Logo Elements Design System

Documentation

Logo UX Team

Version 1.0.0

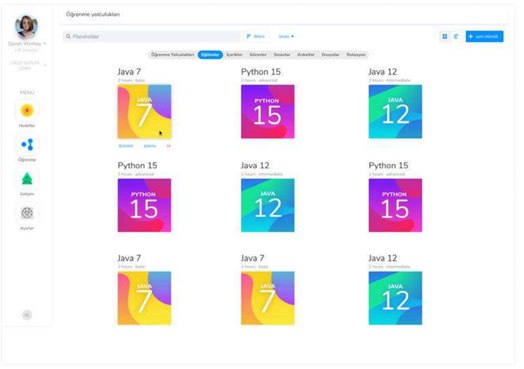
Color

Color distinguishes our brand and helps us create consistent experiences across products. The following concepts are the foundation as we strive to achieve balance and harmony through our User Interface design.

- Introduction
- Color Anatomy
- Accessibility

Introduction

Consistent application of the color palette provides an integrated and recognizable experience on all platforms. Delicately determined colors for the theme, form the basis of consistency.



Color Palettes

Primary

Secondary

Success

Danger

Warning

Neutral

Basic

Interaction States

The dominant color in our color palette is blue. It has been diversified with neutral and brand color palettes in order to create diversity in different areas of use

Hover

Hover states by default take 1 darker step in their palette. Which is 600 of their corresponding color. This has exceptions in ghost and outline components.

Active

Active states by default take 2 full darker steps in their palette. Which is 700 of their corresponding color. This has exceptions in ghost and outline components.

Focus

Focus states by default take 2 full darker steps in their palette. Which is 700 of their corresponding color. This color change is backed by an additional 4 pixel wide blue border.

Disabled

Disabled components are unavailable for interaction, so they don't receive hover or focus and are not subject to WC3 contrast compliance standards. For the dark themes, disabled values are two full steps lighter than their respective background. For light themes, they are two full steps darker. The exception is that the White theme disabled value is Gray 30.

Accessibility

Using various forms of contrast is the most important consideration when making user-friendly color and interface choices. Awareness of standards and best practices is the key to accessible color selection.

	100	200	300	400	500	600	700	800	900	1000
Primary	B	B	B	B	B	B	B	B	B	B
Secondary	B	B	B	B	B	B	B	B	B	B
Success	B	B	B	B	B	B	B	B	B	B
Danger	B	B	B	B	B	B	B	B	B	B
Warning	B	B	B	B	B	B	B	B	B	B
Neutral	B	B	B	B	B	B	B	B	B	B
Basic	B	B	B	B	B	B	B	B	B	B

Spacing

Spacing is one of the most important principles of design. In order to create accurate and consistent visual hierarchies, 2 different spacing scales were defined.

- Scales
- Spacing Scale
- Layout Scale

Scales

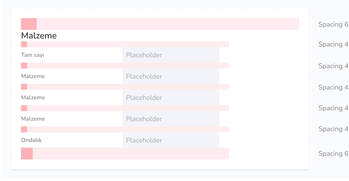
We have 2 different spacing scales. One is used to determine the hierarchy between the elements of a component and the other is used to define spacing between page elements.

Spacing	Purpose
Spacing Scale	Used in smaller spaces, more detailed spacing needs, especially within a component. (i.e. the space between text inbut and component title)
Layout Scale	It is mainly used when positioning components within the page. (i.e. the space between header and a form component)

Spacing Scale

It is the scale used in the creation of all components. Small increments are included. Thus, it is possible to create high detail components. It is very important to adhere to this scaling for a consistent design.

Name	Rem	Px	Example
Spacing 1	0.125	2	
Spacing 2	0.25	4	
Spacing 3	0.5	8	
Spacing 4	0.75	12	
Spacing 5	1	16	
Spacing 6	1.5	24	
Spacing 7	2	32	
Spacing 8	2.5	40	
Spacing 9	3	48	

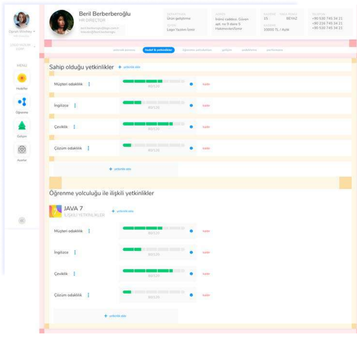


Example of spacing scales applied

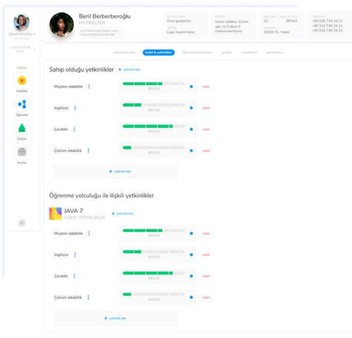
Layout Scale

This scale is used to create relationships between components in the page or to create hierarchical groups by separating components. Increments in this scale are greater than the spacing scale. By using larger scales, white space can be created. More dense designs can be created by using smaller scales.

Name	Rem	Px	Example
Layout 1	0.3125	5	
Layout 2	0.625	10	
Layout 3	0.9375	15	
Layout 4	1.25	20	
Layout 5	1.875	30	
Layout 6	2.5	40	
Layout 7	3.125	50	
Layout 8	3.75	60	
Layout 9	4.375	70	
Layout 9	4.375	80	



Example of layout scales applied: Padding & Margins shown



Example of layout scales applied

Grid

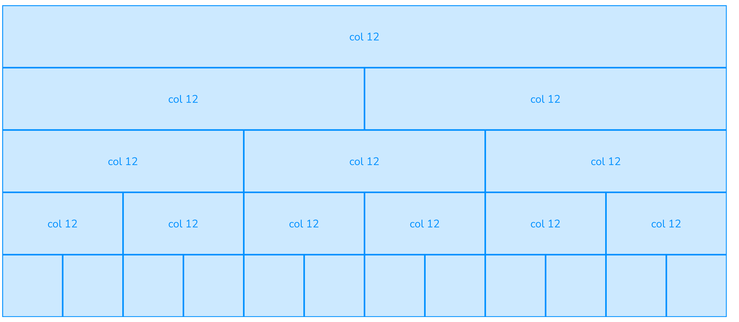
Logo Design System grid uses a series of containers, rows, and columns to layout and align content. Fluid grids are built by columns, columns divide their container into 12 equal pieces by default and can be configured to span multiple pieces. Columns can be configured to have gutters.

- Columns and rows
- Margins
- Padding
- Gutter
- Breakpoints

Columns and Rows

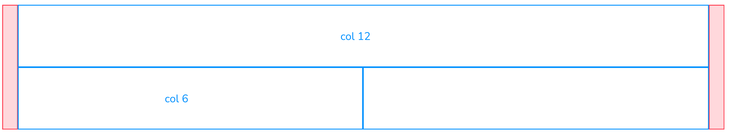
Columns and rows create key lines that are essential for visual rhythm, especially for typography. Columns are formed from 12 pieces and can be configured to span multiple pieces.

A single column can span different sizes according to media size.



Margins

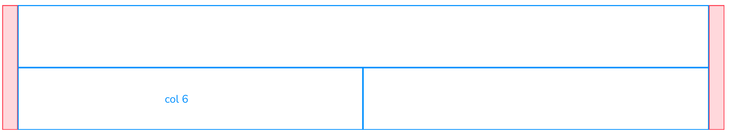
The margins at the outer edge of the grid are always a fixed size within a breakpoint, even when columns are fluid. See breakpoints for a table of margin sizes.



Grid without gutter

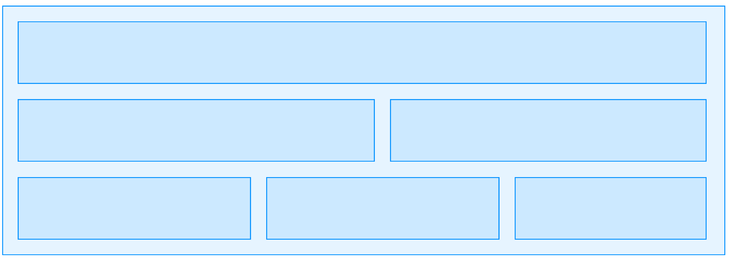
Padding

Padding is always fixed: 20 pixels at all breakpoints.



Gutters

Grid gutters can be absent or present, can be configured according to the design. The margin around each card is 10 pixels, resulting in a total gutter of 20 pixels. Gutters can be used when more separation is needed where multiple cards or widgets are stacked in a layout.



Grid with 20 px gutter

Breakpoints

Breakpoints are the key element when designing for multiple media sizes.

Breakpoint	Value (px/rem)	Container max width	Columns	Padding	Margin
xs	0 (0)	100%	12	20	20
sm	576 (36)	540 px	12	20	20
md	768 (48)	720 px	12	20	20
lg	992 (62)	960 px	12	20	20
xl	1200 (75)	1140 px	12	20	20

Typography

Typography is the technique and art of arranging type to make written language readable, legible and appealing when displayed or printed.
Typography plays an important role in design. Using this interval correctly allows us to create readable messages without distraction.

- Typeface
- Headline and Font Size

Typeface

PAAS uses the free typeface Nunito Sans which is a Google Font, with the fallback to the sans-serif system font if Nunito Sana can't be loaded.

Nunito Sans is a well balanced sans serif typeface superfamily, with 2 versions: The project began with Nunito, created by Vernon Adams as a rounded terminal sans serif for display typography. Jacques Le Bailly extended it to a full set of weights, and an accompanying regular non-rounded terminal version, Nunito Sans

Nunito Sans

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789

Alternative Typeface

Our alternative font type is Source Sans Pro. Source Sans Pro, Adobe's first open source typeface family, was designed by Paul D. Hunt. It is a sans serif typeface intended to work well in user interfaces. We only use it in headlines in website designs

Source Sans Pro

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789

Headline and Font Size

Headlines 1 to 6: Titles are defined in several sizes and styles that help to visually identify the context of application pages or grouped content within the user interface. Example of headlines include the page title, object header title, list, form, table, chart, timeline, and feed titles.

Small Body Text: Used for controls such as time stamps, unit of measurement, and small bylines (for example, a feed).
Medium Body Text: Default text size used in controls, such as buttons, inputs, tables, or a tree.
Large Body Text: Stand-out text controls, such as the author name in a feed, or the file name for a collection of uploaded files.

Header

32 px 2 rem	Header 1
26 px 1.625 rem	Header 2
20 px 1.25 rem	Header 3
18 px 1.125 rem	Header 4
16 px 1 rem	**Header 5**
14 px 0.875 rem	**Header 6**

Body

16 px 1 rem	Body - L
14 px 0.875 rem	Body - M
12 px 0.75 rem	Body - S

Scaled Header

92 px 5.75 rem	G 1	92 px 5.75 rem	**G 1**
84 px 5.25 rem	G 2	84 px 5.25 rem	**G 2**
76 px 4.75 rem	G 3	76 px 4.75 rem	**G 3**
688 px 4.25 rem	G 4	688 px 4.25 rem	**G 4**
16 px 1 rem	G 5	16 px 1 rem	**G 5**
60 px 3.75 rem	G 6	60 px 3.75 rem	**G 6**
48 px 3 rem	G 7	48 px 3 rem	**G 7**
42 px 2.625 rem	G 8	42 px 2.625 rem	**G 8**

Accordion

Accordion generates a vertically positioned list of information that reveals or hides the content of the titles

Overview

An accordion menu is a vertically stacked list of headers that can be clicked to reveal or hide content associated with them. Accordion allows the display of only one collapsed item at a time.

When to use

It is used to present multiple items, read the entire content or shorten some. When space is vertically limited and long content cannot be displayed all at once, like on
a mobile interface or in a side panel.

When not to use

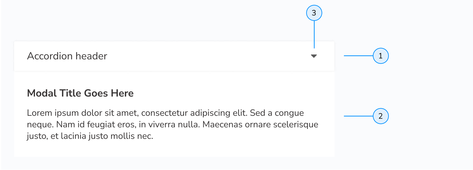
If users need to open a lot of the subtopics to reach the information they need or the accordion is not the way to go to get the whole story. In this case, it is better to spread the entire content on the page. It is easier to scroll down the page than decide which tab to click.

Accordions are not suitable for situations where the user needs to print the page. It is not recommended to use acerdion on pages where this is needed.

Demo

Formatting

Anatomy



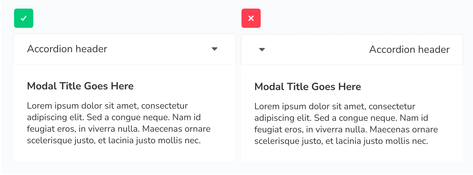
1.Header: This field contains the title of the text. It can be narrowed or expanded.

1.Icon: Collapse icon can open or close this panel.

1.Panel: Content that occurs when the header is expanded.

Alignment

Text is always justified to the left and icon is always right aligned.



Content

Title

Each title must be wrapped in a role title (h1-h6) appropriate to the information architecture. Title should be kept as short as possible.

Body

The content under the title can be divided into paragraphs and include subheadings if needed.

Scrolling Content

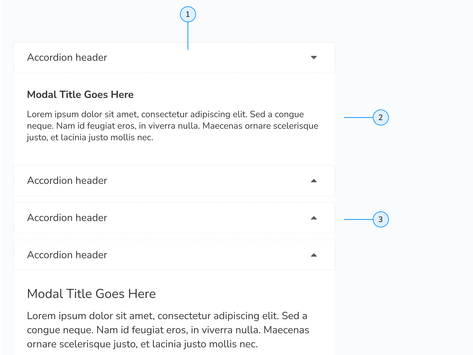
When the accordion content stretches, the entire accordion should scroll vertically. Content should be scrolled down in bulk. Content should never scroll horizontally within the accordion.

Behavior

States

Thanks to the icon to the right of the component, we collapse or expand the content. Accordions start collapsed by default and all content panels are closed. Allows users to master all titles while in a collapsed state.

Also user can expand multiple titles.



1. Collapsed

2. Expanded

2. Multiple open sections

Interactions

Mouse

Users can expand or collapse by clicking on the icon.

Keyboard

Users can switch between Tab or Shift-Tab key accordion titles.

Action Bar

The action bar enables the user to change the UI or trigger an action. For example, the action bar allows the user to change views, manipulate data or objects, navigate to another page, perform generic actions, and so on.

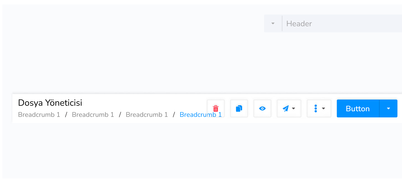
- Overview
- Demo
- Formatting

Overview

Actions can be used as follows:

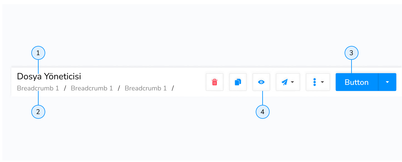
-They can be independent of the current selection and not related to a specific item or object.
-They can be specific to the current object (user selects one item).
-They can apply to a set of items (user selects two or more items).
-They can control the settings for parts of the UI content. For example, an action can affect all items in a table.
-The action bar is mostly used for buttons (with an icon or text). The buttons are right-aligned by default. But depending on the action bar, buttons may be center aligned or left aligned.

Demo



Formatting

Anatomy

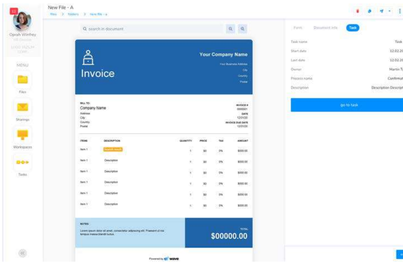


1. Header title
2. Breadcrumb
3. Primary action button
4. Secondary action buttons

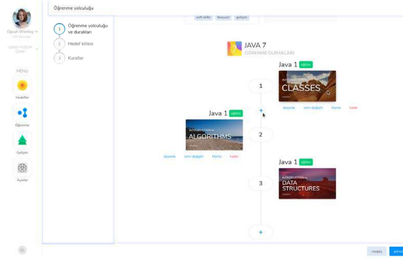
Alignment

Action bars can be used as footers, headers and as a part of another component. Action bars snap to the page and stay fixed when page is scrolled if they are used as footer or header.

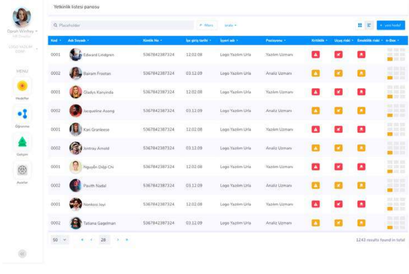
Action bar as a header



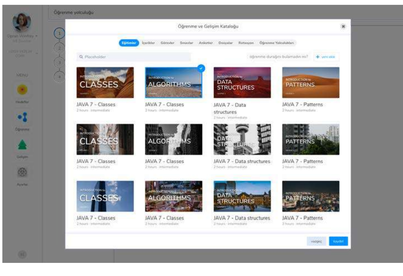
Action bar as a footer



Action bar as part of another component (table header)



Action bars as part of pop up modal (header and footer)



Activity Sheet

An action sheet consists of a list of options a user can select from to complete an action. Actions can be clustered if there is not enough space on the screen.

Overview

When to use

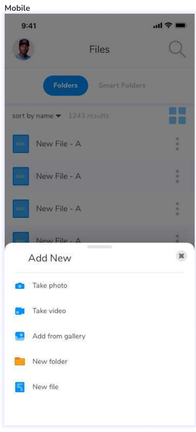
-You need an option that provides more than one action.
-It is really important that the user stays in context on a phone.
-You only have a small number of actions.

When not to use

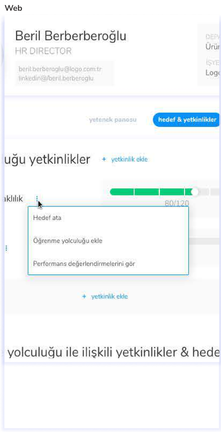
-The menu provides only one option. In this case, consider using a button instead.
-You need to show a hierarchical menu. In this case, use the menu button instead.
-Your users would benefit more from a split button, which offers an easily-accessible default action, with the option to include additional actions.

Action sheet types

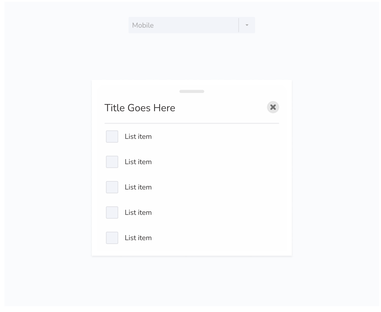
Mobile

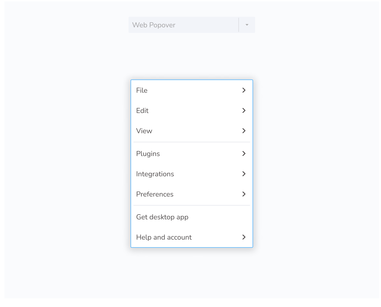


Web



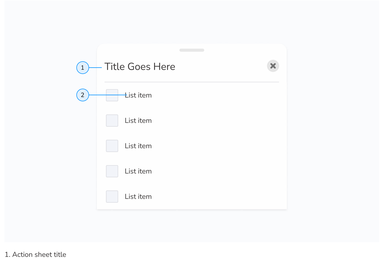
Demo





Formatting

Anatomy



1. Action sheet title
2. Action

Content

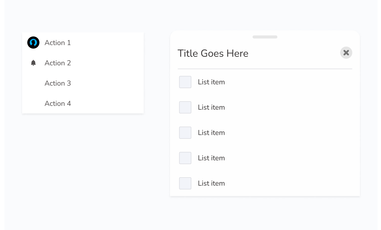
Anatomy

Title

-Action sheet title must be clear and all the actions below must be related to the title. The title must be a noun, usually the object that the actions are applied upon.

Actions

-Actions must be defined by verbs. For example: "Delete file"
-An action sheet line can include icons, thumbnail pictures. Action text colors can vary according to their function. For example a delete action must be red.



A-Z Index

Quick index offers an alphabetical list through which the user may browse and select.

Overview

Quick index can be divided into separate pages for each letter of the alphabet. A horizontal list of letters of the alphabet usually appears at the top of the page. The user makes a selection from this list and jumps to the appropriate part of the alphabetical sequence.

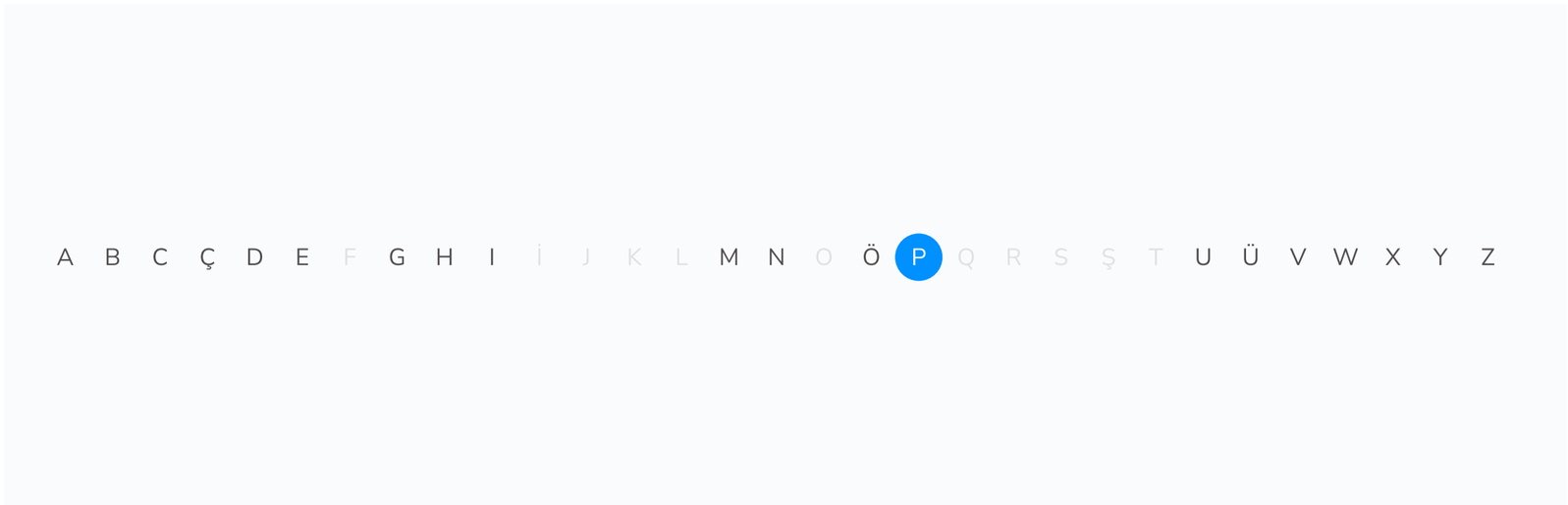
When to use

Use it to find the word or name you're looking for from a list

When not to use

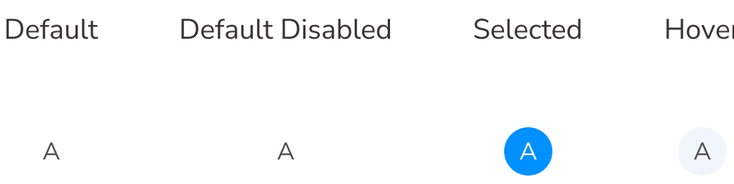
Do not use quick index when there is no alphabetically ordered list.

Demo



Behaviour

User can select the letter by clicking on the letter containers.



Related

Search

Badge

Use badges to label, categorize, or organize items using keywords that describe them.

Overview

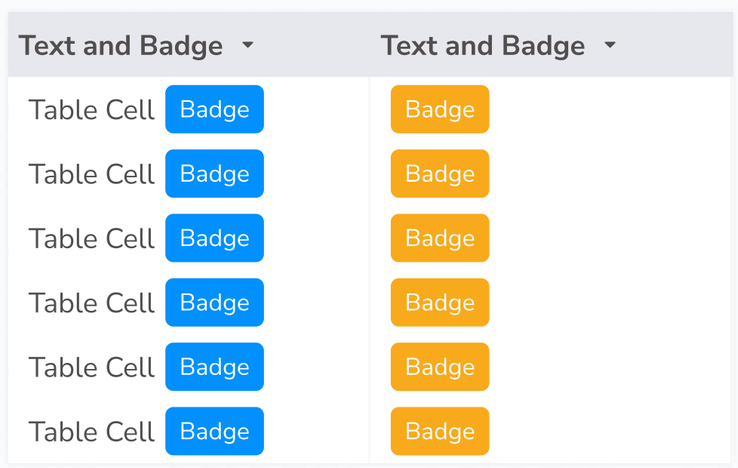
Multiple or single badges can be used to categorize items.

