

Atoms

Badge

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Overview

(Also known as pill, alert, tag) — Badge acts as a visual indicator showing small amount of metadata relative to a specific object in a page.

Anatomy

1. Metadata.

- **Label**
 - Numbers — keeps count of an object/event
 - Text — to tag, filter or categorize items
 - Icon(Optional) — aids in reinforcing the meaning of a particular information

2. Container.

Wraps the entire badge icon and label which can be styled in different ways depending on intent

Props

<By assigned dev>

Variants

Alert Badges

Non-interactive badges use to show the following:

• Status

Status 1: **New** New or No Risk, Informative

Status 2: **Low** Low Risk, Positive, Ready, Complete

Status 3: **Medium** Medium Risk, Warning, Modified

Status 4: **Alert** Raise or flag a non-critical alert, Pending

Status 5: **High Alert** High Risk, Danger, Destructive, Failed, Deleted/Removed

• Counter

Show numeric values of events/objects

Filter Badges

Interactive badges to display search tags or selected filters. Available states mentioned below:

States

Enabled Search Text Filter Item

Hover Search Text N.A

Focus, Focus Visible Search Text Filter Item

Note: Light Grey filter badges are removable by default. When hovering through it, the background changes color to indicate that it can be deleted.

Commonly use to display the search items or inputs from the search box.

Sizes

Available in three sizes: Small (*Default*), Extra Small (used when real-estate is limited), and Empty (specifically used for table status indicators).

Custom Badges

Apart from the standard badges, there might be instances wherein badges are used for non-semantic/ decorative purposes for highlighting metadata (e.g notification counters)

Text Truncation

For alert badges, text stays in one line until it fills available container

For filter badges, text are automatically truncated once it reaches a **maximum width of 30ch**.

Note: ch unit lets you limit the width of text elements by character count (based on '0')

Accessibility

✔ Has a contrast ratio of at least 4.5:1 for small text (WCAG 2.0 1.4.3)

✔ Color is not used as the only visual means of conveying information (WCAG 2.0 1.4.1)

✔ Able to navigate through keyboard (2.1.1 Keyboard Operability)

Usage Guidelines

✔ **Do**
Use badges as expected

✘ **Don't**
Not use in replacement of a button

✔ **Do**
By default, follows Title case; but for filter badges it should follow exactly what the value is

✘ **Don't**
Do not use sentence case or small case as well as avoid using punctuations

✔ **Do**
Keep labels as short as possible. Ideal to use words or short phrases

✘ **Don't**
Avoid lengthy badge labels

✔ **Do**
Use consistent sizes

✘ **Don't**
Do not randomly assign different sizes especially when they are placed next to each other (or in a group or set)

✔ **Do**
Use a combination of color, text and icon for conveying meaning to optimized accessibility

✘ **Don't**
Avoid using icons(icon only) or colors that does not have a semantic meaning appropriate for its label

✔ **Do**
Overflow group of tags properly

✘ **Don't**
Not overflow outside of container

✔ **Do**
Add tooltip when necessary

✘ **Don't**
Avoid losing context on badges that carry important/critical information

Changelogs:

- 09/20/2023
 - Update focus state color
 - Change Colors to Intents used in code
 - Deleted "Removable" section
 - Move Risk color labels inside alert flags playground
- 10/26/2023 - Fixed incorrect labels under states
- 11/20/2023 - Updated Spacing settings (Fred)

Branding

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Overview

Standardized way of delivering and accessing a brand/product logo which often resides inside a Header or Footer.

Below shows the default look for the Branding atom:



Anatomy



1. **Graphic.** Specific symbol representing the brand (also known as Brandmark or Logomark)
2. **Wordmark.** Contains a typographic treatment of the brand/product

Props

<By assigned dev>

Size

The branding height is set to 100% relative to the base height of its parent container, which in most case is the header. Width should always be proportional to the height.



Scaling Behavior

Even when its height is relative to the height of the header, its **maximum height** should be set to the **base height of the parent container** regardless if the height of the header changes

💡 Example:
Branding placed inside a header, so maximum height is determined based on the ff:

base header height - total padding top & bottom = maximum branding height

Given that base header height is 60px:

60px - (8px + 8px) = 44px



Custom Branding

Customization is allowed to accommodate changes during a rebrand or for general white-labeling purposes. See [Usage Guidelines](#) for best practices.

Custom Graphic



Custom Wordmark



Display Property

By default, displaying both the icon and its corresponding wordmark is recommended to establish strong brand presence within the platform.

