# Cegid Design System

Cegid
UI Team

cegid

Introduction

Cegid Design System

Cegid Design System (CDS) is Cegid's design system for products and experiences. Its fondation rests on a common language that brings together designers and developers. The system consists of human interface guidelines based on the Material Design's framework for delivering simple, efficient and consistent experience.
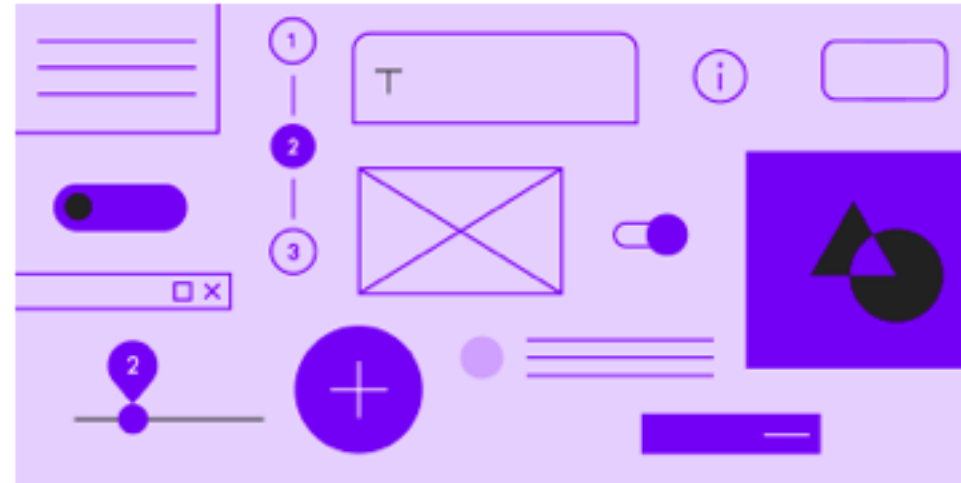
Design guidance
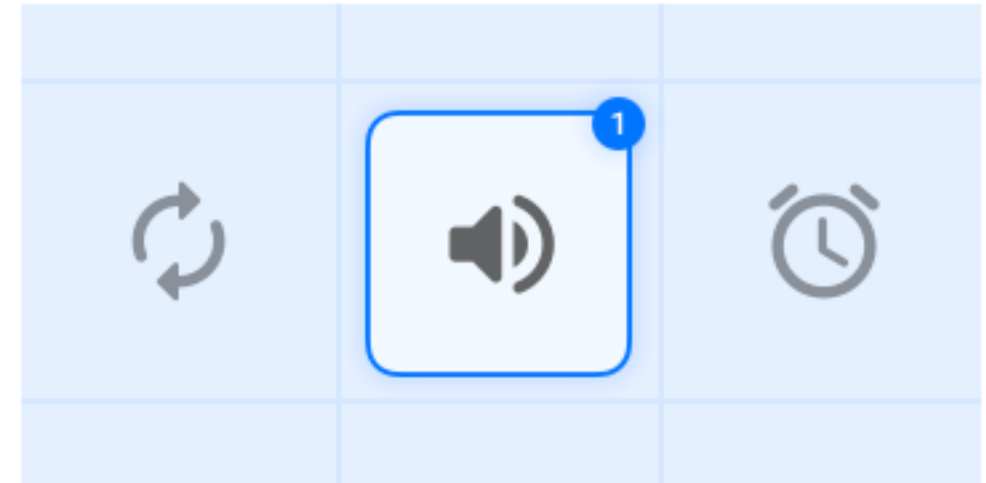
Use our design for you latest project
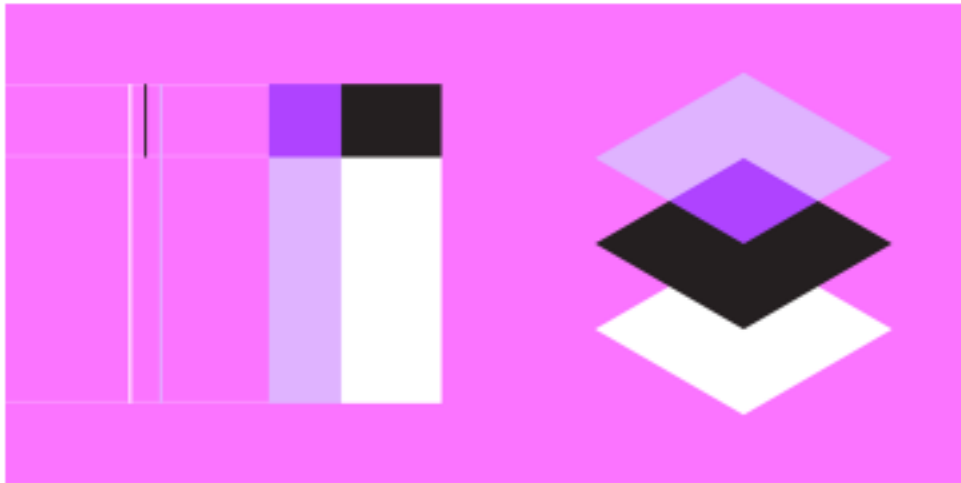
Material Design Guidelines