Use short labels for easy scanning. Use two words only if necessary to describe the status and differentiate it from other tags.

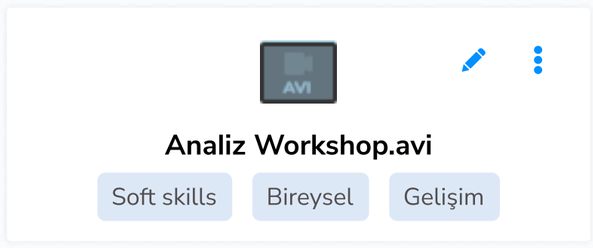
When to use

Use badges when content is mapped to multiple categories, and the user needs a way to differentiate between them.

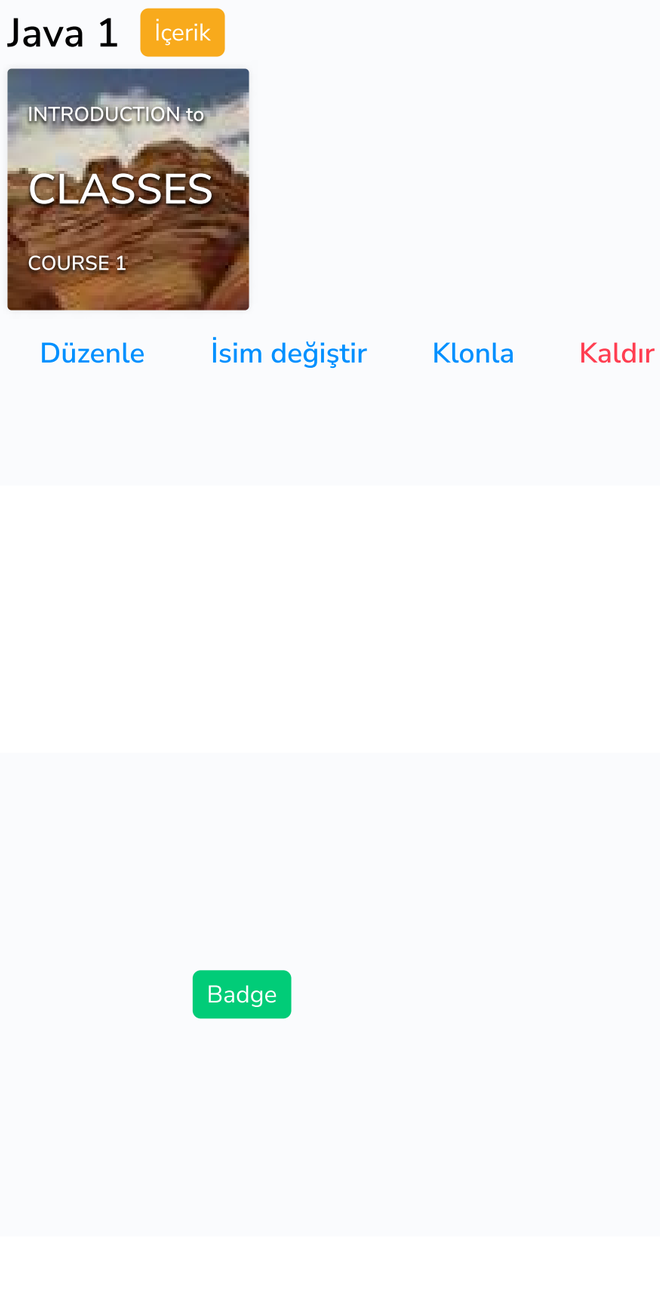
Data table



Cards



Titles



Demo

Badge

The breadcrumb is a secondary navigation pattern that helps a user understand the hierarchy among levels and navigate back through them.

- Overview
- Demo
- Formatting
- Content
- Behavior

Overview

Breadcrumbs show users their current location relative to the information architecture and enable them to quickly move up to a parent level or previous step.

When to use

Breadcrumbs are effective in products and experiences that have a large amount of content organized in a hierarchy of more than two levels. They take up little space but still provide context for the user's place in the navigation hierarchy which is crucial for the user to not get lost through the app.

When not to use

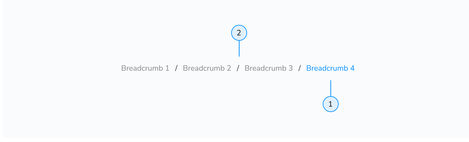
Breadcrumbs are always treated as secondary and should never entirely replace the primary navigation. They shouldn't be used for products that have single level navigation because they create unnecessary clutter.

Demo

Breadcrumb 1 / Breadcrumb 2 / Breadcrumb 3 / Breadcrumb 4

Formatting

Anatomy

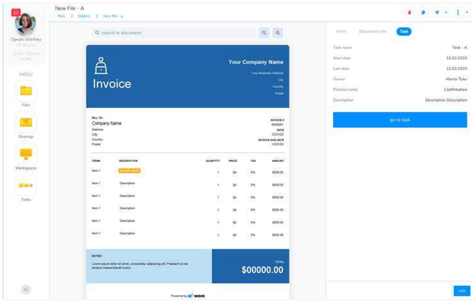


1.Page link

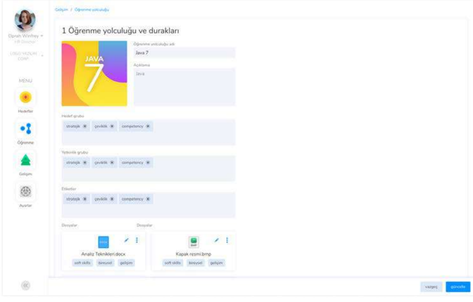
2 Separator

Placement

Breadcrumbs can be used in the header.



Breadcrumbs can be used above the page title if there is no header.



Content

Main elements

Page link

Each page link should be short and clearly reflect the location or entity it links to.

Start with the highest level parent page and move deeper into the information architecture as the breadcrumb trail progresses.

By default, the current page is not listed in the breadcrumb trail.

Overflow content

When space becomes limited, use an overflow menu to truncate the breadcrumbs. The first and last two page links should be shown, but the remaining breadcrumbs in between are condensed into an overflow menu. Breadcrumbs should never wrap onto a second line.

Breadcrumb 1 / . . . / Breadcrumb 5 / Breadcrumb 6

- Breadcrumb 2
- Breadcrumb 3
- Breadcrumb 4

Behavior

Interactions

All the page links in the breadcrumb component should be interactive and link to their respective pages.

Mouse

Users can trigger an item by clicking on a breadcrumb page link. The separators between page links are not interactive.

Keyboard

Users can trigger a breadcrumb link by pressing enter while the link has focus. For additional keyboard interactions, see the accessibility tab.

Bullet Point

Bulleted lists help make information more scannable and easier to understand. If a sentence contains more than three items or ideas, we recommend breaking them up into a bulleted list.

- Overview
- Demo
- Formatting
- Content
- Behavior

Overview

Bullet points help break up large blocks of text, make complex articles and blog posts easier to grasp, and make key information stand out.

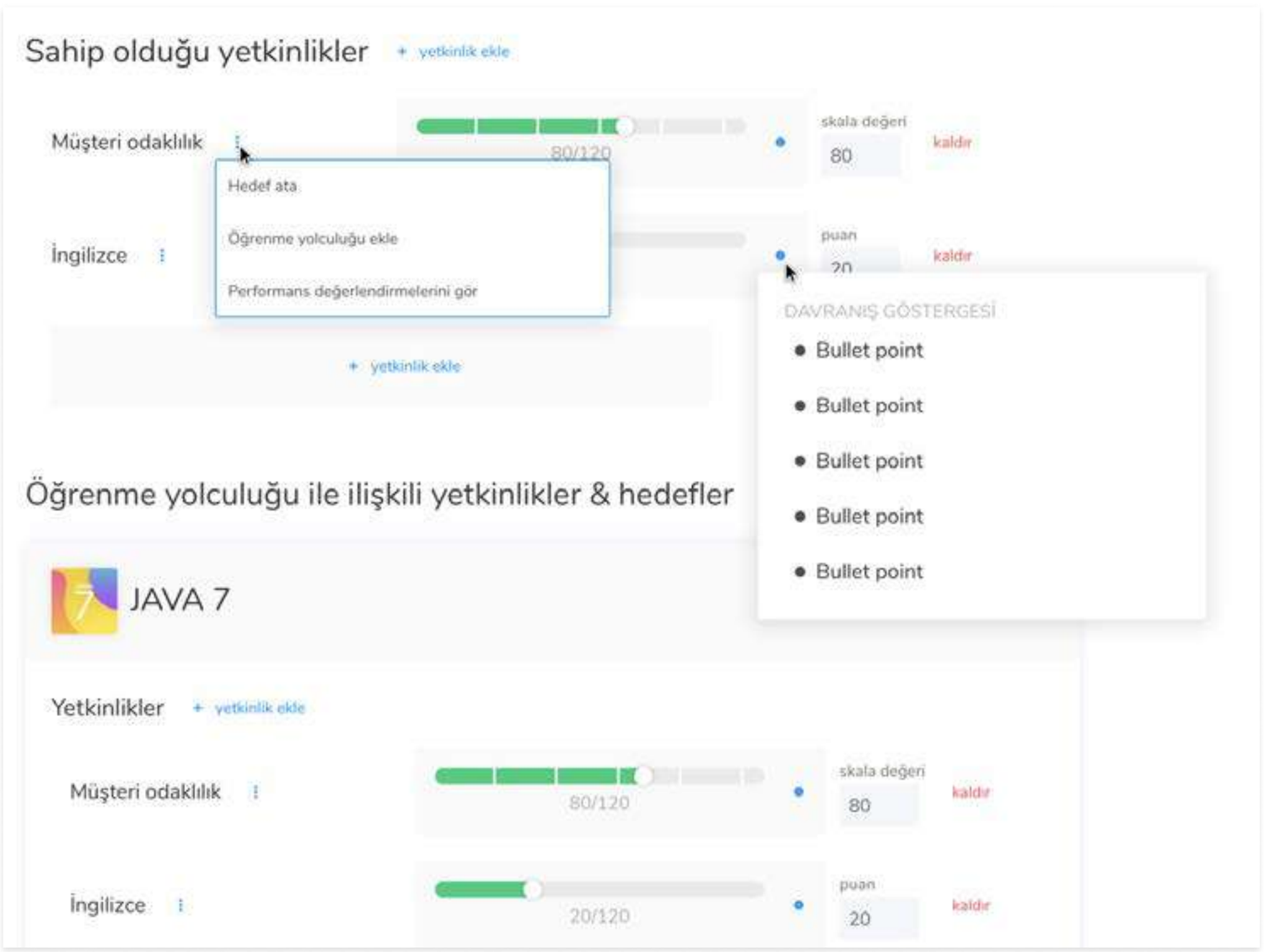
When to use

-Use to show text in a specific order.
-Used to make a complex concept understandable.
-Use bullet point when the order of the list items does not matter.

When not to use

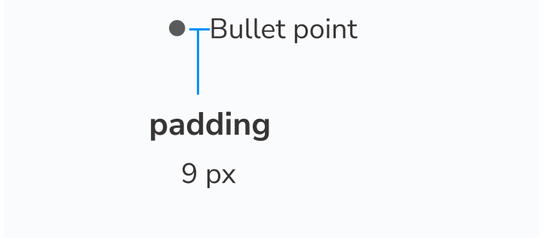
-Don’t overuse bulleted lists, as they can lose their effectiveness.
-Don't use bullet points for a header.

Demo



Formatting

Anatomy



Content

-Capitalize the first word of every bullet.
-Don’t use a bullet point for only one item.
-Keep each item succinct for scannability.
-Do not put a dot at the end of a sentence or word.

Button

Buttons communicate actions that users can take. They are typically placed throughout your UI, in places like: Dialogs, Forms, Toolbars, etc.

Overview

Buttons are clickable elements that are used to trigger actions. They communicate calls to action to the user and allow users to interact with pages in a variety of ways. Button label(s) express what action will occur when the user interacts with it.

When to use

Use buttons to communicate actions users can take and to allow users to interact with the page. Each page should have one primary button, and any remaining calls to action should be represented as lower emphasis buttons.

When not to use

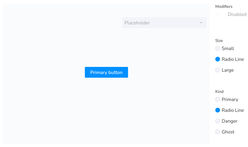
Do not use buttons as navigational elements. Instead, use links when the desired action is to take the user to a new page.

Button Types

Do not use buttons as navigational elements. Instead, use links when the desired action is to take the user to a new page.

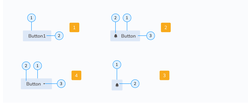
Type	Purpose
Primary	For the principal call to action on the page. Primary buttons should only appear once per screen (not including the application header or in a modal dialog).
Secondary	For secondary actions on each page; these can only be used in conjunction with a primary button.
Tertiary	For less prominent actions; tertiary buttons can be used in isolation or paired with a primary button when there are multiple calls to action.
Danger	For actions that could have destructive effects on the user's data (delete, remove, etc.).
Ghost	For the least pronounced actions; often used in conjunction with a primary button.

Demo



Formatting

Anatomy



A. Text button

1. Container
2. Text label

B. Icon and text button

1. Container
2. Text label
3. Icon

C. Icon button

1. Container
2. Icon

C. Option button

1. Container
2. Text label
3. Option icon

Size

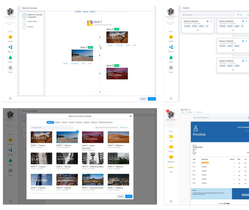
Buttons are named according to their size: small, medium and large

Type	Size	Usecase
Small	24 px	Use when there is not enough vertical space for the medium button. Useful cases are small tables and small popovers.
Medium	32 px	Use as primary page actions and other standalone actions. This is the default size in web applications.
Large	48 px	Use when building a form with a single, simple purpose like sign in and sign up forms. This is the default size in mobile applications.

Alignment

Alignment refers to whether the buttons are aligned to the right or the left of a window, container, or layout and the paddings between buttons.

Buttons are aligned with 10 pixel paddings next to each other. Ghost buttons are exceptions. They are aligned without padding.



Fill and outline button alignment

Ghost button alignment

Content

A button's text label is the most important element on a button, as it communicates the action that will be performed when the user interacts with it. Buttons need to be clear and predictable.

Button labels should clearly indicate the action of the button. To provide enough context, use the {verb} + {noun} content formula on buttons except in the case of common actions like "Done", "Close", "Cancel", "Add", or "Delete".

There are exceptions to this rule for situations in which button length could cause problems in compact UIs or negatively impact translation, but the {verb} + {noun} formula is still best practice.

Behaviors

Interactions

Mouse

Users can trigger a button by clicking anywhere within the button container.

Keyboard

Users can trigger a button by pressing `enter` or `space` while the button has focus. For additional keyboard interactions, see the accessibility tab.

Modifiers

Icon only buttons

Icon buttons allow users to take actions, and make choices, with a single tap. Mostly used in groups where a lot of quick actions needs to be accessed in a small layout. Tooltips appear when the user hovers on an icon only button by default.

Icon and text buttons

Icons can be placed next to labels to both clarify an action and call attention to a button.

Option buttons

Option buttons reveal a popover when clicked. When an action has more than one options, option buttons can be used.

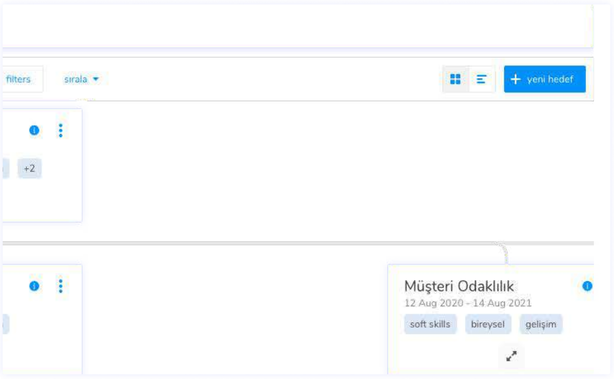
Button Group

Button groups are used to switch between the contents on the same page or area.

Overview

When to use

Button groups are often used to switch between different views of the same content. It can also be used from occasionally to narrow down the same data in different ways.



When not to use

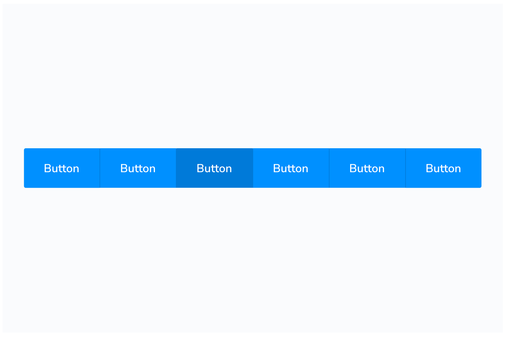
Tabs

If you can not create a breakdown within the data you want to show to the user or if you want to position different types of content that are not similar to each other in a single field, use tabs instead of button groups.

Switch

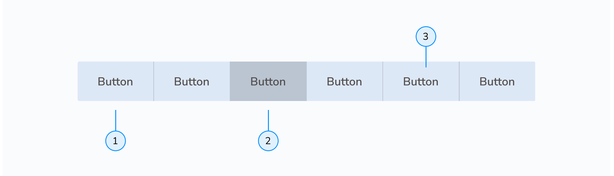
In cases where you want the user to make a simple "yes" "no" choice, it is better to use the switch component.

Demo



Formatting

Anatomy



1. Default
2. Selected
3. Button Text

Sizing

Each button width should be determined by the button text.

Content

Text Label

Text tags should not exceed 2-3 words in length and should be written as clearly as possible for the user.

Behavior

Default Selection

Since only one button content can be viewed, it must be decided which button is active by default.

States

Button groups have the same states as buttons.

Calendar

The calendar control lets users select a single date, multiple days, entire week(s), or a date range.

- Overview
- Demo
- Formatting
- Modifiers

Overview

The calendar shows all time-related data (year, month, week, day, date) at a glance. It also allows users to navigate directly from one month or year to another, or to display multiple months.

When to use

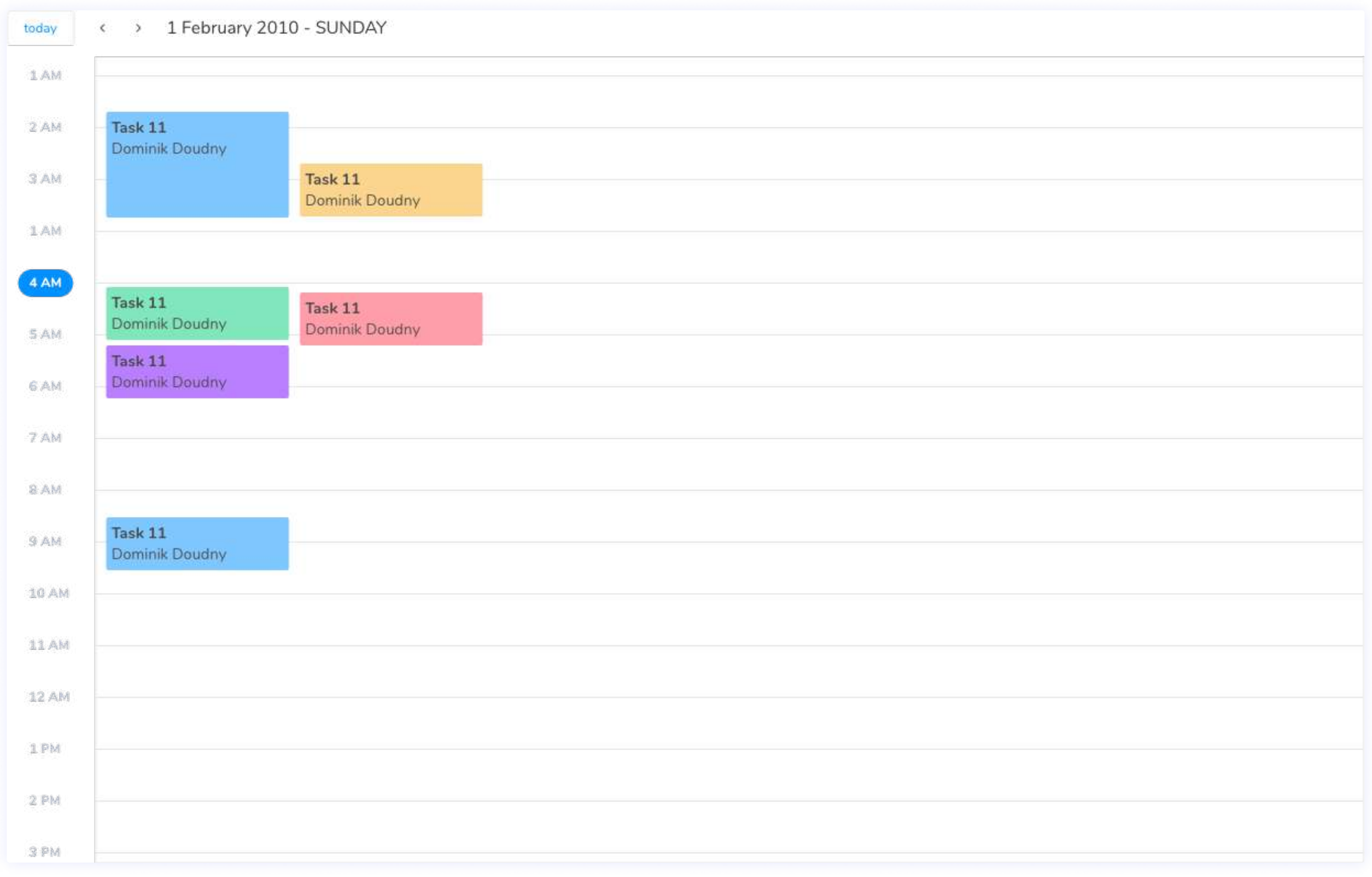
-You want the user to select a single date, multiple days, entire week(s), or a date range.
-You want to display multiple months at once.
-The calendar always needs to be visible and prominent.
-Users need to see the year, month, week, weekday and date at a glance to decide which date to select. For example, a user might want to select a date based on the day of the week.
-Users might be used to different locale-specific date formats (such as day-month-year or month-day-year). Enabling them to select the date visually using the calendar bypasses format-specific interpretation.
-You want to highlight special days or hide/disable specific days.

