIIndicator
img5.AddIndicator(Me, page.CellID(5, 1), "img5")
img5.Atcenter
img5.Atmiddle
img5.Badge.Color = app.COLOR_SECONDARY
img5.Badge.Caption = "loading..."
img5.Root.AddImage("img5_1", "./assets/arch.jpg", "", "300", "150")
```

## Menus

**Menu** is used to display a list of links vertically or horizontally.



```
Dim menu1 As SDUIMenu
menu1.AddMenu(Me, page.CellID(1, 1), "menu1")
menu1.AddItem("item1", "Item 1")
menu1.AddItem("item2", "Item 2")
menu1.AddItem("item3", "Item 3")
menu1.AddItem("item4", "Item 4")
menu1.SetItemBadgeValue("item2", 5)
'trap click event
Private Sub menu1_Click (item As String)
    page.Root.cell(8, 1).Caption = item
End Sub
```



```
Dim menu2 As SDUIMenu
menu2.AddMenu(Me, page.CellID(2, 1), "menu2")
menu2.W = 56
menu2.compact
menu2.AddItem("item1", "Item 1")
menu2.AddItem("item2", "Item 2")
menu2.AddItem("item3", "Item 3")
menu2.AddItem("item4", "Item 4")
menu2.Active = "item2"
```

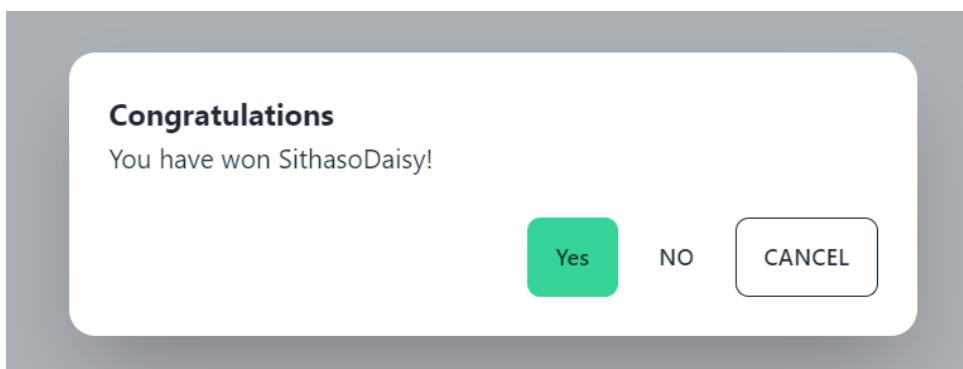
## TailwindCSS WebApps using B4X

The image displays six screenshots illustrating different types of menus in TailwindCSS WebApps using B4X:

- Vertical Menu:** A sidebar menu titled "Category 1" containing items 1 through 8. The code shows how to add a menu to a page cell.
- Horizontal Menu:** A horizontal menu with items "Item 1", "Item 2", and "Child Menu". The "Child Menu" item has three sub-items: "Child 1", "Child 2", and "Child 3". The code demonstrates creating a horizontal menu with rounded corners and adding child items.
- Icon Menu:** A menu with three items: "Item 1" (home icon), "Item 2" (info icon with badge "3"), and "Item 3" (wi-fi icon). The code shows how to add icons to menu items.
- Icon Only Menu:** A menu with three items: "Item 1" (home icon), "Item 2" (info icon), and "Item 3" (wi-fi icon). The code shows how to add icons only to menu items.
- Icon Menu 2:** A second icon menu with three items: "Item 1" (home icon), "Item 2" (info icon), and "Item 3" (wi-fi icon). This is likely a duplicate entry or a second configuration of the icon menu.

## Modal

**Modal** is used to show a dialog or a box when you click a button.



```

    Private mdl As SDUIModal
    mdl = page.Root.AddModal("mdl", "Congratulations", "Yes", "No", "Cancel")
    mdl.Message = "You have won SithasoDaisyUI"
    mdl.YesNoButton.NormalCase = True
    'modal events
    Private Sub mdl_VisibleChanged (e As BANanoEvent)
        page.Cell(1, 2).Caption = "Yes"
        mdl.YesNoLoading = True
    End Sub
    Private Sub mdl_No_Click (e As BANanoEvent)
        page.Cell(1, 2).Caption = "No"
        mdl.YesNoLoading = False
    End Sub
    Private Sub mdl_Cancel_Click (e As BANanoEvent)
        page.Cell(1, 2).Caption = "Cancel"
        mdl.Hide
    End Sub

```

## NavBar

**Navbar** is used to show a navigation bar on the top of the page.

```

    SithasoDaisyUI
    ● ● ●

    Dim nb1 As SDUNavBar = page.Cell(1, 1).AddNavBar("nb1")
    nb1.Root.BGColor = app.COLOR_PRIMARY
    nb1.Root.TextColorIntensity(app.color_primary, "content")
    nb1.Root.ShadowSize = app.SIZE_XL
    nb1.Root.RoundedBox
    nb1.AddTitle("SithasoDaisyUI")

```



```

    ● ● ●

    Dim nb2 As SDUNavBar = page.Cell(2, 1).AddNavBar("nb2")
    nb2.Root.BGColorIntensity(app.COLOR_BASE, 100)
    nb2.Root.ShadowSize = app.SIZE_LG
    nb2.AddHamburgerButton
    nb2.AddTitle("SithasoDaisyUI")
    nb2.AddMenuButton

```



## Options Card

The image shows a grid of four cards, each representing a different type of application development:

- b4a**: Create Android Apps. Shows a snowy mountain landscape.
- b4j**: Create Desktop Apps. Shows a person standing by a lake.
- b4r**: Create Arduino Apps. Shows a smartphone and a pair of glasses.
- b4i**: Create iOS Apps. Shows a person looking at a city skyline.

On the right side of the grid, there is a code snippet for an OptionsCard:

```
Dim oc As SDUIOptionsCard
oc.AddOptionscard(Me, page.cellID(1, 1), "oc1")
oc.AddItem("b4a", "b4a", "Create Android Apps", "./assets/8.jpg")
oc.AddItem("b4j", "b4j", "Create Desktop Apps", "./assets/9.jpg")
oc.AddItem("b4r", "b4r", "Create Arduino Apps", "./assets/10.jpg")
oc.AddItem("b4i", "b4i", "Create iOS Apps", "./assets/11.jpg")

Private Sub oc1_Change (item As String)
    page.cell(2, 1).Caption = item
End Sub
```

## Phone

Phone mockup shows a mockup of an iPhone.

The image shows a phone mockup with a white screen displaying the text "Welcome to Sithaso Daisy". To the right of the phone is a code snippet for adding a MockupPhone:

```
Dim phone As SDUIMockupPhone
phone.AddMockupPhone(Me, page.cellID(1, 1), "phone1")
phone.Content = "Welcome to Sithaso Daisy"
phone.Root.BorderColor = app.color_Success
```

## Progress

Progress bar can be used to show the progress of a task or to show the passing of time.

```
Dim prg1 As SDUIProgress = page.Cell(1, 1).AddProgress("prg1", 10)
prg1.color = app.COLOR_PRIMARY
```

```
Dim prg2 As SDUIProgress
prg2.AddProgress(Me, page.CellID(2, 1), "prg2", 50)
```

```
Dim prg3 As SDUIProgress
prg3.AddProgress(Me, page.CellID(3, 1), "prg3", 25)
prg3.color = app.COLOR_SUCCESS
```

```
Dim prg4 As SDUIProgress
prg4.AddProgress(Me, page.CellID(4, 1), "prg4", 20)
prg4.color = app.COLOR_WARNING
prg4.Indeterminate = True
```

```
Dim prg5 As SDUIProgress
prg5.AddProgress(Me, page.CellID(5, 1), "prg5", 45)
prg5.Value = 60
prg5.Color = app.color_Error
prg5.Root.H = 5
```

Project Progress  
Hint...  
20%

```
Dim prg6 As SDUIProgress = page.Cell(6, 1).AddProgressLabel("prg6", "Project Progress", 20, "Hint...")
prg6.Color = app.COLOR_INFO
```

## Radial Progress

**Radial Progress** can be used to show the progress of a task or to show the passing of time.

70%

```
Dim prg1 As SDUIRadialProgress = page.Cell(1, 1).AddRadialProgress("prg1", 70)
```

40%

```
Dim prg2 As SDUIRadialProgress
prg2.AddRadialProgress(Me, page.CellID(2, 1), "prg2", 40)
prg2.Root.TextColor = app.color_Primary
```

70%

```
Dim prg3 As SDUIRadialProgress
prg3.AddRadialProgress(Me, page.CellID(3, 1), "prg3", 70)
prg3.Root.BGColor = app.color_Primary
prg3.Root.TextColorIntensity(app.color_Primary, "content")
prg3.Root.BorderSize = 4
prg3.Root.BorderColor = app.color_Primary
```



```
Dim prg4 As SDUIRadialProgress
prg4.AddRadialProgress(Me, page.cellID(4, 1), "prg4", 70)
prg4.Size = "1rem"
prg4.Thickness = "2px"
```

