Marcelo Somers
Solution Architect, User Experience
@marcelosomers
WHO IS USING A PATTERN LIBRARY?
IS YOUR PATTERN LIBRARY UP TO DATE?
"How do you keep living, knowing that’s what the world is like?"
RETHINKING THE DESIGN PROCESS
BUILD
SYSTEMS
NOT
PAGES

-Andy Clarke

http://stuffandnonsense.co.uk/blog/about/walls_come_tumbling_down_presentation_slides_and_transcript/
I just joined the [redacted] team and found out about the UX site. I’m crying over here loving it. I tried to get [redacted] and other clients to see the same value. This coupled with the user stories makes the process much easier (less painful, more productive, expected, happier, etc.).

Nice job,
BUILD A TINY BOOTSTRAP

– Mark Otto & Dave Rupert

https://speakerdeck.com/mdo/build-your-own-bootstrap
http://daverupert.com/2013/04/responsive-deliverables/
DESIGNING WITH PATTERNS

DESIGN
DESIGNING WITH PATTERNS
DESIGNING WITH PATTERNS

DESIGN

SLICE

ASSEMBLE
Calls Today

43 Right Now
0 Forwarded

71 Flagged
15 Terminated

5923 Completed

Covert Alerts

3 active covert alerts

Last call to: (972) 555-1023
9-7-2014 at 12:59 p.m.

Alert sent to: Det. Hank Schrader,
Capt. Albert Wesker,
DESIGN TOOLS
#ZombieLibrary
WHERE THE DESIGN PROCESS BREAKS DOWN
TRADITIONAL HANDOFF IS BROKEN
DESIGNING WITH PATTERNS

DESIGN

PATTERN LIBRARY

ASSEMBLE
<table>
<thead>
<tr>
<th>Visitor Status</th>
<th>Active</th>
</tr>
</thead>
<tbody>
<tr>
<td>Visitor Details</td>
<td></td>
</tr>
<tr>
<td>First name</td>
<td>Walter</td>
</tr>
<tr>
<td>Last name</td>
<td>White</td>
</tr>
<tr>
<td>Username (Email)</td>
<td><a href="mailto:wwhitejr@email.com">wwhitejr@email.com</a></td>
</tr>
<tr>
<td>Phone</td>
<td>555-555-5555</td>
</tr>
<tr>
<td>Address</td>
<td>1500 Main Street, #600</td>
</tr>
<tr>
<td>City</td>
<td>Dallas</td>
</tr>
<tr>
<td>State</td>
<td>TX</td>
</tr>
<tr>
<td>Zip</td>
<td>75040</td>
</tr>
<tr>
<td>Country</td>
<td>USA</td>
</tr>
</tbody>
</table>
ELIMINATE
WASTE
THE EVOLVING DESIGNER
WHERE DOES THE PATTERN LIBRARY LIVE IN YOUR PROCESS?
STYLE GUIDE

MATURITY MODEL

TEAM
A dedicated team maintains the pattern library

AUTOMATED
The pattern library shares code with the app(s)

MANUAL
A pattern library has been built, but must be manually updated

ONE-TIME
A static style guide document gives basic direction

INCONSISTENT
Different apps are styled inconsistently
Unless it's part of your build, your styleguide is just more documentation to maintain.

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Static sites go all Hollywood by Phil Hawksworth

Published September 22, 2015 in Programming

The popularity of building web sites with static site generators is on the rise. Their reduced complexity, easier compliance, cheaper hosting, and other benefits are getting people's attention, but they do have limits.

This talk will explore how we can break through some of those limits with the use of a new breed of...
GETTING STARTED (TODAY)
1 \hspace{1cm} \textbf{TAKEN AN INVENTORY}
WHAT TO DOCUMENT

1. BASE STYLES
2. COMPONENTS
3. PAGE TEMPLATES
2 STANDARDIZE
Tablet

10

2 col

Core - Page - header

Core - Page - content

Core - Page - actions

Page group

page group

30px

60px

row

row

row

x: remove marg from float label cont
Create a button with a button or a element to retain the native click function. Use a disabled attribute when a button can’t be clicked.

ACCESSIBILITY

If an icon button doesn’t include a label, use a span with .sls-assisive-text to describe the icon for screen readers.

Base DEV READY

The base .sls-button looks like a plain text link. It removes all the styling of the native button. It's typically used to trigger a modal or display a "like" link. All button variations are built by adding another class to .sls-button.