If necessary to hide one or the other, controls are provided to toggle it.



Accessibility

✅ Provide alternative text for screen readers and for when device is unable to load image (low bandwidth, image blocked, etc.)

Default value is the Product/Brand Name



Usage Guidelines



✅ **Do**
Keep the visual integrity of the brand



❌ **Don't**
Avoid changing/manipulating the color via css (brightness, saturation, etc.)



✅ **Do**
Make sure that the dimensions maintain a proportional aspect ratio



❌ **Don't**
Do not override the dimensions that it would skew the set aspect ratio



✅ **Do**
Follow proper alignment with respect to its parent container
e.g Left aligned inside header



❌ **Don't**
Do not place branding position in random



✅ **Do**
When customizing the branding, be intentional in terms of the changes.

Keeping either the icon or wordmark, rather than completely changing everything is encouraged.



❌ **Don't**
Should not be used as navigation indicating current page or position

Button

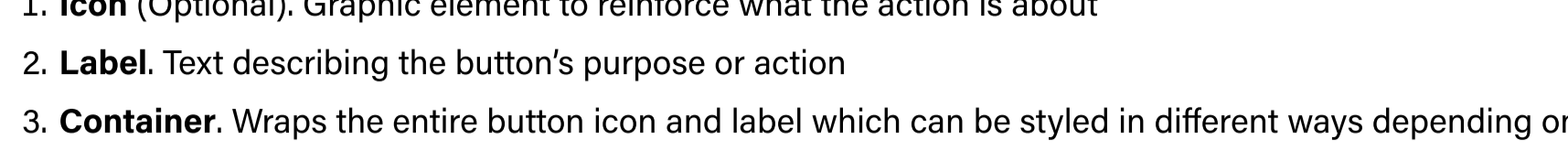
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Overview

Provide users a way to trigger an event/action or navigate to another page.



Anatomy



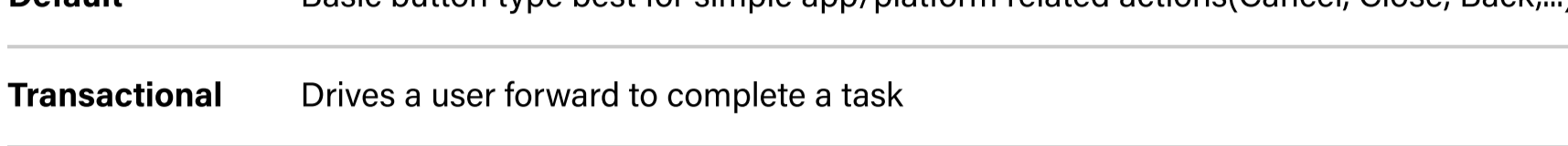
1. **Icon** (Optional). Graphic element to reinforce what the action is about
2. **Label**. Text describing the button's purpose or action
3. **Container**. Wraps the entire button icon and label which can be styled in different ways depending on intent.

Props

<By assigned dev>

Variants

Intent



Default Basic button type best for simple app/platform related actions(Cancel, Close, Back,...)

Transactional Drives a user forward to complete a task

Primary Choice for a user to do something ; Actions that are important but not transactional (Run, Download, Share,...)

Secondary Similar to primary in which it provides actions to apply/enable something; They should have less/medium emphasis compared to primary (Apply, Add, Reset,...)