```
Dim prg5 As SDUIRadialProgress
prg5.AddRadialProgress(Me, page.cellID(5, 1), "prg5", 70)
prg5.Size = "12rem"
prg5.Thickness = "2rem"
```

## Radio

**Radio** buttons allow the user to select one option from a set.

Gender

Male  Female  Other

Select a gender

```
rad2 = page.cell(3, 1).AddRadioGroup("rad2", "Gender", "Select a gender", True, "md", "secondary", CreateMap())
rad2.AddItem("male", "Male")
rad2.AddItem("female", "Female")
rad2.AddItem("other", "Other")
```

Choices

Blue Pill  
 Red Pill

Here are some choices

```
radi1 = page.cell(1, 1).AddRadioGroup("radi1", "Choices", "Here are some choices", False, "md", "primary", CreateMap())
radi1.AddItem("blue", "Blue Pill")
radi1.AddItem("red", "Red Pill")
radi1.SetItemColor("blue", "primary")
radi1.SetItemColor("red", "secondary")
'trap change event
Private Sub radi1_change (item As String)
    page.cell(4, 1).Caption = item
End Sub
```

## Range

**Range** slider is used to select a value by sliding a handle.

Tasks done

Hint

```
Dim rngp As SDUIRange = page.cell(2, 1).AddRange("rngp")
rngp.color = app.COLOR_PRIMARY
rngp.size = app.SIZE_SM
rngp.Value = 80
```

```
rng3 = page.cell(3, 1).AddRangeLabel("rng3", "Tasks done", "Hint", 10)
```

## Rating

**Rating** is a set of radio buttons that allow the user to rate something.



```
rat2 = page.Cell(2,1).AddRating("rat2", 5)
rat2.Mask = app.MASK_HEART
rat2.BGColorIntensity(app.COLOR_RED, 700)
rat2.size = app.SIZE_MD
```

```
rat3 = page.Cell(3,1).AddRating("rat3", 5)
'change color of items
rat3.itemBGColorIntensity(1, app.color_red, 700)
rat3.itemBGColorIntensity(2, app.color_orange, 700)
rat3.itemBGColorIntensity(3, app.color_yellow, 700)
rat3.itemBGColorIntensity(4, app.color_lime, 700)
rat3.itemBGColorIntensity(5, app.color_green, 700)
```

Performance

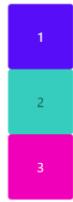


Employee Performance

```
Dim rat4 As SQUIDiv = page.Cell(4, 1).AddRatingLabel("rat4", "Performance", "Employee Performance", 5)
'trap change event
Private Sub rat4_Change (value As Double)
    page.Cell(5, 1).Caption = value
End Sub
```

## Stack

Stack visually puts elements on top of each other.



```
Dim without As SQUIDiv = page.Cell(1, 1).AddDiv("without")
'add a div inside the div
Dim done As SQUIDiv = without.AddDiv("done")
done.Caption = "1"
done.Root.Grid.isrounded.PlaceContentCenter
done.H = 20
done.W = 20
done.Root.BGColor = app.COLOR_Primary
done.Root.TextColorIntensity(app.COLOR_Primary, "content")
.

Dim d2 As SQUIDiv = without.AddDiv("d2")
d2.Caption = "2"
d2.Root.Grid.isrounded.PlaceContentCenter
d2.H = 20
d2.W = 20
d2.Root.BGColor = app.COLOR_accent
d2.Root.TextColorIntensity(app.COLOR_accent, "content")

Dim d3 As SQUIDiv = without.AddDiv("d3")
d3.Caption = "3"
d3.Root.Grid.isrounded.PlaceContentCenter
d3.H = 20
d3.W = 20
d3.Root.BGColor = app.COLOR_secondary
d3.Root.TextColorIntensity(app.COLOR_secondary, "content")
```



```
'a stacked grid
Dim withstack As SQUIDiv = page.Cell(2, 1).AddStack("withstack")
Dim done1 As SQUIDiv = withstack.AddDiv("done1")
done1.Caption = "1"
done1.Root.Grid.isrounded.PlaceContentCenter
done1.H = 20
done1.W = 20
done1.Root.BGColor = app.COLOR_Primary
done1.Root.TextColorIntensity(app.COLOR_Primary, "content")
.

Dim d21 As SQUIDiv = withstack.AddDiv("d21")
d21.Caption = "2"
d21.Root.Grid.isrounded.PlaceContentCenter
d21.H = 20
d21.W = 20
d21.Root.BGColor = app.COLOR_accent
d21.Root.TextColorIntensity(app.COLOR_accent, "content")

Dim d33 As SQUIDiv = withstack.AddDiv("d33")
d33.Caption = "3"
d33.Root.Grid.isrounded.PlaceContentCenter
d33.H = 20
d33.W = 20
d33.Root.BGColor = app.COLOR_secondary
d33.Root.TextColorIntensity(app.COLOR_secondary, "content")
```



```
Dim imageStack As SDUIMain = page.Cell(3, 1).AddStack("imgstack")
'
Dim img1 As SDUIMainImage = imageStack.AddImage("img1", "./assets/1.jpg","", "100px", "100px")
img1.Root.isrounded
'
Dim img2 As SDUIMainImage = imageStack.AddImage("img2", "./assets/2.jpg","", "100px", "100px")
img2.Root.isrounded
'
Dim img3 As SDUIMainImage = imageStack.AddImage("img3", "./assets/3.jpg","", "100px", "100px")
img3.Root.isrounded
```

Visual Basic Copy

## Stat

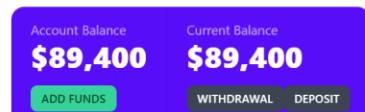
**Stat** is used to show numbers and data in a box.



```
Dim stats1 As SDUIMain = page.Cell(1, 1).AddStats("stats1")
stats1.AddItem("pageviews", "Total Page Views", "89, 400", "21% more than last month")
stats1.Root.Shadow= True
```



```
Dim stats3 As SDUIMain = page.Cell(3, 1).AddStats("stats3")
stats3.Root.Shadow= True
stats3.AddItem("downs", "Downloads", "25.6K", "From January 1st To February 1st")
stats3.Item("downs").PlaceItemsCenter
'
stats3.AddItem("users", "Users", "4, 200", "+ 40 (2%)")
stats3.Item("users").PlaceItemsCenter
stats3.ItemValue("users").TextColor = app.color_Secondary
stats3.ItemDesc("users").TextColor = app.color_Secondary
'
stats3.AddItem("new", "New Registrations", "1, 200", "90 (14%)")
stats3.Item("new").PlaceItemsCenter
```



```
Dim stats5 As SDUIMain = page.Cell(5, 1).AddStats("stats5")
stats5.Root.BGColor = app.color_Primary
stats5.Root.TextColorIntensity(app.COLOR_PRIMARY,"content")
'
stats5.AddItem("downs2", "Account Balance", "$89,400", "")
stats5.AddItemActionButton("downs2", "addfunds", "Add Funds")
stats5.ItemAction("downs2", "addfunds").Size = app.SIZE_SM
stats5.ItemAction("downs2", "addfunds").Color = app.COLOR_SUCCESS
'
stats5.AddItem("users2", "Current Balance", "$89,400", "")
stats5.AddItemActionButton("users2", "withdrawal", "Withdrawal")
stats5.ItemAction("users2", "withdrawal").Size = app.SIZE_SM
'
stats5.AddItemActionButton("users2", "deposit", "Deposit")
stats5.ItemAction("users2", "deposit").Size = app.SIZE_SM
'
Sub downs2_addfunds_click (e As BANanoEvent)
    page.Cell(6, 1).Caption = "Add Funds"
End Sub
'
Sub users2_withdrawal_click (e As BANanoEvent)
    page.Cell(6, 1).Caption = "Withdrawal"
End Sub
'
Sub users2_deposit_click (e As BANanoEvent)
    page.Cell(6, 1).Caption = "Deposit"
End Sub
```

```

Dim stats2 As SDUIStats = page.Cell(2, 1).AddStats("stats2")
stats2.Root.Shadow= True
stats2.AddItem("likes", "Total Likes", "25.6K", "21% more than last month")
stats2.ItemFigure("likes").TextColor = app.color_Primary
stats2.ItemValue("likes").TextColor = app.color_Primary
stats2.ItemIcon("likes").IconName = "fa-solid fa-circle-info"
stats2.ItemIcon("likes").SizeDowm = 2
.
.
.
stats2.AddItem("views", "Page Views", "2.6M", "21% more than last month")
stats2.ItemFigure("views").TextColor = app.color_Secondary
stats2.ItemValue("views").TextColor = app.color_Secondary
.
.
.
stats2.AddItem("tasks", "Tasks Done", "80%", "31 tasks remaining")
stats2.ItemFigure("tasks").TextColor = app.color_Secondary
stats2.ItemDesc("tasks").TextColor = app.color_Secondary
stats2.ItemAvatar("tasks").Src = "./assets/faces.jpg"
stats2.ItemAvatar("tasks").Online = True

```

## Select

**Select** is used to pick a value from a list of options.