When not to use

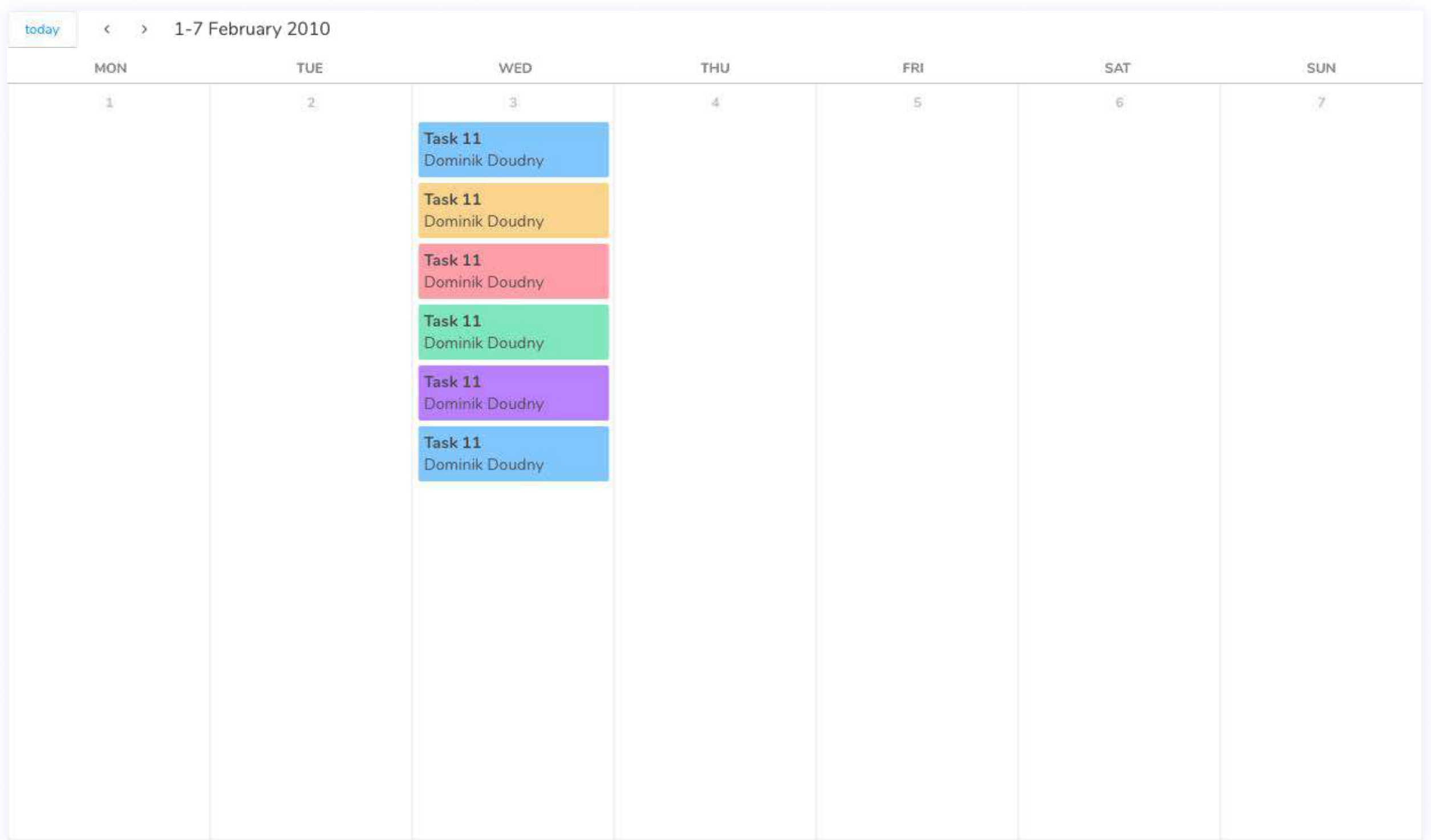
-The user is a power user who has to enter a lot of data fast. In this case, use the date picker.
-The keyboard is the primary input device. In this case, use the date picker.
-The available screen space is limited and displaying the calendar permanently would take up too much space.
-The user's primary goal is to select a date range. In this case, use date range selection.
-You want to display a range of weekdays in a single row. In this case, use the calendar date interval.
-The user wants to compare calendars from different people. In this case, use the planning calendar.
-The user wants to select combined date and time values. In this case, use the date/time picker.

Calendar types

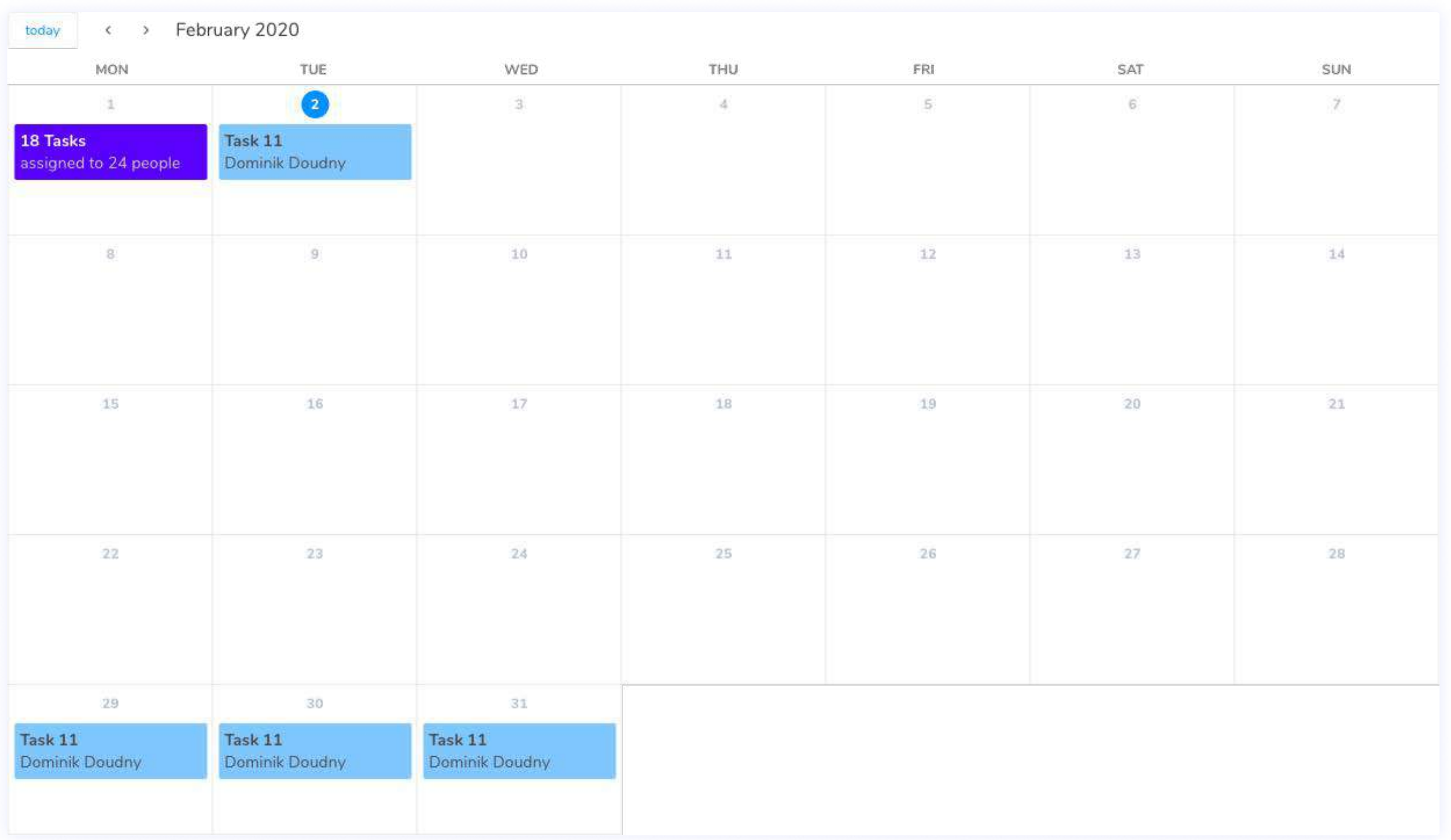
Daily



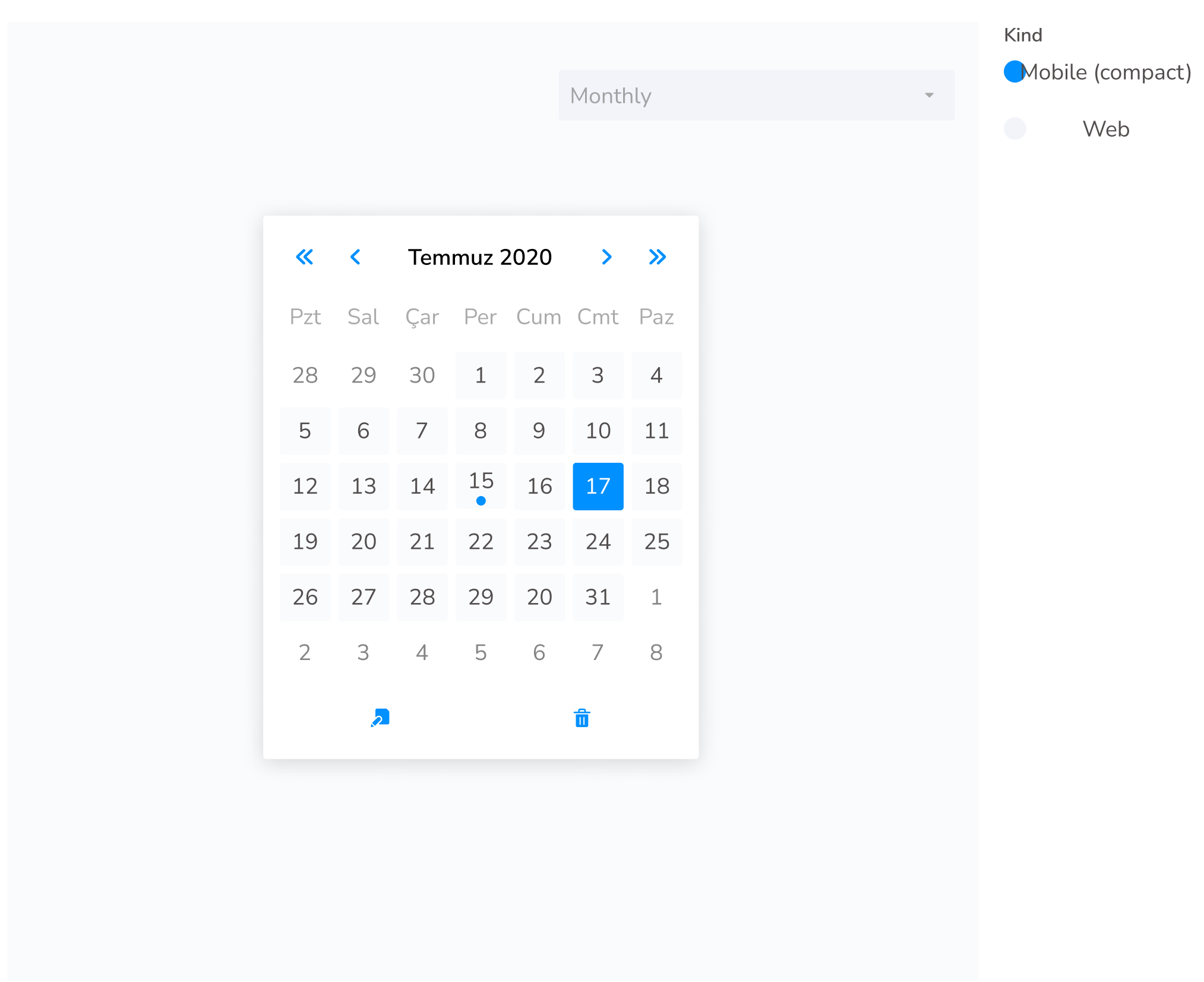
Weekly



Monthly

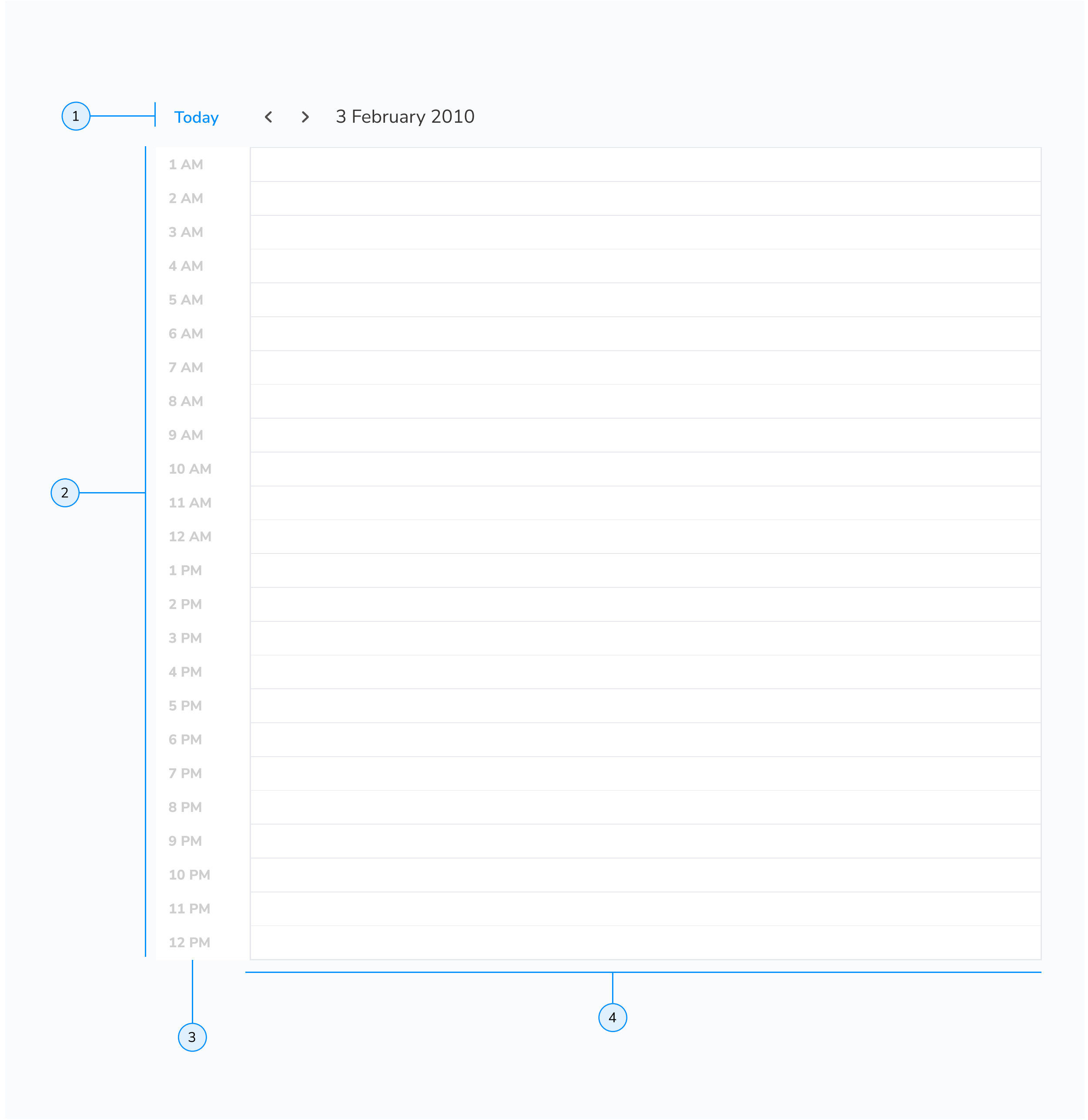


Demo



Formatting

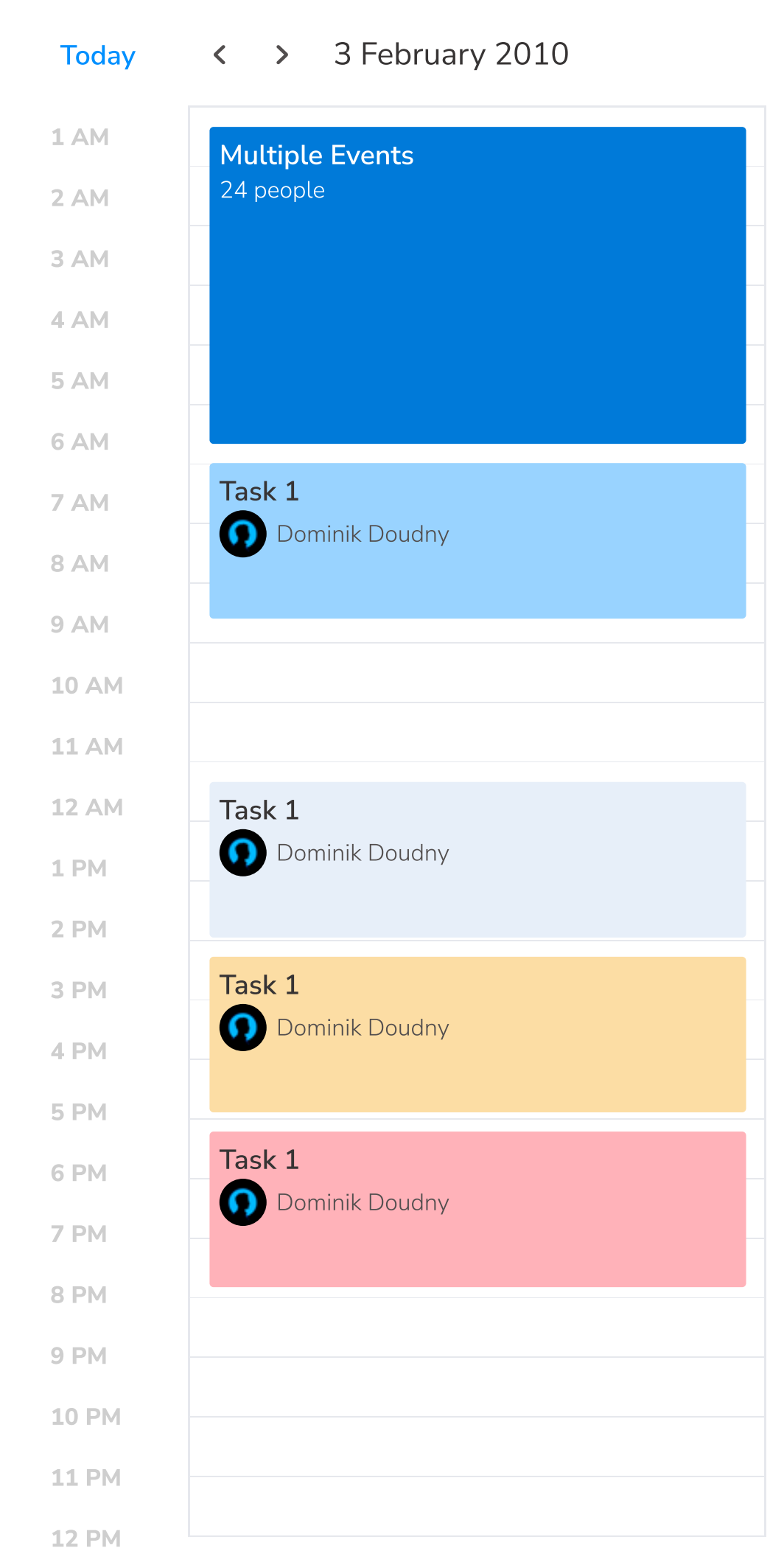
Anatomy



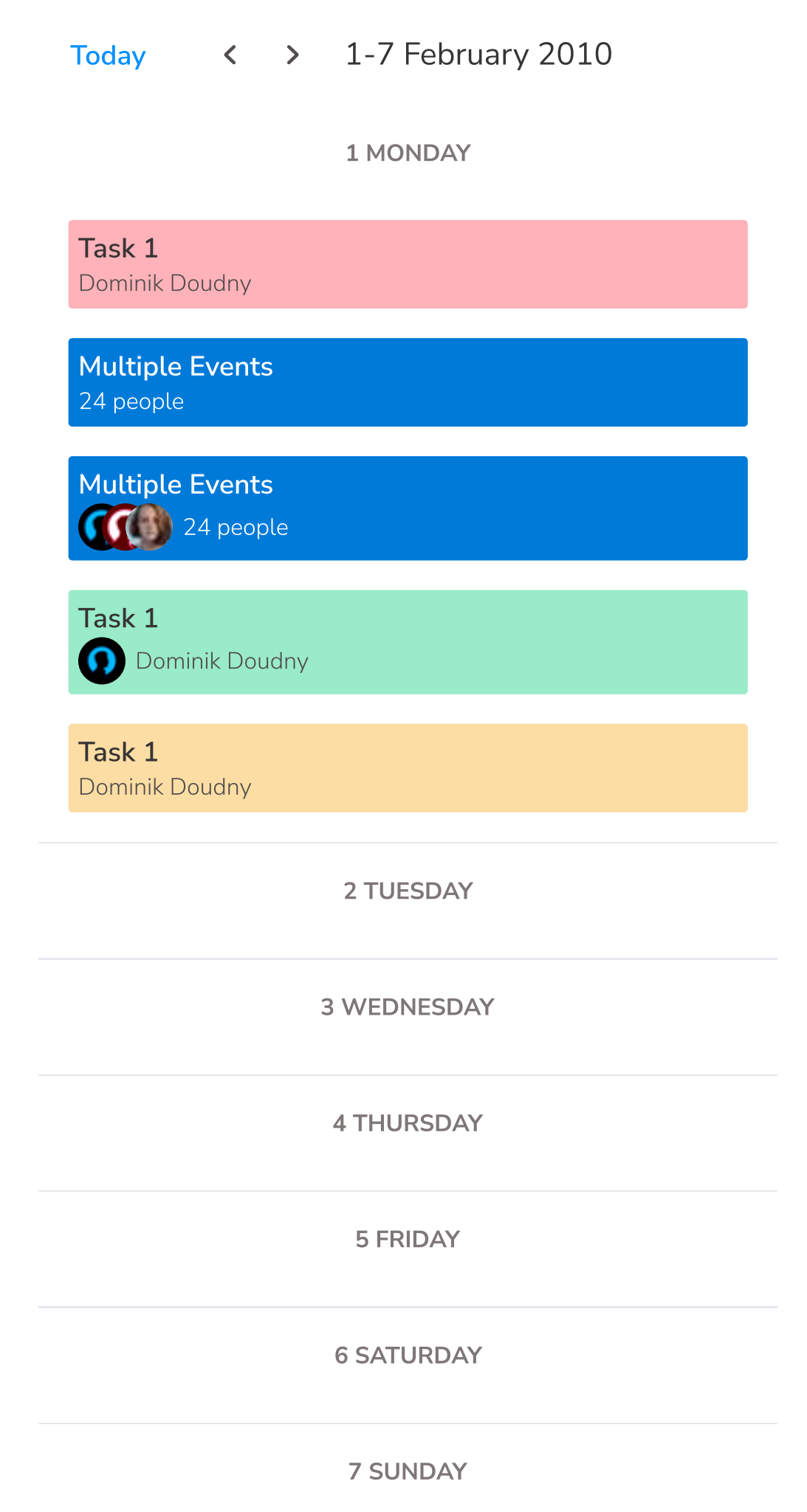
1. Title bar: includes the title, today button and can be used to go to previous and next days.
2. Calendar part: includes the schedule chart.
3. Time bar: displays the hours and the current time.
4. Schedule part: includes the event cards.

