



Classification Concept

All components are built on **Base**.

All design is built on **Accessibility**.

Layout - building Flexibility

Layout Pattern

Impression - building Impressions

- Utility Motion
- Ornament
- Customize Style

Operation - building Operability

- Navigation
- ∘ Form
- Trigger Object
- Guiding Object

Content - building Readability

- Readable Marker
- ∘ Media
- Data Visualization

@tetracalibers/polyhexUI

Prototype - building Applications

- CRUD
- System

#Common Provided CSS-props

For both use CSSPositioning CompositingandBlending FilterEffects PointerEvents For text itself or a child element of block CSSTextDecoration CSSColor CSSFonts CSSText Pseudo-classes or pseudo-elements CSSGeneratedContent PseudoClasses PseudoElements Selectors Selectors

Text Block #Provided CSS-props for layout CSSBoxAlignment CSSBoxModel CSSContainment CSSDisplay CSSFragmentation CSSLogicalProperties CSSOverflow <u>atetracalibers/polyhexUI</u> CSSWritingModes for design CSSMasking CSSTransforms CSSShapes

Layout -> Layout Pattern

Impression -> Utility Motion

Animation

#Provided css-props

CSSAnimations

CSSMotionPath

CSSTransitions

Scroll

#Provided css-props

CSSOMView

CSSScrollAnchoring

CSSScrollSnap

CSSScrollbars

Impression -> Ornament

Impression -> Customize Style

Operation -> Navigation

Operation -> Form

#Provided cssprops tracalibers/polyhexUI

CSSBasicUserInterface

Operation -> Guiding Object

Content -> Readable Marker

Ruby

#Provided CSS-props

CSSRuby

@tetracalibers/polyhexUI

List

#Provided CSS-props

CSSListsandCounters

Content -> Media

Image

#Provided CSS-props

CSSImages

Content -> Data Visualization

Table @tetracalibers/polyhexUI

#Provided CSS-props

CSSTable

Prototype -> CRUD

Prototype -> System