Design System

- Organization
- Maintainability
- Responsiveness
- Scalability

Design Patterns And Organization

- each pattern describes a problem that occurs in our environment
- pattern structures
 - ∘ pattern type 00-organisms
 - ∘ pattern subType 01-global
 - ∘ pattern 00-header
- atoms building blocks of the universe * use to define general styles
 - ∘ inputs
 - headings
 - buttons
 - ∘ labels
 - o etc.
- molecules groups of elements (atoms) that function together
 as a unit base for common patterns
 - ∘ search form "molecule"
 - ∘ input,
 - ∘ label, and
 - button
- **organisms** groups of molecules (and possibly atoms) joined together to create distinct interface elements

- master header
 - o logo,
 - o nav items, and
 - search form
- **templates** starting point for client engagement to combine atoms, molecules, and organisms into page layouts
 - home page
 - master header,
 - o navigation,
 - body copy, and
 - master footer
- pages final point before moving into production use to provide client with accurate representation of page layout with real content

Code Convention And Element Definition

The aim of a component/template/object-oriented architecture is to be able to develop a limited number of reusable components that can contain a range of different content types.

HTML Semantics

Most semantics are related to aspects of the nature of the existing or expected content (H1 - H6, email value type attribute).

- always use lowercase tag and attribute names.
- write one discrete element per line.
- use one additional level of indentation for each nested element.
- always include closing tags.

Attribute Order

- class
- id
- data-*

```
<a class="[value]" id="[value]" data-name="[value]" href="[url]">[text]</a>
```

Class Name Semantics

Whatever names are being used: they should have meaning, they should have purpose.

- derive class name semantics from repeating structural and functional patterns in a design. The most reusable components are those with class names that are independent of the content.
- don't be afraid to include additional HTML elements if they help create more robust, flexible, and reusable components.

Class Naming Convention

- component
- module
- attribute
- state

```
.component {}
.component-module {}
.component_attribute {}
.component_is-focused {}
```

Naming UI Components

Provide more specific or meaningful naming alongside the generic class, particularly when several generic classes come together.

Components, Modules, And Elements

Structure

- grid
- block grid
- media queries
 - small
 - ∘ medium
 - large
 - ∘ x-large
 - ∘ xx-large

Navigation

- off-canvas menu
- horizontal bar navigation
- icon-bar navigation
- vertical side navigation
- fixed scroll-spy navigation
- section menu navigation
- breadcrumbs
- pagination

Media

- slider
- gallery
- thumbnails
- video

• lightbox gallery

Forms

- forms
 - ∘ inline form
 - ∘ horizontal form
 - controls
 - o form states
 - sizing
 - ∘ help text
- input groups
 - basic
 - sizing
 - checkboxes and radio buttons
 - button add-on
 - button with drop down
 - segmented buttons
- switches
- validations
- range sliders

Buttons

- standard button
- button groups
 - styled
 - stacked
 - ∘ button bar
 - advanced
- split buttons
- drop-down buttons

- vertical buttons
- nested buttons
- button options
- button sizes
- button states
- accessibility

Typography

- headers
- sub-headers
- paragraphs
- links
- lists
- quotes
- addresses
- print styles

Prompts

- modals
 - ∘ basic
 - intermediate
 - advanced
- alerts
- panels
- tooltips
- tour

Content

- icons
- drop-downs

- tables
- pricing tables
- progress bars
- accordions
- tabs
- labels
- badges
- show/hide
 - screen size
 - ∘ orientation
 - screen-readers
 - ∘ skip links

Utility

- utility classes
 - o float left / float right / clear
 - element border radius
 - element rounded corners
 - ∘ text align
 - ∘ left
 - ∘ right
 - ∘ center
 - justified
 - ∘ hide