<table>
<thead>
<tr>
<th>LARGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Button</td>
</tr>
</tbody>
</table>

HTML

```html
<button class="sls-button">Button</button>
```
Create a button with a **button** or a element to retain the native click function. Use a disabled attribute when a button can’t be clicked.

**ACCESSIBILITY**

If an icon button doesn’t include a label, use a span with `.slds-assistive-text` to describe the icon for screen readers.

**Base**  

The base `.slds-button` looks like a plain text link. It removes all the styling of the native button. It’s typically used to trigger a modal or display a “like” link. All button variations are built by adding another class to `.slds-button`.

```html
<button class="slds-button">Button</button>
```
Create a button with a `button` or an `a` element to retain the native click function. Use a disabled attribute when a button can’t be clicked.
Create a button with a **button** or a `a` element to retain the native click function. Use a disabled attribute when a button can't be clicked.

**Neutral**

Add the `.slds-button--neutral` class to create a neutral button, which has a white background and gray border.

- LARGE

| Button neutral | Anchor Button Neutral | Disabled | Button Small |

```html
<button class="slds-button">Button</button>
```
Create a button with a `button` or an `a` element to retain the native click function. Use a disabled attribute when a button can’t be clicked.

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```html
<button class="slds-button">Button</button>
```
ACCESSIBILITY

If an icon button doesn't include a label, use a span with `slds-assistive-text` to describe the icon for screen readers.
Components

Buttons

Create a button with a `button` or an element to retain the native click function. Use a `disabled` attribute when a button can’t be clicked.

ACCESSIBILITY

If an icon button doesn’t include a label, use a span with `.slds-assistive-text` to describe the icon for screen readers.

**Base**

The base `.slds-button` looks like a plain text link. It removes all the styling of the native button. It’s typically used to trigger a modal or display a “like” link. All button variations are built by adding another class to `.slds-button`.