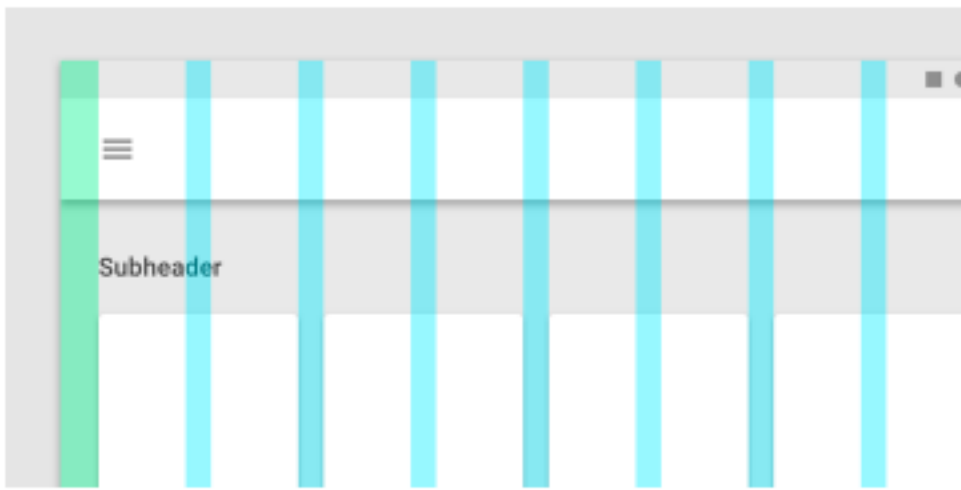Material Design principles, styles, and best practices

Components

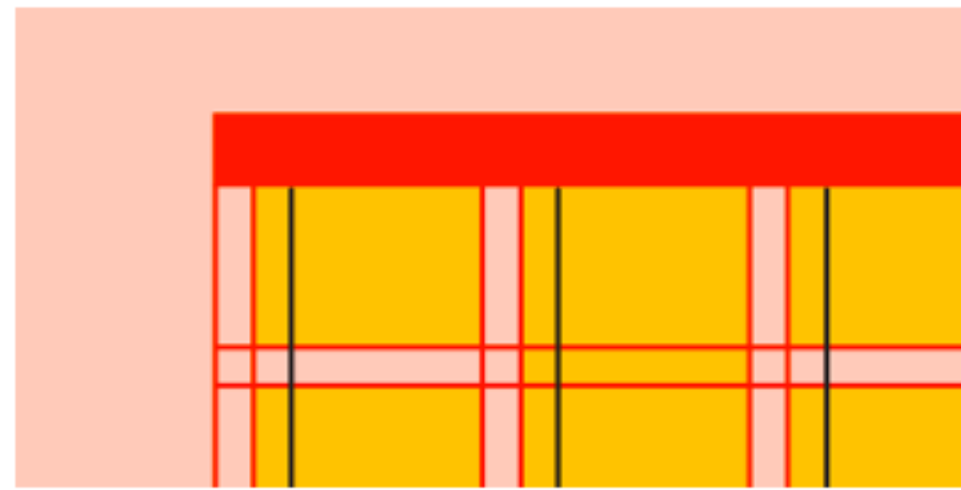Design guidance and developer documentation for interactive UI building blocks

Icons

Access to one set of filled system icons, available in a range of formats and sizes on **Material.io**

