Chip

Chips are compact elements that represent an input, attribute, or action.

Chips allow users to enter information, make selections, filter content, or trigger actions.

While included here as a standalone component, the most common use will be in some form of input, so some of the behavior demonstrated here is not shown in context.

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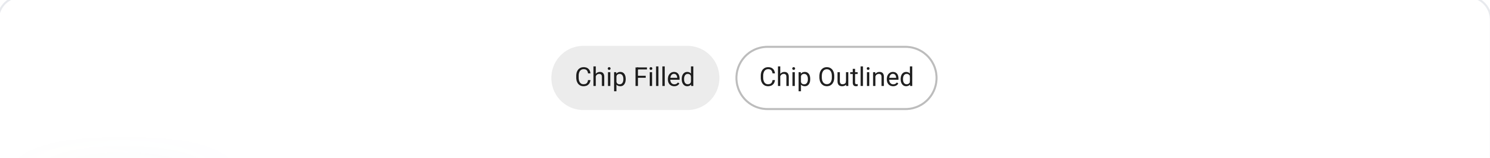
Basic chip

The `Chip` component supports outlined and filled styling.



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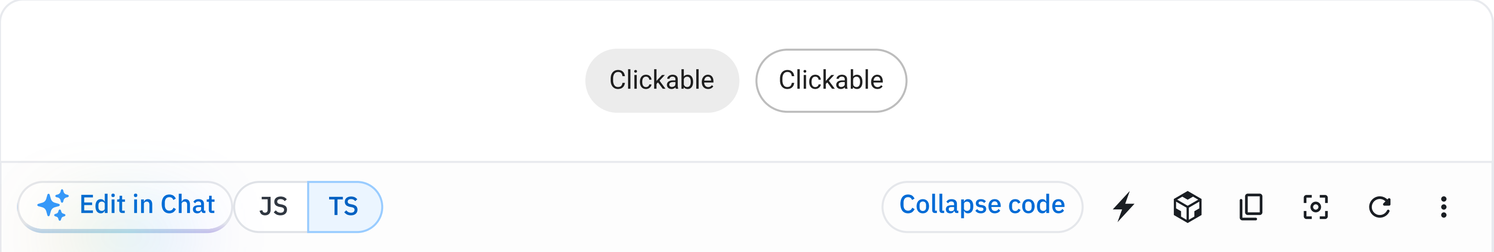
```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function BasicChips() {
  return (
    <Stack direction="row" spacing={1}>
      <Chip label="Chip Filled" />
      <Chip label="Chip Outlined" variant="outlined" />
    </Stack>
  );
}
```

Chip actions

You can use the following actions.

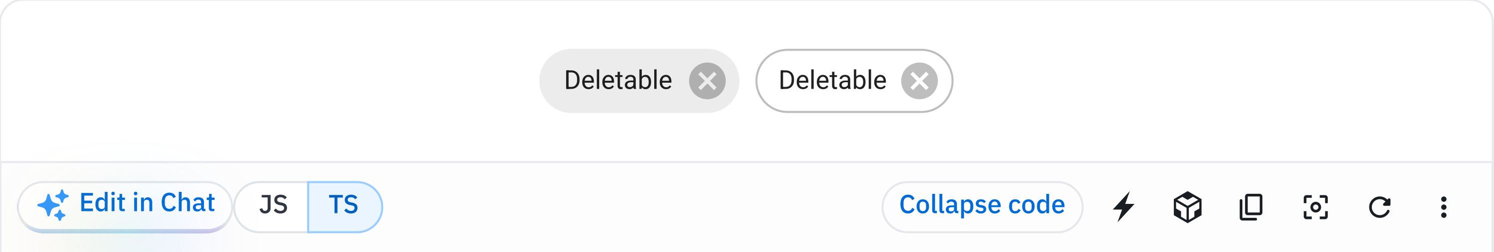
- Chips with the `onClick` prop defined change appearance on focus, hover, and click.
- Chips with the `onDelete` prop defined will display a delete icon which changes appearance on hover.

Clickable



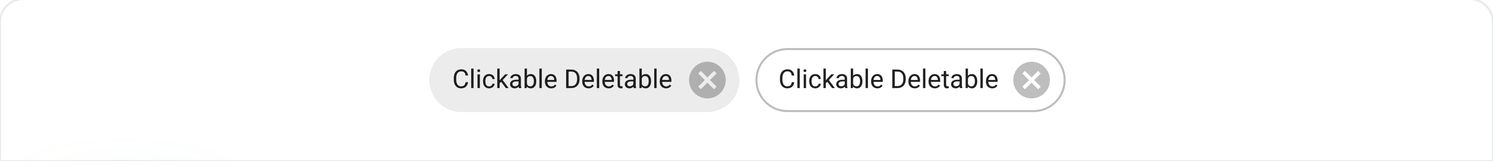
```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function ClickableChips() {
  const handleClick = () => {
    console.info('You clicked the Chip.');
  };

  return (
    <Stack direction="row" spacing={1}>
      <Chip label="Clickable" onClick={handleClick} />
      <Chip label="Clickable" variant="outlined" onClick={handleClick} />
    </Stack>
  );
}
```

