

Spinner

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

Spinner

A Spinner is a loading indicator that provides visual feedback to users during asynchronous operations. It helps maintain user engagement by clearly communicating that a process is in progress, reducing perceived wait times and improving user experience.

Import

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

Basic Usage

```
<aava-spinner type="circular" color="primary" size="lg" [animation]="true"></aava-spinner>  
  
<aava-spinner type="circular" color="primary" size="lg" [animation]="true"></aava-spinner>
```

The spinner component supports multiple visual styles, sizes, and colors to match your application's design system.

Sizes

```
<aava-spinner type="circular" color="primary" size="xs" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="sm" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="md" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="xl" [animation]="true"></aava-spinner>  
  
<aava-spinner type="circular" color="primary" size="xs" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="sm" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="md" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="primary" size="xl" [animation]="true"></aava-spinner>
```

Available spinner sizes:

- xs (Extra Small): Smallest spinner for inline use
- sm (Small): Compact spinner for inline use
- md (Medium): Default size for general use
- lg (Large): Prominent spinner for important operations
- xl (Extra Large): Maximum size for high-impact loading states

Colors

```
<aava-spinner type="circular" color="primary" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="secondary" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="success" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="warning" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="danger" size="lg" [animation]="true"></aava-spinner>  
  
<aava-spinner type="circular" color="primary" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="secondary" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="success" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="warning" size="lg" [animation]="true"></aava-spinner><aava-spinner type="circular" color="danger" size="lg" [animation]="true"></aava-spinner>
```

Semantic color variants:

- primary: Default brand color
- secondary: Secondary brand color
- success: Success state indication
- warning: Warning state indication
- danger: Error or critical state indication

Accessibility

Built-in accessibility features ensuring inclusive user experience for loading states.

Accessibility Features

- ARIA Labels: Use `aria-label` or `aria-labelledby` to describe the loading state
- Live Regions: Announce loading state changes to screen readers using `aria-live`
- Focus Management: Ensure proper focus handling during loading states
- Reduced Motion: Respect user preferences for reduced motion with `prefers-reduced-motion`
- Timeout Handling: Provide fallback mechanisms for extended loading times
- Screen Reader Support: Semantic HTML structure for assistive technologies
- Keyboard Navigation: Maintain keyboard accessibility during loading states
- Color Contrast: Ensure sufficient contrast for all spinner variants
- Status Communication: Clear communication of loading progress and completion

`aria-label`

`aria-labelledby`

`aria-live`

`prefers-reduced-motion`

API Reference

Inputs

```
Property | Type | Default | Description
type | SpinnerType | 'circular' | Visual style of the spinner
size | SpinnerSize | 'md' | Size of the spinner
color | SpinnerColor | 'primary' | Color variant of the spinner
animation | boolean | true | Whether to animate the spinner
progressIndex | number | undefined | Progress value for determinate loading (0-100)
```

`type`

`SpinnerType`

`'circular'`

`size`

`SpinnerSize`

```
'md'
```

```
color
```

```
SpinnerColor
```

```
'primary'
```

```
animation
```

```
boolean
```

```
true
```

```
progressIndex
```

```
number
```

```
undefined
```

CSS Custom Properties

```
Property | Description | Default
```

```
--spinner-size-xs | Extra small spinner dimensions | 16px
--spinner-size-sm | Small spinner dimensions | 20px
--spinner-size-md | Medium spinner dimensions | 24px
--spinner-size-lg | Large spinner dimensions | 48px
--spinner-size-xl | Extra large spinner dimensions | 64px
```

```
--spinner-size-xs
```

```
16px
```

```
--spinner-size-sm
```

```
20px
```

```
--spinner-size-md
```

```
24px
```

```
--spinner-size-lg
```

```
48px
```

```
--spinner-size-xl
```

```
64px
```

```
Property | Description | Default
```

```
--spinner-primary-track | Primary spinner track color | rgba(59, 130, 246, 0.2)
--spinner-primary-fill | Primary spinner fill color | rgb(59, 130, 246)
--spinner-secondary-track | Secondary spinner track color | rgba(107, 114, 128, 0.2)
--spinner-secondary-fill | Secondary spinner fill color | rgb(107, 114, 128)
--spinner-success-track | Success spinner track color | rgba(34, 197, 94, 0.2)
--spinner-success-fill | Success spinner fill color | rgb(34, 197, 94)
--spinner-warning-track | Warning spinner track color | rgba(245, 158, 11, 0.2)
```

```
--spinner-warning-fill | Warning spinner fill color | rgb(245, 158, 11)
--spinner-error-track | Error spinner track color | rgba(239, 68, 68, 0.2)
--spinner-error-fill | Error spinner fill color | rgb(239, 68, 68)
```

```
--spinner-primary-track
```

```
rgba(59, 130, 246, 0.2)
```

```
--spinner-primary-fill
```

```
rgb(59, 130, 246)
```

```
--spinner-secondary-track
```

```
rgba(107, 114, 128, 0.2)
```

```
--spinner-secondary-fill
```

```
rgb(107, 114, 128)
```

```
--spinner-success-track
```

```
rgba(34, 197, 94, 0.2)
```

```
--spinner-success-fill
```

```
rgb(34, 197, 94)
```

```
--spinner-warning-track
```

```
rgba(245, 158, 11, 0.2)
```

```
--spinner-warning-fill
```

```
rgb(245, 158, 11)
```

```
--spinner-error-track
```

```
rgba(239, 68, 68, 0.2)
```

```
--spinner-error-fill
```

```
rgb(239, 68, 68)
```

Property | Description | Default

```
--spinner-animation-duration | Spinner rotation duration | 3s
--spinner-animation-timing | Spinner animation timing function | linear
```

```
--spinner-animation-duration
```

```
3s
```

```
--spinner-animation-timing
```

Best Practices

Design Guidelines

- Context Appropriate: Use appropriate sizes for the context and available space
- Semantic Colors: Choose colors that align with your design system and semantic meaning
- Prominent Placement: Position spinners prominently for critical operations
- Loading States: Consider using skeleton screens for complex loading states
- Clear Context: Provide clear context about what is loading
- Consistent Timing: Use consistent animation timing across your application
- Visual Hierarchy: Size spinners according to the importance of the loading operation

Performance

- Timing Thresholds: Only show spinners for operations that take more than 200ms
- Animation Optimization: Use CSS animations instead of JavaScript for better performance
- Progress Indicators: Use progress mode for operations with known duration
- State Management: Implement proper loading state management to prevent flickering
- Resource Efficiency: Avoid unnecessary re-renders during loading states
- Bundle Size: Consider lazy loading spinner variants not immediately needed

User Experience

- Clear Messaging: Provide clear messaging about what is loading
- Consistent Patterns: Use consistent spinner styles throughout your application
- Cancel Options: Consider providing cancel options for long-running operations
- Error Handling: Implement proper error handling for failed operations
- Progress Feedback: For long operations, show progress or estimated time
- Completion States: Provide clear indication when loading is complete