Responsive Layout Grid

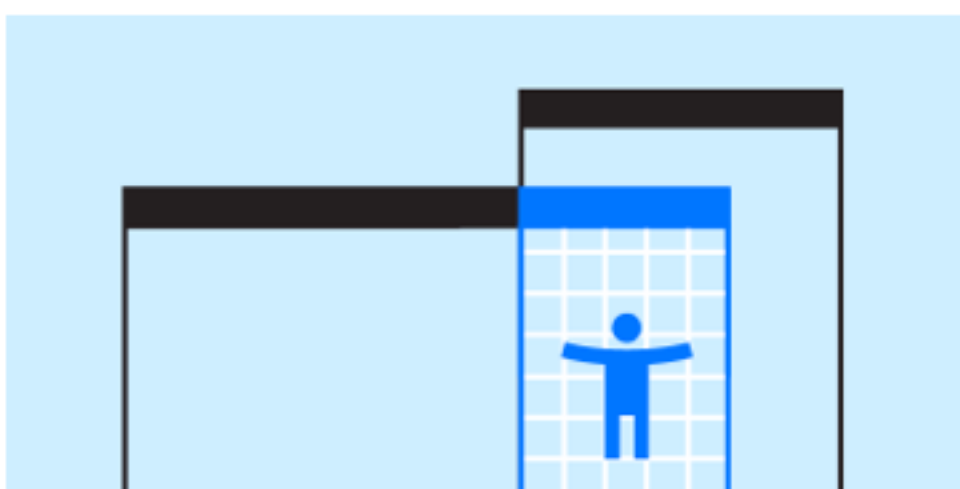Adapt your UI to screen size and orientation, ensuring consistency across layouts

Layouts

Access to the Cross-Application Interfaces as common base (splashscreen, login, 404, ...)

Atomic Design Principle

Preconceived and reusable elements are defined to let more flexibility for new things to think / create (animations, components, icons ...)

Design for UX

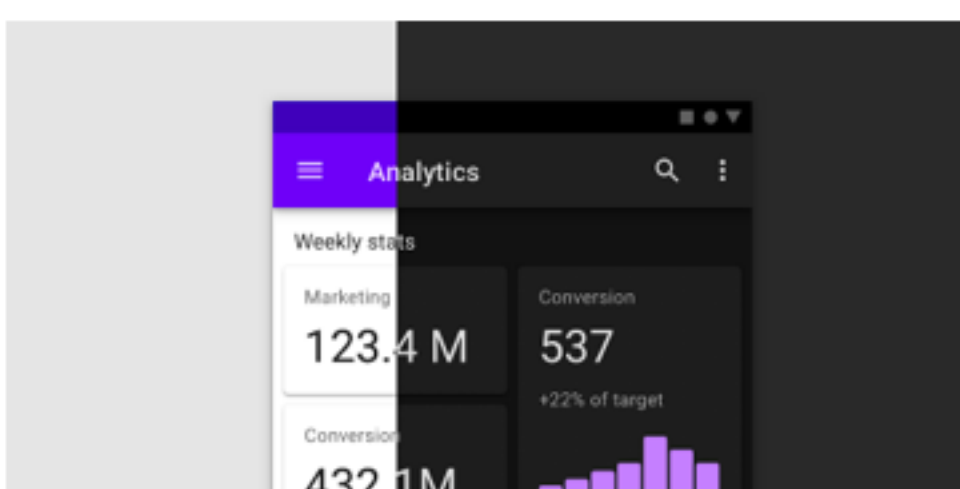Meet your users to create User Centric Design (CCU) interfaces

Marketing Corporate Chart

Based on the corporate chart using principles colors, Akindo illustrations, and keyvisuals

Collaborative

With CDS, designers and developers speak the same language

Darkmode include

Improve visual ergonomics by using our darkmode which is a supplemental mode to a default (or light) theme.
Guidelines available here:
CDS_Material_Darkmode_V1-0 sketch file

Your question is not covered by Material Design Guidelines?

Please, take care of the **hand-off** that your UI Designer delivers in your project before to ask.
If you still do not find what you need, **feel free to come and ask us**. :)

Wondering how to contribute?

We welcome all feedbacks, designs, or ideas in order to produce the best possible experience for our users. If you are interested in contributing, contact us on **uidesign@cegid.com**

Introduction

Code guidance

As a designer team, we have nothing to do with code, but you can use these development resources for your project to be closer to our framework in use

React

MATERIAL-UI.COM/

React components for faster and easier web development. Build your own design system, or start with Material Design.

