1. ButtonIcon

Purpose: A button that can include an icon before or after the text.

Props:

- variant (required) - Visual style of the button (e.g., "contained", "outlined", "text").

- startIcon - Icon component to render before the text.

- endIcon - Icon component to render after the text.

- text - Text label shown inside the button.

- color - Color theme of the button (e.g., primary, secondary).

Usage Example (pseudo):

```
<ButtonIcon
  variant="contained"
  startIcon={<SearchIcon />}
  text="Search"
  color="primary"
/>
```

2. SearchBarAutoComplete

Purpose: Input with autocomplete suggestions (e.g., for searching a list or filtering).

Props:

- text (required) - Initial or placeholder text.

Typical Behavior: Shows suggestions as the user types; triggers selection updates.

3. SkeletonCustom

Purpose: A skeleton loading placeholder for UI content (typically while data is loading).

Props:

- variant - Shape/type of skeleton (e.g., "text", "rectangular").

- animation - Animation style (e.g., "pulse", "wave").

- width - Width of placeholder.

- height - Height of placeholder.

- sx - Custom CSS styles.

Usage Example (pseudo):

<SkeletonCustom variant="rectangular" width={300} height={200} animation="wave" />

4. SwipeableTemporaryDrawer

Purpose: A drawer (side panel) that can be swiped or toggled open/closed — useful for navigation.

Props:

- anchor - Which side of screen drawer appears ("left", "right" etc.).

- buttonLabel - Text for the toggle trigger button.

- buttonVariant - Style of that trigger button.

- width - Drawer width.

- primaryItems - List of primary menu entries.

- secondaryItems - List of secondary menu entries.

Typical Usage:
Used to show navigation links and actions in a side panel.

5. DrawerMenu

Purpose: A static or controlled drawer menu for navigation.

Props:

- open (required) - Whether the drawer is visible.

- onClose (required) - Callback when drawer should close.

- primaryItems (required) - Primary navigation items.

- secondaryItems (required) - Secondary navigation items.

Typical Behavior: Renders a list of navigation links with grouping.

6. Navbar

Purpose: Top navigation bar for the web app.

Props:

- title - Text title shown in the navbar.

- primaryDrawerItems - Navigation items for the main drawer.

- secondaryDrawerItems - Secondary drawer items (e.g., settings).

- onSearch - Callback fired when a search query is entered.

- searchPlaceholder - Placeholder text for search input.

Behaviors Typically Included:

- Displays title/logo

- Search input

- Hamburger icon to toggle DrawerMenu

7. SearchBar

Purpose: General search input component.

Props:

- placeholder - Placeholder text.

- onSearch - Called when user submits or changes text.

- className - Custom container CSS.

- inputClassName - Custom input field CSS.

- iconClassName - CSS for search icon.

Typical Usage:

<SearchBar

 placeholder="Search tasks..."

 onSearch={(query) => fetchResults(query)}

/>