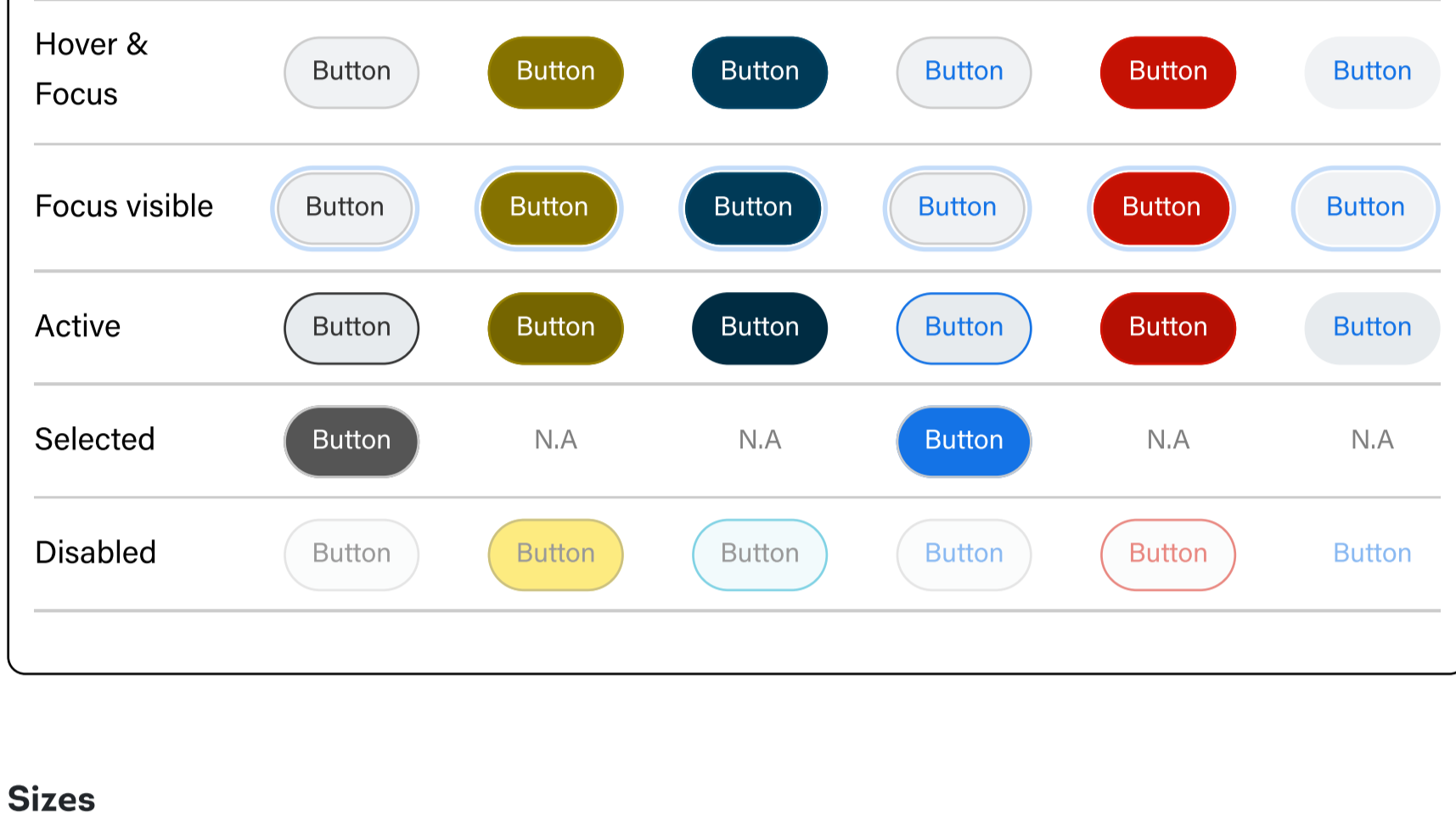
Danger Destructive or negative actions

Text Do something helpful but simple and doesn't involve multi-steps
Note: Not to be confused with anchors/links.

See [Placement & Order](#) for best practice on how they are used.

States

Based on various user interactions and business rules, the button may behave in different ways. The different states are the following: Enabled(initial), Hover, Focus/Focus visible(navigating using keyboard), Active(pressed), Disabled.

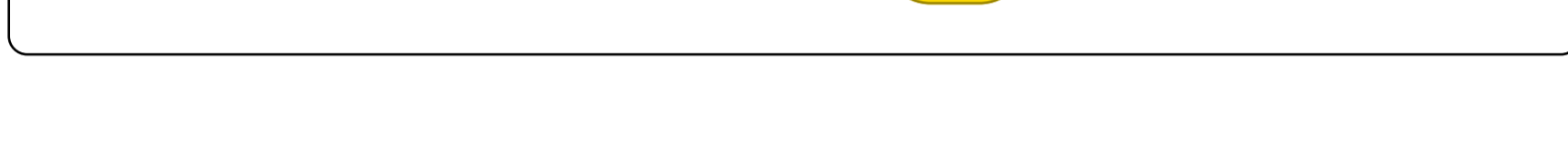


Sizes

Buttons are available in two sizes: Medium(as *default*), Large.