Angular

MATERIAL.ANGULAR.IO/

React components for faster and easier web development. Build your own design system, or start with Material Design.

HTML / CSS

MATERIAL.IO/DEVELOP/WEB/

React components for faster and easier web development. Build your own design system, or start with Material Design.

Android

MATERIAL.IO/DEVELOP/ANDROID/

Build beautiful, usable products using Material Components for Android with components in **Java** and **Kotlin**.

IOS

MATERIAL.IO/DEVELOP/IOS/

Build beautiful, usable products using Material Components for iOS, with components in **Swift** and **Objectif C**.
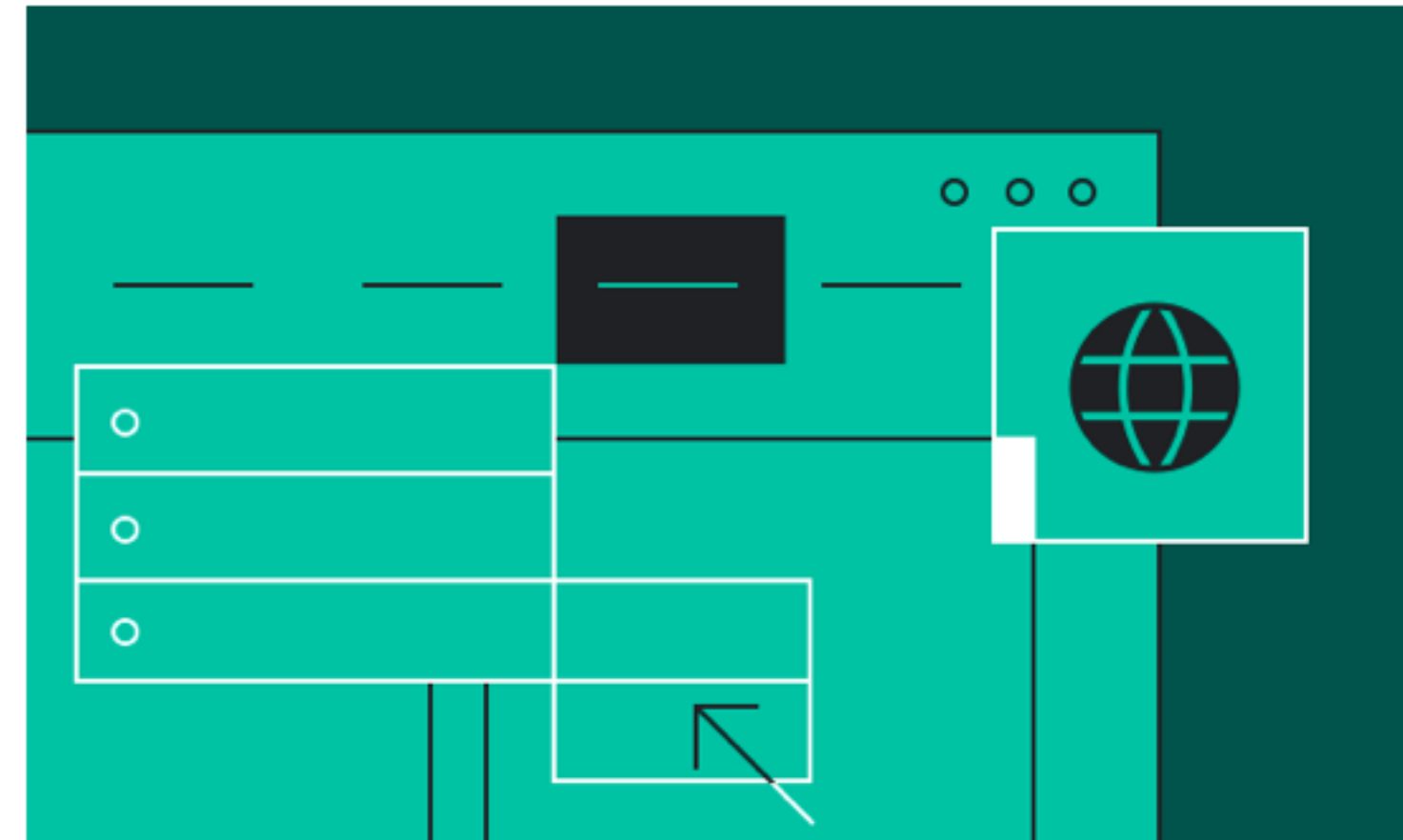
Typography Scale

Hello, World.

