



Good structure, complete and consistent across components

**Button**

Pointer State

Idle

▼

Focus State

Unfocused

▼

**Select Item**

Pointer State

Idle

▼

Selection State

Unselected

▼

Focus State

Unfocused

▼

**Tab Item**

Pointer State

Idle

▼

Selection State

Unselected

▼

Focus State

Unfocused

▼



Bad structure, incomplete and inconsistent across components

**Button**

State

Default

▼

**Select Item**

Checked

False

▼

State

Default

▼

**Tab Item**

State

Default

▼

Focus