```

Fantasy Franchise
---Nothing Selected---
Pick a fantasy franchise
.
.
.
sel1 = page.Cell(2,1).AddSelect("franchise", "Fantasy Franchise", "Pick a fantasy franchise", CreateMap())
sel1.AddItem("", "----Nothing Selected----")
sel1.AddItem("sw", "Star Wars")
sel1.AddItem("hp", "Harry Potter")
sel1.AddItem("lotr", "Lord of the Rings")
sel1.AddItem("poa", "Planet of the Apes")
sel1.AddItem("st", "Star Trek")
sel1.color = app.COLOR_PRIMARY

```

```

Go
T-Shirts
Go
.
.
.
cboGo = page.Cell(3, 1).AddSelect("cboGo", "Go", "", CreateMap())
cboGo.Placeholder = "Pick a category"
cboGo.Suffix = "Go"
cboGo.AddItem("tshirts", "T-Shirts")
cboGo.AddItem("mugs", "Mugs")
cboGo.PrependIcon = "fa-mountain-city"

```

## Steps

**Steps** can be used to show a list of steps in a process.

```

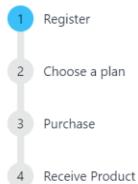
1 Register
2 Choose a plan
3 Purchase
4 Receive Product
First Name
Last Name
NEXT
.
.
.
steps1.AddSteps(Me, page.CellID(1, 1), "step1", app.COLOR_PRIMARY)
steps1.WFull
steps1.AddItems(Array("Register", "Choose a plan", "Purchase", "Receive Product"))
BuildStep1
BuildStep2
BuildStep3

```

```

Sub BuildStep1
    'get container at position
    Dim cont As SDUDiv = steps1.Panel(1)
    cont.DesignMode = False
    cont.AddRows2.AddColumn2x6
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("firstname", "First Name", "")
    cont.Cell(1, 2).AddTextBoxLabel("lastname", "Last Name", "")
    cont.Cell(2, 1).AddButtonLabel("next1", "Next")
End Sub
'
Sub BuildStep2
    'get container at position
    Dim cont As SDUDiv = steps1.Panel(2)
    cont.DesignMode = False
    cont.AddRows2.AddColumn2x6
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("street1", "Street Address 1", "")
    cont.Cell(1, 2).AddTextBoxLabel("street2", "Street Address 2", "")
    cont.Cell(2, 1).AddTextBoxLabel("street3", "Street Address 3", "")
    cont.Cell(2, 2).AddButtonLabel("next2", "Next")
End Sub
'
Sub BuildStep3
    'get container at position
    Dim cont As SDUDiv = steps1.Panel(3)
    cont.DesignMode = False
    cont.AddRows2.AddColumn2x6
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("grade", "Highest Grade Passed", "")
    cont.Cell(1, 2).AddTextBoxLabel("qualification", "University Qualification", "")
    cont.Cell(2, 1).AddButtonLabel("next3", "Next")
End Sub
'
Private Sub step1_Change (pos As Int)
    Log(pos)
End Sub

```



```

Dim steps2 As SDUISteps
steps2.AddSteps(Me, page.CellID(4, 1), "step2", app.COLOR_INFO)
steps2.Vertical
steps2.AddItem("Register", "Choose a plan", "Purchase", "Receive Product")

```



```

Dim steps4 As SDUISteps
steps4.AddSteps(Me, page.CellID(6, 1), "step4", app.COLOR_NEUTRAL)
steps4.WFull
steps4.AddItem("Step 1", "Step 2", "Step 3", "Step 4", "Step 5", "Step 6", "Step 7")
steps4.SetItemContent(1, "?")
steps4.SetItemContent(2, "!")
steps4.SetItemContent(3, "/")
steps4.SetItemContent(4, "X")
steps4.SetItemContent(5, "*")
steps4.SetItemContent(6, "")
steps4.SetItemContent(7, "#")
steps4.SetItemCaption(3, "Mashy")

```

## Swap

**Swap** allows you to toggle the visibility of two elements using a checkbox or a class name.

Off

```

Dim swap As SDUISwap
swap.AddSwap(Me, page.CellID(1,1), "swp1", "On", "off")

'when swap is ON
Private Sub swp1_On_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "On"
End Sub

'when swap is OFF
Private Sub swp1_Off_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "Off"
End Sub

```



```

Dim sicon As SDUISwap
sicon.AddswapIcon(Me, page.CellID(3, 1), "sicon", 4, "fa-solid fa-moon", "fa-regular fa-moon")
sicon.Rotate

'when swap is OFF
Private Sub sicon_On_Click (e As BANanoEvent)
    page.Cell(2, 2).Caption = "On"
End Sub

'when swap is OFF
Private Sub sicon_Off_Click (e As BANanoEvent)
    page.Cell(2, 2).Caption = "Off"
End Sub

```

## Tabs

Tabs can be used to show a list of links in a tabbed format.

Messages
Notifications
Requests

NEXT

```

tabs4.AddTabs(Me, page.CellID(1, 1), "tabs4", app.SIZE_LG, app.TAB_LIFTED)
tabs4.AddItems(Array("Messages", "Notifications", "Requests"))
tabs4.Active = 1
tabs4.SetItemBadgeValue(2, 8)
tabs4.SetItemBadgeColor(2, app.COLOR_PRIMARY)
.

BuildTab1
BuildTab2
BuildTab3

```

```

Sub BuildTab1
    'get container at position
    Dim cont As SDUDiv = tabs4.Panel(1)
    cont.DesignMode = False
    cont.AddRows5.AddColumn2x6
    cont.BuildGrid
    .
    cont.Cell(1, 1).AddTextBoxLabel("firstname", "First Name", "")
    cont.Cell(1, 2).AddTextBoxLabel("lastname", "Last Name", "")
    cont.Cell(2, 1).AddButtonLabel("next1", "Next")
End Sub
Sub BuildTab2
    'get container at position
    Dim cont As SDUDiv = tabs4.Panel(2)
    cont.DesignMode = False
    cont.AddRows5.AddColumn2x6
    cont.BuildGrid
    .
    cont.Cell(1, 1).AddTextBoxLabel("street1", "Street Address 1", "")
    cont.Cell(1, 2).AddTextBoxLabel("street2", "Street Address 2", "")
    cont.Cell(2, 1).AddTextBoxLabel("street3", "Street Address 3", "")
    cont.Cell(2, 2).AddButtonLabel("next2", "Next")
End Sub
Sub BuildTab3
    'get container at position
    Dim cont As SDUDiv = tabs4.Panel(3)
    cont.DesignMode = False
    cont.AddRows5.AddColumn2x6
    cont.BuildGrid
    .
    cont.Cell(1, 1).AddTextBoxLabel("grade", "Highest Grade Passed", "")
    cont.Cell(1, 2).AddTextBoxLabel("qualification", "University Qualification", "")
    cont.Cell(2, 1).AddButtonLabel("next3", "Next")
End Sub

```

## Typography

strike tag (cut text)

```

Dim p1 As SDUILabel = page.Cell(1, 1).AddParagraph("p1", "strike tag (cut text)")
p1.Root.linethrough(True)

```

strike tag (cut text) red color

```

Dim p2 As SDUILabel = page.Cell(2, 1).AddParagraph("p2", "strike tag (cut text) red color")
p2.Root.linethrough(True).textsize("x1").textcolorintensity("red", 600)

```

strike tag (cut text) green color

```

Dim p3 As SDUILabel = page.Cell(3, 1).AddParagraph("p3", "strike tag (cut text) green color")
p3.Root.linethrough(True).textsize("x1").textcolorintensity("green", 600)

```

strike tag (cut text) blue color

```

Dim p4 As SDUILabel = page.Cell(4, 1).AddParagraph("p4", "strike tag (cut text) blue color")
p4.Root.linethrough(True).textsize("x1").textcolorintensity("blue", 600)

```

hover strike tag (cut text)

```

Dim p5 As SDUILabel = page.Cell(5, 1).AddParagraph("p5", "hover strike tag (cut text)")
p5.Root.hover("line-through").textsize("x1")

```

## TailwindCSS WebApps using B4X

shadow-md gray

```
Dim div1 As SDUIDiv = page.Cell(1, 1).AddDiv("div1")
div1.p(6).Shadow("md").shadowColorIntensity("gray", 500)
div1.Caption = "shadow-md gray"
```

shadow-lg green

```
Dim div2 As SDUIDiv = page.Cell(2, 1).AddDiv("div2")
div2.p(6).Shadow("lg").shadowColorIntensity("green", 500)
div2.Caption = "shadow-lg green"
```

shadow-xl red

```
Dim div3 As SDUIDiv = page.Cell(3, 1).AddDiv("div3")
div3.p(6).Shadow("xl").shadowColorIntensity("red", 500)
div3.Caption = "shadow-xl red"
```

shadow-2xl purple

```
Dim div4 As SDUIDiv = page.Cell(4, 1).AddDiv("div4")
div4.p(6).Shadow("2xl").shadowColorIntensity("purple", 500)
div4.Caption = "shadow-2xl purple"
```

Shadow Color Button

```
Dim btn1 As SDUIButton = page.Cell(5, 1).AddButtonNormal("btn1", "Shadow Color Button")
btn1.Root.px(6).py(2).textColorIntensity("purple", 100).bgColorIntensity("purple", 500).isrounded
btn1.Root.shadow("xl").shadowColorIntensity("purple", 400).hover("shadow-purple-100")
```

### Tailwind CSS Card with Shadow Color

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

[Read more](#)