Modifiers

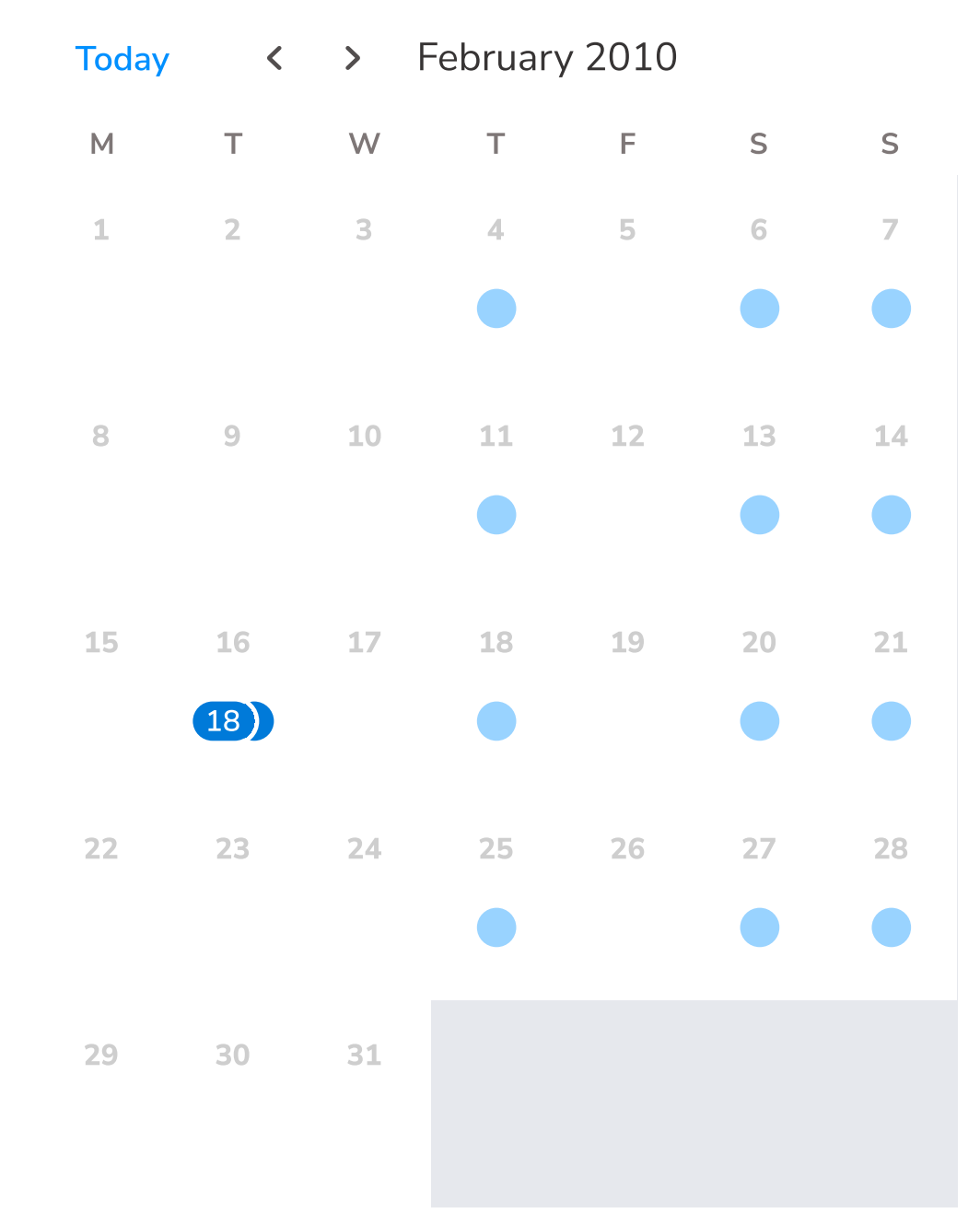
Daily (Mobile Compact)



Weekly (Mobile Compact)



Monthly (Mobile / Compact)

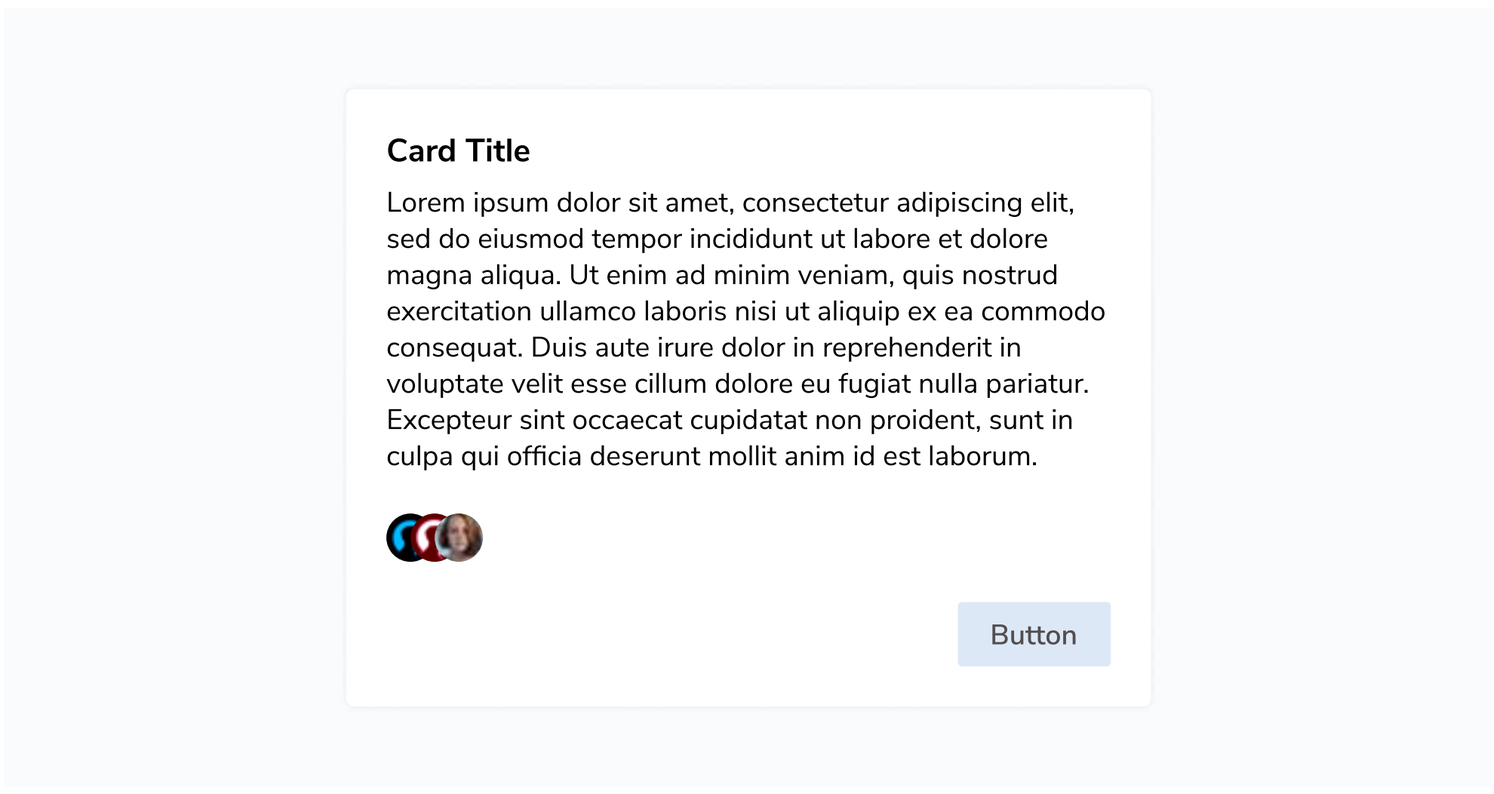


Card

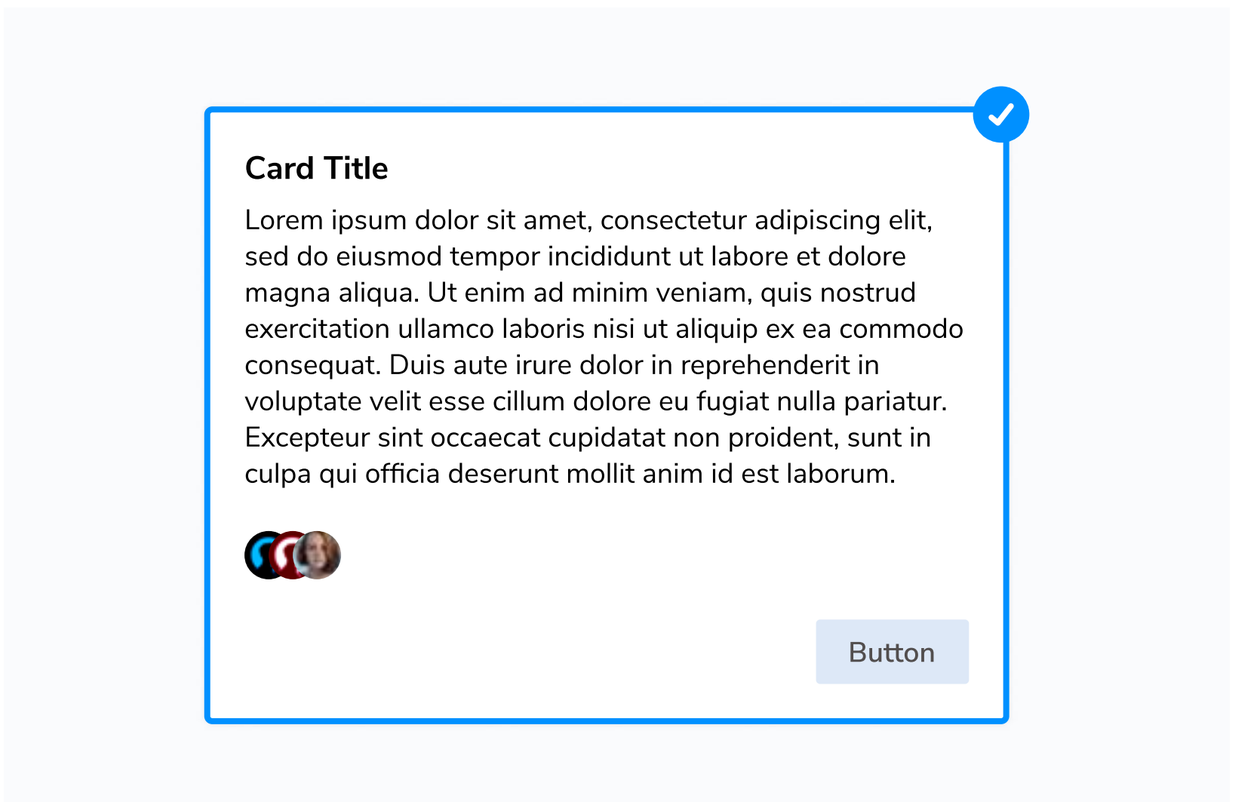
Cards are highly flexible components that can contain different information such as images, buttons, links, text, etc.

Overview

Cards do not have a pre-designed style. They should be designed to contain different components according to the needs of the users.



Demo



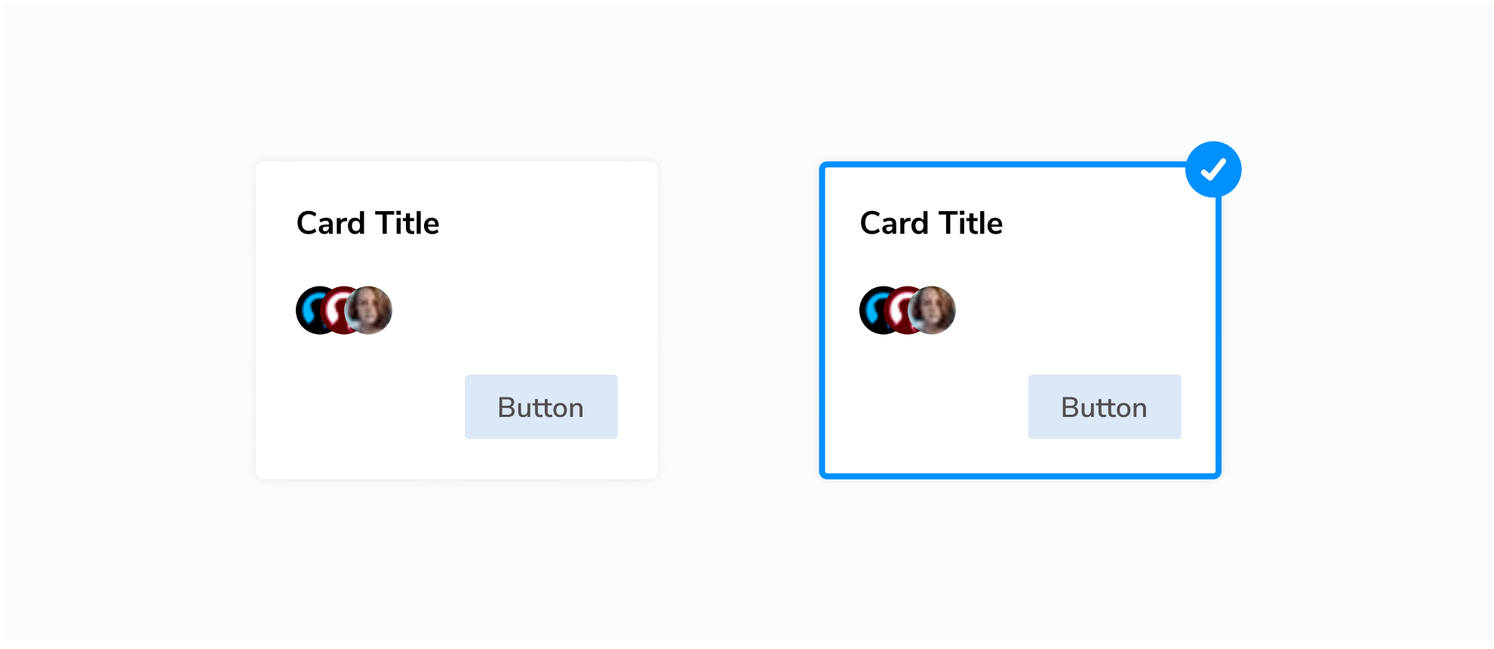
Modifiers

- [x] Selected

Variations

Selectable

Selectable cards can be used in situations where a choice needs to be made from different options. Multiple selection is possible and the selected card is shown with a check mark.



Checkbox

Checkbox is an interface element that allows the user make multiple selections from a finite set of options.

Overview

Each checkbox works independently, selecting a checkbox does not effect the other checkboxes in a checkbox list. Checked state displays that the checkbox label is applied or the label is selected.

When to use

Filtering

Checkboxes allow the user to choose between options. helps the user to filter and find search criteria.

To break up a long list

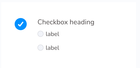
Use subheadings to divide a long checkbox into logical groups. This makes selections easier to browse and better understand the context.

Forms

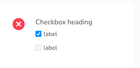
It can be used in full page, modal or side panels in forms.

When not to use

Checkboxes can not be used if the user are allowed to select only one of the options. It allows the user to select multiple items in a set. It is necessary to use the radio button when user wants to choose between two options.



Do use radio buttons when only one item can be selected.



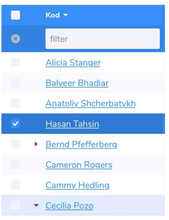
Don't use checkboxes when only one item can be selected.

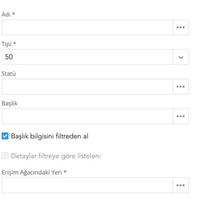
Types

Web Checkbox

Mobile Checkbox

Demo





Formatting

Anatomy

Checkbox elements consist of checkbox header and checkbox input. If there is a group of checkboxes, a title can be added to the group.

1. Checkbox heading

Checkbox heading describes the checkbox group.

2. Checbox input

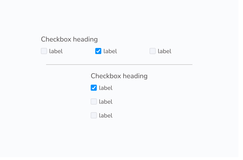
Checkbox input is deselected by default.

3. Checkbox label

Provides information on the selection.

Alignment

When you create a checkbox group inside a simple form, create the label and checkbox in the first row. All following checkboxes must appear below the first one.
If it is possible, the checkbox group is arranged vertically for easier reading.

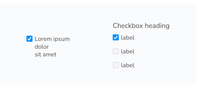


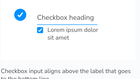
Content

Scrolling content

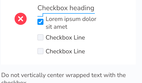
When the checkbox label overflows, the label can wrap to multiple lines.

It is recommended that the checkbox label does not contain more than 3 words but more than 3 words can be used if necessary.





Checkbox input aligns above the label that goes to the bottom line.



Do not vertically center wrapped text with the checkbox.

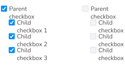
Behaviors

States

The checkbox input allows for a series of states: default, selected, multiple, disabled, disabled checked and disabled multiple.

Nesting

Checkboxes can have parent and child relationship.
Checking the parent checkbox automatically selects all nested child checkboxes.



Interactions

Mouse

Users can trigger an item by clicking the checkbox or clicking the checkbox label.

Keyboard

Users can navigate between the checkboxes with Tab or Shift-Tab key and select with enter key.

Related

Radio button
Switches
Table

Datepicker

Date and time pickers allow users to select a single or a range of dates and times.

Overview

Datepickers are used to display past, present, or future dates or times. The kind of date (exact, approximate, memorable) you are requesting from the user will determine which picker is best to use. Each picker's format can be customized depending on location or need.

When to use

Use date and time pickers when you are asking the user for a time or date, or for scheduling tasks.

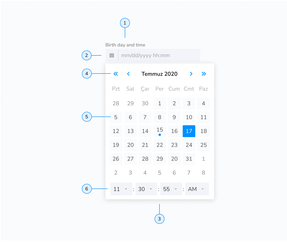
Types

Type	Purpose
Single datepicker	Allows user to pick a single date from the calendar.
Range datepicker	Allows user to pick two consecutive dates from two calendars.
Yearpicker	Allows user to pick only the year of a date.
Monthpicker	Allows user to pick only the month of a date.
Timepicker	Allows user to pick a specific time.

Demo

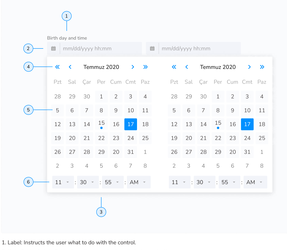
Formatting

Anatomy



1. Label: Instructs the user what to do with the control.
2. Date fields: A date field where the user displays their date selection.
3. Calendar: The menu where a date may be selected.
4. Month and year controls: Allows the user to navigate through past and future time frames.
5. Day: Days in the month.
6. Time: Specific time picker

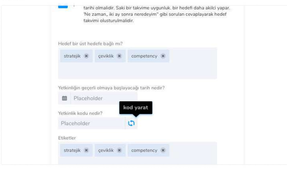
Anatomy of range datepicker



1. Label: Instructs the user what to do with the control.
2. Date fields: A date field where the user displays their date selection.
3. Calendar: The menu where a date may be selected.
4. Month and year controls: Allows the user to navigate through past and future time frames.
5. Day: Days in the month.
6. Time: Specific time picker

Alignment

By default, the pickers have fixed widths. If you are placing the picker inline with other inputs, such as in form, then the widths can be adjusted to match the other inputs. The picker can either increase or decrease in width as needed. If you adjust the size, be aware that pickers have minimum widths and the date content should never horizontal scroll or overflow.



Content

Main elements

Label

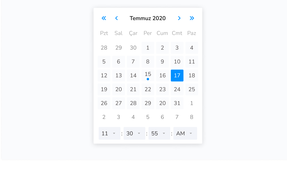
- Both date and time pickers must be accompanied with labels.
- The labels should be clear and descriptive.
- Range inputs should be being properly labeled with a start and end label.

Date format

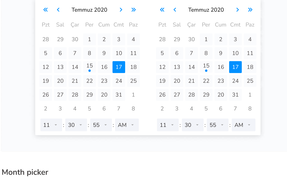
- The date format can be displayed differently depending on your location. For example, some countries use month/day/year while other use day/month/year.
- When using calendar picker the date format will be automated if the user selects from the calendar menu.

Datepicker types

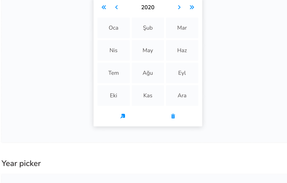
Single datepicker



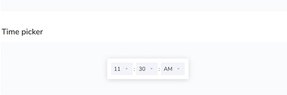
Range datepicker



Month picker



Year picker



Time picker

Form

A form is a grouping of input controls that allows users to enter data or configure selections related to a process.

Overview

Since forms provide a data export, they must be carefully considered when designing. It should be kept as short as possible and the value of each input should be evaluated.

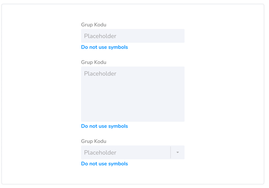
When to use

Use date and time pickers when you are asking the user for a time or date, or for scheduling tasks.

Types

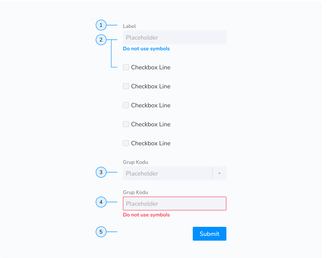
Type	Purpose
Single datepicker	Allows user to pick a single date from the calendar.
Range datepicker	Allows user to pick two consecutive dates from two calendars.
Yearpicker	Allows user to pick only the year of a date.
Monthpicker	Allows user to pick only the month of a date.
Timepicker	Allows user to pick a specific time.

Demo



Formatting

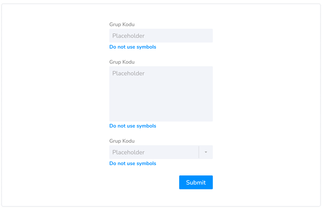
Anatomy



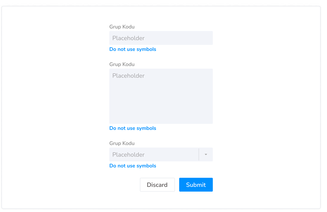
1. Labels
2. Inputs
3. Placeholder text
4. Validation
5. Action

Button Placement

In the forms shown on the page, the buttons should be aligned at the bottom right of the form.



Single button in forms



Secondary / Primary button alignment in forms

Form logic

Radio buttons

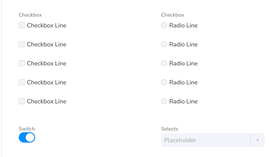
Radio buttons are used when there is more than one option for users and only one of these options is allowed to be selected. Making one choice overrides the other selection previously made.

Checkboxes

Checkboxes are used when there is more than one option and the user can choose between these options as much as they want. One choice does not override the previous selection. Single checkboxes or toggles can be used to turn an option on or off.

Select elements

Selection elements are used when there is more than one option and only one of these options needs to be selected.



Validation and Errors

Error messaging

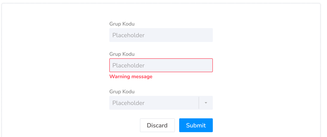
With Error messaging, the users can easily recognize where they made an error and how to fix this error. In the first step, the user should be told what the error is, and in the second step, the solution.

Form validaiton

User data must be validated before being sent via the form. By showing the areas of the problems in the form, the user can correct these fields.

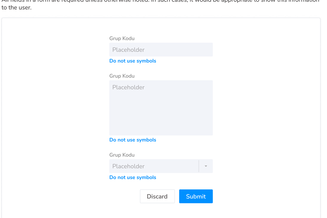
Validation should appear as soon as the user clicks out of the input field. The validation should disappear as soon as the user resolves the error in this area.

The validation label should be as descriptive as possible.



Optional vs required fields

All fields in a form are required unless otherwise noted. In such cases, it would be appropriate to show this information to the user.



Info Container

It is a special dialog box that allows the user to view messages. They appear inside of a form or a layout where it is needed.

- Overview
- Demo
- Formatting
- Related

Overview

A message box is a special dialog that allows you to view a message. You can use the message box to view messages that are related to a field in the user interface such as an info, a warning occured on a recent interaction.

When to use

- When you want to display non-field-related messages.
- When you want to display error, warning, success, information messages.
- When you need to block the user for any reason.
- When the user needs to decide.

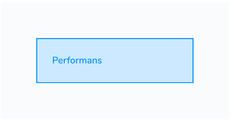
When not to use

- Use toast when you want to give a short message of success.

Types

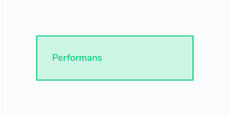
Information

Information messages provide information that the user should know but do not contain a decision.



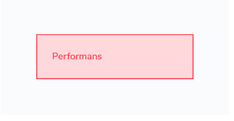
Success

Success messages notify the user that an action was successful.



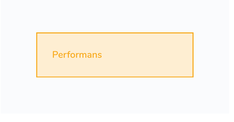
Danger

Danger messages can be triggered after the user enters incorrect data or a system error occurs. It is necessary to block the user with a message.

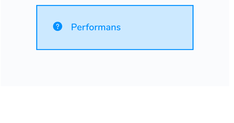


Warning

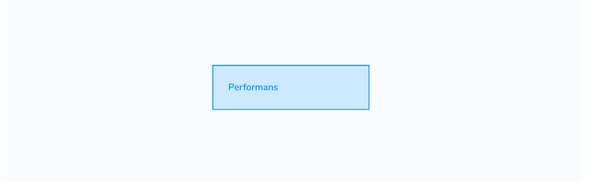
Warning gives information to the user about the result of the action to be taken.



Info Container with Icon



Demo



Formatting

Anatomy

Notifications appear next to the items they're linked to. They can expand to fill the width of the container or text field they are in, and they must be aligned with the grid columns.

We recommend placing inline notifications at the bottom of the forms, right above the send and cancel buttons.

Related

Toast

Input

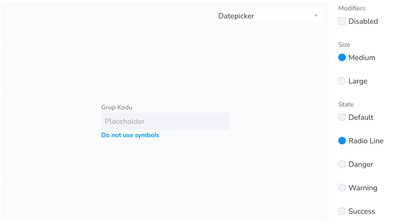
Text inputs allow users to enter any combination of letters, numbers, or symbols of their choosing (unless otherwise restricted).

Overview

In some special cases, there may be situations where users need to enter both long and short content. In such cases, the input type should be changed according to the length of the text.

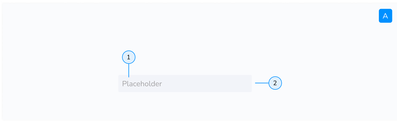
Type	Purpose
Text input	It is used when the user needs to enter a single line of text.
Text area	It is used when the user needs to enter text with multiple lines.

