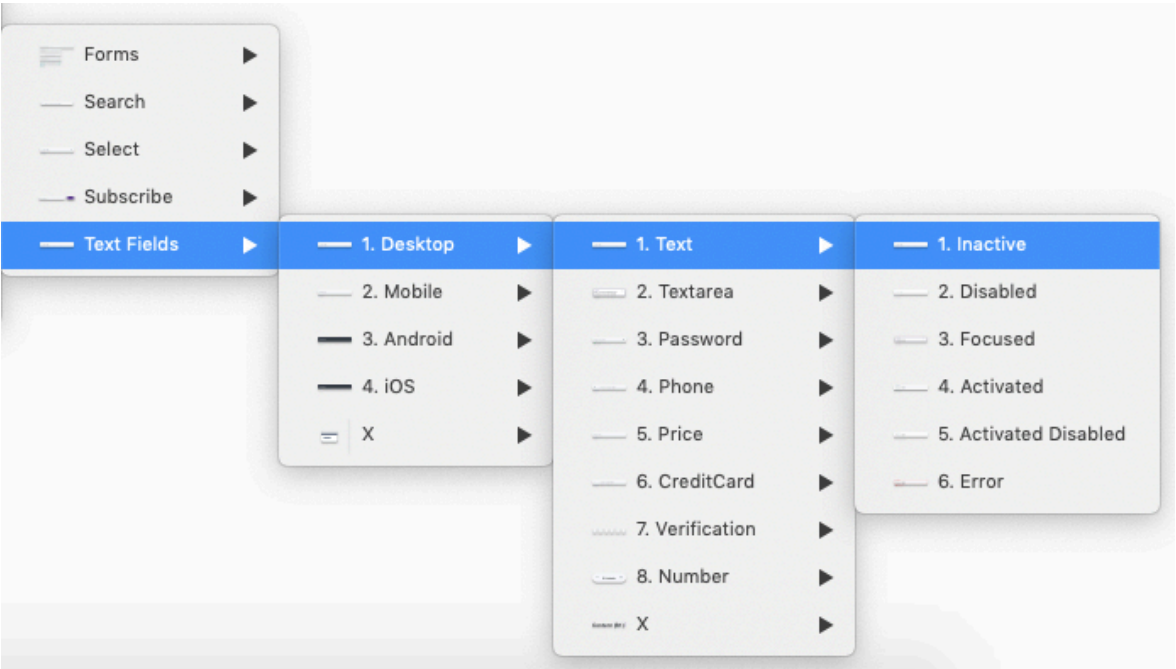


# Text Fields

Take component Text Fields as an example to elaborate 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.

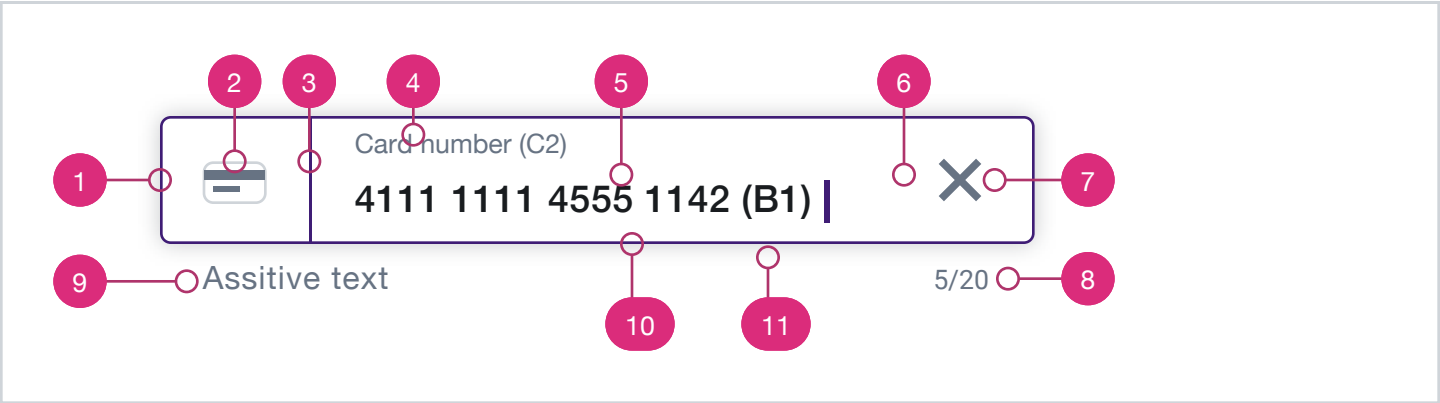
### Clear

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)