```
'normal card
Dim c1 As SDUIDiv = page.Cell(6, 1).AddDiv("c1")
c1.wFull.p(6).bgColor("white").border("1px").borderColorIntensity("gray", 200).rounded("lg").Shadow("md")
c1.shadowColorIntensity("purple", 500).responsivePer("lg", "max-w-md")
'
Dim c1h2 As SDUIlabel = c1.AddH2("c1h2", "Tailwind CSS Card with Shadow color")
c1h2.Root.mb(2).textSize("2xl").fontBold.textColorIntensity("gray", 900).trackingTight
'
Dim c1p1 As SDUIlabel = c1.AddParagraph("c1p1", "")
c1p1.Root.textColorIntensity("gray", 700).mb(3).fontNormal.loremIpsum
'
Dim c1btn As SDUIlink = c1.AddAnchor("c1btn", "Read more", "#")
c1btn.Root.inlineFlex.itemsCenter.px(1).py(2).textSize("sm").fontMedium.textCenter.textColor("white")
c1btn.Root.bgColorIntensity("purple", 700).rounded("lg").hover("bg-purple-800").focus("outline-none")
```

## TextBox

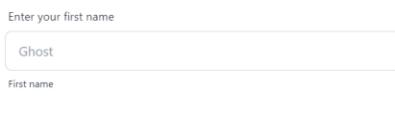
Text Input is a simple input field.

Sithaso DaisyUI

```
Private txt1 As SDUITextBox
txt1.AddTextBox(Me, page.cellID(1,1) , "txt1")
txt1.Placeholder = "type here..."
txt1.Bordered = True
txt1.color = app.COLOR_PRIMARY
txt1.Value = "Sithaso DaisyUI"
```

## TailwindCSS WebApps using B4X

Enter your first name



```
txt2 = page.Cell(3, 1).AddTextBoxLabel("txt2", "Enter your first name", "First name")
txt2.Placeholder = "Ghost"
txt2.Ghost = True
```

Enter your last name



```
Dim txt3 As SDUIText = page.Cell(4, 1).AddTextBoxLabel("txt3", "Enter your last name", "Last name")
txt3.SizeSM
```

MC Hammer



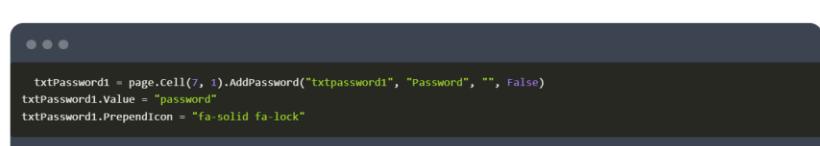
```
Dim txt4 As SDUIText = page.Cell(5, 1).AddTextBoxLabel("txt4", "MC Hammer", "")
txt4.Disabled
txt4.Placeholder = "You can't touch this!"
```

Password



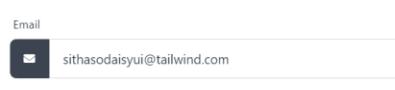
```
txtPassword = page.Cell(6, 1).AddPassword("txtpassword", "Password", "Enter your password", True)
txtPassword.Value = "password"
txtPassword.PrependIcon = "fa-lock"
```

Password



```
txtPassword1 = page.Cell(7, 1).AddPassword("txtpassword1", "Password", "", False)
txtPassword1.Value = "password"
txtPassword1.PrependIcon = "fa-solid fa-lock"
```

Email



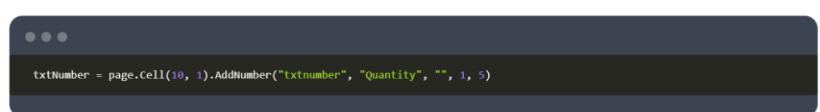
```
txtEmail = page.Cell(8, 1).AddEmail("txtemail", "Email", "")
txtEmail.Value = "sithasodaisyui@tailwind.com"
txtEmail.PrependIcon = "fa-solid fa-envelope"
```

Mobile #



```
txtTelephone = page.Cell(9, 1).AddTelephone("txttel", "Mobile #", "")
txtTelephone.Pattern = "[0-9]{3}[-][0-9]{4}[-][0-9]{4}"
txtTelephone.Value = "12334567890"
txtTelephone.PrependIcon = "fa-solid fa-phone"
```

Quantity



```
txtNumber = page.Cell(10, 1).AddNumber("txtnumber", "Quantity", "", 1, 5)
```

Enter Amount



```
txtAmount.AddTextBoxGroup(Me, page.CellID(3, 1), "txtamount", "Enter Amount", "", "", "BTC")
txtAmount.Placeholder = "0.01"
```

Enter Amount



```
txtAmount1.AddTextBoxGroup(Me, page.CellID(4, 1), "txtamount1", "Enter Amount", "", "Price", "USD")
txtAmount1.Placeholder = "10"
```

## TailwindCSS WebApps using B4X

Your Email

```
txtEmail.AddTextBoxGroup(Me, page.CellID(5, 1), "txtemail", "Your Email", "", "Email", "")
txtEmail.Placeholder = "Enter your email"
txtEmail.InputGroupVertical = True
```

Large

```
txtLarge.AddTextBoxGroup(Me, page.CellID(6, 1), "txtlarge", "Large", "", "LG", "")
txtLarge.Placeholder = "Type Here"
txtLarge.InputGroupSize = app.SIZE_LG
```

Medium

```
txtMedium.AddTextBoxGroup(Me, page.CellID(7, 1), "txtmedium", "Medium", "", "MD", "")
txtMedium.Placeholder = "Type Here"
txtMedium.InputGroupSize = app.SIZE_MD
```

Small

```
txtSmall.AddTextBoxGroup(Me, page.CellID(8, 1), "txtsmall", "Small", "", "SM", "")
txtSmall.Placeholder = "Type Here"
txtSmall.InputGroupSize = app.SIZE_SM
```

XSmall

```
txtXSmall.AddTextBoxGroup(Me, page.CellID(9, 1), "txtxsmall", "XSmall", "", "XS", "")
txtXSmall.Placeholder = "Type Here"
txtXSmall.InputGroupSize = app.SIZE_XS
```

Search

```
txtSearch.AddTextBoxGroup(Me, page.CellID(10, 1), "txtsearch", "Search", "", "", "")
txtSearch.Placeholder = "Search"
txtSearch.AppendIcon = "fa-solid fa-magnifying-glass"
```

Go

```
Dim txtGo As SDUITextBox = page.Cell(11, 1).AddTextBoxGroup("txtgo", "Go", "", "", "Go")
txtGo.Placeholder = "Pick a category"
txtGo.PrependIcon = "fa-solid fa-mountain-city"
```

## TextArea

**Textarea** allows users to enter text in multiple lines.

News

```
txtb.AddTextAreaGroup(Me, page.CellID(3, 1), "txtb", "News", "Enter your news article here")
txtb.Placeholder = "News"
```

Search

```
txtSearch.AddTextAreaGroup(Me, page.CellID(4, 1), "txtsearch", "Search", "")
txtSearch.Placeholder = "Search"
txtSearch.AppendIcon = "fa-magnifying-glass"
txtSearch.PrependIcon = "fa-magnifying-glass"
txtSearch.AppendButton.Size = app.SIZE_SM
txtSearch.PrependButton.size = app.size_sm
txtSearch.AppendButton.Color = app.color_primary
```

## Time Lines

**June 2022**

**An awesome b4xlib**

June 2022

**October 2022**

**More Usage, More Love**

October 2022

**November 2022**

**Launch SithasoDaisy...**

November 2022

```

Dim bt1 As SDUITimeline = page.Cell(1, 1).AddBeautifulTimeline("bt1")
bt1.AddBeautifulTimelineItem("bt1_1", "June 2022", "An awesome b4xlib", "./assets/face11.jpg", _
SDUIShared.LoremIpsumSentence(3), False)
.
.
.
bt1.AddBeautifulTimelineItem("bt1_2", "October 2022", "More Usage, More Love", "./assets/sponge.png", _
SDUIShared.LoremIpsumSentence(3), True)
.
.
.
bt1.AddBeautifulTimelineItem("bt1_3", "November 2022", "Launch SithasoDaisy...", "./assets/13.jpg", _
SDUIShared.LoremIpsumSentence(4), False)

```

**Package Booked**  
21 July 2021, 04:30 PM

**Out for Delivery**  
22 July 2021, 01:00 PM

**Driver Stuck in Traffic**  
22 July 2021, 04:30 PM

**Eish...**  
22 July 2021, 04:31 PM

**Missing in Action**  
22 July 2021, 05:00 PM

```

Dim bt2 As SDUITimeline = page.Cell(3, 1).AddTimeline("bt2")
bt2.AddTimeline1Success("bt2_s1", "Package Booked", "21 July 2021, 04:30 PM")
bt2.AddTimeline1Success("bt2_s2", "Out for Delivery", "22 July 2021, 01:00 PM")
bt2.AddTimeline1Warning("bt2_w1", "Driver Stuck in Traffic", "22 July 2021, 04:30 PM")
bt2.AddTimeline1Error("bt2_e1", "Eish...", "22 July 2021, 04:31 PM")
bt2.AddTimeline1Gray("bt2_e2", "Missing in Action", "22 July 2021, 05:00 PM")

```

## Toast

**Toast** is a wrapper to stack elements, positioned on the corner of page.

## ToolTip

**Tooltip** can be used to show a message when hovering over an element.

## Table

**Table** can be used to show a list of data in a table format.

For the examples below, this is the structure of the records we will use.

