

# Badge

<https://playdocs1.orangeriver-ad055946.westus2.azurecontainerapps.io/play-docs/docs/ui-components/Display/Badge>

## Badge

A smart notification badge component for displaying counts, status indicators, and priority levels. Features intelligent number formatting (9+, 99+, 999+), multiple size variants including dots, semantic color states, and comprehensive accessibility support for enhanced user communication.

## How to use

```
import { AavaBadgesComponent } from "@aava/play-core";
```

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import { AavaBadgesComponent } from "@aava/play-core";
```

## Basic Usage

Simple badge implementations with counts and basic styling.

```
<aava-badges [count]="5" [state]="'neutral'" [size]="'md'" (click)="onBadgeClick($event)"  
(keydown.enter)="onBadgeKeyPress($event)" (keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button"  
aria-label="Badge with count 5"></aava-badges><aava-badges [count]="3" [state]="'high-priority'" [size]="'md'"  
(click)="onBadgeClick($event)" (keydown.enter)="onBadgeKeyPress($event)"  
(keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button" aria-label="Badge with count 3"></aava-  
badges><aava-badges [count]="12" [state]="'low-priority'" [size]="'md'" (click)="onBadgeClick($event)"  
(keydown.enter)="onBadgeKeyPress($event)" (keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button"  
aria-label="Badge with count 12"></aava-badges><aava-badges [count]="8" [state]="'information'" [size]="'md'"  
(click)="onBadgeClick($event)" (keydown.enter)="onBadgeKeyPress($event)"  
(keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button" aria-label="Badge with count 8"></aava-  
badges>
```

```
<aava-badges [count]="5" [state]="'neutral'" [size]="'md'" (click)="onBadgeClick($event)"  
(keydown.enter)="onBadgeKeyPress($event)" (keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button"  
aria-label="Badge with count 5"></aava-badges><aava-badges [count]="3" [state]="'high-priority'" [size]="'md'"  
(click)="onBadgeClick($event)" (keydown.enter)="onBadgeKeyPress($event)"  
(keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button" aria-label="Badge with count 3"></aava-  
badges><aava-badges [count]="12" [state]="'low-priority'" [size]="'md'" (click)="onBadgeClick($event)"  
(keydown.enter)="onBadgeKeyPress($event)" (keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button"  
aria-label="Badge with count 12"></aava-badges><aava-badges [count]="8" [state]="'information'" [size]="'md'"  
(click)="onBadgeClick($event)" (keydown.enter)="onBadgeKeyPress($event)"  
(keydown.space)="onBadgeKeyPress($event)" tabindex="0" role="button" aria-label="Badge with count 8"></aava-  
badges>
```

```
onBadgeClick(event: Event): void { console.log('Badge clicked:', event); } onBadgeKeyPress(event: Event):  
void { console.log('Badge key pressed:', event); }
```

```
onBadgeClick(event: Event): void { console.log('Badge clicked:', event); } onBadgeKeyPress(event: Event):  
void { console.log('Badge key pressed:', event); }
```

## Sizes

Four size variants to fit different interface requirements and visual hierarchy.

```
<aava-badges [count]="1" [state]="'high-priority'" [size]="'xs'" (click)="onBadgeClick($event)" tabindex="0"  
role="button" aria-label="Badge with count 1 and xs size"></aava-badges><aava-badges [count]="5"  
[state]="'medium-priority'" [size]="'sm'" (click)="onBadgeClick($event)" tabindex="0" role="button" aria-  
label="Badge with count 5 and sm size"></aava-badges><aava-badges [count]="15" [state]="'low-priority'"  
[size]="'md'" (click)="onBadgeClick($event)" tabindex="0" role="button" aria-label="Badge with count 15 and md  
size"></aava-badges><aava-badges [count]="99" [state]="'information'" [size]="'lg'"  
(click)="onBadgeClick($event)" tabindex="0" role="button" aria-label="Badge with count 99 and lg size"></aava-  
badges>
```

