

[illegible]

The image displays a comprehensive design system for buttons and inputs, organized into two main sections: Buttons and Inputs.

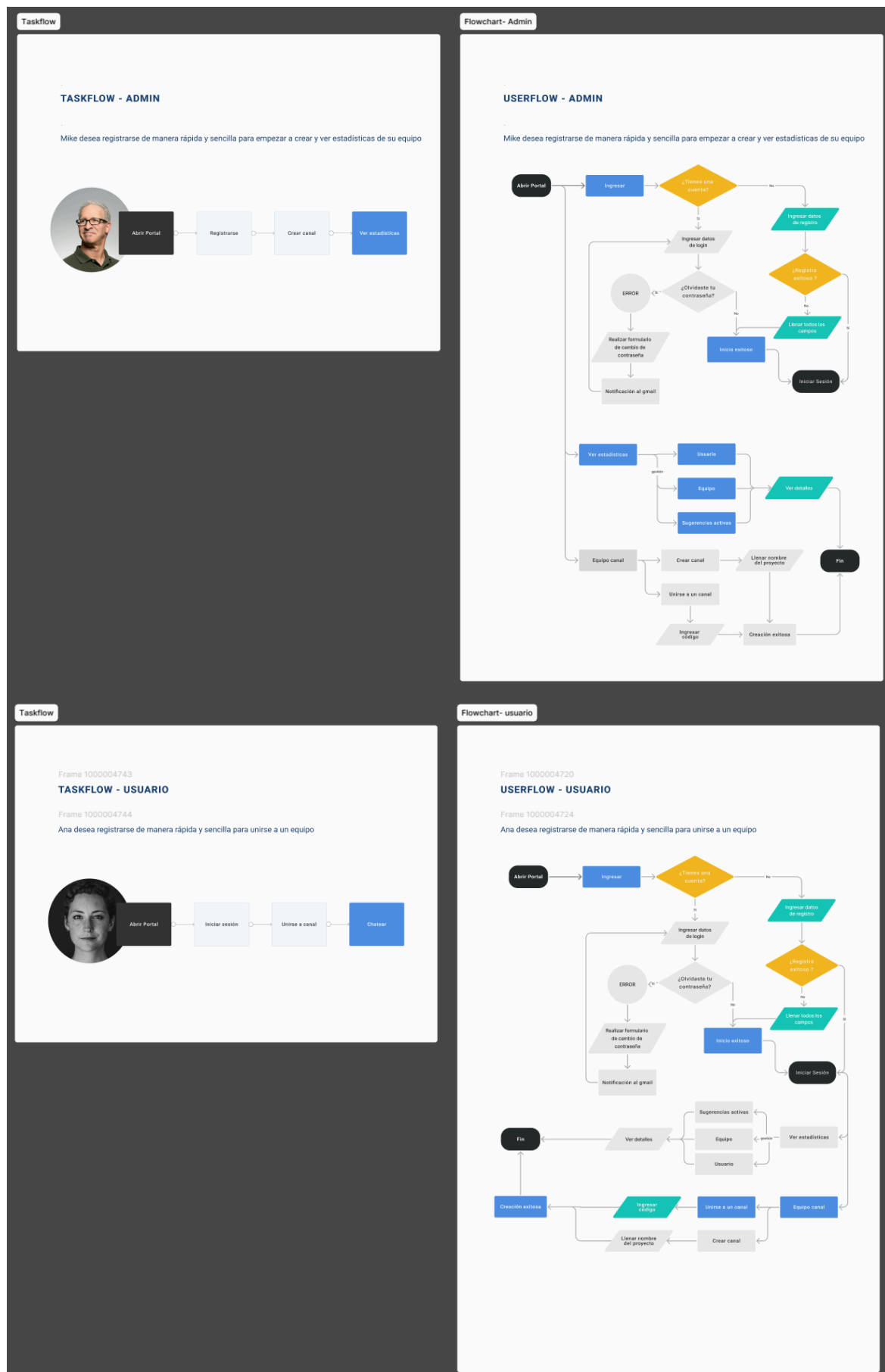
Buttons Section:

- Button:** The primary button component, shown in three states: Active (blue), Press (light blue), and Inactive (grey). It features a circular icon with a plus sign.
- Button State:** A table showing the button's appearance across different states (Active, Press, Inactive) and types (Primary, Secondary, Disabled).
- Button with variants:** A button with a blue background and a white icon.
- Anatomy:** A diagram showing the button's structure, including the icon, text, and background.
- Properties:** A list of properties for the button, including type, size, color, and text.
- Buttons:** A collection of buttons in various states and types, including Primary, Secondary, and Disabled.

Inputs Section:

- Input:** The primary input component, shown in three states: Active (blue), Press (light blue), and Inactive (grey). It features a circular icon with a plus sign.
- Input State:** A table showing the input's appearance across different states (Active, Press, Inactive) and types (Primary, Secondary, Disabled).
- Anatomy:** A diagram showing the input's structure, including the icon, text, and background.
- Layout and spacing:** A diagram showing the input's layout and spacing, including the icon, text, and background.
- Properties:** A list of properties for the input, including type, size, color, and text.
- Input state:** A collection of inputs in various states and types, including Primary, Secondary, and Disabled.

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