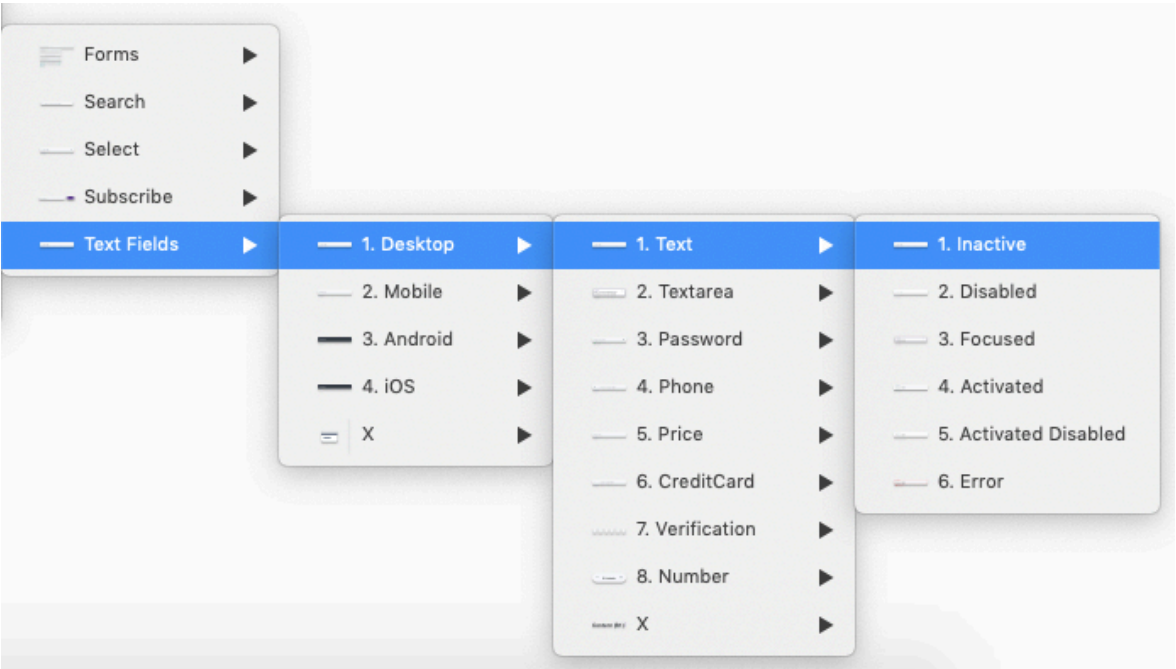# *Text Fields*

Take component Text Fields as an example to eleborate how we build a component.

Usage

Text fields allow users to enter text into a UI. They typically appear in forms and dialogs.

Principles

Discoverable

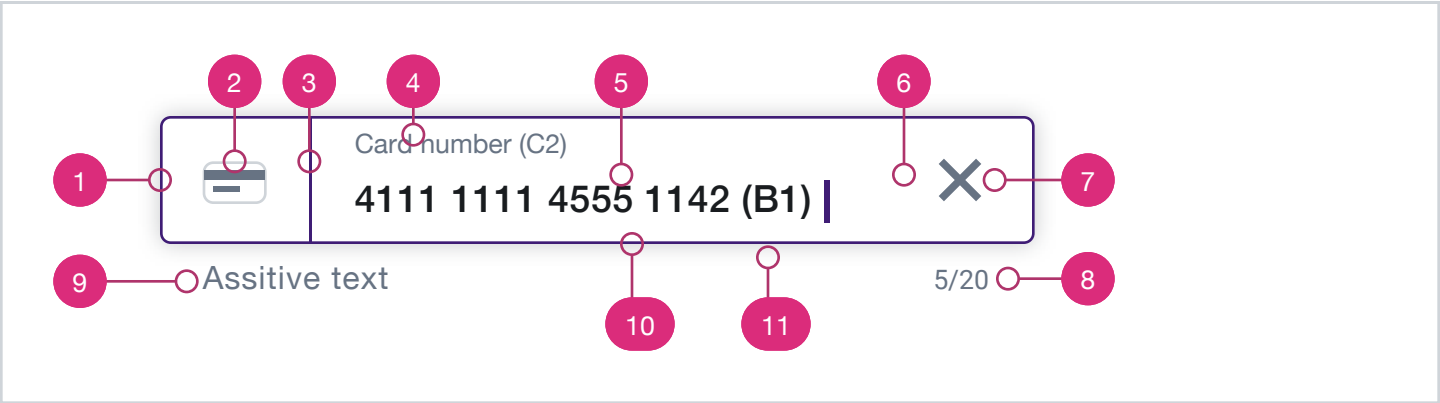Text fields should stand out and indicate that users can input information.

Clear

Text field states should be clearly differentiated from one another.

Efficient

Text fields should make it easy to understand the requested information and to address any errors.

Anatomy

1. Container
2. Leading icon (optional)
3. Divider (optional)
4. Label text
5. Input text

6. Cursor
7. Trailing icon / Loading animation (optional)
8. Character counter (optional)

9. Assitive text / Error message (optional)
10. Outline
11. Shadow (for some states)