```
<aava-badges [count]="1" [state]="'high-priority'" [size]="'xs'" (click)="onBadgeClick($event)" tabindex="0"  
role="button" aria-label="Badge with count 1 and xs size"></aava-badges><aava-badges [count]="5"
```

```
[state]="'medium-priority'" [size]="'sm'" (click)="onBadgeClick($event)" tabindex="0" role="button" aria-label="Badge with count 5 and sm size"></aava-badges><aava-badges [count]="15" [state]="'low-priority'" [size]="'md'" (click)="onBadgeClick($event)" tabindex="0" role="button" aria-label="Badge with count 15 and md size"></aava-badges><aava-badges [count]="99" [state]="'information'" [size]="'lg'" (click)="onBadgeClick($event)" tabindex="0" role="button" aria-label="Badge with count 99 and lg size"></aava-badges>
```

```
onBadgeClick(event: Event): void { console.log('Badge clicked:', event); }
```

```
onBadgeClick(event: Event): void { console.log('Badge clicked:', event); }
```

## Available Sizes

- xs (Extra Small)- Minimal size for very dense interfaces and subtle indicators
- sm (Small)- Compact for dense interfaces and subtle indicators
- md (Medium)- Standard size for most use cases (default)
- lg (Large)- Prominent for important notifications and better accessibility

## Variants

Three variant types to serve different use cases.

```
<div class="badge-row"> <aava-badges state="high-priority" size="lg" [count]="9"></aava-badges> <aava-badges state="high-priority" size="md" [count]= "9"></aava-badges> <aava-badges state="high-priority" size="sm" [count]= "9"></aava-badges> <aava-badges state="high-priority" size="xs" [count]= "9"></aava-badges> </div>
<div class="badge-row"> <aava-badges state="medium-priority" size="lg" iconName="clock" iconColor="white" [iconSize]= "14" ></aava-badges> <aava-badges state="medium-priority" size="md" iconName="clock" iconColor="white" [iconSize]= "12" ></aava-badges> <aava-badges state="medium-priority" size="sm" iconName="clock" iconColor="white" [iconSize]= "10" ></aava-badges> <aava-badges state="medium-priority" size="xs" iconName="clock" iconColor="white" [iconSize]= "8" ></aava-badges> </div> <div class="badge-row"> <aava-badges state="low-priority" size="lg" variant="dots"></aava-badges> <aava-badges state="low-priority" size="md" variant="dots"></aava-badges> <aava-badges state="low-priority" size="sm" variant="dots"></aava-badges> </div>
```

```
<div class="badge-row"> <aava-badges state="high-priority" size="lg" [count]= "9"></aava-badges> <aava-badges state="high-priority" size="md" [count]= "9"></aava-badges> <aava-badges state="high-priority" size="sm" [count]= "9"></aava-badges> <aava-badges state="high-priority" size="xs" [count]= "9"></aava-badges> </div>
<div class="badge-row"> <aava-badges state="medium-priority" size="lg" iconName="clock" iconColor="white" [iconSize]= "14" ></aava-badges> <aava-badges state="medium-priority" size="md" iconName="clock" iconColor="white" [iconSize]= "12" ></aava-badges> <aava-badges state="medium-priority" size="sm" iconName="clock" iconColor="white" [iconSize]= "10" ></aava-badges> <aava-badges state="medium-priority" size="xs" iconName="clock" iconColor="white" [iconSize]= "8" ></aava-badges> </div> <div class="badge-row"> <aava-badges state="low-priority" size="lg" variant="dots"></aava-badges> <aava-badges state="low-priority" size="md" variant="dots"></aava-badges> <aava-badges state="low-priority" size="sm" variant="dots"></aava-badges> </div>
```

## Available Variants

- Default
- Icon
- Dots

## Accessibility

Built-in accessibility features ensuring inclusive user experience.

## Accessibility Features

- Keyboard Navigation: Tab navigation and keyboard activation
- Screen Reader Support: Semantic HTML and ARIA attributes
- Focus Indicators: Clear visual focus states for navigation

- Color Independence: Information conveyed beyond color alone
- High Contrast: Enhanced visibility in high contrast modes
- Descriptive Content: Meaningful count and status information

## API Reference

### Inputs