```
<Button>
</button>
```

**Variants**

- Base
- Neutral
- Neutral Icon
- Brand
- Inverse
- Stateful
- Stateful Inverse
- Icon
- Icon Sizing
- Icon More
- Icon Stateful
- Icon Inverse
- Hint
- Component
- Overview
BASIC DOCUMENTATION

1. NAME
2. DESCRIPTION
3. EXAMPLE
   CODE SNIPPET
3a CENTRALIZE YOUR CSS
3 DEFINE CSS STANDARDS
4 REFACTOR TO PERFECTION
BREAK UP YOUR COMPONENTS
NAMESPACE

THE CSS
FIND IN PROJECT IS YOUR FRIEND
REGEX SEARCH FOR CLASSES

class\s*?=\s*?["'\].*?table

will find all instances where class="" contains table
DON’T FORGET JAVASCRIPT!
5

GOVERN YOUR LIBRARY
What a CSS Code Review Might Look Like

Many programming languages go through a code review before deployment. Whether it’s a quick once-over, in-depth peer review, or complete unit testing, code reviews help us release code into the wild with confidence.

I started to imagine what a CSS code review might look like. CSS can be written in a number of ways, and the best way is often subjective to the project. I’m definitely not trying to get dogmatic with a post like this, but instead lay the foundation for what could be a starting point for getting the most out of CSS before it is released.

Why should CSS be reviewed at all?

It’s fair to wonder why we would want to review CSS in the first place. A review is yet...
Team Models for Scaling a Design System
Evolving Past Overlords to Centralize or Federate Design Decision-Making Across Platforms

https://medium.com/eightshapes-llc/team-models-for-scaling-a-design-system
SOLITARY
CENTRALIZED
FEDERATED
1 CSS DOCUMENTATION
Knyle Style Sheets

Documentation for any flavor of CSS that you’ll love to write. Human readable, machine parsable, and easy to remember.

Works great with CSS, SCSS, LESS, and much more.

// A button suitable for giving a star to someone.
//
// :hover
// .star-given
// .star-given:hover
// .disabled
//
// Styleguide 2.1.3.
a.button.star{
  ...  
  &.star-given{
    ...
  }
  &.disabled{
    ...
  }
}

Documentation for humans

Work with SCSS, LESS, and more

Automatically generate styleguides

Documentation is all about communication. Between people, not computers. So why should your documentation format cater to computers?

KSS is designed to work with every flavor of CSS out there — preprocessor or not. Choose whatever works for you.

Create example HTML for your CSS and automatically generate variations of each element.
STATIC SITE GENERATION
3 INTEGRATED
Source
Living Style Guide Platform

The most advanced tool for documenting, testing and managing UI components achieving productive team work

Quick Start

Examples  Mailing list  Request consultation  Changelog
There has to be a better way.
Build and Document Your Interface. Then Share the Code.

PatternPack makes it easy to build a living design system. It is not a replacement for Bootstrap - it's a set of tools for you to "build
design systems". A living design system is well documented one. PatternPack is a static site generator that lets you document your interface using

PatternPack keeps your design system alive by staying in sync with your project. Share your code via npm or bower and easily version with
GET STARTED WITH PATTERN PACK
What are pattern libraries?

A pattern library is a collection of user interface design patterns. It breaks down the overall design into elements that solve common design problems and can be reused consistently.

A pattern library defines not only how an element of an application looks, but also provides simple examples of how each piece should be implemented. This allows designers to give examples of how each element looks and feels, while providing developers with tools to bring the design to life.

Atomic design principles

The atomic design principles outlined by Brad Frost have served as a significant influence to this pattern library. The concept of breaking down a design into its components (atoms, molecules, templates, & pages) lends itself very well to the goals of a pattern library and leveraged heavily throughout.

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atom</td>
<td>A component of your design that will not be broken down into smaller pieces. (button, text input, header, etc.)</td>
</tr>
</tbody>
</table>
$ npm init
$ git init
$ npm install grunt patternpack --save-dev
module.exports = function(grunt) {
    grunt.initConfig({
        patternpack: {
            run: {},
            build: {},
            release: {}
        }
    });

    grunt.loadNpmTasks('patternpack');

    grunt.registerTask('default', ['patternpack:run']);
}
$ grunt patternpack:run
Welcome to PatternPack
CREATE YOUR FIRST PATTERN
button {
  padding: 5px 20px;
  border: 0;
  border-radius: 5px;
  color: white;
}

.button--primary {
  background-color: #000;
}

.button--secondary {
  background-color: #CCC;
}

.button--small {
  padding: 2px 20px;
  height: 30px;
}

.button--large {
  height: 40px;
}
button {
  padding: 5px 20px;
  border: 0;
  -webkit-radius: 5px;
  or: white;

  on~primary {
    background-color: #000;
  }

  .button~secondary {
    background-color: #ccc;
  }

  .button~small {
    padding: 2px 20px;
    height: 30px;
  }

  .button~large {
    height: 40px;
  }
}
button {
  padding: 5px 20px;
  border: 0;
  border-radius: 5px;
  color: white;
}

.button--primary {
  background-color: #000;
}

.button--secondary {
  background-color: #CCC;
}

.button--small {
  padding: 2px 20px;
  height: 30px;
}

.button--large {
  height: 40px;
}
title: Buttons

### Buttons

TODO: Describe what buttons are and how they are used in the application.

### Examples

```html
<div class="library_example">
  <button type="button" class="button--primary">Primary</button>
  <button type="button" class="button--secondary">Secondary</button><br />
</div>

### Code

```
<html>
  <button type="button" class="button--primary">Primary</button>
  <button type="button" class="button--secondary">Secondary</button>
  <button type="button" class="button--primary button--large">Primary Large</button>
  <button type="button" class="button--secondary button--large">Secondary Large</button>
  <button type="button" class="button--primary button--small">Primary Small</button>
  <button type="button" class="button--secondary button--small">Secondary Small</button>
</html>
```
title: Buttons

## Buttons

TODO: Describe what buttons are and how they are used in the application.

```html
  <br />
  <button type="button" class="button--primary button--large">Primary Large</button>
  <button type="button" class="button--secondary button--large">Secondary Large</button>
  <br />
  <button type="button" class="button--primary button--small">Primary Small</button>
  <button type="button" class="button--secondary button--small">Secondary Small</button>
</div>

### Code
```
```
### Examples

```html
<div class="library__example">
  <button type="button" class="button--primary">Primary</button>
  <button type="button" class="button--secondary">Secondary</button>
  <br />
  <button type="button" class="button--primary button--large">Primary Large</button>
  <button type="button" class="button--secondary button--large">Secondary Large</button>
  <br />
  <button type="button" class="button--primary button--small">Primary Small</button>
  <button type="button" class="button--secondary button--small">Secondary Small</button>
</div>
```
# ZombieLibrary

---

**title: Buttons**

---

## Buttons

TODO: Describe what buttons are and how they are used in the application.

## Examples

