



# LIFERAY'S UI TECHNOLOGIES

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## BUILDING USER EXPERIENCE

- ❖ Liferay DXP provides a set of technologies to unify the user experience.
- ❖ Users expect a consistent experience from app to app.
- ❖ Liferay's UI is based on an *experience language*.
- ❖ This experience language is called *Lexicon*.
- ❖ *Lexicon* describes how a user interacts with Liferay.



# WHAT IS AN EXPERIENCE LANGUAGE?

- ❖ Think back on some of the design in early smartphones.
- ❖ Were the icons always consistent with each other?
- ❖ Did the style of various widgets, like clocks or weather displays, mesh with the overall experience?



- ❖ Not so much.

## A UNIFIED EXPERIENCE

- ❖ The goal of an experience language is to provide a unified experience through all aspects of a site or application.
- ❖ A simple example of this is button placement:
  - ❖ Consistently placing the “Next” or “OK” button in the bottom right-hand corner of a prompt, and placing the “Back” or “Cancel” button to the left would provide consistency in an interface and prevent a user from mistakenly cancelling out of a dialog that he or she wanted to continue.
  - ❖ Ensuring that not just the relative positioning, but also the absolute positioning is similar in each case would be a way to create an even more unified experience.
- ❖ Consistent colors and textures across an application are another aspect.
- ❖ Overall, the goal is to provide a visual design where everything flows and fits together, not unlike a spoken language.

# BUILDING USER INTERFACES

- ❖ *Lexicon* can only describes what Liferay will look and feel like.
- ❖ To actually build these experiences, we have to use styles and behaviors.
- ❖ Liferay implements various technologies to build its user experience:
  - ❖ HTML, CSS, Images, Fonts
    - ❖ Lexicon CSS
  - ❖ JavaScript
    - ❖ Lexicon CSS
    - ❖ jQuery
    - ❖ Metal JS
    - ❖ AlloyUI
  - ❖ Templates
    - ❖ Web Content Templates
    - ❖ Application Display Templates
    - ❖ Soy/JSX Templates

## EXPLORING THE TECHNOLOGIES

- ❖ We'll be using these technologies to help define the S.P.A.C.E. experience.
- ❖ Let's take a brief look at what these technologies are.
- ❖ We'll then dive into implementing a consistent user experience using these tools.

Notes: