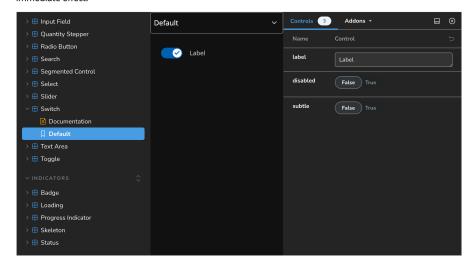


Price
Price Module
Product Identifier
Progress Indicator
Prompt
Quantity Stepper

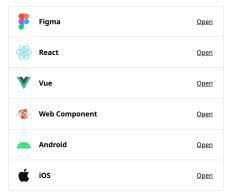
Radio Button

# Switch

A binary control for turning a setting or feature 'on' or 'off' with immediate effect.



#### Available for



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Anatomy.

Variants

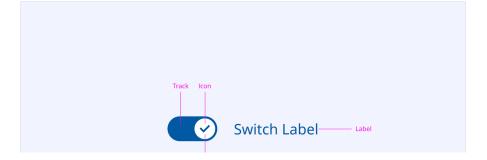
Behaviours

Usage

Motion

Internationalisation

## **Anatomy**



Keyboard interactions





#### **Variants**



#### Switch with label

A Switch should be associated with a label. If a Switch is used without one, it must strongly connect to another element that represents the value being selected.



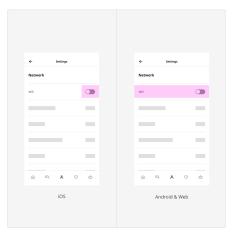
#### **Emphasised and subtle**

Two different Switch styles allow fine grained control of visual hierarchy.

Emphasised variants have Switches in Skapa's primary accent colour. They are used in forms and settings where the Switch is the primary task. This is the recommended style to use in most cases.

Subtle variants are used in scenarios where the Switch is secondary and should blend in with nearby surrounding components, where the accent colour may draw attention away from other primary actions.

#### **Behaviours**



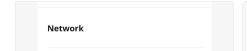
#### Platform specific hit area

The hit area for the Switch is different depending on platform standards. For example, iOS users expect the Switch hit area to be only on the Switch itself, whereas Android users are accustomed to having a larger hit area including the Switch, the label and the distance between them. If the distance between the label and the Switch is too wide in a web platform, consider having only the Switch as the active hit area. <u>See hit area</u>

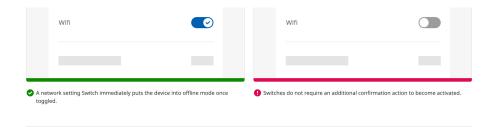
## **Usage**

#### **Switches have instant effect**

A Switch's value always represents the current state of a setting or feature. Changing the Switch value directly alters the application as soon as the value changes.

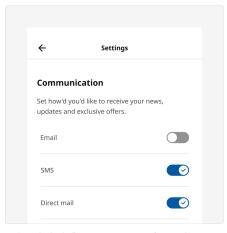


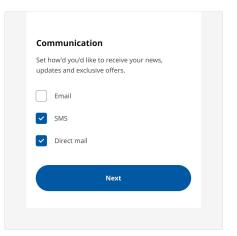




#### Switch vs. Checkbox

Switches and Checkboxes are both binary toggles and often function the same way. When choosing between the two, it's important to determine if your control is directly modifying the application (use a Switch) versus collecting the user's selection as a piece of data, which is either submitted or applied to the system at a later point (use a Checkbox).

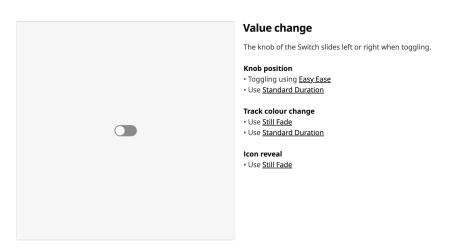




Switches used to directly affect a user's communication preferences in their account settings.

Checkboxes used to collect user preferences as part of a form.

#### **Motion**



### Internationalisation



## **Keyboard interactions**