Medium Default size & used in majority of UI

Large Best used when used in conjunction with text inputs or dropdowns to match those heights for better visual alignment

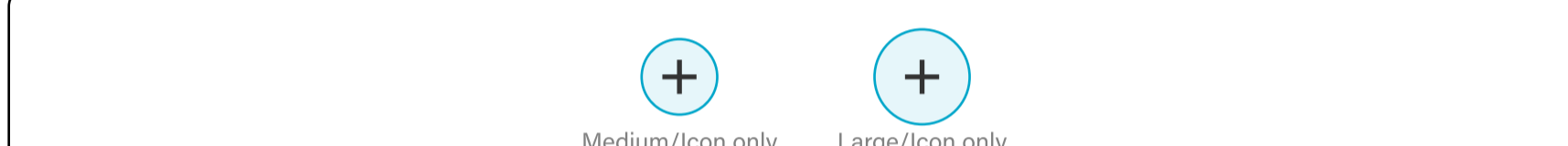


Buttons with icon



Buttons with icon-only

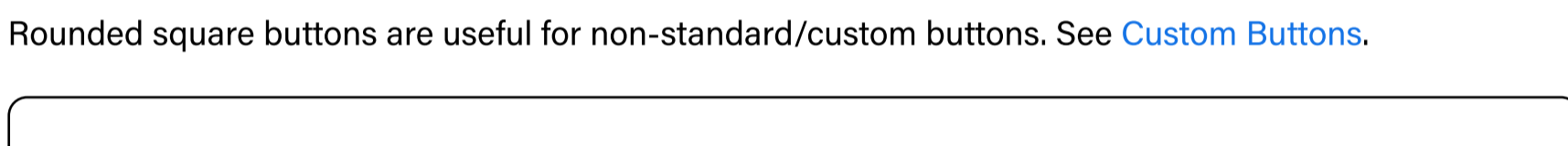
Offer a [tooltip](#) when button labels are hidden. (*Hover on button to show interaction*)



Border Radius

By default, we use pill or bubble shape for our buttons for visual continuity with the TU brand.

Rounded square buttons are useful for non-standard/custom buttons. See [Custom Buttons](#).

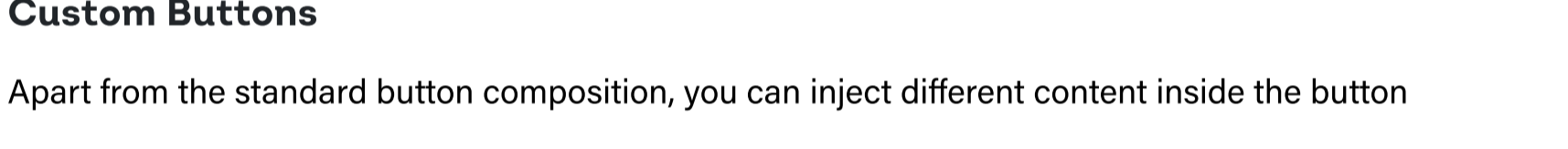


Full-width



Custom Buttons

Apart from the standard button composition, you can inject different content inside the button



Scaling Behavior

Dynamic Width & Overflow

Button fits the content and stays in one line (See [Usage Guidelines](#)) as much as possible and wraps it next line as it overflows in its container.



Provides ability to target when to show/hide **button labels** at certain breakpoints.