```html
<div class="library_example">
  <button type="button" class="button--primary">Primary</button>
  <button type="button" class="button--secondary">Secondary</button>
<br />
  <br />
  <button type="button" class="button--primary button--large">Primary Large</button>
  <button type="button" class="button--secondary button--large">Secondary Large</button>
<br />
  <br />
  <button type="button" class="button--primary button--small">Primary Small</button>
  <button type="button" class="button--secondary button--small">Secondary Small</button>
</div>
```

## Code

```html
```
# Buttons

TODO: Describe what buttons are and how they are used in the application.

### Examples

```html
<div class="library_example">
  <button type="button" class="button--primary">Primary</button>
  <button type="button" class="button--secondary">Secondary</button>
  <br />
  <button type="button" class="button--primary button--large">Primary Large</button>
  <button type="button" class="button--secondary button--large">Secondary Large</button>
  <br />
  <button type="button" class="button--primary button--small">Primary Small</button>
  <button type="button" class="button--secondary button--small">Secondary Small</button>
</div>
```

### Code

```html
`````
  <button type="button" class="button--primary">Primary</button>
  <button type="button" class="button--secondary">Secondary</button>

  <button type="button" class="button--primary button--large">Primary Large</button>
  <button type="button" class="button--secondary button--large">Secondary Large</button>

  <button type="button" class="button--primary button--small">Primary Small</button>
  <button type="button" class="button--secondary button--small">Secondary Small</button>
`````
Buttons

TODO: Describe what buttons are and how they are used in the application.

Examples

- Primary
- Secondary

- Primary Large
- Secondary Large

- Primary Small
- Secondary Small

Code

```html
<button type="button" class="button--primary">Primary</button>
<button type="button" class="button--secondary">Secondary</button>
```
```html
<button type="button" class="button--primary button--large">Primary Large</button>
<button type="button" class="button--secondary button--large">Secondary Large</button>
```
```html
<button type="button" class="button--primary button--small">Primary Small</button>
<button type="button" class="button--secondary button--small">Secondary Small</button>
```
UNLEASH YOUR CREATION
USE SEMANTIC VERSIONING FOR YOUR DESIGN SYSTEM
1.0.5

- major release
- minor release
- patch release
1.0.5

Customize to your needs

major release  minor release  patch release
$ grunt patternpack:release
$ git push --follow-tags
1. Build your static site
2. Increment your version
3. Create a new commit
4. Tag the commit
INTEGRATE INTO YOUR APPLICATION
SUPPORT FOR
NPM & BOWER
$ npm install my-awesome-pattern-library
$ npm install https://user:pass@github.com/user/my-awesome-library.git
ANATOMY OF A PACKAGE.JSON DEPENDENCY

"devDependencies": {  
  "my-awesome-pattern-library": "https://user:pass@bitbucket.org/jondoe/my-awesome-pattern-library.git#1.0.0"
}
ANATOMY OF A PACKAGE.JSON DEPENDENCY

```
"devDependencies": {
    "my-awesome-pattern-library": "https://user:pass@bitbucket.org/jondoe/
                                       my-awesome-pattern-library.git#1.0.0"
}
```
"devDependencies": {
  "my-awesome-pattern-library": "https://user:pass@bitbucket.org/jondoe/my-awesome-pattern-library.git#1.0.0"
}
ANATOMY OF A PACKAGE.JSON DEPENDENCY

```
"devDependencies": {
  "my-awesome-pattern-library": "https://user:pass@bitbucket.org/jondoe/my-awesome-pattern-library.git#1.0.0"
}
```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>Example Application</title>
    <link href="/node_modules/patternpack-example-library/dist/pattern-library/assets/css/patterns.css" rel="stylesheet">
  </head>
  <body>
  </body>
</html>
<html>
  <head>
    <meta charset="utf-8">
    <title>Example Application</title>
    <link rel="stylesheet" href="/node_modules/patternpack-example-library/dist/pattern-library/assets/css/patterns.css">
  </head>
  <body>
    <!-- Content goes here -->
  </body>
</html>
<link href="/node_modules/patternpack-example-library/dist/pattern-library/assets/css/patterns.css"
Build and Document Your Interface. Then Share the Code.

Get Started

http://patternpack.org/
RETHINKING THE DESIGN PROCESS
Design

DISCOVER

TEST

DEVELOP

PatternPack
MODULARIZE
THANK YOU!

Marcelo Somers
@marcelosomers

Slides
http://j.mp/zombie-library-cssdevconf

PatternPack
http://patternpack.org/