An Adaptable Foundation

OVERLINE
Headline 6

Apparently we had reached a great height in the atmosphere, for the sky was a dead black, and the stars had ceased to twinkle. By the same illusion which lifts the horizon of the sea to the level of the spectator on a hillside, the sable cloud beneath was dished out, and the car seemed to float in the middle of an immense dark sphere, whose upper half...

Headline 4

Headline 5

By the same illusion which lifts the horizon of the sea to the level of the spectator on a hillside, the sable cloud beneath was dished out, and the car seemed to float in the middle of an immense dark sphere, whose upper half was...

Body 1

Caption

By the same illusion which lifts the horizon of the sea to the level of the spectator on a hillside, the sable cloud beneath was dished out...

96 / -1.5 letter-spacing

H1 / Roboto Light

60 / -0.5 letter-spacing

H2 / Roboto Light

48 / 0 letter-spacing

H3 / Roboto Regular

34 / 0.25 letter-spacing

H4 / Roboto Regular

24 / 0 letter-spacing

H5 / Roboto Regular

20 / 0.25 letter-spacing

H6 / Roboto Medium

16 / 0.5 letter-spacing

Body 1 / Roboto Regular

14 / 0.25 letter-spacing

Body 2 / Roboto Regular

16 / 0.15 letter-spacing

Subtitle 1 / Roboto Regular

14 / 0.1 letter-spacing

Subtitle 2 / Roboto Medium

14 / 1.25 letter-spacing

BUTTON (CAP) / ROBOTO MEDIUM
Button / Roboto Medium

12 / 0.4 letter-spacing

Caption / Roboto Regular

12 / 2 letter-spacing

OVERLINE / ROBOTO MEDIUM

Color Scheme

Light and Surface	#FFFFFF
Dark	#F5F5F5

Text / Black / High Emphasis / 87%

Text / Black / Medium Emphasis / 60%

Text / Black / Disabled / 23%

Color - Primary

Our main color

Primary			#0046FE
900	#0000CB	400	#286EFF
800	#0022DB	300	#5096FF
700	#0030E5	200	#82B4FF
600	#003DF2	100	#B9D7FF
500	#0046FE	50	#E6F0FF

Text / White / High Emphasis / 100%

Text on Primary / Medium Emphasis / 60%

Text on Primary / Disabled / 32%

Text / Black / High Emphasis / 87%	Text / White / High Emphasis / 100%
Text / Black / Medium Emphasis / 60%	Text / White / Medium Emphasis / 60%
Text / Black / Disabled / 23%	Text / White / Disabled / 23%

Text / Primary / 100%

Text / Primary / Disabled / 32%

Color - Secondary

Used for help users in enhancing comprehension, focus on a pertinent information, chatbot, help, notifications, snackbars, loading.

Secondary			#FF5C35
900	#BD3D21	400	#FE7451
800	#D74928	300	#FE8D70
700	#E64F2C	200	#FEAD98
600	#F45631	100	#FECDC0
500	#FF5C35	50	#FAEAE8

Text / White / High Emphasis / 100%

Text / White / Medium Emphasis / 60%

Text / White / Disabled / 32%

Text / Black / High Emphasis / 87%	Text / White / High Emphasis / 100%
Text / Black / Medium Emphasis / 60%	Text / White / Medium Emphasis / 60%
Text / Black / Disabled / 23%	Text / White / Disabled / 32%

Text / Secondary / 100%

Text / Secondary / Disabled / 32%

Color Secondary Guidelines

Applying the secondary color

The secondary color orange (**#FF5C35**) in used for :

• **Accentuating and distinguishing** some vibrant blue and neutral colors interface elements
• **Highlighting user attention' points** and **boost important communications** in our products

Be aware of aesthetic associations. Its contrast with the other elements (mainly blue regarding the chromatic spectrum), allows a more important discernment. Please, **make sure to use orange with caution and sparingly**. On the interface, it can quickly become an anxiety-inducing element. Contrariwise, when its used in moderation, it will stand out more effectively.