Demo



Formatting

Anatomy



A. Text input

1. Placeholder
2. Container

B. Button and text input

1. Placeholder
2. Container
3. Icon
4. Icon Container

C. Icon and text input

1. Placeholder
2. Container
3. Icon

D. Selection

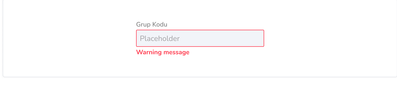
1. Placeholder
2. Icon
3. Button Container
4. Container

E. Datepicker

1. Placeholder
2. Container
3. Calendar Icon
4. Button Container

Validation and Errors

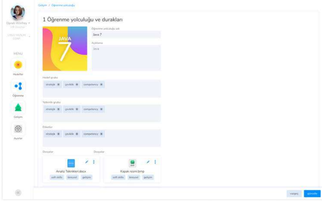
Validations and error messages are very important for the correct guidance of the user filling out the form. For more information, check out the forms page.



Content

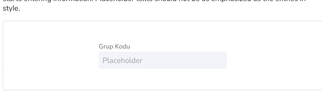
Labels

The use of labels is very important for the user to correctly understand what information to enter while filling out the form. Labels should be used in conjunction with placeholder texts and should never be abandoned for one and the other.



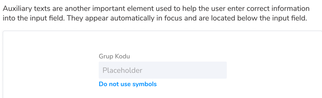
Placeholder text

Placeholder texts provide additional information for users to correctly understand the information they will enter in the input field. The placeholder text disappears as soon as the user starts entering information. Placeholder texts should not be as emphasized as the entries in style.



Helper text

Auxiliary texts are another important element used to help the user enter correct information into the input field. They appear automatically in focus and are located below the input field.



Multiselect

Multiselect component is used to select one or more of the options presented as a row. Multiple selections are allowed and highlighted in the selected color.

- Overview
- Demo
- Formatting

Overview

The Multiselect component has two different size options, medium and large. In addition, 5 different colors are available as selection color. Depending on the area of use, one of the colors of black, blue, green, brand, yellow and red can be selected.

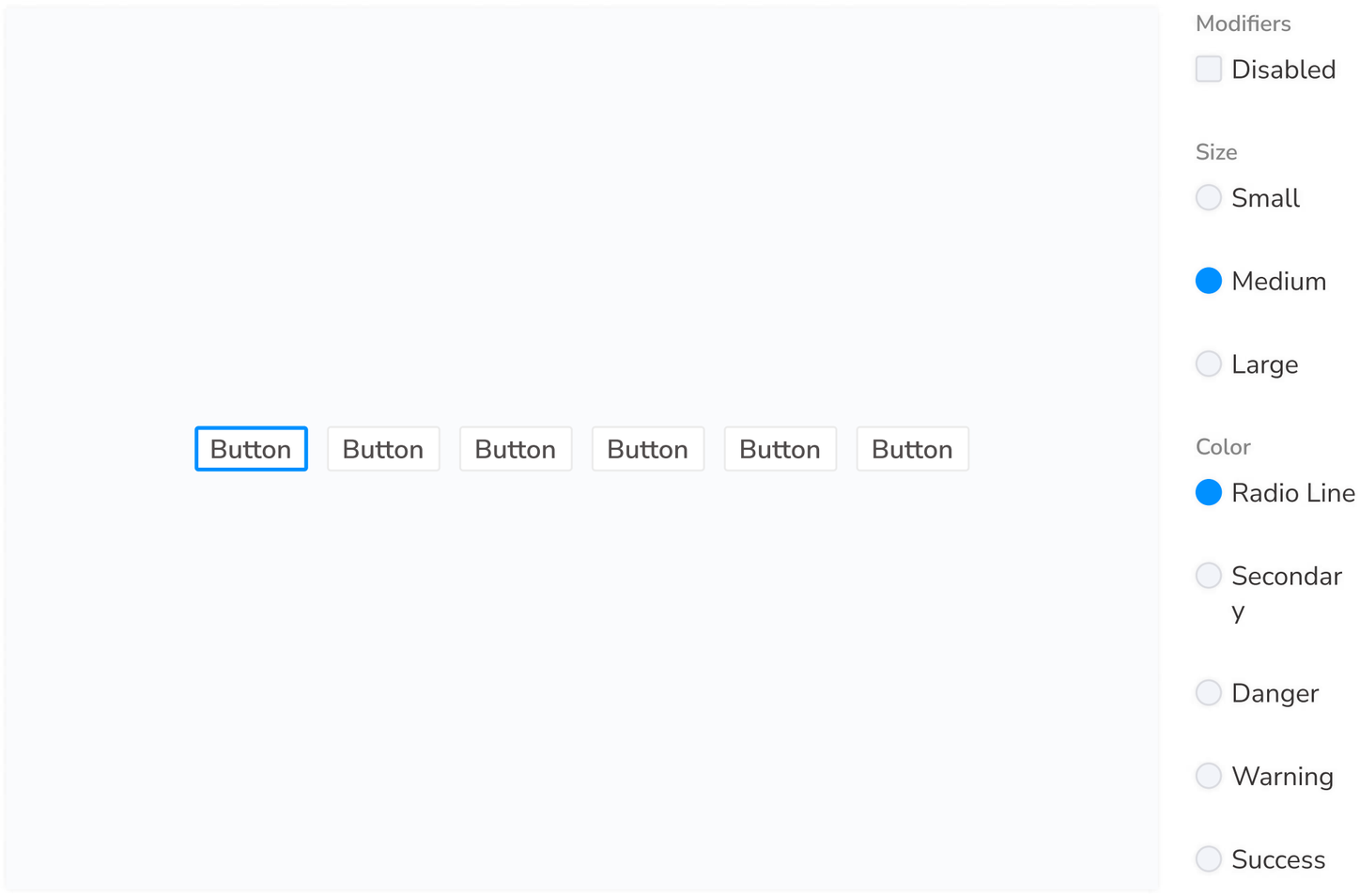
When to use

The multiselect component is often used with a search function. Its purpose of use is to quickly filter the data presented to the user. Thus, the user does not waste time typing on the search input. Maximum 8 components should be used together.

When not to use

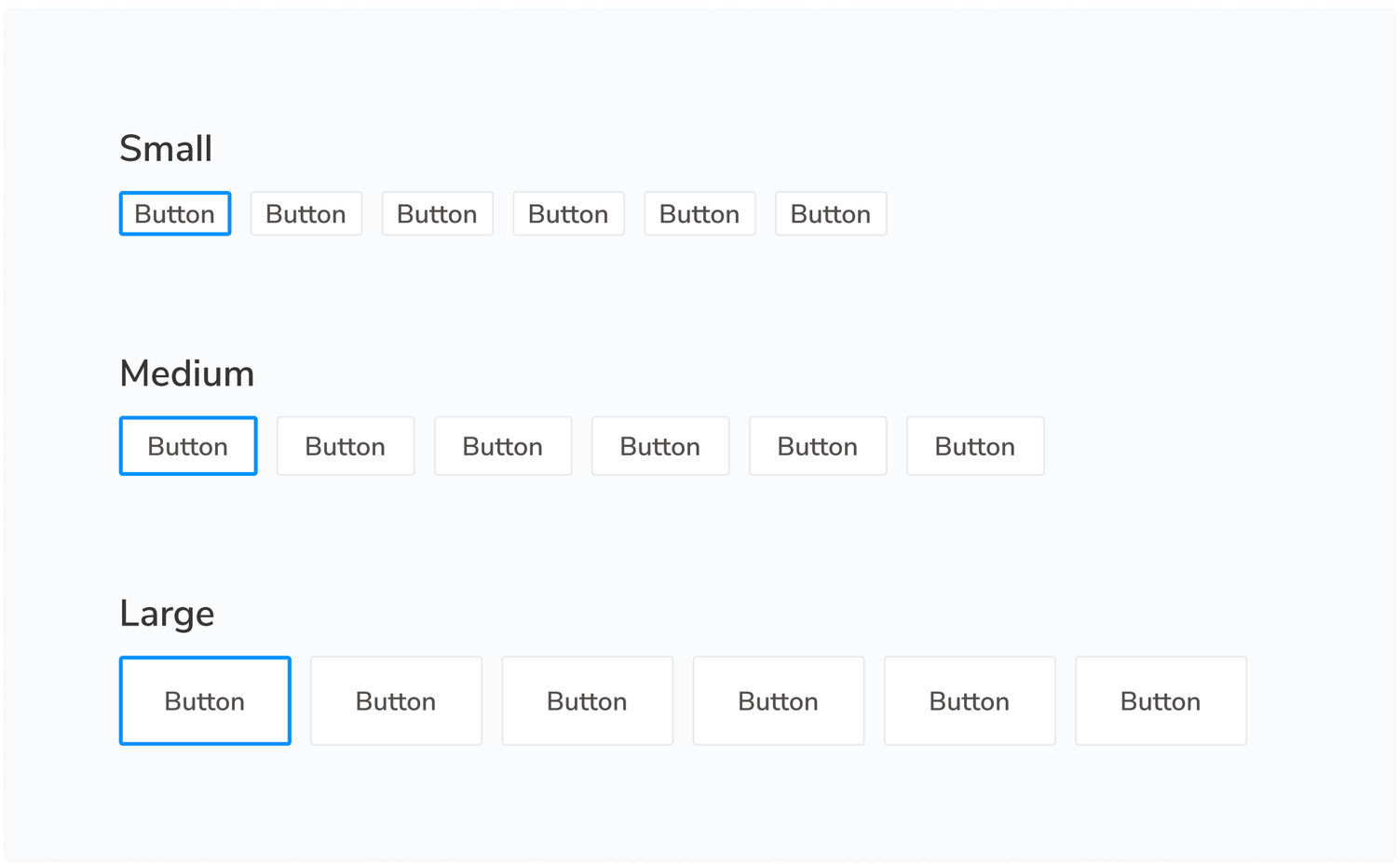
If the data presented to the user is not large enough and the filters we want to be included in this component cannot be determined clearly, the search component should be used.

Demo



Formatting

Size



Anatomy

The multiselect component consists of the buttons in the track design system. For more information about the component, you can examine the button component.

Pagination

Pagination breaks related content or data into multiple pages and allows a user to navigate through them.

Overview

Large numbers of items can overwhelm users and prevent them from finding what they’re looking for. Separating the items out into separate pages can help users focus on a few choices at a time.

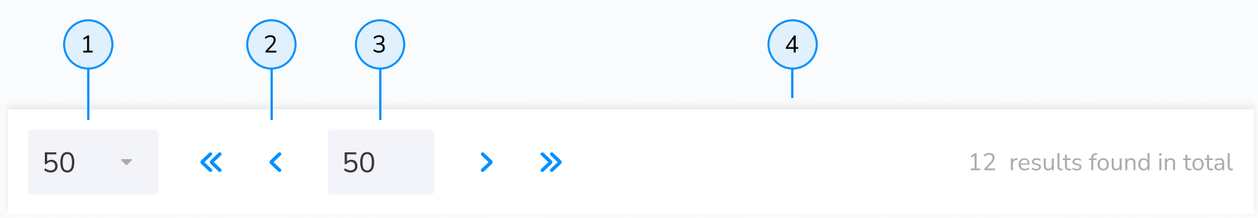
When to use

You don’t need to hide items behind pages when they can all fit in a single manageable view. Generally, use pagination if you have more than 10 or so items to display.

Demo

Formatting

Anatomy



1. Shows the number of pages available.
2. Pagination must have chevron buttons for navigating between pages.
3. It shows current page number.
4. Pagination bar

Behavior

Users can control the pagination bar using the ENTER and TAB keys.

Popover

Popovers are interactable elements, that pops over the main content without blocking the entire screen. They can appear on interaction with various elements.

Overview

Popovers usually consists of list of options a user can select from to complete an action. Actions can be clustered if there is not enough space on the screen. They can have search elements if needed.

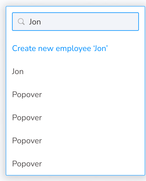
When to use

-You need an option that provides more than one action.
-It is really important that the user stays in context on a phone.
-You only have a small number of actions.

When not to use

-The menu provides only one option. In this case, consider using a button instead.
-You need to show a hierarchical menu. In this case, use the menu button instead.

Demo

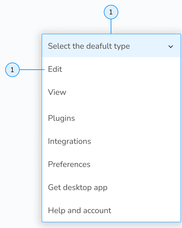


Formatting

Anatomy

Notifications appear next to the items they're linked to. They can expand to fill the width of the container or text field they are in, and they must be aligned with the grid columns.

We recommend placing inline notifications at the bottom of the forms, right above the send and cancel buttons.

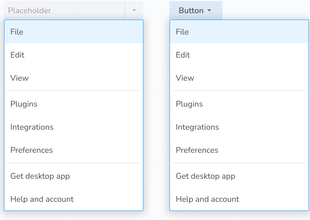


1. Popover category title or description

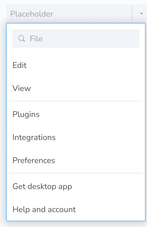
2. Popover action / selection

Types

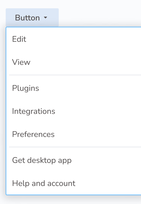
With category title



With search



With drilldown



Pop Up

Pop up is a special dialog control for displaying different types of messages, forms to the user.

Overview

Pop ups focus the user's attention only on the selection or information through the window covering the page. When pop up pages are displayed, the user is blocked from the content on the page and cannot return to the previous workflow until the requested task is completed or the user closes the pop up.

When to use

- When the user's response is required
- Use to notify the user urgent information
- Use to report the result of the user decision

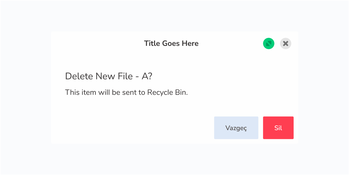
When not to use

- Multi-step forms and large contents
- Do not use in interactive content
- Do not use if user cannot return to page

Types

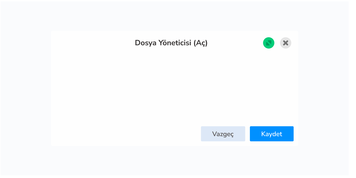
Prompt pop up

A prompt box is often used to have the user input a value before entering a page.
When a prompt box pops up, the user will have to click either ok or cancel to proceed after entering the input value.
Prompt pop up asks permission to perform the transaction.

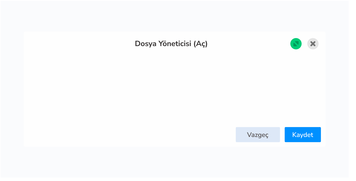


Simple pop up

Prompt pop-up is giving a notice or information, while the simple pop-up box need your choice confirmation to proceed.



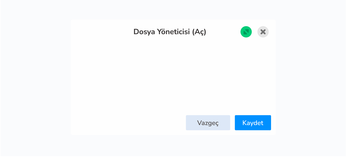
Demo



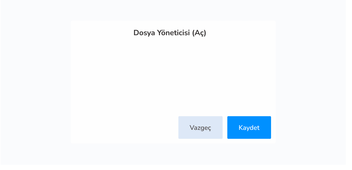
Modifier

Responsive

Web Formating

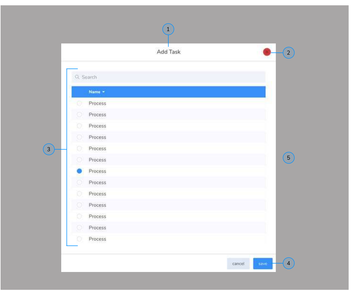


Mobile Formating



Formatting

Anatomy



1. Header

Header, contains the title of the pop up and the close icon.

2. Close icon

Close icon closes the pop up without submitting any data.

3. Body

The body contains the text of the message or the information and components the user needs to complete the task.

4. Footer

Contains the buttons needed to complete the task

5. Overlay

The screen that hides the page content.

Behavior

Trigger

Pop ups are triggered as a result of the user's interaction. The same result is obtained when the necessary buttons are clicked with the mouse.

Related

Toast

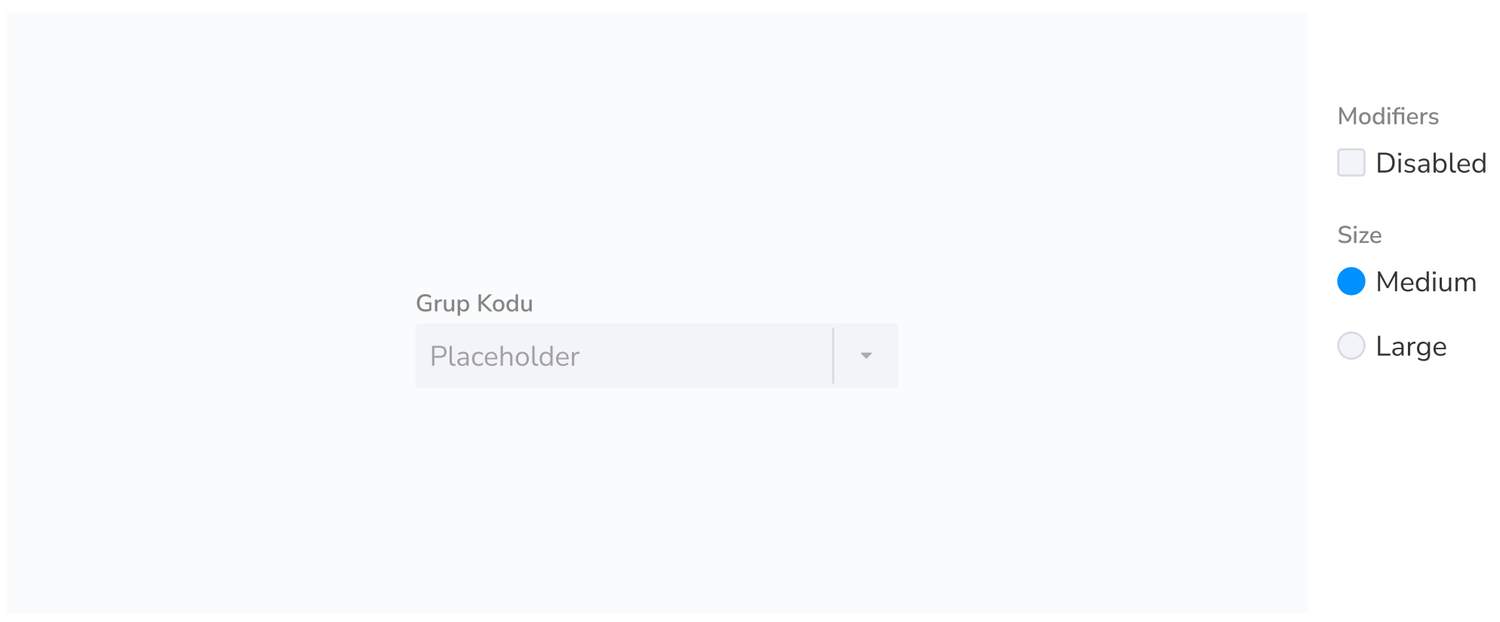
Select

The select component is used in forms when the user needs to make a selection from a given list or enter a text inside the input box.

Overview

The Select component is used with other elements in forms. In this way, the user can easily make a choice from the options in the list offered. This component is not used instead of the dropdown component.

Demo



Sizes

Size	Purpose
Small	Small size select component is used in forms in desktop applications. If the Select element is used in small size, the same size versions of the other components must be used.
Large	The large size select component is used in mobile applications and forms on tablets.

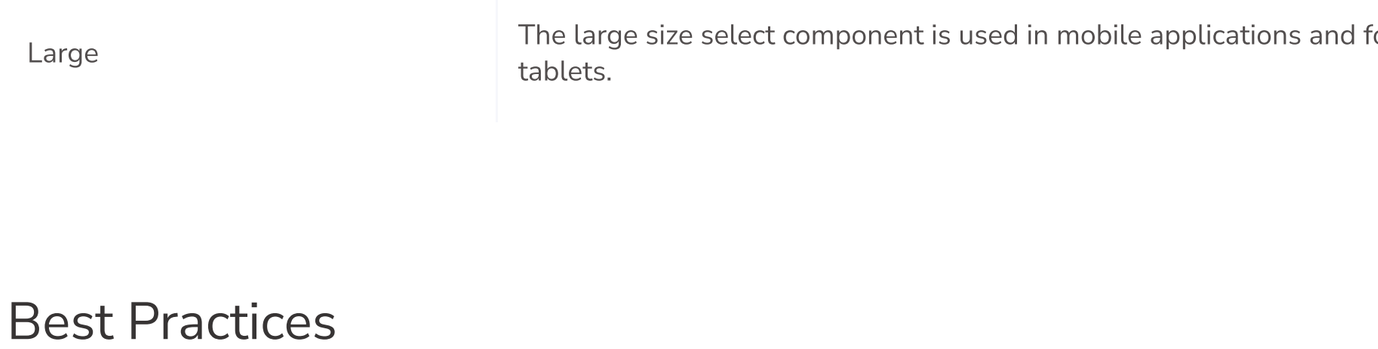
Best Practices

Labels

Select components should be used with a label that will describe the options most accurately. Tags allow users to think about what options to choose before taking action.

Validation

Validations make the form filling process easier and reduce errors by warning users in a timely manner. Check out the form component for more information.



Item Count

Validations make the form filling process easier and reduce errors by warning users in a timely manner. Check out the form component for more information.

Radio Button

Radio button is an element that allows the user to select a single item from the options available.

Overview

Radio buttons are often arranged in a group of at least two options. A user may choose only a single option or radio button among the set or group.

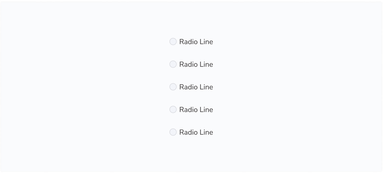
When to use

- When there is a list of two or more options that are mutually exclusive and the user must select exactly one choice.
- Use when you want to see all available options.

When not to use

- Radio buttons should be used instead of checkboxes if only one item can be selected from a list.

Demo



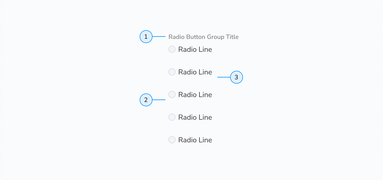
Types

Web

Mobile

Formatting

Anatomy

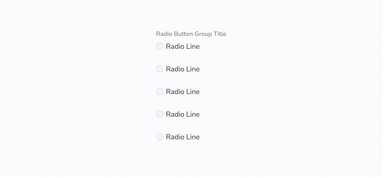


1. Radio button heading is a topic about the options in the list.
2. Radio button input is not selected by default.
3. Provides information on the selection.

Alignment

When you create a radio button group inside a simple form, create the label and radio button in the first row. All following radio button boxes must appear below the first one.
If it is possible, the radio button group is arranged vertically for easier reading.

Vertical

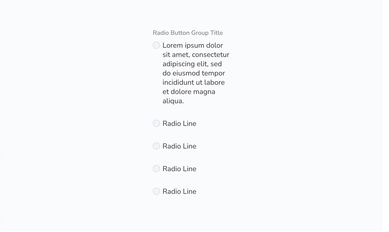


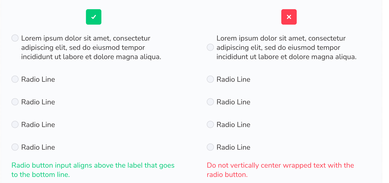
Horizontal

Content

Scrolling content

When the radio button label overflows, the label can wrap to multiple lines. It is recommended that the radio button label does not contain more than 3 words but more than 3 words can be used if necessary.

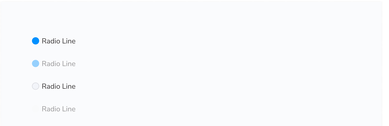




Behavior

States

Radio button input allows for a series of states: default, selected, disabled, disabled selected.



Interactions

Mouse

Users can trigger an item by clicking the radio button or clicking label.

Keyboard

Users can navigate between the Tab or Shift-Tab key and toggle radio buttos with ENTER key.

Slider

Accordion generates a vertically positioned list of information that reveals or hides the content of the titles

- Overview
- Demo
- Behavior

Overview

The slider in its basic form should be accompanied by a label and a number input that doubles as a display for the slider's current value.

