http://dondi.github.io/paradixm/components/slider/

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Content:

Excellent general coverage of the slider control good coverage and depth; meanwhile platform-specific instances section goes for breadth *over* depth, showing four platforms rather than just one, but not going into too much detail in any of them. Still, content is enlightening because proper emphasis is given to what makes each slider distinct per platform. **58/60**

Writing:

Solid presentation and great use of quotes as well, written with great clarity **40/40**

One of many graphical user interface components that users have had experience with, a slider lets the user select from a range of values by moving a thumb control along a track.

The behavior of the slider is very basic. The user is given a choice to either slide left(min) or right(max).

All five of the usability metrics are equally important. One of the main and the highest priority metrics for this component is *Learnability,* users who are present

The only key characteristic that I think that makes a slider a good component would be simplicity.