Cases of use

The secondary colour is ideal for **distinguishing specific use cases** such as present or retroactive information elements, external assistance, support services or in-app survey.

These components differ from the content of the pages because they are temporary or they assist the user for a better experience.
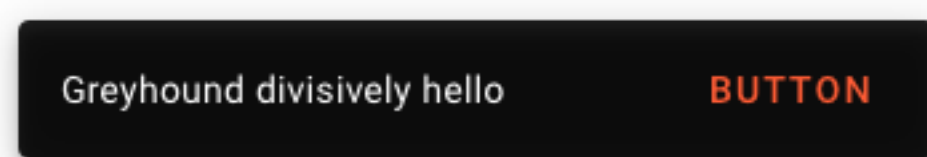

Main thematics

Examples

Notifications

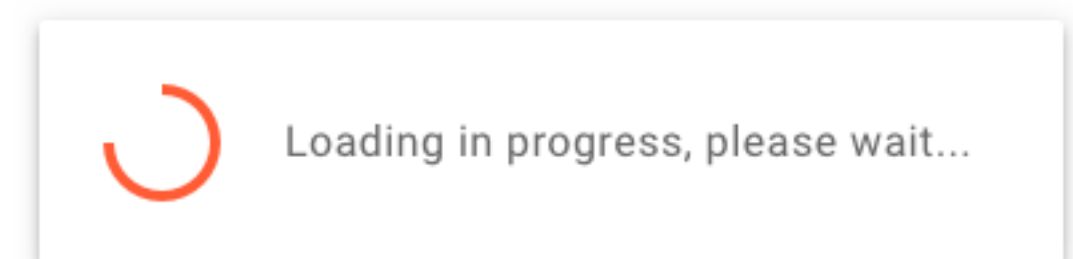A notification badge

Feedbacks System

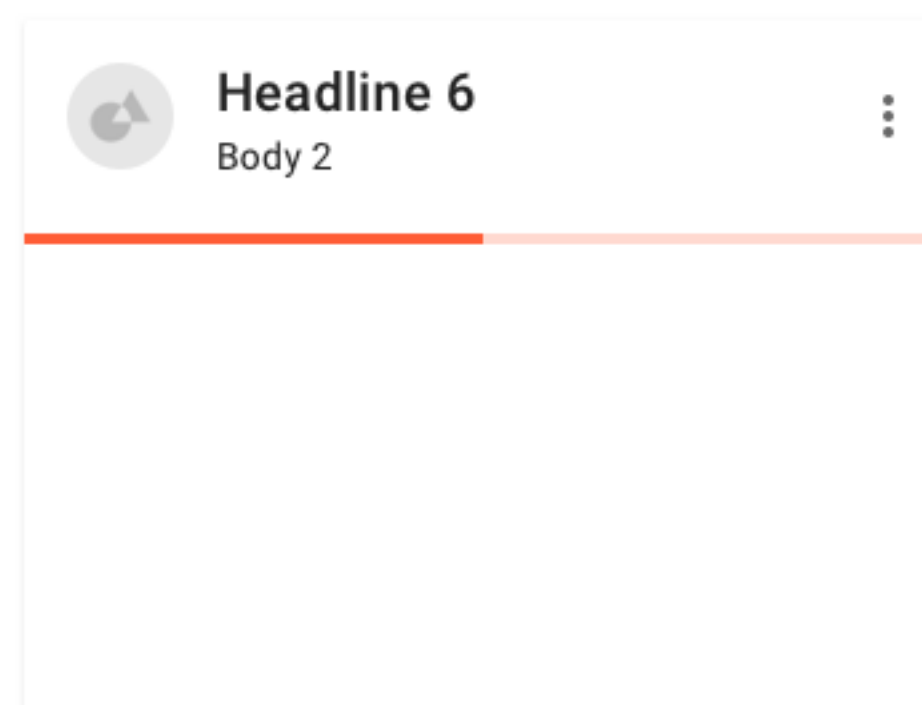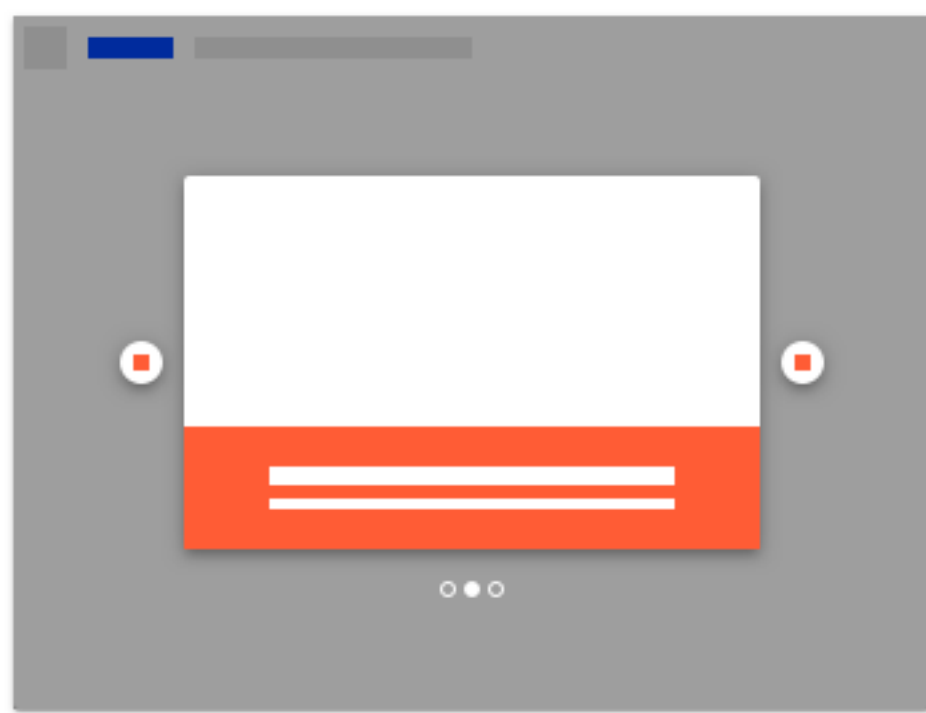Buttons on the Snackbar component

