# ysdn 4003

Design

Advanced Topics

System

in Interactivity

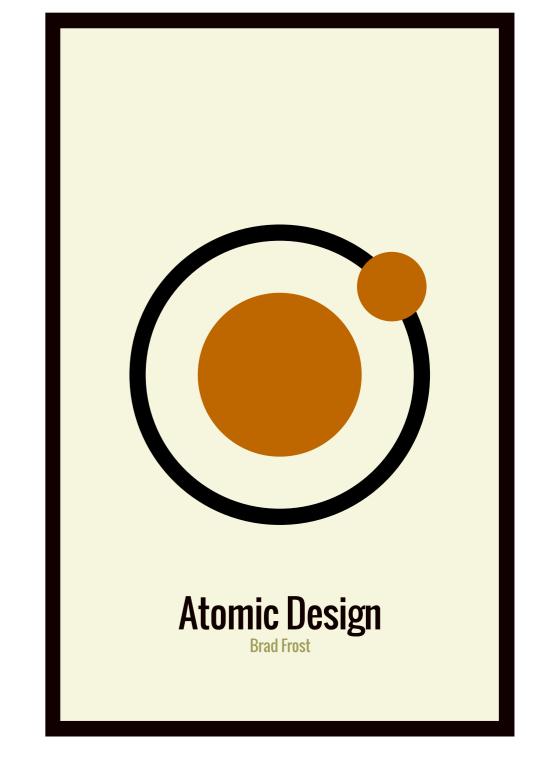
# Term Definition

## **Term Definition**

Recently, the word design system term has become very popular across multiple design company. Term definition could be used in a various way according to people and company.

According to the book Design Systems done by Smashing magazine, design system mean a set of connected patterns and shared practices, coherently organized to serve the purposes of a digital product.

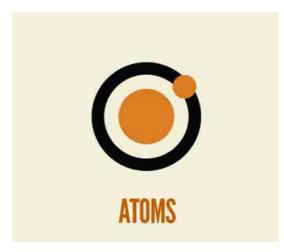
# Structure



C

## **Atoms**

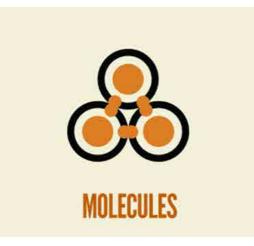
This screen of Instagram's UI consists of a handful of icons, some text-level elements, and two image types: the primary image and the user's avatar image.





## Molecules

Several icons form simple utilitarian components like the bottom navigation bar and the photo actions bar where users can like or comment on a photo. Also, simple combinations of text and/or images form relatively simple components.





# **Organisms**

Here we can see the photo organism take shape, which consists of the user's information, time stamp, the photo itself, actions around that photo, and information about the photo including like count and caption.

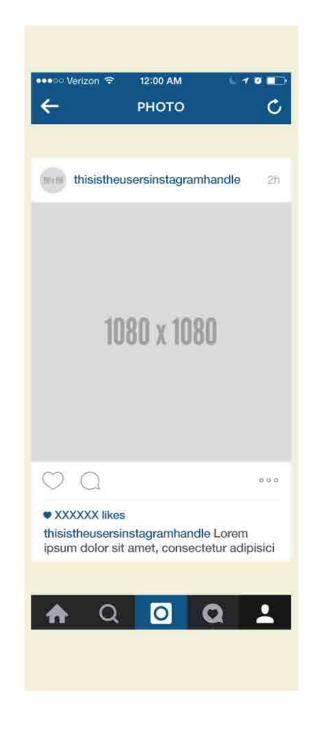




# **Organisms**

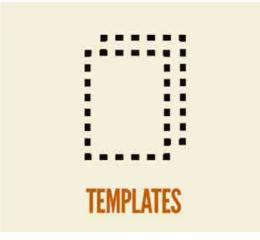
This organism becomes the cornerstone of the entire Instagram experience as it is stacked repeatedly in a never-ending stream of user-generated photos.

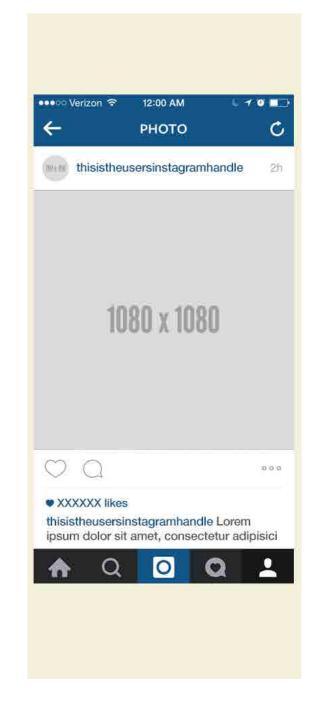




# **Templates**

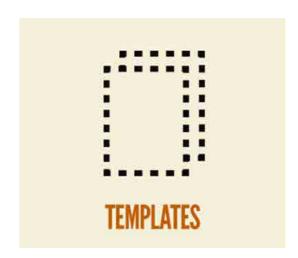
We get to see our components come together in the context of a layout. Also, it's here where we see the exposed content skeleton of the Instagram experience, highlighting dynamic content such as the user's handle, avatar, photo, like count, and caption.