Deletable



```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function DeletableChips() {
  const handleDelete = () => {
    console.info('You clicked the delete icon.');
  };

  return (
    <Stack direction="row" spacing={1}>
      <Chip label="Deletable" onDelete={handleDelete} />
      <Chip label="Deletable" variant="outlined" onDelete={handleDelete} />
    </Stack>
  );
}
```

Clickable and deletable



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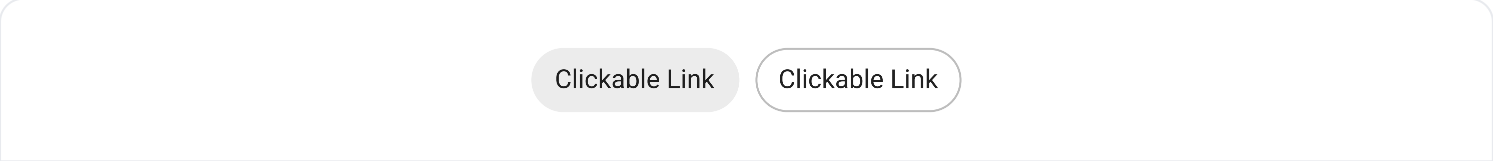
```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function ClickableAndDeletableChips() {
  const handleClick = () => {
    console.info('You clicked the Chip.');
  };

  const handleDelete = () => {
    console.info('You clicked the delete icon.');
  };

  return (
    <Stack direction="row" spacing={1}>
      <Chip
        label="Clickable Deletable"
        onClick={handleClick}
        onDelete={handleDelete}
      />
      <Chip
        label="Clickable Deletable"
        variant="outlined"
        onClick={handleClick}
        onDelete={handleDelete}
      />
    </Stack>
  );
}
```

Clickable link



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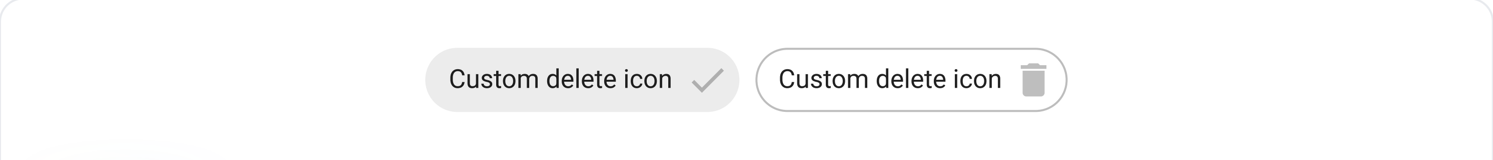
```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function ClickableLinkChips() {
  return (
    <Stack direction="row" spacing={1}>
      <Chip label="Clickable Link" component="a" href="#basic-chip" clickable />
      <Chip
        label="Clickable Link"
        component="a"
        href="#basic-chip"
        variant="outlined"
        clickable
      />
    </Stack>
  );
}
```

Custom delete icon



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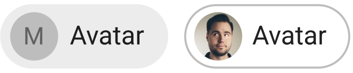
```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';
import DoneIcon from '@mui/icons-material/Done';
import DeleteIcon from '@mui/icons-material/Delete';

export default function CustomDeleteIconChips() {
  const handleClick = () => {
    console.info('You clicked the Chip.');
  };

  const handleDelete = () => {
    console.info('You clicked the delete icon.');
  };

  return (
    <Stack direction="row" spacing={1}>
      <Chip
        label="Custom delete icon"
        onClick={handleClick}
        onDelete={handleDelete}
        deleteIcon={<DoneIcon />}
      />
      <Chip
        label="Custom delete icon"
        onClick={handleClick}
        onDelete={handleDelete}
        deleteIcon={<DeleteIcon />}
        variant="outlined"
      />
    </Stack>
  );
}
```

Chip adornments

You can add ornaments to the beginning of the component.

Use the `avatar` prop to add an avatar or use the `icon` prop to add an icon.

Avatar chip



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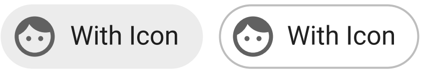
```
import Avatar from '@mui/material/Avatar';
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function AvatarChips() {
  return (
    <Stack direction="row" spacing={1}>
      <Chip avatar={<Avatar>M</Avatar>} label="Avatar" />
      <Chip
        avatar={<Avatar alt="Natacha" src="/static/images/avatar/1.jpg" />}
        label="Avatar"
        variant="outlined"
      />
    </Stack>
  );
}
```

