4.3. UI COMPONENTS

UI Components are reusable building blocks that help create **consistent, efficient, and user-friendly digital interfaces**.

1. Buttons

- **Primary Button** – Main/important action.
- **Secondary Button** – Supporting action.
- **Tertiary/Text Button** – Simple text-based action.
- **Icon Button** – Uses an icon instead of text.
- **Button States:**
  - Default
  - Hover
  - Disabled

2. Input Fields

Common types:

- **Text Input** – Enter general text/name.
- **Email Input** – Enter an email address.
- **Password Input** – Enter hidden password information.
- **Search Input** – Search for information.

3. Checkboxes & Radio Buttons

Checkbox

Allows **multiple selections**.

- Checked
- Unchecked
- Disabled

Radio Button

Allows **one selection** from a group.

- Option 1
- Option 2
- Disabled

4. Toggles & Switches

Used to turn features **ON/OFF**.

- Toggle Switch:

  - Enabled
  - Disabled
- Checkbox Switch:
  - Enabled
  - Disabled

5. Dropdowns

Select Dropdown

- Allows the user to select **one option**.

Multi-Select

- Allows users to select **multiple options**.

6. Navigation

Navigation components help users move through an application.

- **Top Navigation Bar**
  - Logo
  - Home
  - Features
  - Pricing
  - About
  - Sign In
- **Breadcrumbs**
  - Show the user's current location within a hierarchy.
- **Tabs**
  - Used to switch between related sections.

7. Cards

Cards group related information into a compact visual block.

Examples:

- Card title
- Image/icon
- User name
- Description
- Action button
- Statistics/information
-

8. Alerts & Notifications

Used to communicate system messages to users.

Types:

- 🟢 **Success** – Action completed successfully.
- 🔵 **Info** – General information.
- 🟡 **Warning** – Something needs attention.

- 🔴 **Error** – Something went wrong.

9. Progress Indicators

Show the status or completion of a task.

- **Progress Bar** – Displays percentage completion.
- **Circular Progress** – Shows progress in a circular form.
- **Steps Indicator** – Shows progress through multiple steps.

10. Modals / Dialogs

A modal is a temporary window that displays important information or asks the user to take an action.

Common elements:

- Modal title
- Message/content
- **Cancel** button
- **Confirm** button
- Close button (×)

11. Accordions

Used to **expand and collapse content**.

- Section 1
- Section 2
- Section 3

Useful when there is a lot of information that should remain organized.

12. Pagination

Used to divide large amounts of content into multiple pages.

Example:

Previous ← | 1 | 2 | 3 | 4 | 5 | → Next

It can also show information such as:

- "Showing 1 to 10 of 50 results"