```
Property | Type | Default | Description
state | 'high-priority' | 'medium-priority' | 'low-priority' | 'neutral' | 'information' | 'online' | 'offline' | 'neutral' | Semantic state determining badge color
size | 'lg' | 'md' | 'sm' | 'xs' | 'md' | Size variant of the badge
variant | 'default' | 'dots' | 'default' | Visual variant of the badge
count | number | undefined | Number to display (smart formatting applied)
iconName | string | undefined | Name of icon to display (from ava-icon)
iconColor | string | 'white' | Custom color for the icon
iconSize | number | undefined | Size of the icon in pixels
customStyles | Record
```

```
state
```

```
'high-priority' | 'medium-priority' | 'low-priority' | 'neutral' | 'information' | 'online' | 'offline'
```

```
'neutral'
```

```
size
```

```
'lg' | 'md' | 'sm' | 'xs'
```

```
'md'
```

```
variant
```

```
'default' | 'dots'
```

```
'default'
```

```
count
```

```
number
```

```
undefined
```

```
iconName
```

```
string
```

```
undefined
```

```
iconColor
```

```
string
```

```
'white'
```

```
iconSize
```

number

undefined

customStyles

Record<string, string>

## Properties

Property | Type | Description

displayCount | string | Formatted count string (includes 9+, 99+, etc.)  
badgeClasses | string | Computed CSS classes for badge styling  
hasContent | boolean | Whether badge has count or icon content  
isDots | boolean | Whether badge is dots variant  
isSingleDigit | boolean | Whether count is a single digit (0-9)

displayCount

string

badgeClasses

string

hasContent

boolean

isDots

boolean

isSingleDigit

boolean

## Methods

Method | Parameters | Return Type | Description

onKeyPress() | - | void | Handle keyboard interaction (Enter/Space)

onKeyPress()

void

## CSS Custom Properties

Property | Description

--badge-font | Font for badge text  
--badge-weight | Font weight for badge text  
--badge-line-height | Line height for badge text  
--badge-border-radius | Border radius for badge  
--badge-padding | Padding inside badge  
--badge-display | CSS display property for badge  
--badge-align-items | Vertical alignment of badge content  
--badge-justify-content | Horizontal alignment of badge content

```
--badge-gap | Gap between badge elements
--badge-default-background | Background color for neutral state
--badge-default-text | Text color for neutral state
--badge-default-border | Border for neutral state
--badge-primary-background | Background color for primary state
--badge-primary-text | Text color for primary state
--badge-primary-border | Border for primary state
--badge-secondary-background | Background color for secondary state
--badge-secondary-text | Text color for secondary state
--badge-secondary-border | Border for secondary state
--badge-success-background | Background color for success state
--badge-success-text | Text color for success state
--badge-success-border | Border for success state
--badge-warning-background | Background color for warning state
--badge-warning-text | Text color for warning state
--badge-warning-border | Border for warning state
--badge-error-background | Background color for error state
--badge-error-text | Text color for error state
--badge-error-border | Border for error state
--badge-info-background | Background color for information state
--badge-info-text | Text color for information state
--badge-info-border | Border for information state
--badge-online-background | Background color for online state
--badge-offline-background | Background color for offline state
--badge-size-xs-min-width | Minimum width for extra small badge
--badge-size-xs-height | Height for extra small badge
--badge-size-sm-font | Font for small badge
--badge-size-sm-padding | Padding for small badge
--badge-size-sm-min-width | Minimum width for small badge
--badge-size-sm-height | Height for small badge
--badge-size-md-font | Font for medium badge
--badge-size-md-padding | Padding for medium badge
--badge-size-md-min-width | Minimum width for medium badge
--badge-size-md-height | Height for medium badge
--badge-size-lg-font | Font for large badge
--badge-size-lg-padding | Padding for large badge
--badge-size-lg-min-width | Minimum width for large badge
--badge-size-lg-height | Height for large badge
--badge-solid-background | Background color for solid variant
--badge-solid-text | Text color for solid variant
--badge-solid-border | Border for solid variant
--badge-outline-background | Background color for outline variant
--badge-outline-text | Text color for outline variant
--badge-outline-border | Border for outline variant
--badge-ghost-background | Background color for ghost variant
--badge-ghost-text | Text color for ghost variant
--badge-ghost-border | Border for ghost variant
--badge-dot-size | Size of dot indicator
--badge-dot-border-radius | Border radius for dot (circle)
--badge-dot-margin-right | Margin right for dot
--badge-icon-size | Default size for icons
--badge-icon-color | Default icon color
--badge-icon-margin-right | Margin right for icons
--badge-counter-background | Background color for counter badges
--badge-counter-text | Text color for counter badges
--badge-counter-font | Font for counter badges
--badge-counter-min-width | Minimum width for counter badges
--badge-counter-height | Height for counter badges
--badge-counter-border-radius | Border radius for counter badges
--badge-counter-padding | Padding for counter badges
--badge-font-family | Font family for badge text
```