```

18 Sub To Show the page
19  Sub Show(duiapp As SDUIApp)      'ignore
20    Initialize the page
21    'this clears the 'pageview'
22    page.AddPage(Me, name)
23    page.Root.p6)
24    get the reference to the app
25    app = duiapp
26    build the page, via code or loadlayouts
27    '
28    Items.Initialize
29    Items.Add(CreateMap("hours":4, "on":True, "id":1, "rate":2, "email":"user1@gmail.com", "link":"https://tailwindcomponents.com/", "progress":10, "active":False, "name":"Cy
Ganderton", "job":"Quality Control Specialist", "color":"Error", "avatar":"/assets/facel1.jpg", "country":USA, "clicklink":56, "sm": "fa-brands fa-twitter"))
30    Items.Add(CreateMap("hours": 5, "on":False, "id":2, "rate":4, "progress":20, "active":True, "link":"https://daisyyui.com/", "email":user1@gmail.com, "name":"Hart
Hagerty", "job":"Desktop Support Technician", "color":Secondary, "avatar":"/assets/facel7.jpg", "country":Nigeria, "clicklink":90, "sm": "fa-brands fa-facebook"))
31    Items.Add(CreateMap("hours": 8, "on":True, "id":3, "rate":3, "progress":90, "active":True, "link":"https://github.com/Mashiane", "email":user1@gmail.com, "name":"Anele
Mbanga", "job":Software Engineer, "color":Primary, "avatar":"/assets/mashy.jpg", "country":South Africa, "clicklink":100, "sm": "fa-brands fa-whatsapp"))
32    BuildPage
33  End Sub
34

```

**Table1**

#	IMAGE	NAME	JOB	FAVOURATE COLOR	APPROVE	REJECT	EDIT	DELETE
1		Cy Ganderton	Quality Control Specialist USA	Error	<button>APPROVE</button>	<button>REJECT</button>	<button>EDIT</button>	<button>DELETE</button>
2		Hart Hagerty	Desktop Support Technician Nigeria	Secondary	<button>APPROVE</button>	<button>REJECT</button>	<button>EDIT</button>	<button>DELETE</button>
3		Anele Mbanga	Software Engineer South Africa	Primary	<button>APPROVE</button>	<button>REJECT</button>	<button>EDIT</button>	<button>DELETE</button>

```

Sub Build_Table1
    Dim tb1 As SDUITable = page.Cell(1, 1).AddTable("tb1")
    tb1.Hover = True
    tb1.Zebra
    tb1.AddColumnSelectAll
    tb1.ButtonSize = app.SIZE_SM
    tb1.Buttonsoutlined = True
    tb1.BadgesSize = app.SIZE_LG
    tb1.Badgesoutlined = True
    '
    tb1.AddColumn("id", "#")
    tb1.AddColumnAvatar("avatar", "Image", 12, app.MASK_SQUARE)
    tb1.AddColumn("name", "Name")
    tb1.AddColumn("job", "Job")
    'add a badge and use a color from the row
    tb1.AddColumnBadge("color", "Favourite Color", "item.color")
    tb1.AddColumnButton("approve", "Approve", app.COLOR_SUCCESS)
    tb1.AddColumnButton("reject", "Reject", app.color_error)
    'ad as last columns
    tb1.AddColumnEdit(app.COLOR_PRIMARY)
    tb1.AddColumnDelete(app.COLOR_SECONDARY)
    tb1.setItems(items)
End Sub
'
Private Sub tb1_SelectAll (Checked As Boolean)
    Log("tb1_SelectAll")
    Log(Checked)
End Sub
'
'a click event on the row
Private Sub tb1_approve (item As Map)
    Log("tb1_approve")
    Log(item)
End Sub
'
'a click event on the row
Private Sub tb1_reject (item As Map)
    Log("tb1_reject")
    Log(item)
End Sub

```

**Table2**

#	EMPLOYEE	JOB	FAVOURATE COLOR	COMPLETED	ACTIVE
1		Quality Control Specialist USA	Error	<div style="width: 10%;">10%</div>	<input type="checkbox"/>
2		Desktop Support Technician Nigeria	Secondary	<div style="width: 20%;">20%</div>	<input checked="" type="checkbox"/>
3		Software Engineer South Africa	Primary	<div style="width: 90%;">90%</div>	<input checked="" type="checkbox"/>

```

Sub Build_Table2
    Dim tb2 As SDUITable = page.Cell(3, 1).AddTable("tb2")
    tb2.Hover = True
    tb2.Zebra
    tb2.Compact
    '
    tb2.AddColumn("id", "#")
    tb2.AddColumnAvatarTitle("avatar", "Employee", 12, "name", app.MASK_CIRCLE)
    tb2.AddColumnTitleSubTitle("job", "Job", "country")
    tb2.AddColumn("color", "Favourite color")
    tb2.AddColumnProgress("progress", "Completed", 40, 100, "item.color")
    tb2.AddColumnCheckbox("active", "Active", app.COLOR_PRIMARY, False)
    tb2.SetItems(items)
End Sub
'
Private Sub tb2_change (Value As Object, Column As String, item As Map)
    Log(Value)
    Log(Column)
    Log(item)
End Sub

```

### Table3

#	EMPLOYEE	JOB	HOURS	OFF/ON
1	 Cy Ganderton USA	Quality Control Specialist Error	4	<div style="width: 40%;"><div style="width: 100%;"> </div></div> <input checked="" type="checkbox"/>
2	 Hart Hagerty Nigeria	Desktop Support Technician Secondary	5	<div style="width: 50%;"><div style="width: 100%;"> </div></div> <input type="checkbox"/>
3	 Anele Mbanga South Africa	Software Engineer Primary	8	<div style="width: 80%;"><div style="width: 100%;"> </div></div> <input checked="" type="checkbox"/>

```

Sub Build_Table3
    Dim tb3 As SDUITable = page.Cell(5, 1).AddTable("tb3")
    tb3.Hover = True
    tb3.Zebra
    '
    tb3.AddColumn("id", "#")
    tb3.AddColumnAvatarTitleSubTitle("avatar", "Employee", 12, "name", "country", app.MASK_HEXAGON)
    tb3.AddColumnTitleSubTitle("job", "Job", "color")
    tb3.AddColumnRange("hours", "Hours", 8, app.COLOR_ACCENT)
    tb3.AddColumnToggle("on", "Off/On", app.COLOR_PRIMARY, False)
    '
    tb3.SetItems(items)
End Sub
'
Private Sub tb3_change (Value As Object, Column As String, item As Map)
    Log(Value)
    Log(Column)
    Log(item)
End Sub

```

### Table4

#	IMAGE	EMAIL	LINK	AISLE	SOCIAL MEDIA	SATISFACTION	PROGRESS
1		<a href="https://tailwindcomponents.com/">Cy Ganderton</a>	<a href="https://tailwindcomponents.com/">https://tailwindcomponents.com/</a>	56			<div style="width: 10%;"><div style="width: 100%;"> </div></div> 10%
2		<a href="https://daisyyui.com/">Hart Hagerty</a>	<a href="https://daisyyui.com/">https://daisyyui.com/</a>	90			<div style="width: 20%;"><div style="width: 100%;"> </div></div> 20%
3		<a href="https://github.com/Mashiane">Anele Mbanga</a>	<a href="https://github.com/Mashiane">https://github.com/Mashiane</a>	100			<div style="width: 90%;"><div style="width: 100%;"> </div></div> 90%

```

Sub Build_Table4
    Dim tb4 As SDUITable = page.Cell(7, 1).AddTable("tb4")
    tb4.Hover = True
    tb4.Zebra =
    tb4.AddColumn("id", "#")
    tb4.AddColumnImage("avatar", "Image", "4rem", "4rem", app.MASK_DECAGON)
    tb4.AddColumnEmail("email", "Email", "name", app.color_accent)
    tb4.AddColumnLink("link", "link", "link", app.color_primary)
    tb4.AddColumnClickLink("clicklink", "Aisle", "clicklink", app.color_neutral)
    tb4.AddColumnIcon("sm", "Social Media", app.SIZE_LG, "item.color")
    tb4.AddColumnRating("rate", "Satisfaction", 5, "item.color")
    tb4.AddColumnRadialProgress("progress", "Progress", "3.5rem", "item.color", "%")
    'add a badge and use a color from the row
    'tbl1.AddColumnBadge("color", "Favourite color", "item.color")
    'tbl1.AddColumnButton("approve", "Approve", app.COLOR_SUCCESS)
    'tbl1.AddColumnButton("reject", "Reject", app.color_error)
    'ad as last columns
    'tbl1.AddColumnEdit(app.COLOR_PRIMARY)
    'tbl1.AddColumnDelete(app.COLOR_SECONDARY)
    tb4.SetItems(items)
End Sub
'
Private Sub tb4_change (Value As Object, Column As String, item As Map)
    Log("tb4_change...")
    Log(Value)
    Log(Column)
    Log(item)
End Sub
'
Private Sub tb4_sm (item As Map)
    Log("sm...")
    Log(item)
End Sub
'
Private Sub tb4_clicklink (item As Map)
    Log("clicklink...")
    Log(item)
End Sub

```

## Toggle

**Toggle** is a checkbox that is styled to look like a switch button.