Icon chip



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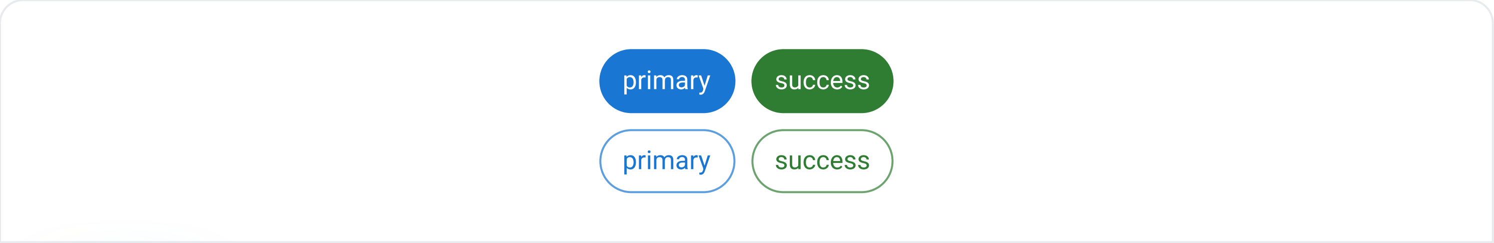
```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';
import FaceIcon from '@mui/icons-material/Face';

export default function IconChips() {
  return (
    <Stack direction="row" spacing={1}>
      <Chip icon={<FaceIcon />} label="With Icon" />
      <Chip icon={<FaceIcon />} label="With Icon" variant="outlined" />
    </Stack>
  );
}
```

Color chip

You can use the `color` prop to define a color from theme palette.



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```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function ColorChips() {
  return (
    <Stack spacing={1} sx={{ alignItems: 'center' }}>
      <Stack direction="row" spacing={1}>
        <Chip label="primary" color="primary" />
        <Chip label="success" color="success" />
      </Stack>
      <Stack direction="row" spacing={1}>
        <Chip label="primary" color="primary" variant="outlined" />
        <Chip label="success" color="success" variant="outlined" />
      </Stack>
    </Stack>
  );
}
```

Sizes chip

You can use the `size` prop to define a small Chip.

Small Small

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```
import Chip from '@mui/material/Chip';
import Stack from '@mui/material/Stack';

export default function SizesChips() {
  return (
    <Stack direction="row" spacing={1}>
      <Chip label="Small" size="small" />
      <Chip label="Small" size="small" variant="outlined" />
    </Stack>
  );
}
```

Multiline chip

By default, Chips displays labels only in a single line. To have them support multiline content, use the `sx` prop to add `height:auto` to the Chip component, and `whiteSpace: normal` to the `label` styles.

This is a chip that has multiple lines.

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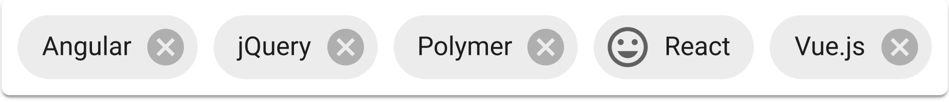
```
import Chip from '@mui/material/Chip';
import Box from '@mui/material/Box';

export default function MultilineChips() {
  return (
    <Box sx={{ width: 100 }}>
      <Chip
        sx={{
          height: 'auto',
          '& .MuiChip-label': {
            display: 'block',
            whiteSpace: 'normal',
          },
        }}
        label="This is a chip that has multiple lines."
      />
    </Box>
  );
}
```

Chip array

An example of rendering multiple chips from an array of values. Deleting a chip removes it from the array. Note that since no `onClick` prop is defined, the `Chip` can be focused, but does not gain depth while clicked or touched.



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```
import * as React from 'react';
import { styled } from '@mui/material/styles';
import Chip from '@mui/material/Chip';
import Paper from '@mui/material/Paper';
import TagFacesIcon from '@mui/icons-material/TagFaces';

interface ChipData {
  key: number;
  label: string;
}

const ListItem = styled('li')(({ theme }) => ({
  margin: theme.spacing(0.5),
}));

export default function ChipsArray() {
  const [chipData, setChipData] = React.useState<readonly ChipData[]>([
    { key: 0, label: 'Angular' },
    { key: 1, label: 'jQuery' },
    { key: 2, label: 'Polymer' },
    { key: 3, label: 'React' },
    { key: 4, label: 'Vue.js' },
  ]);

  const handleDelete = (chipToDelete: ChipData) => () => {
    setChipData((chips) => chips.filter((chip) => chip.key !== chipToDelete.key));
  };

  return (
    <Paper
      sx={{
        display: 'flex',
        justifyContent: 'center',
        flexWrap: 'wrap',
        listStyle: 'none',
        p: 0.5,
        m: 0,
      }}
```

Chip playground

Chip Component

variant

● filled ○ outlined

color

● default ○ primary ○ secondary ○ error ○ info ○ success ○ warning

size

● medium ○ small

icon

● none ○ icon

avatar

● none ○ letter ○ img

onDelete

● none ○ default ○ custom

```
<Chip />
```

Copy

Accessibility

If the Chip is deletable or clickable then it is a button in tab order. When the Chip is focused (for example when tabbing) releasing (`keyup` event) `Backspace` or `Delete` will call the `onDelete` handler while releasing `Escape` will blur the Chip.

API

See the documentation below for a complete reference to all of the props and classes available to the components mentioned here.

- `<Chip />`

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