

# Mini Project - Buttons

8/29/2021

## 5 Possible Points

Attempt 1

**IN PROGRESS**

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### Unlimited Attempts Allowed

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**Due:** Sunday, August 29**Points:** 5**Deliverables:** Upload a 1200W x 800H JPG or PNG image to Canvas. To create this image, use Figma and export it in JPEG format.

### Overview

Use Figma to design an image of seven different buttons that you plan to use in your website. As you have not even designed your site yet, we understand that these buttons may change. However, we want to get you started thinking about the design of your site and the design of buttons in particular.

The seven buttons you should have are the following. Please put them in the order listed here.

1. **Call-to-action button.** A CTA (call-to-action) button should be the most prominent and eye-catching button on the page. In fact, it is often the most prominent element on the page. The user should know by looking at this button that clicking it will take them to the next step in the process that the website designer wants to emphasize. That could be purchasing a product or signing up for an account. Not every page has a CTA button. If a page does have a CTA button, it only has one. Most welcome pages have a CTA button.
2. **Primary button.** A primary button is similar to a CTA button, but there can be more than one per page. For example, a page may display multiple products and each product may have an "add to cart" button. The next step in the process of ordering something is adding things to the shopping cart, so the "add to cart" button can be a primary button. In your site, you may not wish to distinguish between the style of your CTA button and your primary button, and that would be fine. If you *do* decide to distinguish them, the CTA button should be more prominent.
3. **Secondary button.** Some designers call the secondary button the *\*default\** button. I find this a little misleading since primary buttons seem to be used more often. A secondary button has a similar style to the primary button. In fact, it will often have the same size text. But it is typically a different (background) color. Some designers inverted the colors of a primary button to get a

secondary button. Instead of white text on a color background, they put colored text on a white background and add a colored border. Other websites simply use a different background color. A secondary button should be less prominent than a primary button. Therefore, if you use a different background color, consider desaturating it a bit and darkening or lightening it a bit depending on the page. The eye is drawn to colors that are more saturated.


4. **Tertiary button.** A tertiary button is even less prominent than a secondary button. For example, the text may be smaller. Some designers use links (or buttons that look like links) as tertiary buttons. This can be a problem for accessibility since screen reading tools may use element tags (such as "button" for button and "a" for link) to give semantic information to the reader. In this case, **aria tags** (<https://developer.mozilla.org/en-US/docs/Web/Accessibility/ARIA>) are typically used to clarify whether a \*clickable\* element is a button or a link.
5. **Icon-with-text button.** For clarity, you should always consider adding text to a button with just an icon. Not only does it clarify what the button does, it also gives the user a larger area to click on.
6. **Icon-inside button.** Sometime it makes sense to just have an icon in a button with no text. For example, users know that a magnifying glass means "search" and a shopping cart means, well, "shopping cart". Even so, when you only have an icon in your button and no text, you should add a **title attribute** ([https://www.w3schools.com/tags/att\\_title.asp](https://www.w3schools.com/tags/att_title.asp)) for clarity, so that when the user hovers over your magnifying glass button they will see the word "search". This will work if you have put: title="search" on the button.
7. **Icon-only button.** Some icons already look like buttons or things you can click. For example, a "+" or "-" inside of a circle already looks like a button, so you can just use the icon. As with the icon-inside button, you should use the attribute title to say what the button does: title="increment" or title="decrement".


Your buttons should all have a similar style. For your rectangular buttons (any buttons with text), the corners should all be consistent (sharp, slightly-rounded, or fully-rounded). Do not make some buttons with rounded corners and some without. Your text buttons should all have the same font. If you put a drop-shadow on one, you should put a drop-shadow on all of them. Likewise, if you use a gradient on one, use a gradient on all. If you have more than one color for your buttons, the colors should be compatible.


You can put a border on your buttons if you think it will work with your website design, but **do not put a bevel on any of your buttons**. Why? Because we are no longer living in the 1990's. :^)


Please see the button slide as an example of what a project might look like. Note that you only need one example of each type of button. The button slide sometimes has more than one to show multiple popular examples.

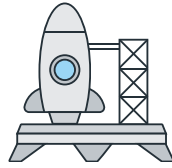


  
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