```

Remember Me 
    ...
    tgle2.AddToggleLabel(Me, page.CellID(2,1), "tgle2", "Remember Me", "right")
    tgle2.color = app.COLOR_ACCENT
    ...

Remember Me 
    ...
    tgle3 = page.Cell(3,1).AddToggleLabel("tgle3", "Remember Me", "left")
    tgle3.color = app.COLOR_PRIMARY
    ...

Color Coded 
    ...
    tgle4 = page.Cell(4, 1).AddToggleLabel("tgle4", "Color coded", "right")
    'set the color
    tgle4.bgColorIntensity("red", 600)
    'set the checked color
    tgle4.checkedBgColorIntensity("green", 600)
    ...

```

## Window

**Window** mockup shows a box that looks like an operating system window.

```

    ...
    Dim mockWin As SDUIMockupWindow
    mockWin.AddMockUpWindow(Me, page.CellID(1,1), "mockwin")
    mockWin.Root.Border =
    mockWin.Root.BorderBase = 300
    '
    mockWin.Container.Root.Flex
    mockWin.Container.Root.JustifyCenter
    mockWin.Container.Root.PX = 4
    mockWin.Container.Root.PY = 16
    mockWin.Container.Root.BorderT("")
    mockWin.Container.Root.BorderBase = 300
    '
    mockWin.Container.Caption = "Hello Sithaso Daisy"
    ...

```

## PlugIns

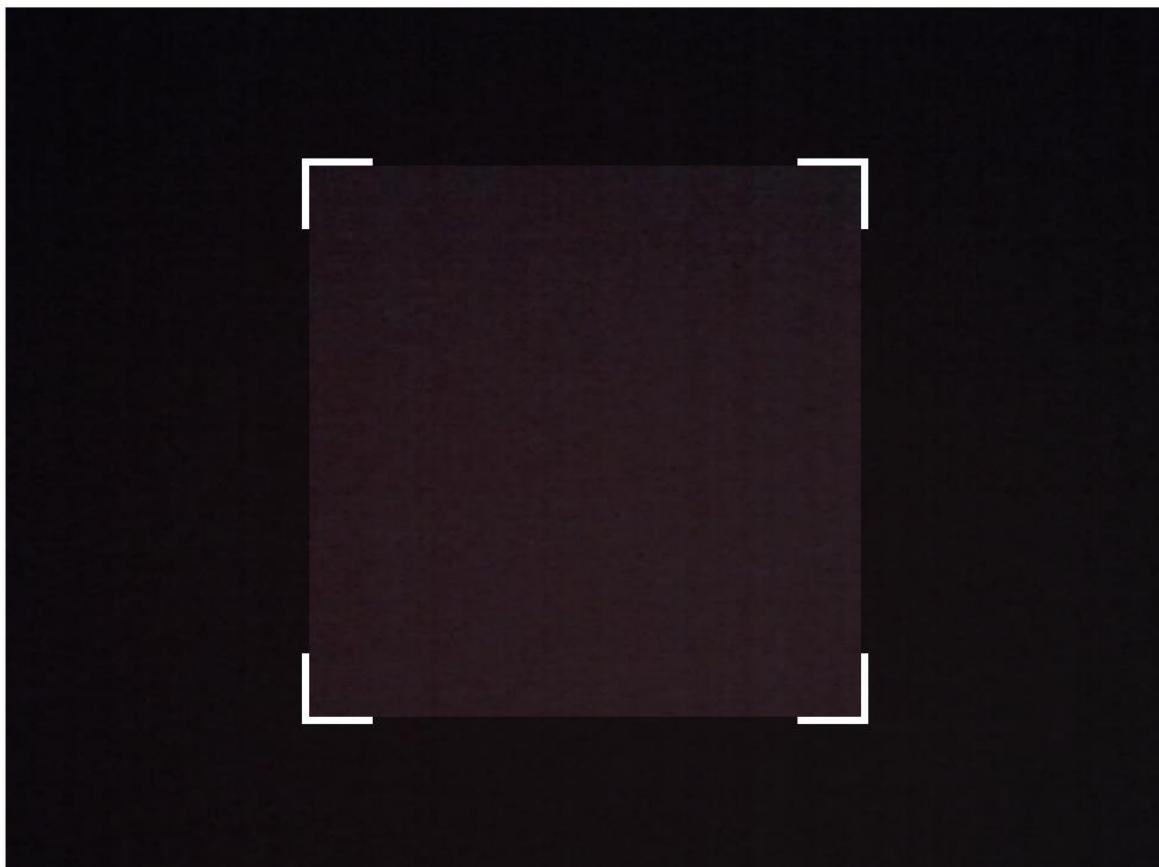
### QRCode

GENERATE QR CODE



```
txtcode = page.cell(1, 1).AddTextBoxLabel("txtcode", "Text For QR Code", "")  
txtcode.Value = "https://sithasodaisyui.netlify.app"  
btncode = page.Cell(2, 1).AddButton("btncode1", "Generate QR Code")  
qrCode1 = page.Cell(3, 1).AddQRCode("qrCode1")  
  
Sub btncode1_Click (e As BANanoEvent)  
    qrCode1.Text = txtcode.value  
    qrCode1.Refresh  
End Sub
```

### QRCode/Barcode Scanner



START SCANNING

STOP SCANNING

```
'start adding your components here
txtResult = page.Cell(1, 1).AddTextBoxLabel("code1", "Scanned Code", "")
btnScan = page.Cell(3, 1).AddButton("btnclick", "Start Scanning")
btnStop = page.Cell(3, 1).AddButton("btnclick", "Stop Scanning")
bcScanner = page.Cell(2, 1).AddBarcodeReader("bcreader1")
'

page.Cell(1, 1).CenterChildren
page.Cell(2, 1).CenterChildren
page.Cell(2, 1).justifyAround
page.Cell(3, 1).CenterChildren
page.Cell(3, 1).justifyBetween.gap(1)
'

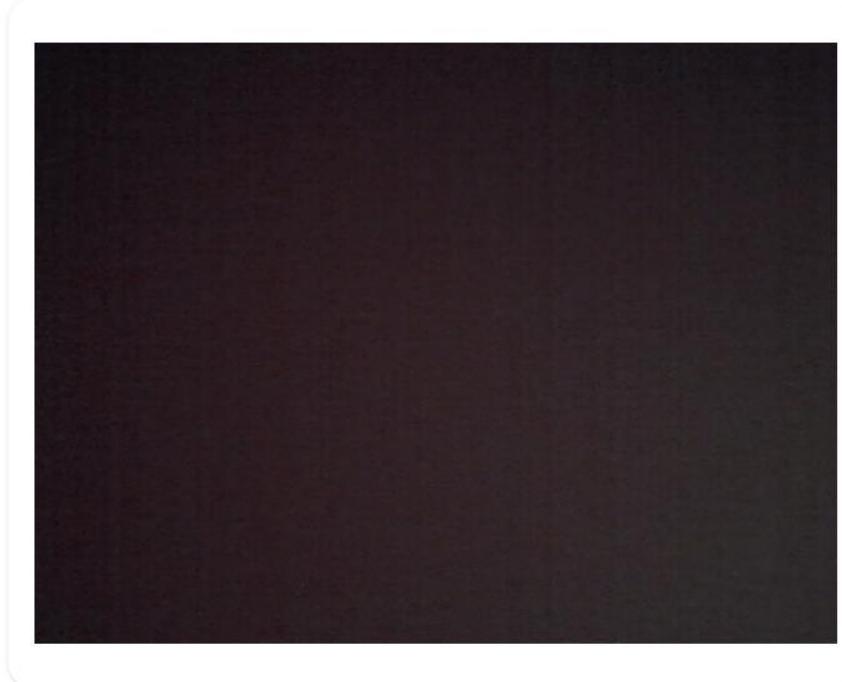
Sub btnclick_Click (e As BANanoEvent)
    banano.Await(bcScanner.ScanWait)
End Sub
'

Sub btnclick_Click (e As BANanoEvent)
    banano.Await(bcScanner.StopScanWait)
End Sub
'

Private Sub bcreader1_ScanFailure (error As Object)
    txtResult.Value = ""
End Sub
'

Private Sub bcreader1_ScanSuccess (decodedText As String, decodedResult As Map)
    txtResult.Value = decodedText
    bcScanner.StopScanWait
End Sub
```

## WebCam



**START**

**FREEZE**

**UN-FREEZE**

**TAKE PICTURE**

**STOP**