The basic slider does not include discrete values, as the slider represents a percentage of 0-100. In this case it is not necessary for a user to choose a specific value, but instead generally increase or decrease an input. For example, the user increases the slider amount and the volume of the music gets louder.

The more complex versions should be used for selecting a specific value within a value range.

When to use

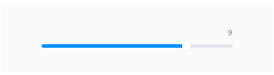
Use a slider only when the precise value won't matter to the user, but rather only the approximate range. Make sure that the users can select that range correctly without having to struggle too much to hit a precise value.

When not to use

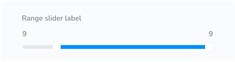
When exact value matters, dont use sliders. For instance, if you had to enter quantities such as age or current weight or height within a form, a slider would not be appropriate.

Types

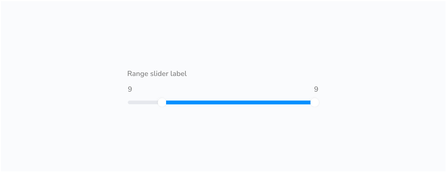
Simple Slider



Range Slider



Demo

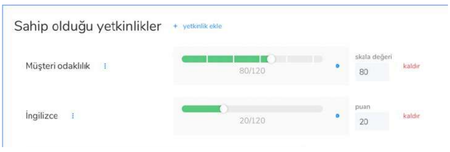


Behaviour

Interactions

Users can choose a numerical value by:

-Entering the exact value into the text field.
-Moving the slider handle with their mouse, which automatically updates the value in the text input.
-Using the ↑ ↓ ← → arrow keys automatically updates the value in the text input and moves the slider handle to the corresponding value.
-The step size increment is how many increments the inputted value and slider handle will jump when using the arrow keys. Make sure to set the step size increments to reasonable values.
-↑ ↓ ← → changes the value by one step size increment. Example: Pressing → changes the inputted value from 59 to 60, increasing the value by 1 unit.
-Shift + ↑ ↓ ← → changes the value by 10 step size increments. Example: Typing Shift + → changes the value from 60 to 70, increasing the inputted value by 10 units.



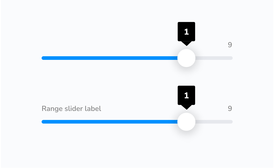
If the slider is editable, the hand cursor appears when the user hovers over the grip.

The user can change the slider setting in two ways:

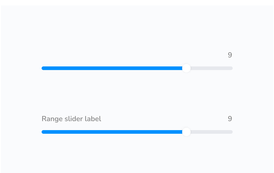
By using drag and drop to adjust the grip
By clicking the bar. The grip then moves to this new position.

States

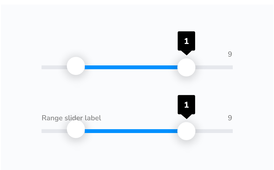
In motion



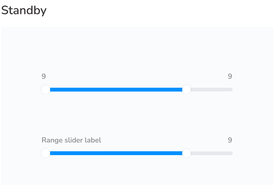
Standby



Range in motion



Standby



Switch

A switch is used to quickly switch between two possible states. They are commonly used for “on/off” switches.

Overview

Switches are digital on / off switches. It asks users to choose between two different options and always has a default value. Transitions should deliver immediate results and give users the freedom to control their preferences as needed. Switches are commonly used for “on/off” switches. They should not require the user to click Save or Submit after their selection.

When to Use

- When there is an immediate response to applied settings without any obvious action.
- Use when a setting or toggle or show / hide functionality is required to display results.

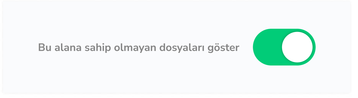
When Not to Use

- Don't use when the applied settings need to be approved and reviewed by the user before they are sent.
- Don't use when the user needs to select several options or take extra steps for changes to take effect.
- The setting requires a confirmation action or Submit button before it can take effect. In this case, use a checkbox instead.

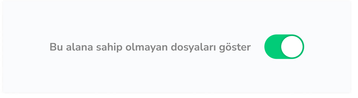
Types

Small Medium Large

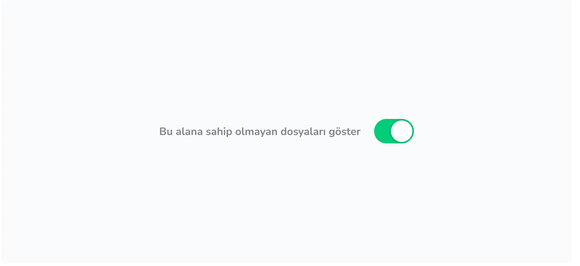
Mobile switch line



Web switch line



Demo



Content

Heading

A heading may accompany a switch to further clarify on the action the switch will perform.

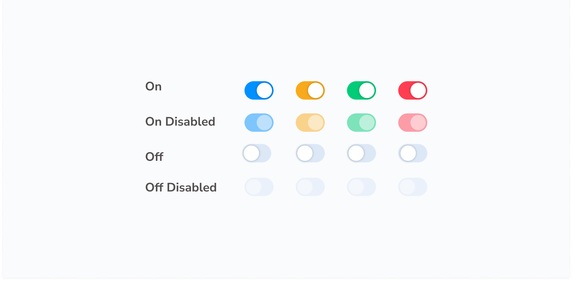
Label

Use labels with a switch so the action is clear. Labels should be three words or less and appear on the side of a switch.

In the text switch, the text should be succinct and limit text labels to two to three words.

Behaviour

States



Related

Checkbox

Tab

Tab

Use tabs to allow users to navigate easily between views within the same context.

Overview

Use tabs to allow users to navigate easily between views within the same context.

When to Use

Use tabs only when users don't need to see content from multiple tabs simultaneously.

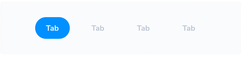
When Not to Use

Don't use when you plan to use only one single tab.

Demo

Modifiers

Mobile tab



Web tab

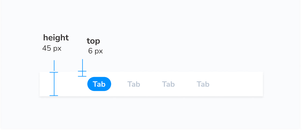
Label

Use labels with a switch so the action is clear. Labels should be three words or less and appear on the side of a switch.

In the text switch, the text should be succinct and limit text labels to two to three words.

Formatting

Anatomy



Tab Label

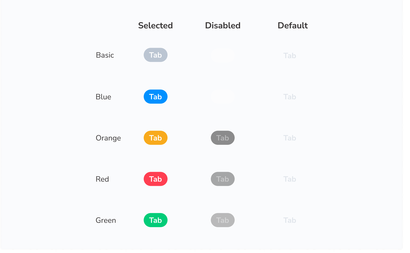
Each tab label describes the content contained within it. Tab labels are succinct and use at most two words.

Order

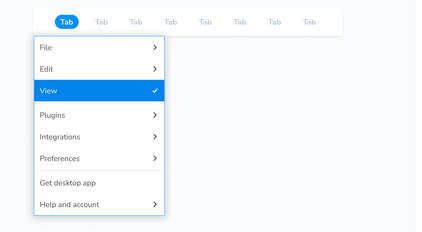
Tab order should be consistent. Tabs with relevant content should be grouped side by side.

States

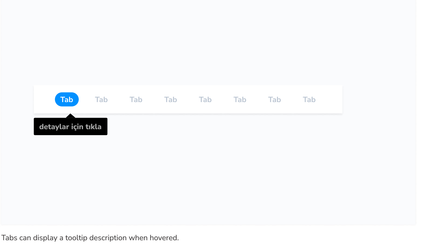
Header, contains the title of the pop up and the close icon.



Behaviour



Header, contains the title of the pop up and the close icon.



Tabs can display a tooltip description when hovered.

Table

Tables are used to organize and display data efficiently. The data table component allows for customization with additional functionality by configuring columns, as needed by your product's users.

Overview

The table's features are ideal for organizing and displaying data in a UI. The column headers can sort data in ascending or descending order, rows can be expanded to progressively disclose information, and single or batch actions can be taken on rows.

The data table toolbar gives a location for primary buttons, search, filtering, table display settings, and other utilities.

When to use

- To organize and display data.
- If your user must navigate to a specific piece of data to complete a task.

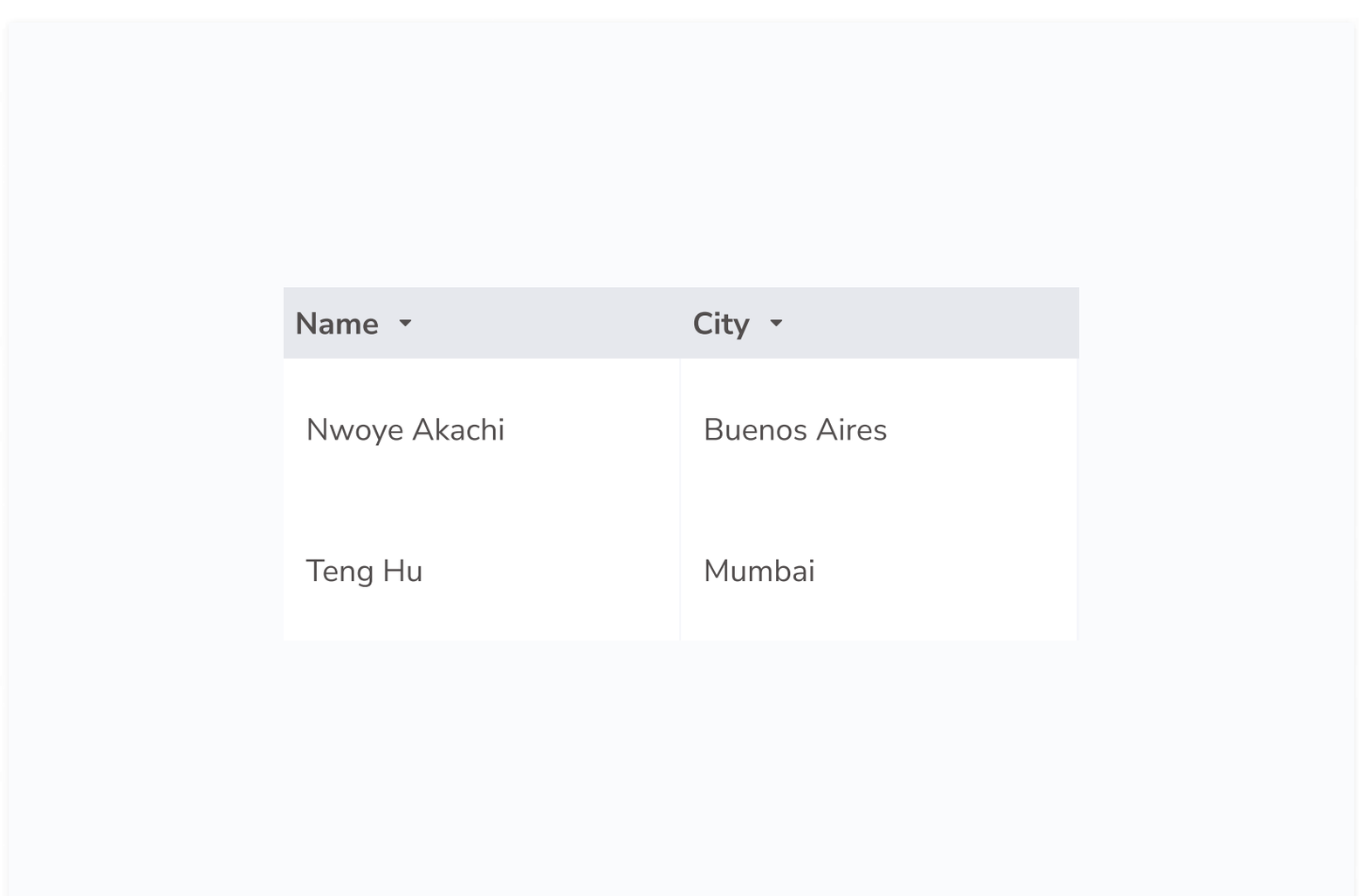
When not to use

- When a more complex display of the data or interactions are required.
- As a replacement for a spreadsheet application.

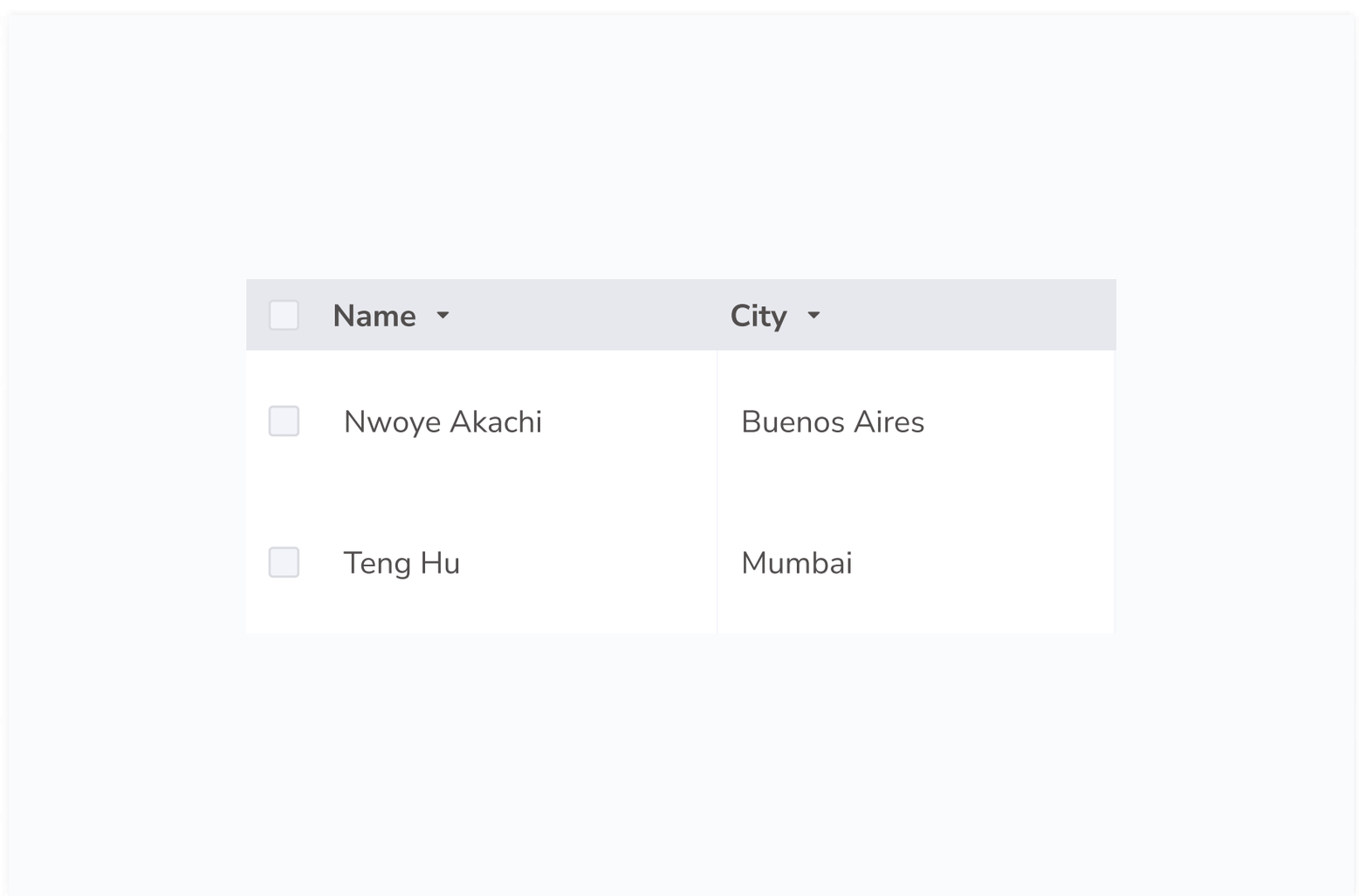
Types

Type	Purpose
Default	The default data table comes with a base style with only the title, header, and table elements. rows.
With selection	Batch actions are functions that may be performed on multiple items within a table. This type of table enables the user to select individual rows and apply an action. A batch action can be applied by using the action buttons above the table when row elements are selected.
With expansion	The expandable data table is useful for presenting large amounts of data in a small space. Rows are collapsed and can be expanded to reveal extra information.

Demo



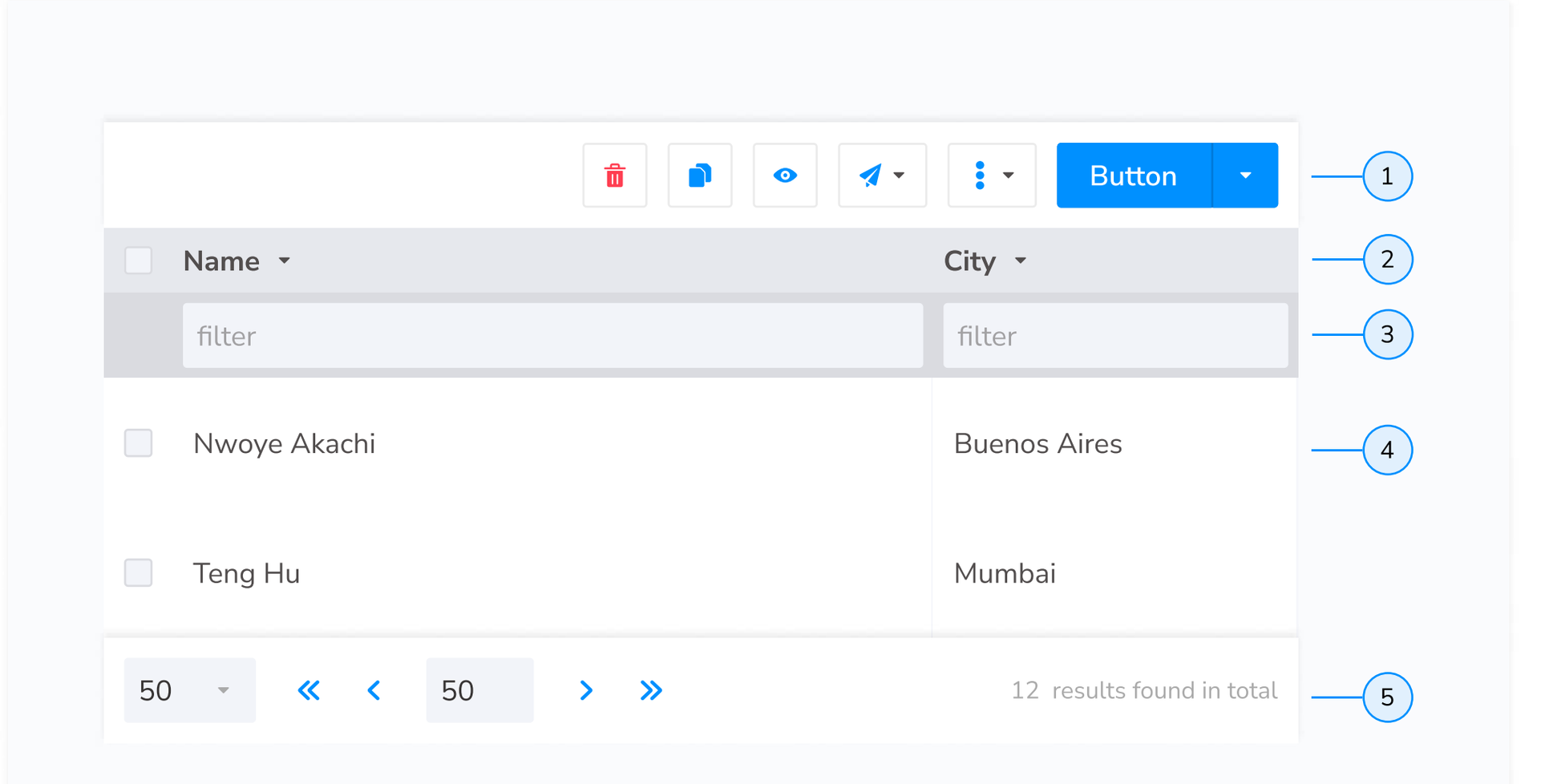
Modifiers
Sortable
Size
Small
Medium
Large



Modifiers
Sortable
Size
Small
Medium
Large

Formatting

Anatomy

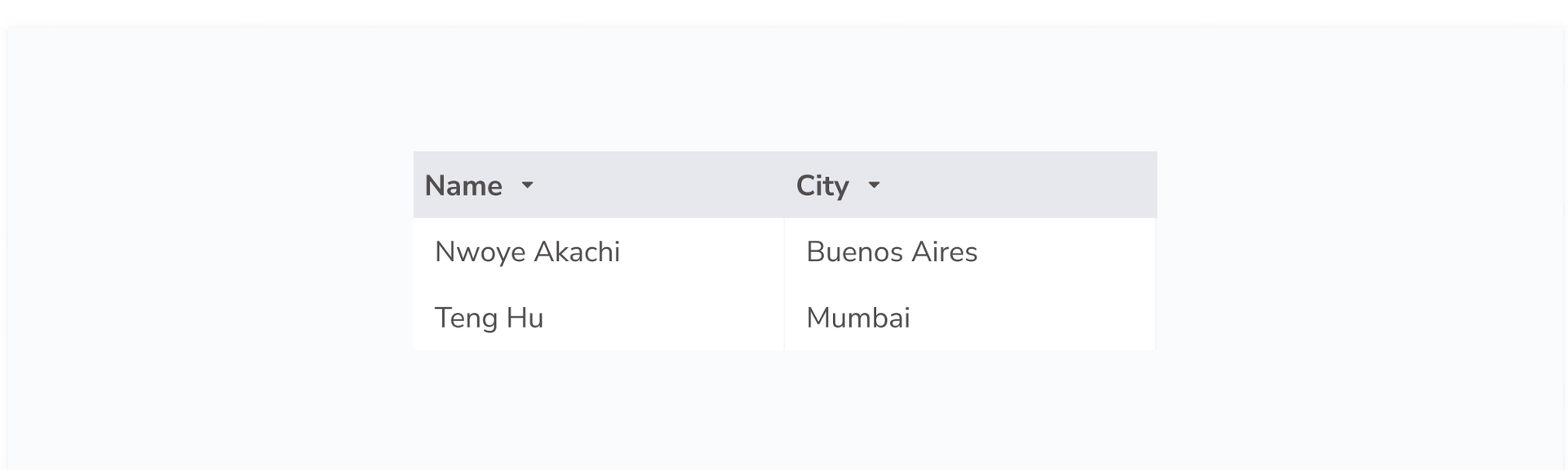


1. Table header: Header can contain search bar, table title, actions
2. Table column titles: This part contains coloumn titles and can be used to sort the table
3. Table filter: can be used to filter the table by coloumn field
4. Rows: can be configured to show different types of data. Rows can be selectable, expandable and may contain actions
5. Table footer: contains pagination actions and result info

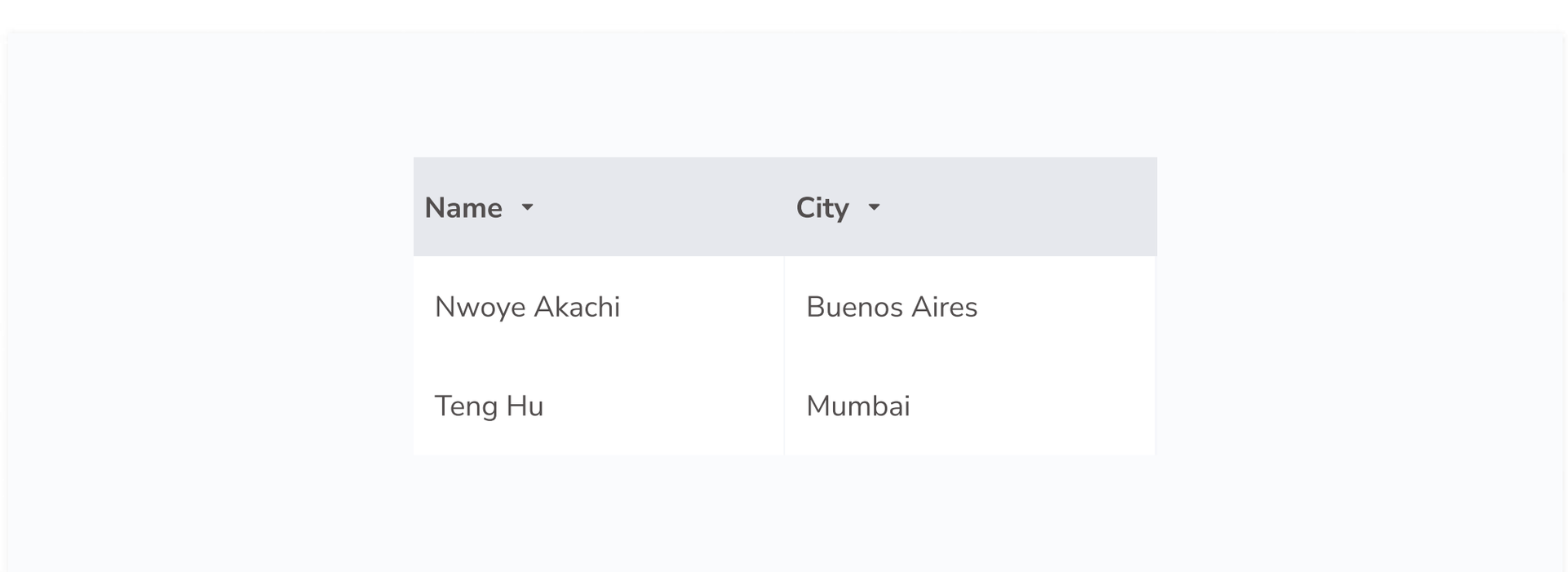
Sizes

The table is available in three different row sizes: small, medium and large.

