

each bar, pie slice, or line on a graph. When an alternative data table or DataGrid component cannot be used to present this information, it can be provided in text format instead; for example:

```
// ActionScript
imgChart1.accessibilityName = "Q1, East, Units sold 2,000; Q1, South, Units Sold: 1,800;
    Q1 North, Units sold: 1,700; Q1, West, Units Sold: 2,200";
// MXML
<mx:Image id="imgChart1" accessibilityName="Q1, East, Units sold 2,000;
    Q1, South, Units Sold: 1,800; Q1 North, Units sold: 1,700;
    Q1, West, Units Sold: 2,200" />
```

## Notes on image equivalents and use

For buttons with images, describe the action the button triggers rather than the image itself. For example, for a button with a printer icon, “print form” is a better text equivalent than “printer”.

Avoid using the terms “image” and “photograph” to describe the element unless it is essential. For any item rendered, assistive technology will indicate the element type to the user, so including these terms in the equivalent text is redundant. For example, when a screen reader encounters an image with “image of a red ball” as alternative text, it will announce “Image: Image of a red ball.” In contrast, when the text alternative is simply “Red ball,” the rendering in assistive technology will be the far more concise “Image: Red Ball.”

Consistency is important when images are used to invoke an action. For example, if an application uses a print button with an image of a printer and the equivalent text “Print”, then that same image and equivalent text should be used for print buttons throughout the application.

Developers should not use the same image to represent more than one concept or function, nor should they associate more than one image for the same function.

Images that are used solely for the purpose of decoration convey no meaning and thus do not need a text equivalent. As described above, however, set the `accessibilityEnabled` property to `false` or set the `silent` property of the `AccessibilityProperties` object to `true` to hide such images from assistive technologies.

## Text that conveys additional information through font, size, or color

Content that conveys meaning through size, shape, location, or color must be accompanied by a textual equivalent for that information. In practice, this generally arises when text styling is used to convey information. For example, a text cloud showing frequency of word use through font size requires a text equivalent, such as an HTML table or HTML ordered list that provides the same data. The preferred method of providing this information in a Flex application via the accessible name on the text cloud Image:

```
//ActionScript
imgCloud.accessibilityName = "Favorite Shaved Ice Flavors in Descending order:
    1. Grape, 2. Orange, 3. Lime";
// MXML
<mx:Image id="imgCloud" accessibilityName="Favorite Shaved Ice Flavors
    in Descending order: 1. Grape, 2. Orange, 3. Lime" />
```

Likewise, when text color is used to convey information, provide a text equivalent or rewrite the text. See “Color” on page 44 for more information. For error text that uses a color such as red, the text “error” can be added to the label of the error text field; for example:

```
//ActionScript
txtError.text = "Error: An incorrect search term was entered.";
// MXML
<s:Text id="txtError" text="Error: An incorrect search term was entered." />
```

Adding the word “error” to the text itself instead of just to the accessible name is preferred because the accessible name property is not apparent to users with color blindness or other visual impairments who are