```

...
bscanner = page.cell(1, 1).AddWebCam("webcam1")
btnStart = page.cell(2, 1).AddButton("btncstart", "Start")
btnFreeze = page.cell(2, 1).AddButton("btndefreeze", "Freeze")
btnUnfreeze = page.cell(2, 1).AddButton("btndunfreeze", "Un-Freeze")
btnScan = page.cell(2, 1).AddButton("btncan", "Take Picture")
btnStop = page.cell(2, 1).AddButton("btndstop", "Stop")
imgPicture = page.cell(3, 1).AddImage("cam1", app.imgHolder, "", "200px", "200px")
''

page.Cell(1, 1).CenterChildren
page.Cell(2, 1).justifyAround.flex.flexWrap.gap(1)
page.Cell(3, 1).CenterChildren

Sub btndstop_click (e As BANanoEvent)
    bscanner.StopWebCam
End Sub

Sub btndfreeze_click (e As BANanoEvent)
    bscanner.freeze
End Sub

Sub btndunfreeze_click (e As BANanoEvent)
    bscanner.UnFreeze
End Sub

Sub btncstart_click (e As BANanoEvent)
    bscanner.StartWebCam
End Sub

Sub btncan_click (e As BANanoEvent)
    bscanner.TakePicture
End Sub

Private Sub webcam1_SnapSuccess (data_URI As String)
    imgPicture.Src = data_URI
End Sub

```

## Sweet Alert

The screenshot shows a B4X application interface with three main sections:

- ALERT**: A dark-themed alert box with the title "ALERT" and the message "This is a swal!". It has an "OK" button.
- ALERT WAIT**: A dark-themed alert box with the title "ALERT WAIT" and the message "This is a swal!". It has an "OK" button.
- CONFIRM WAIT**: A dark-themed confirmation box with the title "CONFIRM WAIT" and the message "Do you want to download SithasoDaisy?". It contains two buttons: a green "Yes" button and a red "No" button.

At the top of the screen, there is a code editor window displaying B4X code for creating the alerts:

```
'global settings
'app.SwallowPosition = app.SWAL_BOTTOM_END
'app.SwallowTimer = 2000
'page.Cell(1, 1).AddButton("swal1", "Alert")
Sub swal1_Click (e As BANanoEvent)
    app.ShowSwal("This is a swal!")
End Sub

'page.Cell(2, 1).AddButton("alertwait4", "Alert Wait")
Sub alertwait4_Click (e As BANanoEvent)
    app.ShowSwal("This is a swal!", "A UI toolbox without Swal2 is incomplete!", "ok")
End Sub