```
--badge-font
```

```
--badge-weight
```

```
--badge-line-height
```

```
--badge-border-radius
```

```
--badge-padding
```

```
--badge-display
```

```
--badge-align-items
```

--badge-justify-content

--badge-gap

--badge-default-background

--badge-default-text

--badge-default-border

--badge-primary-background

--badge-primary-text

--badge-primary-border

--badge-secondary-background

--badge-secondary-text

--badge-secondary-border

--badge-success-background

--badge-success-text

--badge-success-border

--badge-warning-background

--badge-warning-text

--badge-warning-border

--badge-error-background

--badge-error-text

--badge-error-border

--badge-info-background

--badge-info-text

--badge-info-border

--badge-online-background

--badge-offline-background

--badge-size-xs-min-width

--badge-size-xs-height

--badge-size-sm-font

--badge-size-sm-padding

--badge-size-sm-min-width

--badge-size-sm-height

--badge-size-md-font

--badge-size-md-padding

--badge-size-md-min-width

--badge-size-md-height

--badge-size-lg-font

--badge-size-lg-padding

--badge-size-lg-min-width

--badge-size-lg-height

--badge-solid-background

--badge-solid-text

--badge-solid-border

--badge-outline-background

--badge-outline-text

--badge-outline-border

--badge-ghost-background

--badge-ghost-text

--badge-ghost-border

--badge-dot-size

--badge-dot-border-radius

--badge-dot-margin-right

--badge-icon-size

--badge-icon-color

--badge-icon-margin-right

--badge-counter-background

--badge-counter-text

--badge-counter-font

--badge-counter-min-width

--badge-counter-height

--badge-counter-border-radius

--badge-counter-padding

--badge-font-family

## Best Practices

### Design Guidelines

- Use high-priority for urgent notifications requiring immediate attention
- Choose appropriate sizes based on interface density and importance
- Prefer neutral state for simple count displays
- Use dots variant for minimal status indicators without text
- Use icons for status indicators rather than counts
- Consider badge placement to avoid blocking important content

### Accessibility

- Ensure badges convey information beyond color alone
- Provide meaningful text content for screen readers
- Use appropriate state colors that meet contrast requirements
- Test keyboard navigation thoroughly
- Consider announcing dynamic count changes to screen readers

### Performance

- Avoid frequent count updates that trigger excessive re-renders
- Use OnPush change detection strategy for optimal performance
- Consider debouncing rapid count changes
- Cache computed properties for better performance

### Technical Notes

#### Automatic Expansion

The badge automatically expands its width when displaying multi-character content (like "99+" or "999+") while maintaining circular dimensions for single characters.

## Icon vs Count Priority

When both `iconName` and `count` are provided, the count takes priority and the icon is not displayed. Use separate badges for icon + count combinations.

`iconName`

`count`

## Dots Variant

The dots variant creates simple circular indicators without text content. It's ideal for status indicators, online/offline states, or any minimal visual cue that doesn't require text.

## Keyboard Interaction

Badges with `tabindex="0"` can receive keyboard focus and respond to Enter and Space key presses for custom interactions.

## Component Selector

The component uses the selector `ava-badges`(plural) for consistency with the component library naming convention.

`ava-badges`