Note: Change viewport in storybook to show/hide label on breakpoints

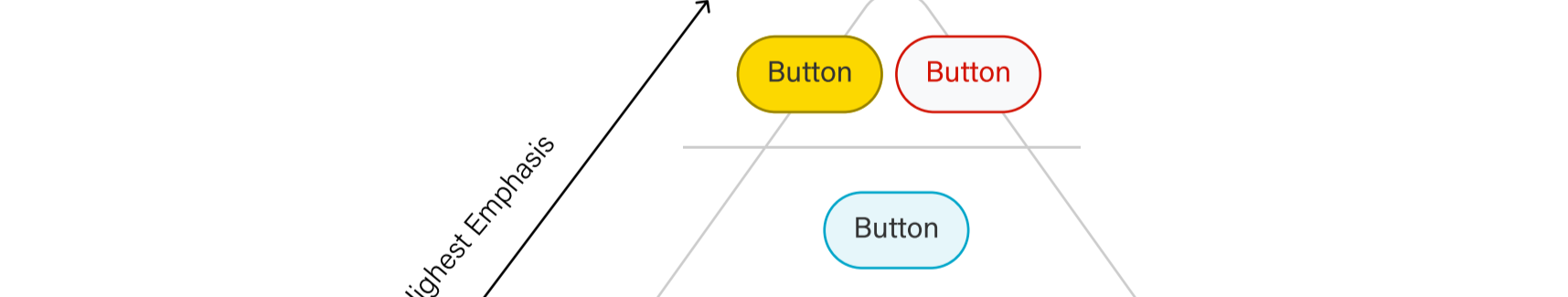


Accessibility

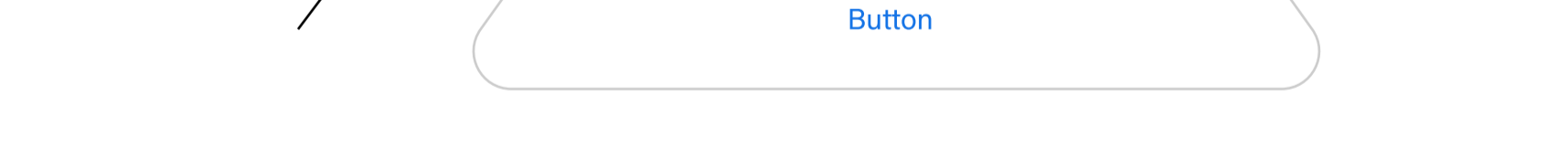
- ✓ Has a contrast ratio of at least 4.5:1 for small text (WCAG 2.0 1.4.3)
- ✓ Pointer target minimum dimensions is at least 24x24 (SC 2.5.8 Target Size (Minimum) (Level AA))
- ✓ Provide alternative way of presenting label for icon only buttons (WCAG 2.1: 1.1.1 Non-text Content)
- ✓ In disabled state, Should still be focusable and reachable via screen reader
- ✓ Able to navigate through keyboard (2.1.1 Keyboard Operability)
- ✓ Focus indicator is clear and distinguishable (SC 2.4.11 Focus Appearance (Level AA))

Usage Guidelines

Placement & Order



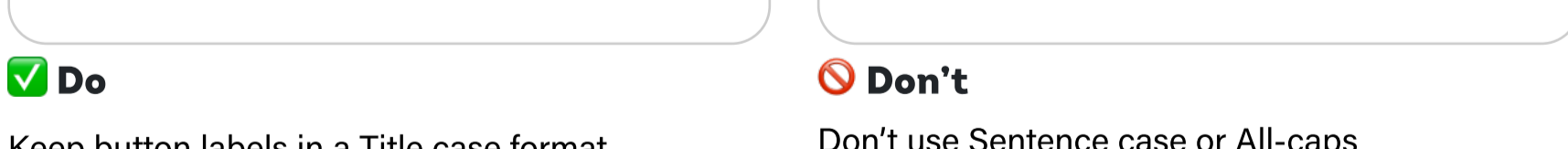
Best Practices



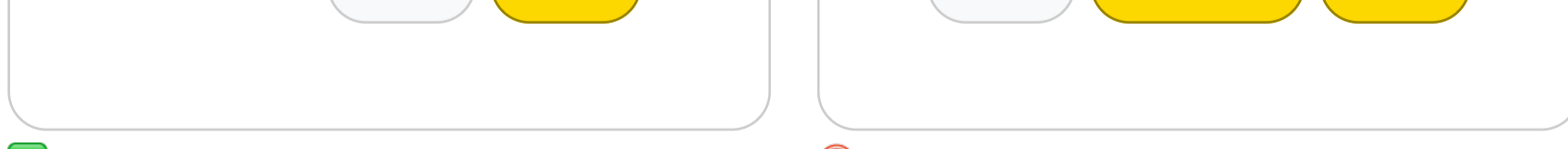
- ✓ **Do** Button copy should be simple and straightforward
- ✗ **Don't** Avoid text labels that are too long or redundant



- ✓ **Do** Keep button labels in a Title case format (It makes the copy stand out especially on high-density pages)
- ✗ **Don't** Don't use Sentence case or All-caps



- ✓ **Do** Arranged buttons according to emphasis
- ✗ **Don't** Avoid using multiple transactional buttons in one page or placed right next to each other



- ✓ **Do** Be mindful when to use the right sizes
- ✗ **Don't** Avoid overloading pages with large sizes as they tend to take up more screen real estate



- ✓ **Do** Use icons when necessary. Should help emphasize what the action means
- ✗ **Don't** Avoid using icons solely for decorative purposes

Changelogs:

- 08/16/23 - Initial doc release (Raul)
- 09/05/23 - Renamed section and props from Shapes to Border Radius (Raul)
- 09/12/23 - Updated focus visible state color (Raul)
- 11/20/2023 - Updated Spacing settings (Fred)

Callout

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Overview

A "callout" refers to a design element used to draw attention to specific parts of a user interface or webpage. Callouts are typically used to provide additional information, guide users through a process, highlight important features, or emphasize certain elements or components within our legacy applications, as they offer precise development directions and insights.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

Props

<By assigned dev>

Anatomy

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

1. Content

- **Icon** (While **not mandatory**, integrating an icon within the alert callout enhances its capacity to swiftly convey urgency. Icons provide visual context to the accompanying message, offering clarity and impact. Thoughtful icon use amplifies effective communication without being obligatory.)
- **Header**
- **Body**

2. Container

Wraps all the content which can be styled in different ways depending on intent.

