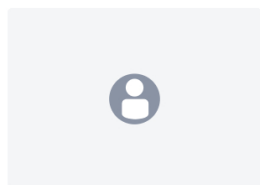
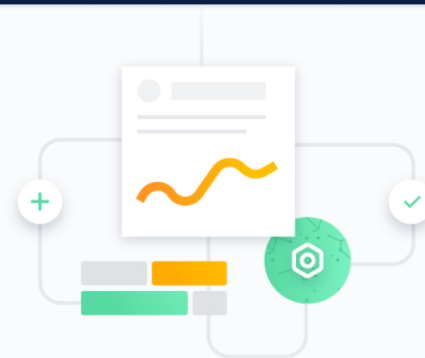


COMPONENTS

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Text field  
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Tooltip

# Components

Components are the reusable building blocks of our design system. Each component meets a specific interaction or UI need, and has been specifically created to work together to create patterns and intuitive user experiences.



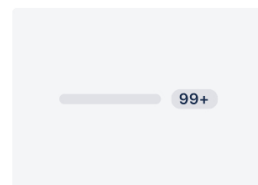
## Avatar

An avatar is a visual representation of a user or entity.



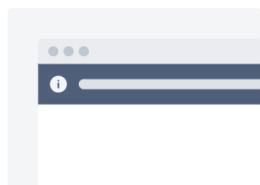
## Avatar group

An avatar group displays a number of avatars grouped together in a stack or grid.



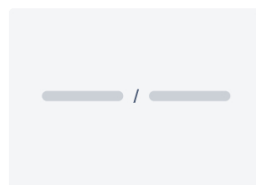
## Badge

A badge is a visual indicator for numeric values such as tallies and scores.



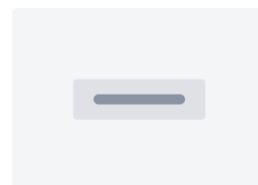
## Banner

A banner displays a prominent message at the top of the screen.



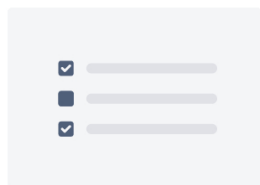
## Breadcrumbs

Breadcrumbs are a navigation system used to show a user's location in a site or app.



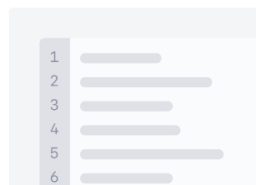
## Button

A button triggers an event or action. They let users know what will happen next.



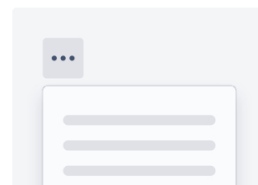
## Checkbox

A checkbox is an input control that allows a user to select one or more options from a number of choices.



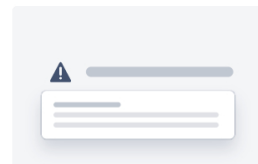
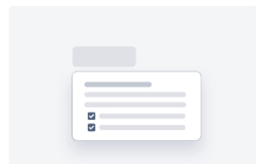
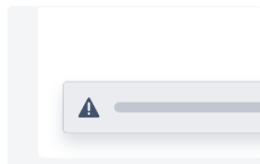
## Code

Code highlights short strings of code snippets inline with body text.



## Dropdown menu

A dropdown menu displays a list of actions or options to a user.



## Flag

A flag is used for confirmations, alerts, and acknowledgments that require minimal user interaction, often dis ...

## Inline dialog

An inline dialog is a pop-up container for small amounts of information. It can also contain controls.

## Inline message

An inline message lets users know when important information is available or when an action is required.



## Logo

A logo is a visual representation of a brand or product. It can be a word or an image, or a combination of both.



## Lozenge

A lozenge is a visual indicator used to highlight an item's status for quick recognition.



## Modal dialog

A modal dialog displays content that requires user interaction, in a layer above the page.



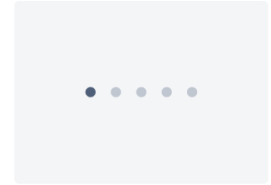
## Page header

A page header defines the top of a page. It contains a title and can be optionally combined with breadcrumbs b ...



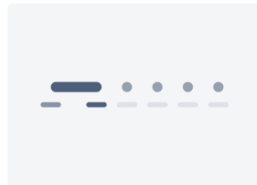
## Pagination

Pagination allows you to divide large amounts of content into smaller chunks across multiple pages.



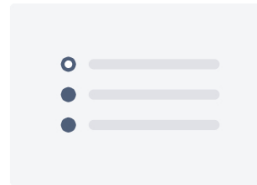
## Progress indicator

A progress indicator shows the user where they are along the steps of a journey.



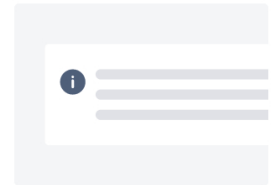
## Progress tracker

A progress tracker displays the steps and progress through a journey.



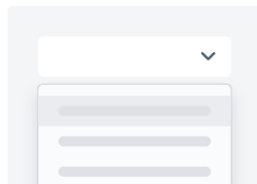
## Radio

A radio input allows people to select only one option from a number of choices. Radio is generally displayed i ...



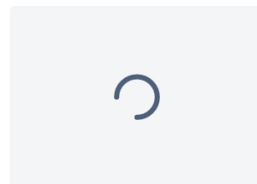
## Section message

A section message is used to alert users to a particular section of the screen.



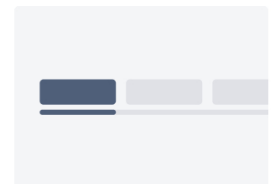
## Select

Select allows users to make a single selection or multiple selections from a list of options.



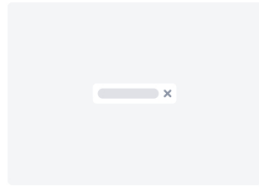
## Spinner

A spinner is an animated spinning icon that lets users know content is being loaded.



## Tabs

Tabs are used to organize content by grouping similar information on the same page.



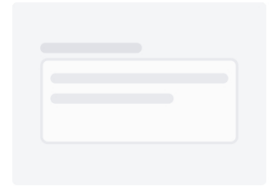
## Tag

A tag labels UI objects for quick recognition and navigation.



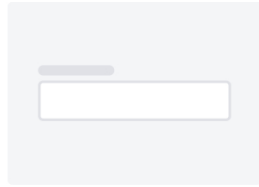
## Tag group

A tag group controls the layout and alignment for a collection of tags.



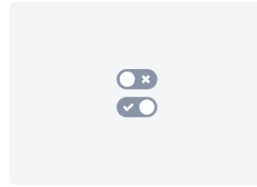
## Text area

A text area lets users enter long form text which spans over multiple lines.



## Text field

A text field is an input that allows a user to write or edit text.



## Toggle

A toggle is used to view or switch between enabled or disabled states.



## Tooltip

A tooltip is a floating, non-actionable label used to explain a user interface element or feature.