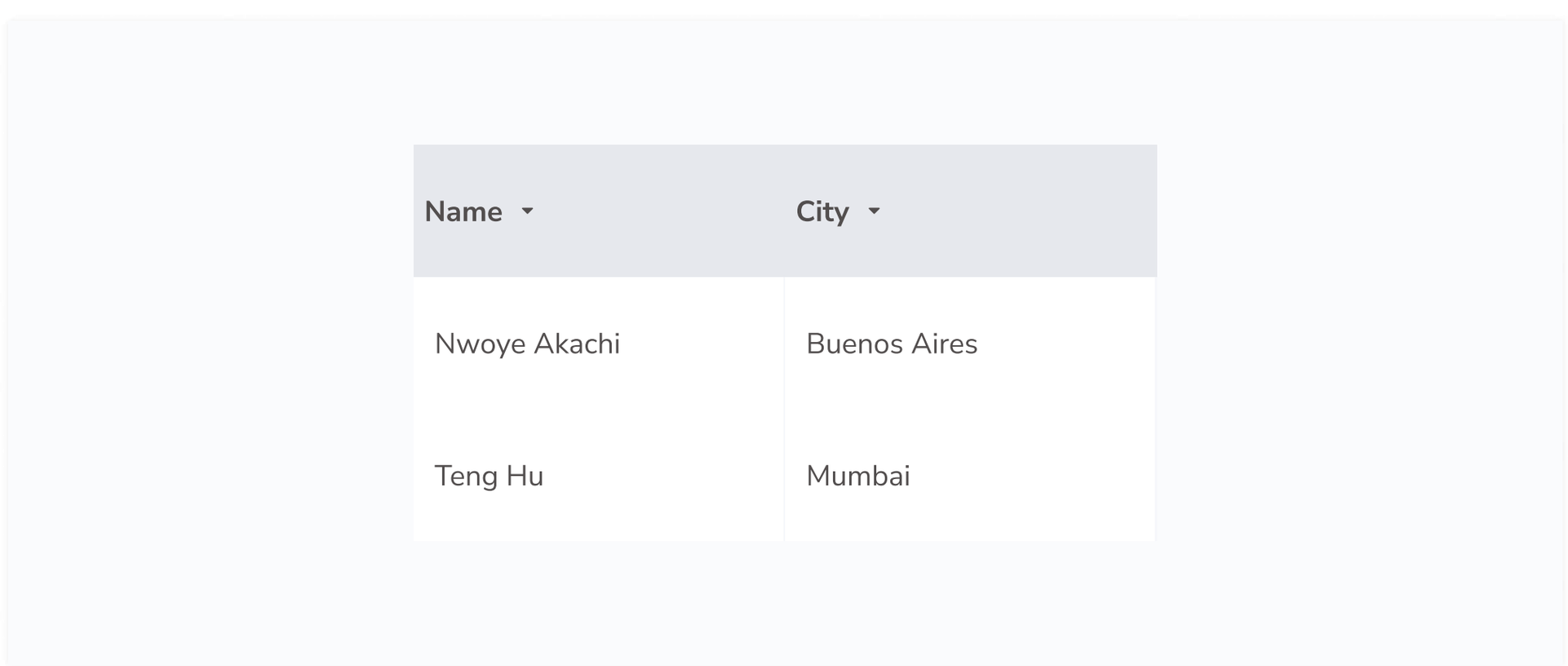
Small



Medium

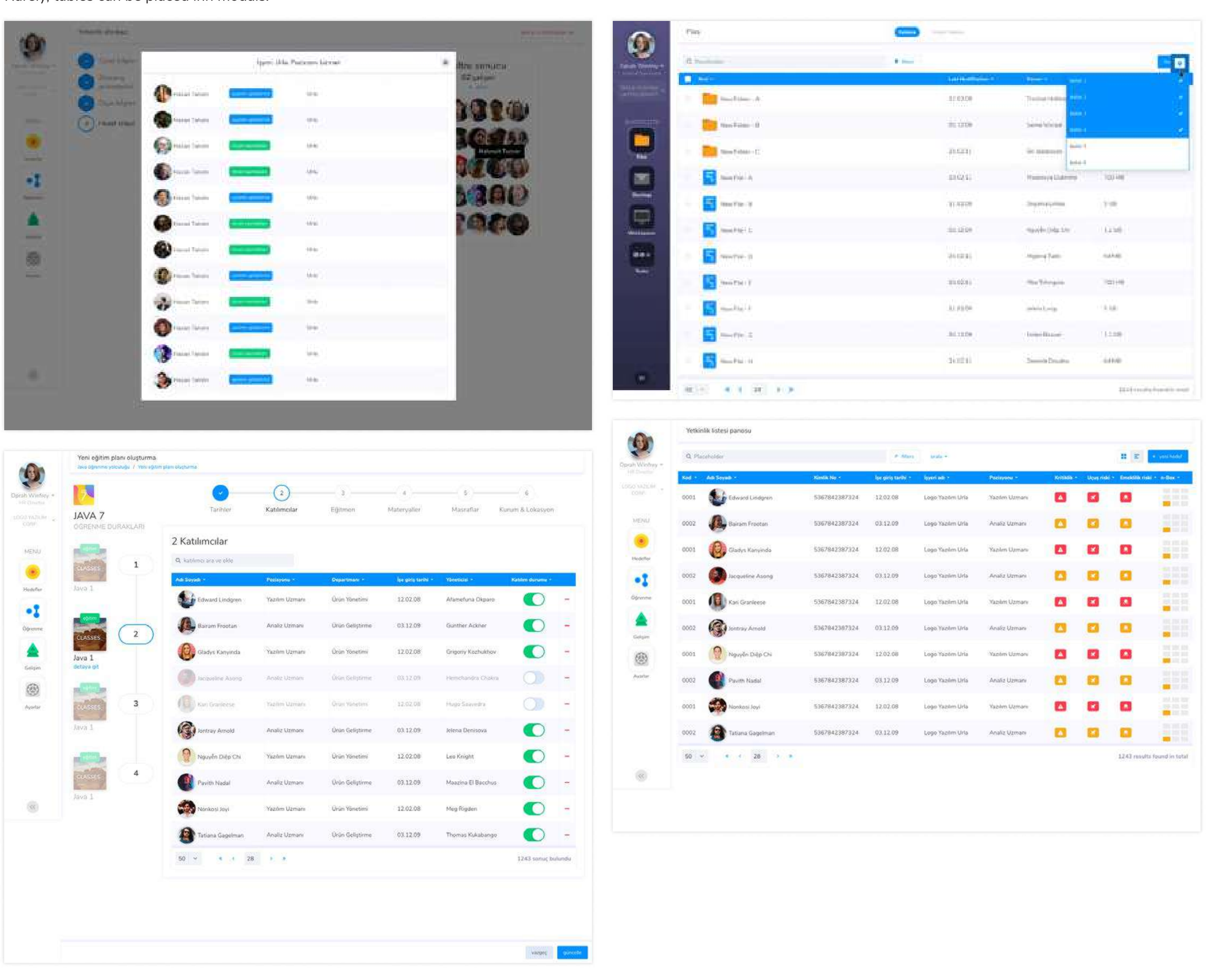


Large



Placement

Tables should be placed in a page's main content area and given plenty of space to display data without truncation. Rarely, tables can be placed inn modals.



Content

Main elements

Table title and description

-The table title should make it clear to the user what this the data has in common and what purpose it serves in the UI.
-A data table's title and description should use sentence-case capitalization.

Coloumns titles

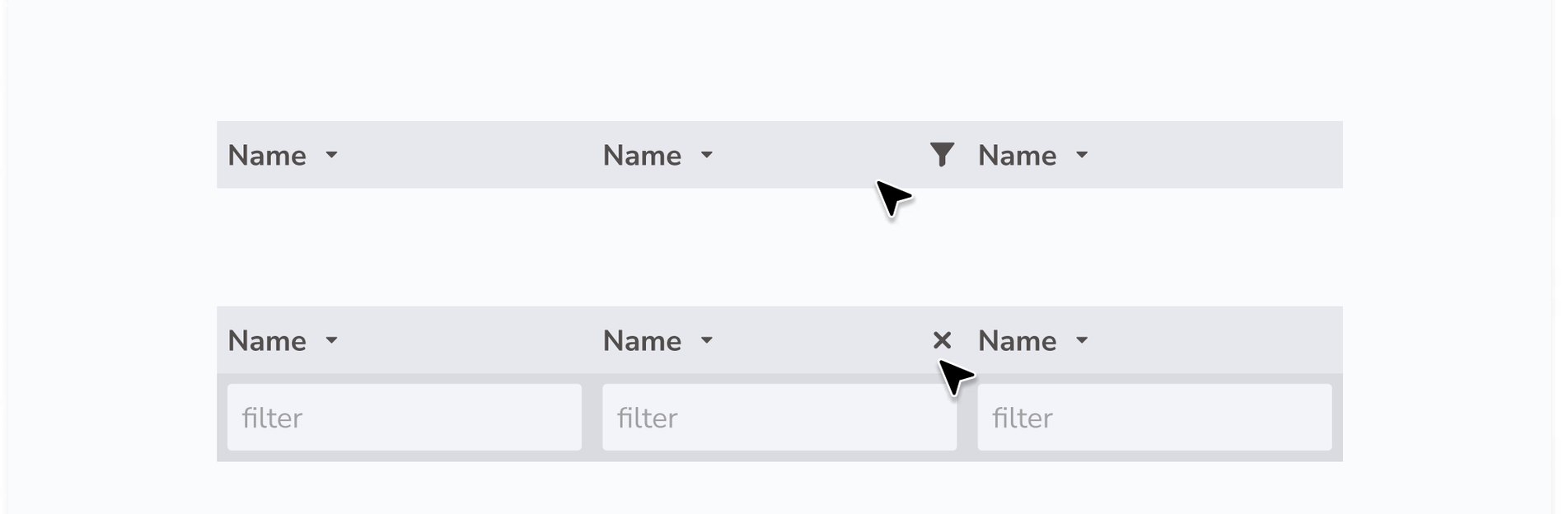
-Column titles should stick to one or two words that describe the data in that column.
-Column titles should use sentence-case capitalization.

Behavior

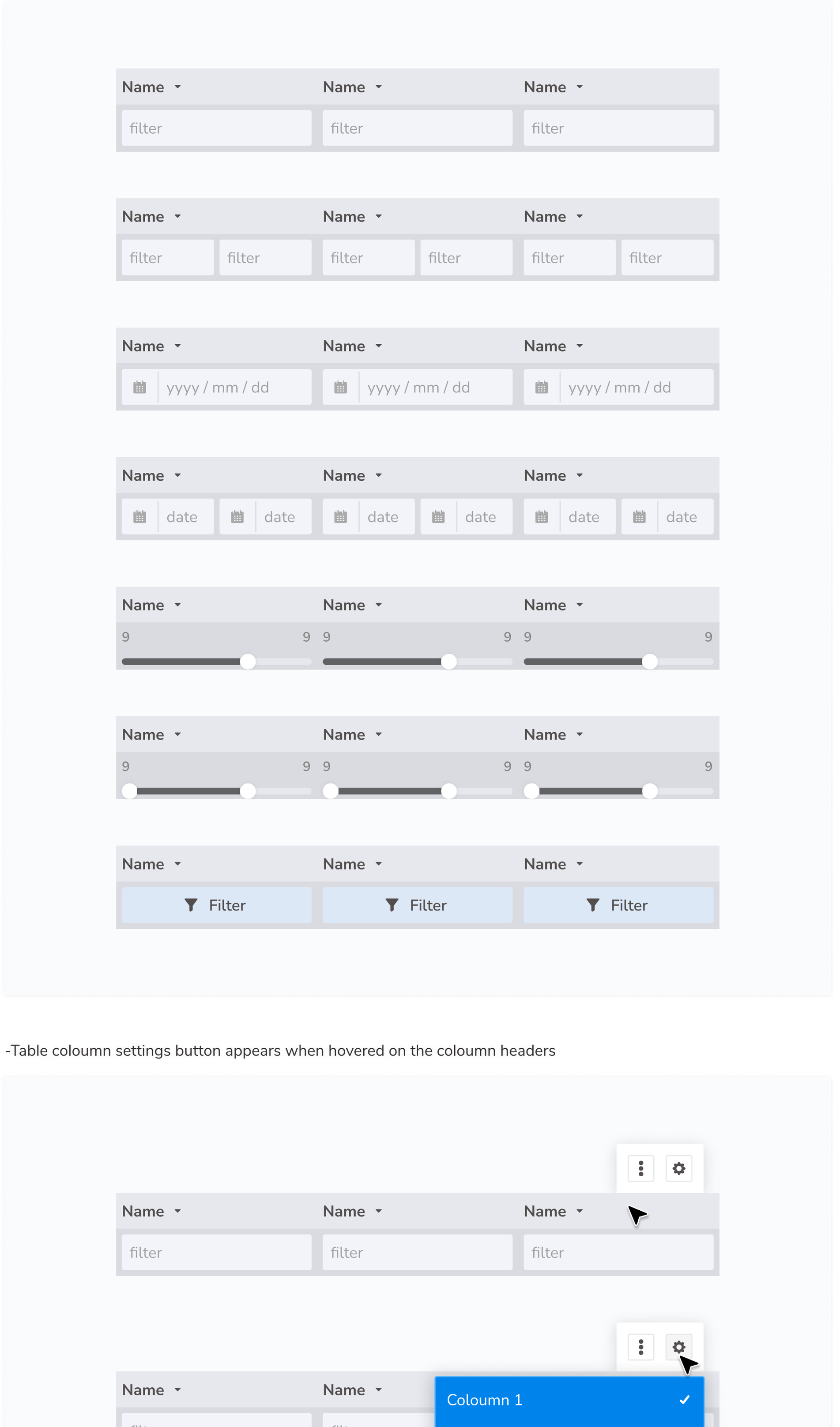
Interactions

Mouse

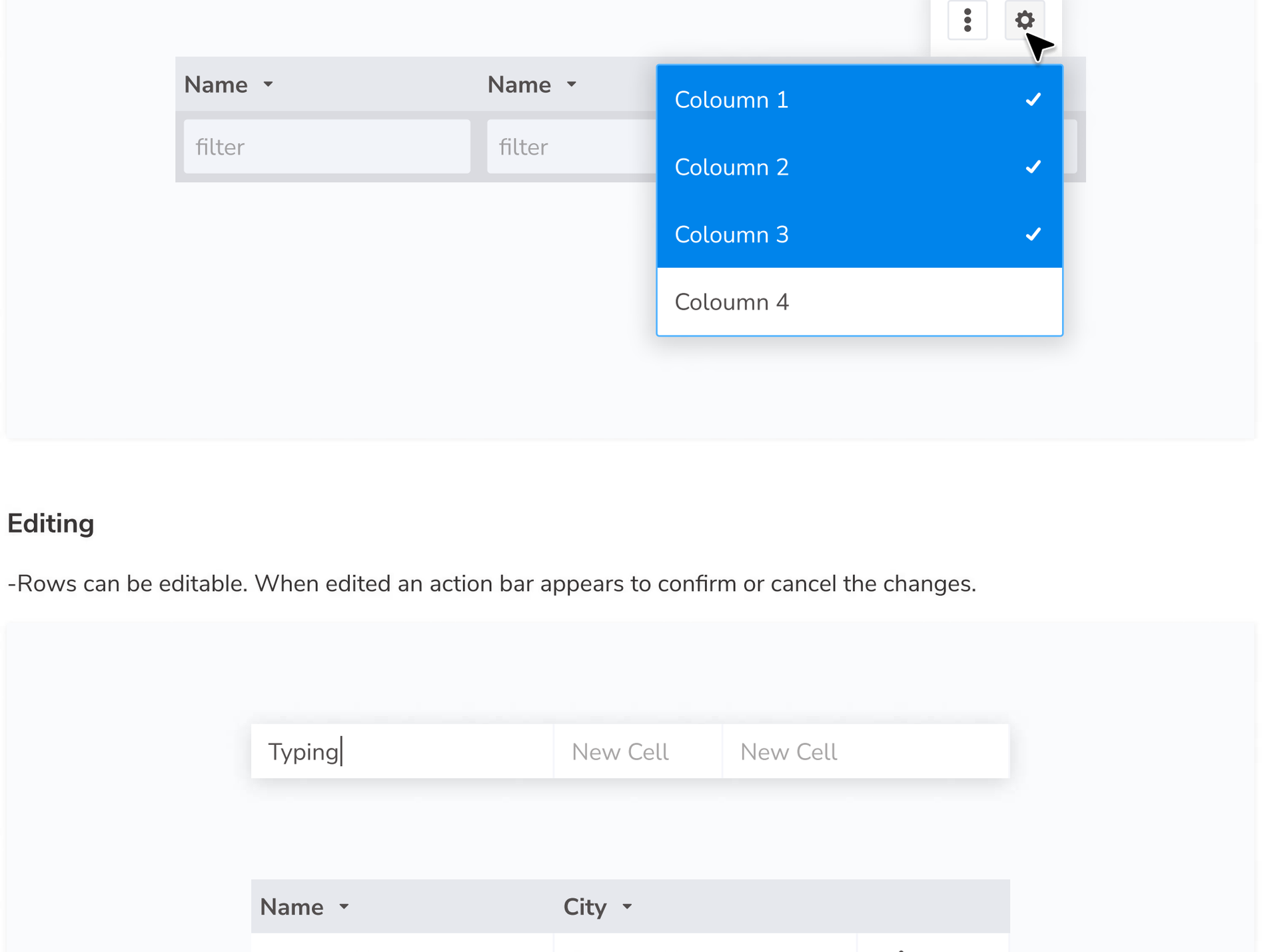
-Table filters can be opened from the table header, when the user hovers on a coloumn header the filter icon appears. User can acces the in-table filters from this button.
-Table filters can be closed from the same area.



-In table filters can have different types or they can open a pop up for even further detailed filters

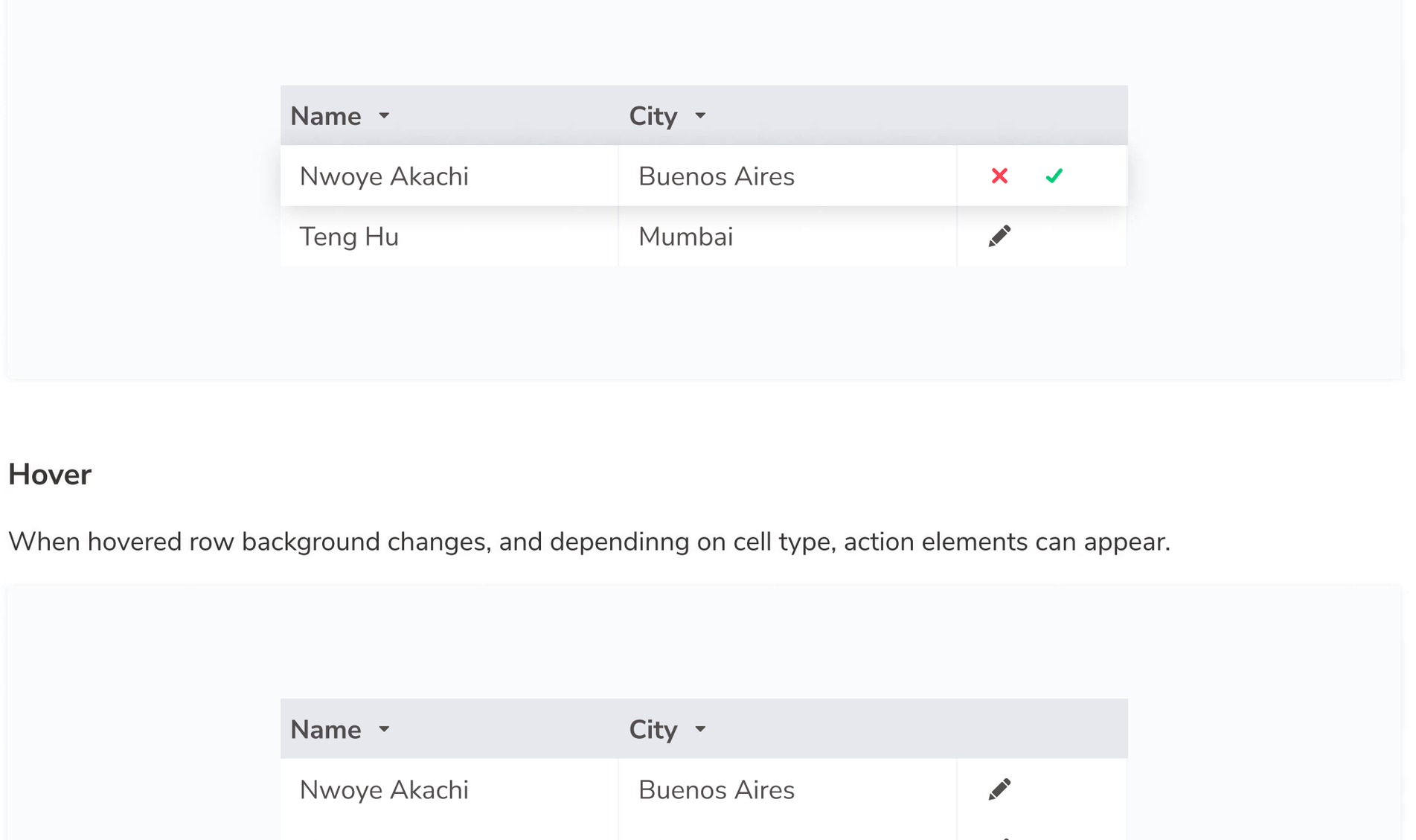


-Table coloumn settings button appears when hovered on the coloumn headers



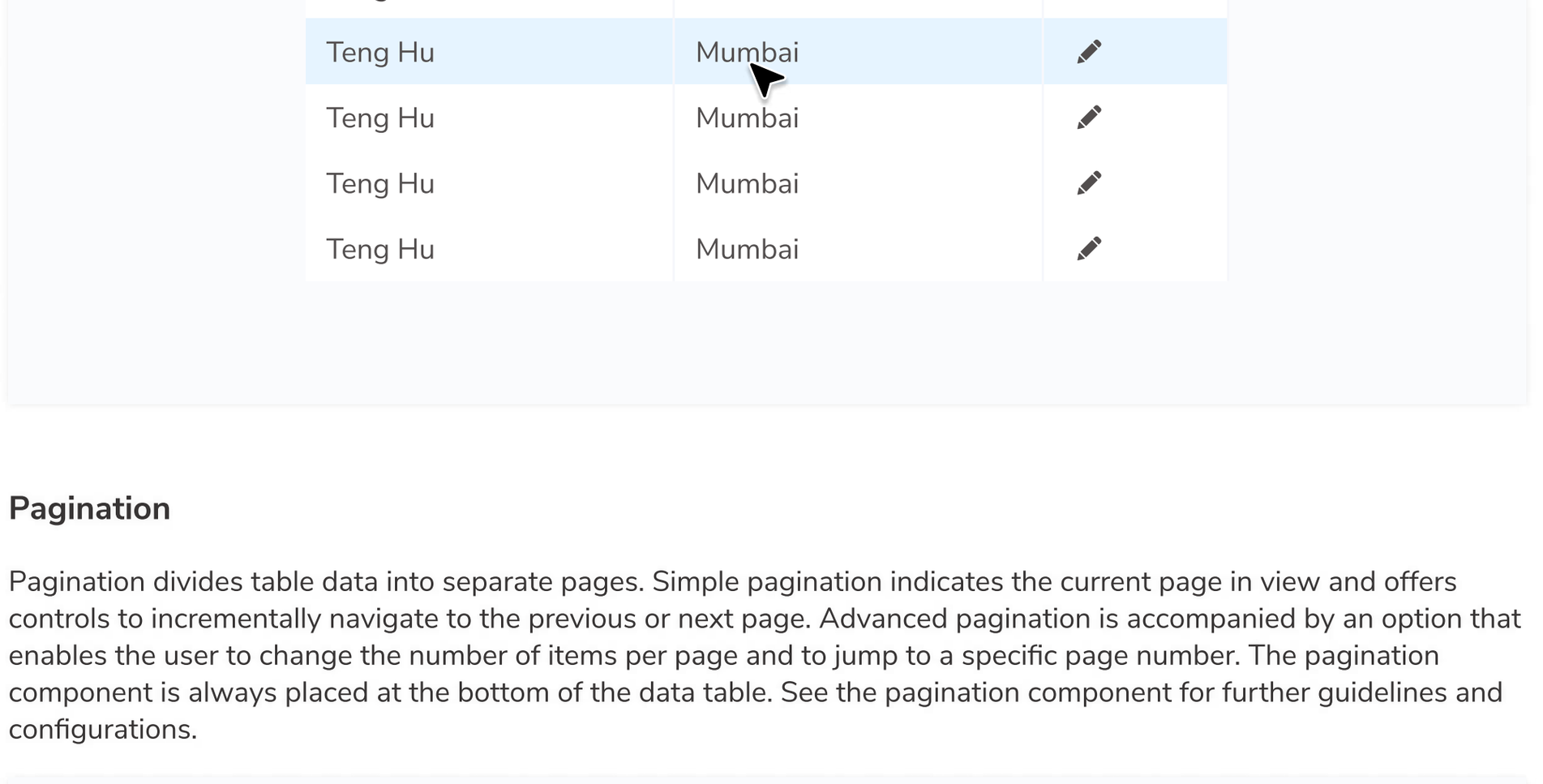
Editing

-Rows can be editable. When edited an action bar appears to confirm or cancel the changes.