'page.Cell(3, 1).AddButton("confirmwait1", "Confirm Wait")
Sub confirmwait1_Click (e As BANanoEvent)
    page.ShowConfirm("Do you want to download SithasoDaisy?", "Yes", "No")
End Sub
```



## Name

Please enter your name below.

Ok

Cancel



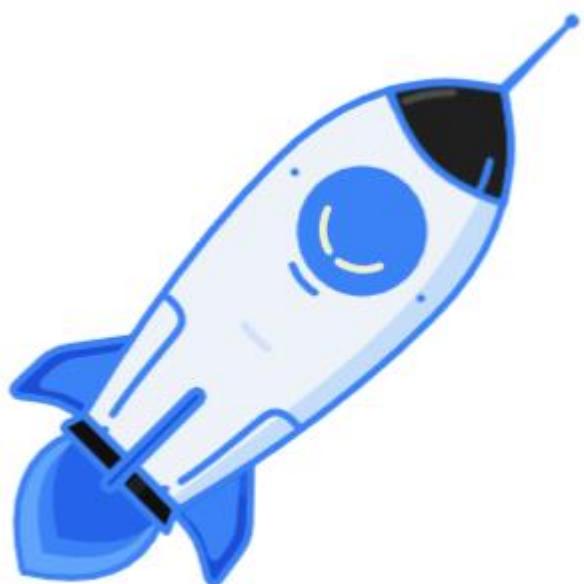
## Error notification



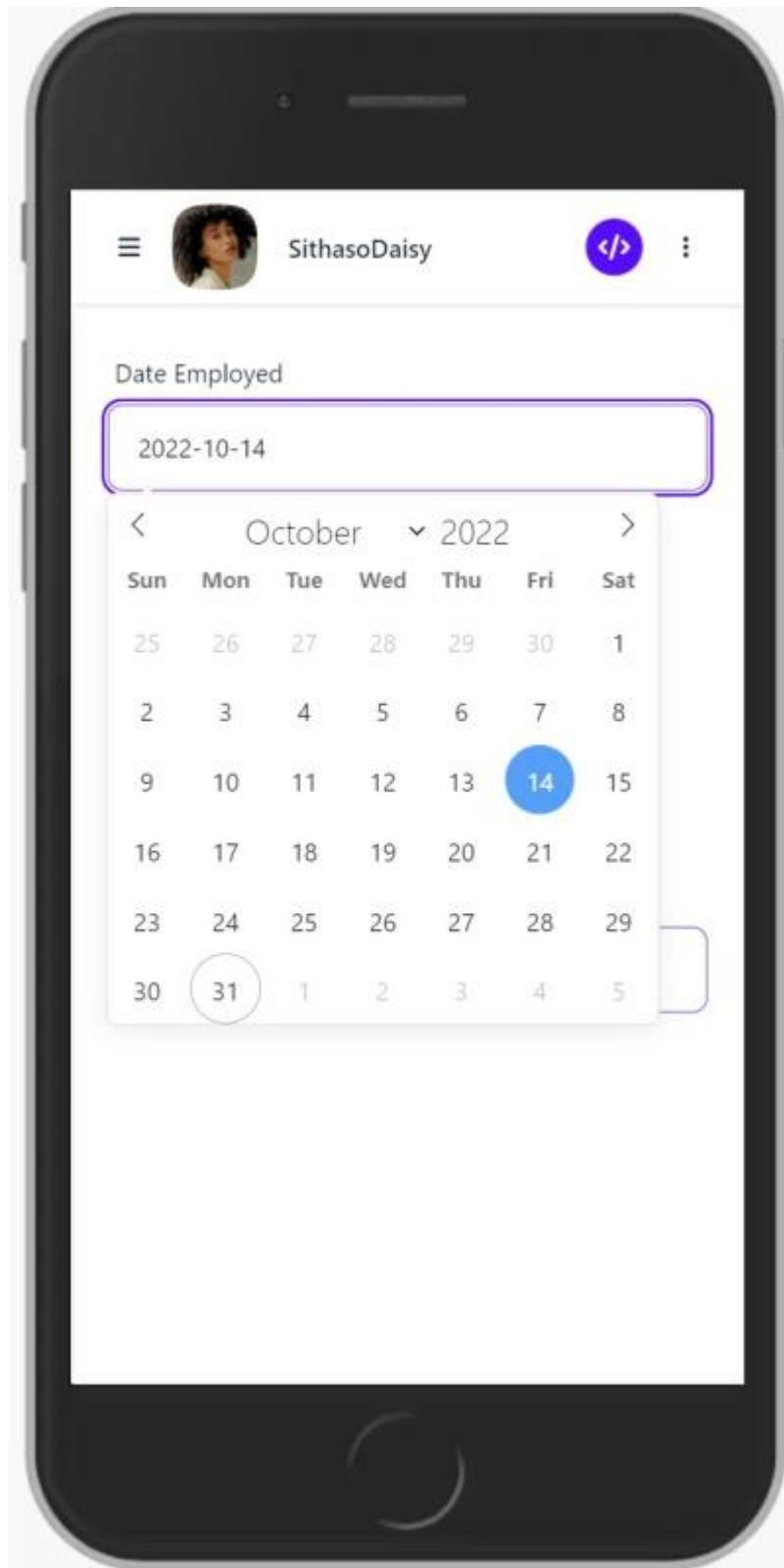
It was a success!

OK

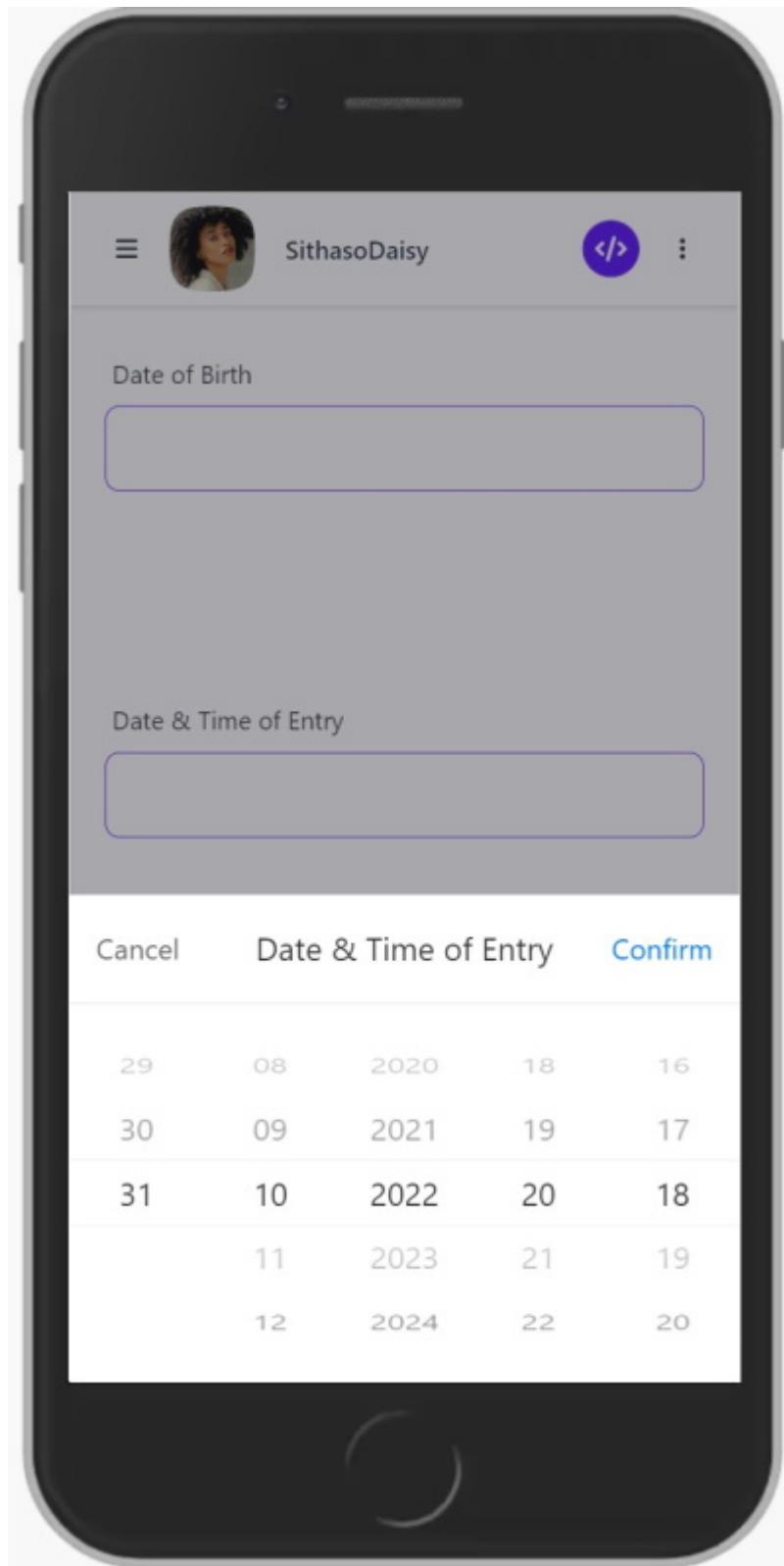
## Lottie Player



## FlatPick DateTimePicker



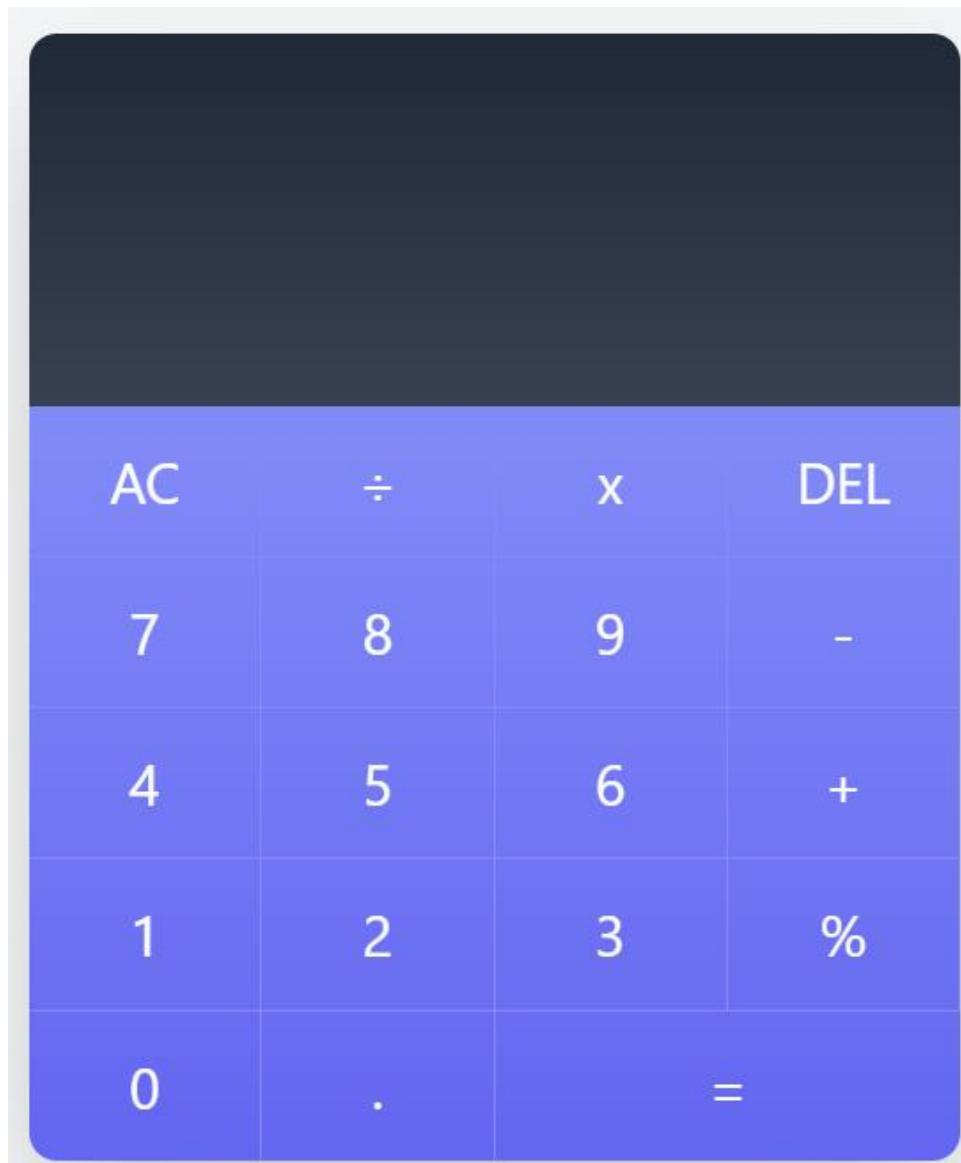
## Roll DateTimePicker



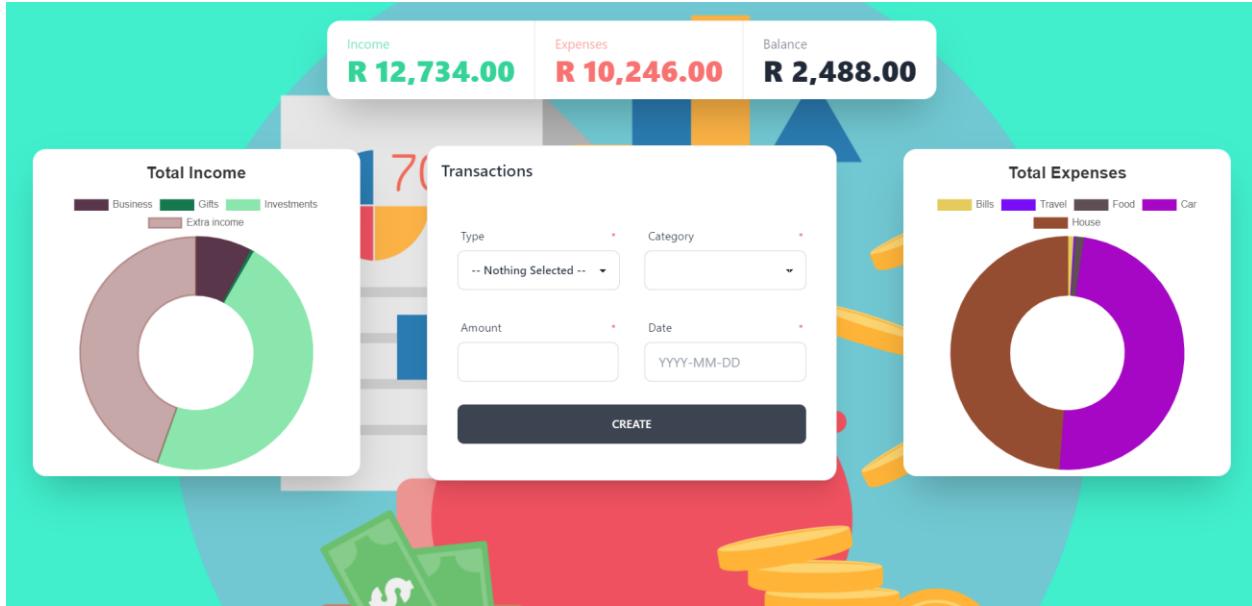
## Demos with Source Code

---

### Calculator



## Expense Tracker (PocketBase)



## REST API (English to Minion Tanslato)

In this example we are converting English Minion via REST API. The API provider is '<https://funtranslations.com/>'

The screenshot shows a simple UI for translating text. On the left, a text input field contains the English sentence 'The weather is beautiful today.'. On the right, another text input field shows the translated Minion text 'ta cora tis lindo dad'.

## LZString Compression

The screenshot illustrates LZString compression. On the left, under 'Text To Compress', there is a large block of Latin text. On the right, under 'Compressed String', the same text is shown in a highly compressed, non-readable format. Below each section is a 'Length' indicator: 8940 for the original text and 1432 for the compressed string.

## WebScraping



Output displayed on console log.