Variants

This callout is crafted to provide supplementary information to those seeking a deeper grasp of a particular function. To illustrate, imagine you're establishing a threshold group within an age range like 16 to 19. If the outcome falls significantly below a threshold, yielding an insufficient amount of data for meaningful insights, a notation emerges. This notation advises increasing the threshold, enabling more focused insights from the available dataset. These micro hints serve as valuable tools, fostering a better contextual understanding of a situation within a smaller subset of information.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

1. Default.

The default callout employs a soft, light yellow color reminiscent of a post-it note. Its purpose is to provide users with essential information or guidance related to the operation of a function, all while maintaining a subtle presence that doesn't distract or demand immediate attention. Much like a gentle nudge, this callout is designed to gently inform users without overwhelming them, making it particularly useful for conveying information that needs to be noticed without being disruptive.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

2. Secondary.

When you encounter a secondary callout within the user interface, it signifies a prompt for action. This callout is intended to encourage users to create new filters by making use of the "add new" tool link below. The grey color suggests a secondary or less attention-demanding action, guiding users towards enhancing their interaction experience by adding multiple filters for a more tailored view or search results refinement.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

3. None.

When encountering a callout without any distinct color, it serves as a versatile and unobtrusive tool, often used as a fallback option for sending messages to users. This callout doesn't rely on color cues to convey its importance, making it suitable for relaying essential information that may not require immediate attention. Its purpose is to discreetly provide messages to users, ensuring that critical details or updates reach them even if they're not intended to be the center of focus. In scenarios where information needs to be shared without disrupting the user's flow, the "no color" callout steps in, acting as an unassuming yet effective conduit for communication.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

4. Success.

The success callout is characterized by a calming green color that typically conveys positivity or the successful completion of an action. For example, the green callout informs users that their search results have been successfully processed, and new data is now available for their exploration. This reassurance helps users understand that their requested task has been completed and they can move forward confidently.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

5. Warn.

A warn callout carries a sense of caution or alertness. When users submit a variable or action, this callout uses its yellow hue to communicate that the results of their action will take approximately 2 minutes to process. For example, the yellow color prompts users to be patient during the processing period and signals the importance of the upcoming delay, ensuring users are informed and prepared.

? Callout Title
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

6. Danger.

The danger callout commands attention with its bold red color, often used to convey warnings or critical information. The high callout serves as a powerful indicator that any changes made to the database could lead to substantial consequences. It urges users to exercise caution and think through their actions carefully, as the edits they make could be impactful and potentially irreversible.

Alignment

Use the boolean toggles to show/hide the icons, headers, and body content. Use the properties to show/hide the background and change the alignment.

Default **? Callout Title**
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

Center **? Callout Title**
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

Right **? Callout Title**
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

Overflow

? Callout Title When It's Really Long Text That Overflows and Wraps to Next Line
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

When the title is very long, text wraps. Icon is centered.

Accessibility

- ✔ Has a contrast ratio of at least 4.5:1 for small text (WCAG 2.0 1.4.3)
- ✔ Provide alternative text. Alternative text serves as a textual equivalent to the visual content, allowing users with visual impairments to understand what the image or icon represents. When a screen reader encounters an image with alt text, it reads the alt text aloud, providing users with a description of the image's content, context, or function.
- ✔ Reserve Intro for Large Headers. Use Acumin for everything else for readability.

Usage Guidelines

LOREM IPSUM DOLOR

? Micro Hint Title Treatment
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

✔ **Do**
Match the width of the surrounding containers.

LOREM IPSUM DOLOR

? Micro Hint Title Treatment
This is a Treatment for when we need to add in details to help the user better understand how to use a section.

✘ **Don't**
Don't make the width of the Callout much shorter.

Changelogs:

- 09/05/2023 - Split Callouts into 3 sections (EI)
- 11/21/2023 - left right padding: spacing-5
top bottom padding: spacing-3 (EI)