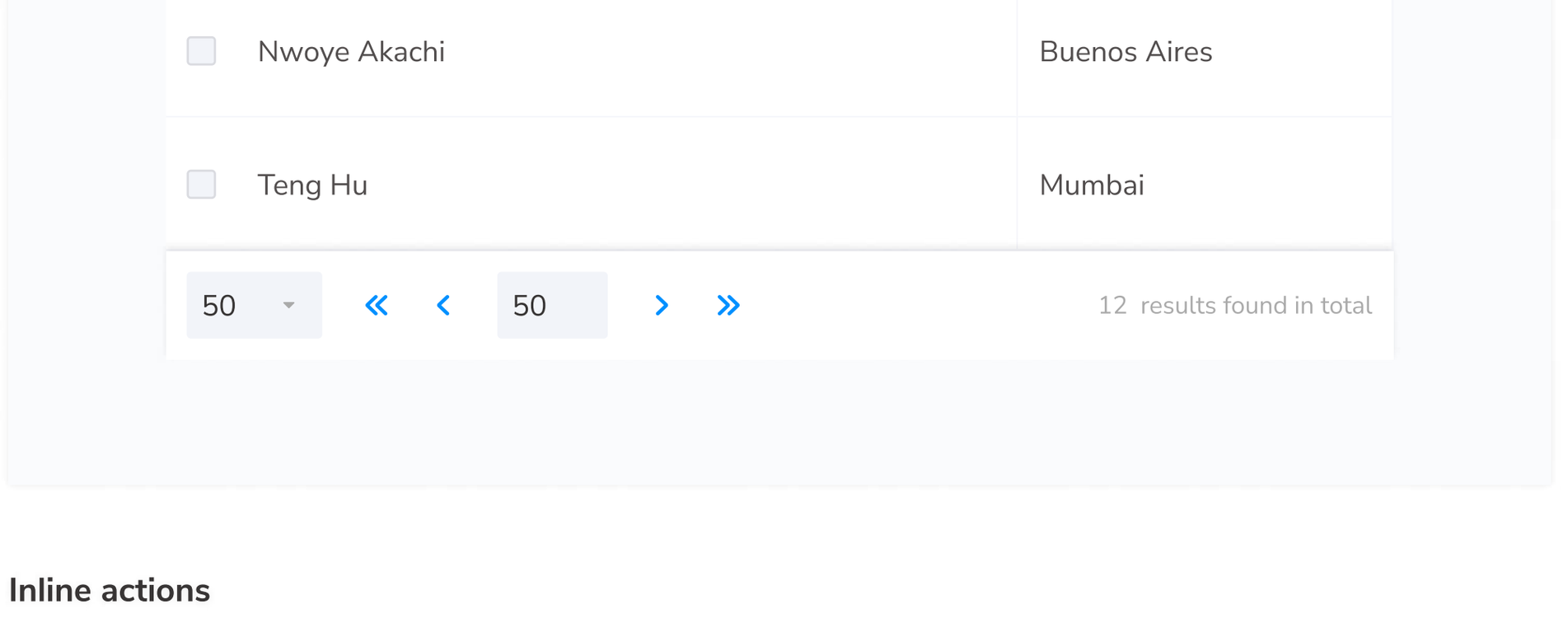
Hover

When hovered row background changes, and dependinng on cell type, action elements can appear.



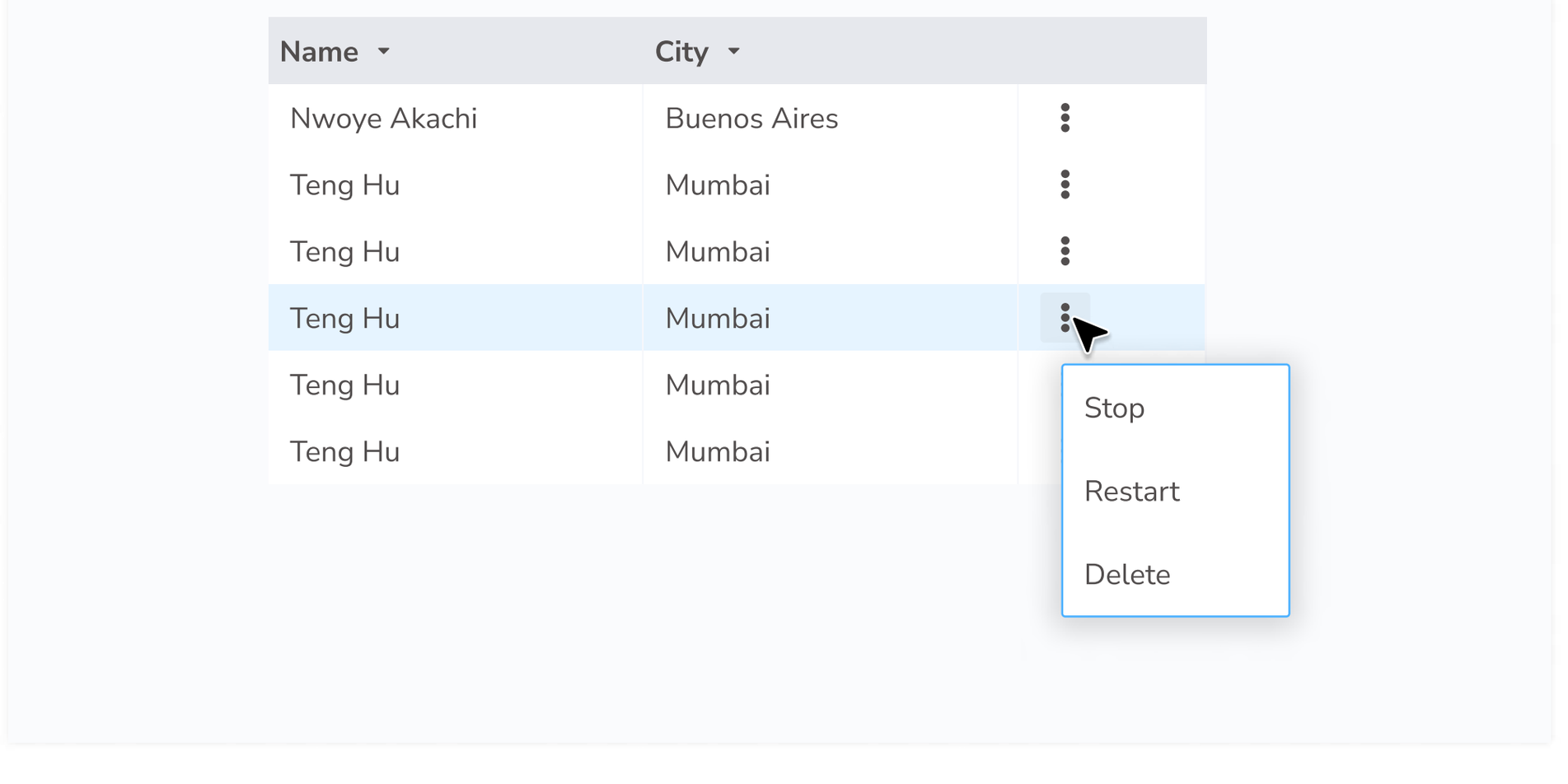
Pagination

Pagination divides table data into separate pages. Simple pagination indicates the current page in view and offers controls to incrementally navigate to the previous or next page. Advanced pagination is accompanied by an option that enables the user to change the number of items per page and to jump to a specific page number. The pagination component is always placed at the bottom of the data table. See the pagination component for further guidelines and configurations.



Inline actions

Inline actions are functions that may be performed on a specific table row. Each row is accompanied by an overflow menu that contains actions related specifically to that row.



Tag

Tags are small indicators and so well-suited for cases where you want to add information but don't want it grab as much attention as a button.

Overview

Tags allow users define attributes that can be added or removed to a content. Tags are also used to select multiple values from a large set of predefined options.

When to Use

- Use them to show and edit labels and categories.

- Use tags when content is mapped to multiple categories and user needs to edit them.

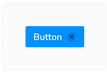
When Not to Use

- Don't use for decorative purpose.

- Don't use for navigation.

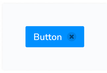
Types

Fill

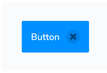


Outline

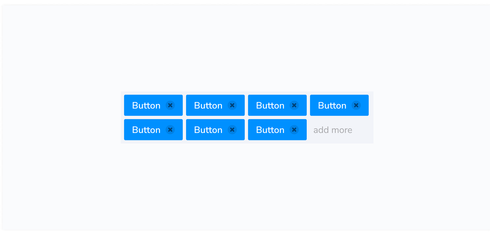
Medium



Large



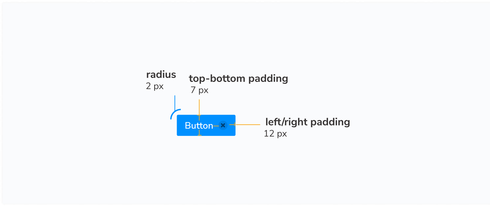
Demo

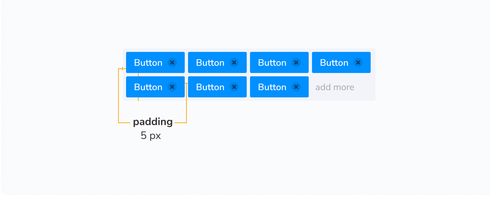


Formatting

Anatomy

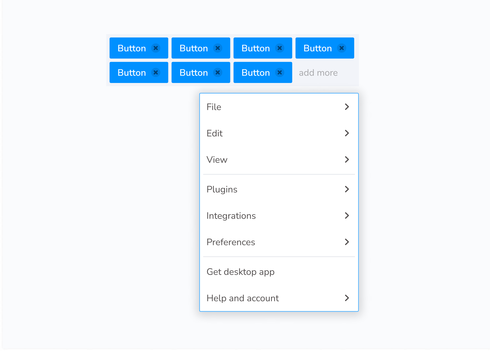
A heading may accompany a switch to further clarify on the action the switch will perform.





Behaviour

The user can click and search for the option that he/she are looking for and select the option from the popover list.



Related

Badge

For a static component to show things like status, use a badge.

Button

Tags can be added and removed and change state, but they don't have actions that affect other things on their own. To offer an action in a simple component, consider a button.

Toast

Toast is a small message that shows up in a box that appears on top of the content and disappears on its own after few seconds by default but it can be configured to be dismissed by the user. It is displayed on the upper right corner by default.

Overview

It is a small message that appears on the screen and disappears after a few seconds. It is usually a feedback on an interaction where the current activity remains visible and interactable.

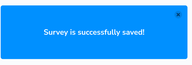
When to use

- Use when you want to view a short success message.

- Use when you want to display an error or warning message

Types

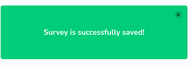
Informational Toaster



Usage

Provides users with additional information that may not be tied to their actions or roles.

Success Toaster



Usage

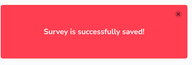
Used when a task completes as expected.

Warning Toaster

Usage

Informs the user that they have taken actions that may have unwanted or unexpected consequences.

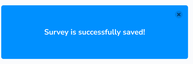
DangerToaster



Usage

Informs the user about an error or malfunction.

Demo



Formatting

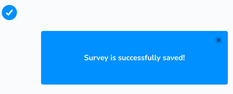
Anatomy

1. Close button: Closes the toast message.

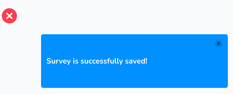
2. Message: Displays detailed information about the completed action.

3. Container

Alignment



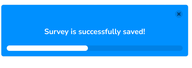
Text should be in the center of the container.



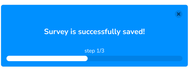
Text must not be aligned to the left of the container.

Modifier

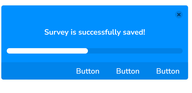
1. Wip



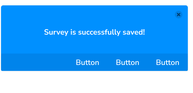
2. Wip with step



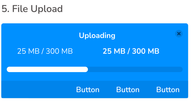
3. Wip and action



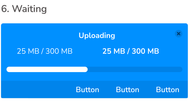
4. Actions



5. File Upload



6. Waiting



Placement

Toast messages slide in and out from the top right of the screen.

Sizing

Toast messages can be resized with their content. The information text should be brief and clear, not more than 3 lines if not necessary.

Behavior

Toasts turn off automatically after five seconds on the screen. Toasts can also be dismissed manually. If the toast content is important, they can be configured to be dismissed only by the user.

Tooltip

Tooltips appear next to the mouse pointer when it hovers over an element that offers a tooltip.

Overview

Tooltips are used to display additional explanation about an element. They are usually used for elements which are not self explanatory, like icons.

When to use

- Use when you want to view a short success message.
- Use when you want to show in-place information within a map.
- Use showing an icon-only button.

When not to use

- Don't use when you want to show the full text for a truncated item. Instead, make more space for the item.
- Don't use tooltip instead of a label.

Types

Information tooltip

Element tooltip

Arrowless tooltip

Demo

Formatting

Placement

Icon tooltips and interactive tooltips may be positioned top, bottom, left, or right to the trigger item. The container of the tooltip text may be aligned to start, center or end.

Care should be taken that the tooltip does not block important information to the left or right of the trigger.

Left, Right

Bottom, Top

Behavior

Tooltips appear on hover. They are visible until the hover interaction ends.

Tree

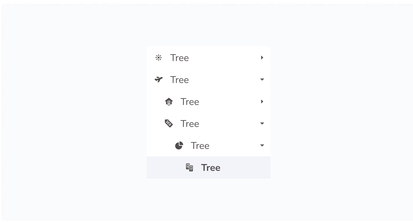
Tooltips appear next to the mouse pointer when it hovers over an element that offers a tooltip.

- Overview
- Demo
- Formatting
- Content

Overview

Tree menu component is a list on the left side of the page that contains the links within the application. Links are nested and allow easy switching between pages. Fixed or collapsable versions can be used as required. In addition, there are versions with icons and images for easy understanding of the links in it.

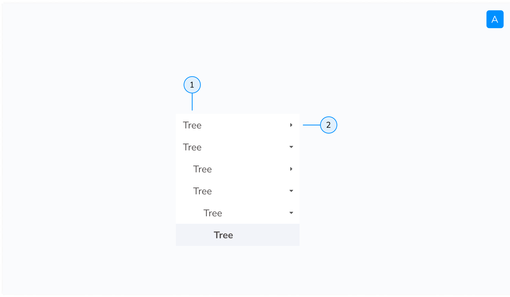
Demo



Formatting

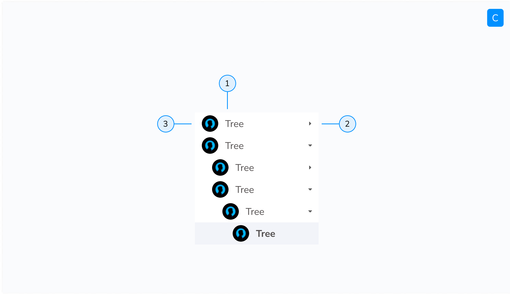
Anatomy

Only text



With icon

With image



A. Text input

1. Label
2. Arrow icon

B. Button and text input

1. Placeholder
2. Arrow icon
3. Icon

C. Icon and text input

1. Placeholder
2. Arrow icon
3. Icon

Content

Icon

Tree component icon sizes vary according to the size of the menu itself. In the medium-sized menu, the icons should be used in 14x14 pixels, in the large menu they should be used in 30x30 pixels. Icons should be selected from the Track Design System icon library.

Images

In some special cases, images can be used instead of icons. In these cases, the image sizes used are the same as the icon sizes. The harmony between the images should be taken into account in the case of image usage.

Labels

Labels should be selected in the most accurate way to describe the page to which it will be directed when clicked. Labels should not be longer than 4 words if possible.

Tree levels

The menu should not be hierarchically divided into more than 4 levels. At level 4, it should be checked that the label texts are not truncated.

Upload

File uploaders allow users to select one or more files to upload to a specific location.

Overview

File uploaders allow users to upload content of their own. A file uploader is commonly found in forms, but can also live as a standalone element. There are two types of file uploaders—single file uploader and multiple file uploader.

When to use

-Uploading one or more files.
-Uploading files by dragging and dropping.
-Showing the process of uploading.

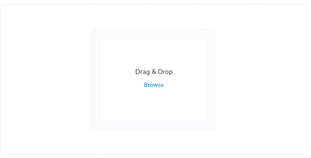
When not to use

-Do not use upload in a modal when multiple files are uploaded, as uploaded files stack vertically.

Types

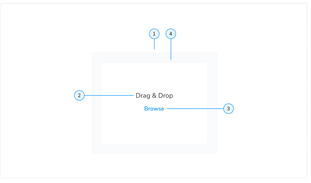
Type	Purpose
Single file uploader	Single file uploader is used to upload a single file. If more than 1 file is uploaded, the current uploaded file will be replaced.
Multiple file uploader	Multiple file uploader is used to upload multiple files.

Demo



Formatting

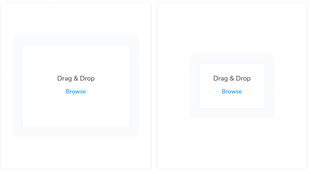
Anatomy



1. Background image: This image is always grayscale and can be configured
2. Title
3. Browse button: can be used to browse files from the device
4. Draggable area: This area is used to drop files

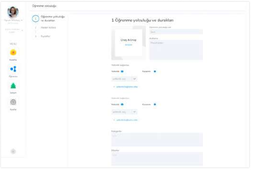
Sizing

The file uploader can be resized.



Placement

File uploaders can be used to upload images. If so, the uploader can be resized to fit the target aspect ratio.

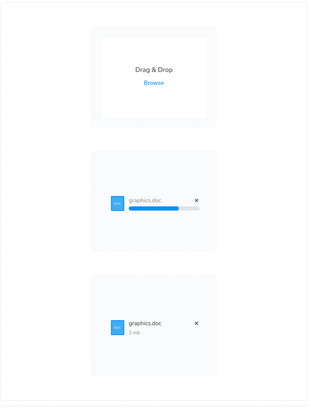


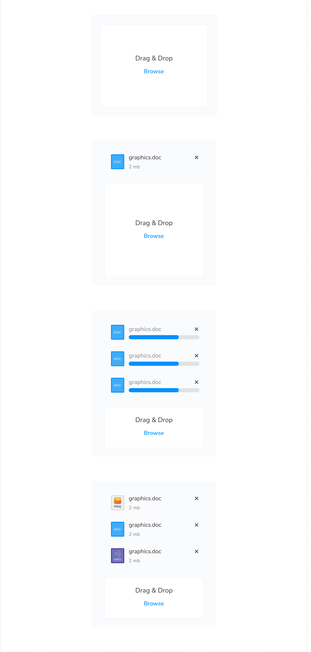
Behaviors

Interactions

Mouse

-Files can be uploaded by dragging
-Filed can be browsed and selected from the device.





Wizard

The wizard allows users to complete a long or unfamiliar task by dividing it into sections and guiding the user through it. The wizard consists of the step progress section, the detail of the step and the navigation element. Wizard has two types: vertical and horizontal wizards.

- Overview
- Demo
- Formatting
- Modifiers

Overview

The wizard aims to help users by dividing large or complex tasks into segments. Use the wizard if the user has to accomplish a long task (such as filling out a long questionnaire) or a task that is unfamiliar to the user. The flow should consist of a minimum of 3 and a maximum of 8 steps.

When to use

-The wizard can be used for both create and edit scenarios. If your application contains both, consider using the same means for both scenarios.

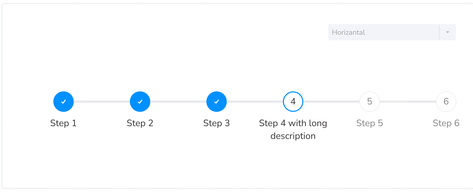
When not to use

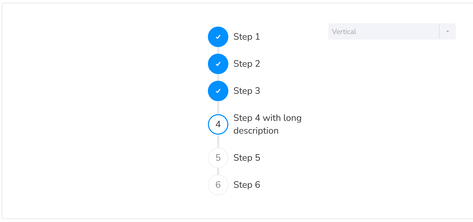
-If you have a task with only 2 steps or a format that the user is familiar with (for example, it is part of their daily routine), do not use the wizard as it only adds unnecessary clicks to the process.

Types

Type	Purpose
Horizontal wizard	Horizontal wizard can be used when the step detail contains a wide layout, such as table.
Vertical wizard	Vertical wizard can be used when the step detail has no wide content.

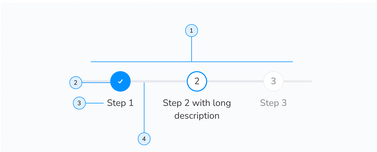
Demo





Formatting

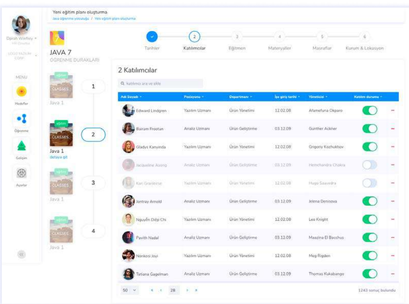
Anatomy



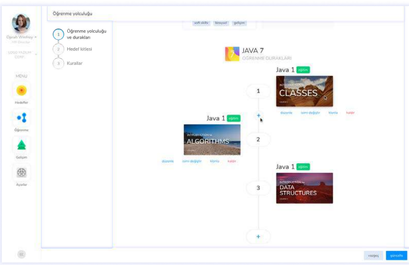
1. Step progress section: shows the navigation and steps of the wizard.
2. Step circle: can display the step number, state or icon
3. Step title: This area is used to drop files
4. Progress bar

Placement

Horizontal wizard



Vertical wizard



Modifiers

Step numbered wizard

Step icon wizard