# **Pages**

And finally we see the final product, complete with real content poured into it, which helps ensure the underlying design system comes together to form a beautiful and functional UI.





# Take Away

Interfaces are built on combinations of smaller components Reduces repetitive tasks Ensures consistency across project(s)

# Examples

About

Yam Cornflower Cucumber Squash

Utility

#### Font sizes

The font scale consists of 9 different font sizes. The default size applied to the body is Medium.

# The quick brown fox jumps over the lazy

46px — Extra extra extra extra large

# The quick brown fox jumps over the lazy dog

38px — Extra extra extra large

### The quick brown fox jumps over the lazy dog

28px — Extra extra large

The quick brown fox jumps over the lazy dog

20px - Extra large

The quick brown fox jumps over the lazy dog

18px — Large

Marvel https://marvelapp.com/styleguide/overview/introduction
The quick brown fox jumps over the lazy dog

The quick brown fox jumps over the lazy dog



are using the system for the first time.

17

design elements.







#### **TYPOGRAPHY**

Type scale

Additional emphasis

Display styles

Emphasis styles

Font stack

Resources



ILLUSTRATIONS



SOUNDS



ICONS



INTERACTION STATES



SPACING

# **Typography**

Shopify admin provides a constrained, purposeful set of typographic styles. These styles map as much as possible to functional roles so you know when each can be used.

By consistently tying typographic styles to appropriate functions in the interface, we create a clear visual pattern for merchants to follow while they're interacting with our product.

#### Type scale

The typographic scale is designed to keep the number of separate styles to the minimum that works for the Shopify admin.

LARGE SCREEN

SMALL SCREEN





Advanced Topics in Interactivity

SECTIONS

Button vs. Link

Accessibility

**Variations** 

Neutral

Brand

**Outline Brand** 

Selected and Focused

Selected with Hover State

Base

#### Component Blueprints

Accordion

Activity Timeline

Alert

Search

App Launcher

Avatar

Badges

Brand Band

Breadcrumbs

Builder Header

**Button Groups** 

**Button Icons** 

Buttons

Cards

Carousel

Chat

Checkbox

Checkbox Button

Checkbox Button Group

Checkbox Toggle

Color Picker

Combobox

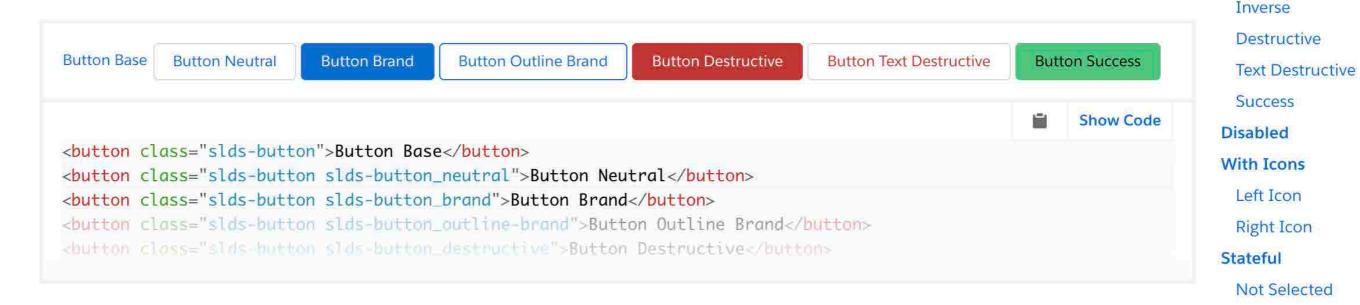
# Buttons are clickable items used to perform an action.

Buttons should be used in situations where users might need to:

· submit a form

Buttons

- begin a new task
- trigger a new UI element to appear on the page
- specify a new or next step in a process



# Button vs. Link #

The HTML elements for buttons and links describe a very specific type of action that is going to be taken when they are used. It is important you know when to use which, as the distinction matters:

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• Use a link when you're navigating to another place, such as: a "view all" page, "Jane Chen" profile, a page "skip link" etc.