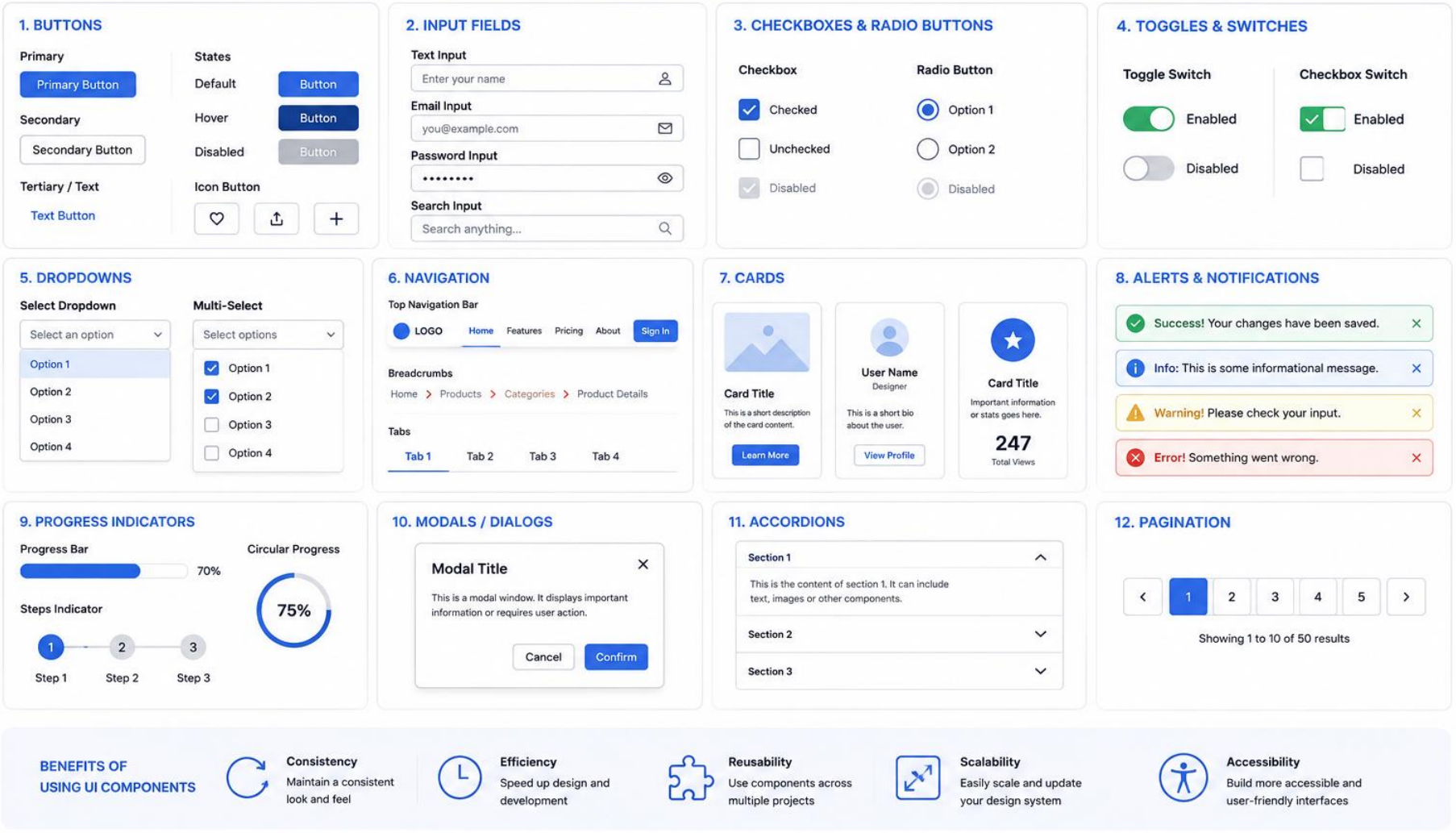
Benefits of Using UI Components

1. **Consistency**
    - Maintains a consistent look and feel.
2. **Efficiency**
    - Speeds up design and development.
3. **Reusability**
    - Components can be used across multiple projects.
4. **Scalability**
    - Makes it easier to scale and update a design system.
    - **Accessibility:** Helps create more accessible and user-friendly interfaces.

UI COMPONENTS

Building blocks of user interfaces

UI components are reusable elements that help create consistent, efficient and user-friendly digital experiences.



4.4. UI PATTERNS

UI Patterns are reusable solutions to common user-interface problems that improve **usability, consistency, and user experience**.

1. Navigation Pattern

- Helps users move around the product and understand where they are.
- Examples: Home, Dashboard, Analytics, Messages, Settings.

2. Search Pattern

- Helps users quickly find content or features.
- Includes:
  - Search bar
  - Recent searches
  - Clear search history

3. Filters Pattern

- Allows users to refine content and find what is most relevant.
- Common filters:
  - Category
  - Price
  - Rating
- Includes options such as checkboxes and radio buttons.

4. Tabs Pattern

- Organizes content into sections.
- Makes it easier to browse and switch between related content.
- Examples: Overview, Details, Analytics, Settings.

5. Breadcrumbs Pattern

- Shows the user's location within a hierarchy.
- Helps users navigate back to previous levels.
- Example: **Home → Products → Categories → Laptops**

6. Pagination Pattern

- Breaks content into multiple pages.
- Reduces clutter and improves usability.
- Includes page numbers and Previous/Next controls.
- Example: Showing **1–10 of 100 results**.

7. Modal Dialog Pattern

- Displays important information or requests user action without leaving the page.
- Example: **Delete Item** confirmation dialog.
- Usually includes actions such as **Cancel** and **Delete**.

8. Accordion Pattern

- Organizes content into collapsible sections.
- Saves space and reduces information overload.
- Users can expand sections when needed.

9. Form Pattern

- Collects user input in a structured and consistent way.
- Common fields:
  - Full Name
  - Email Address
  - Message
- Usually includes a **Submit** button.

10. List Pattern

- Displays collections of similar items in a scannable, organized format.
- Useful for displaying users, products, messages, etc.
- Can include status indicators and action menus.

11. Empty State Pattern

- Informs users when there is no content.
- Suggests what the user can do next.
- Example:
  - **"No items found"**
  - **"Create New Item"** button.

12. Progress Pattern

- Keeps users informed about the status of a process.
- Can use:
  - Progress bars
  - Step indicators
  - Percentage completion

- Example: **File selected → Uploading → Processing → Completed**