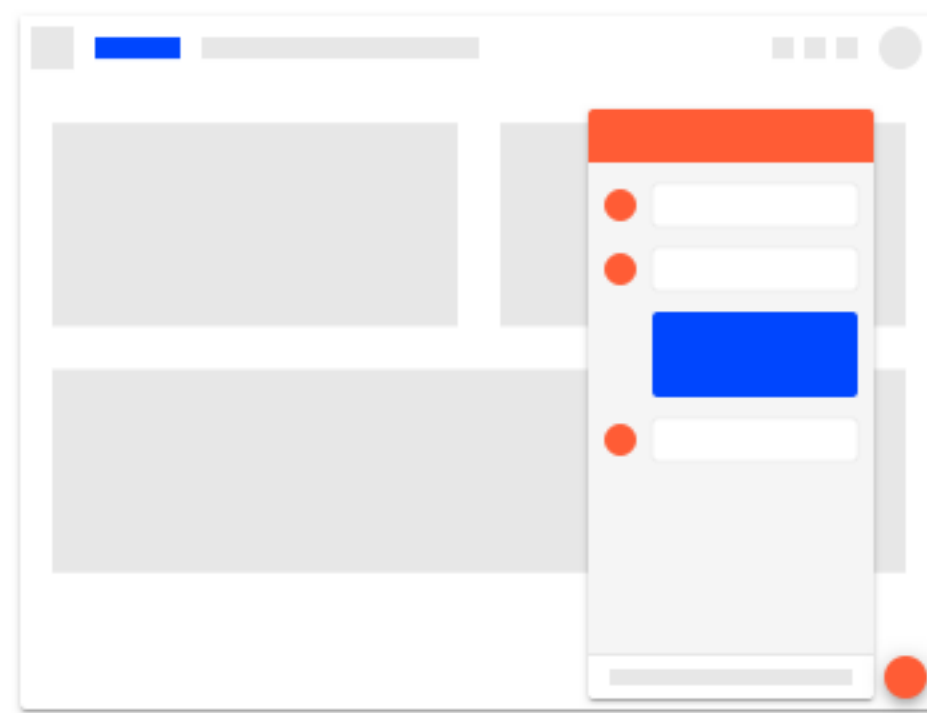Progress Indicators component

Onboarding

Some UI secondary color elements are used for the onboarding patterns

Chatbot

Some UI secondary color elements are used for the chatbot pattern

Help

Some UI secondary color elements are used for the help patterns
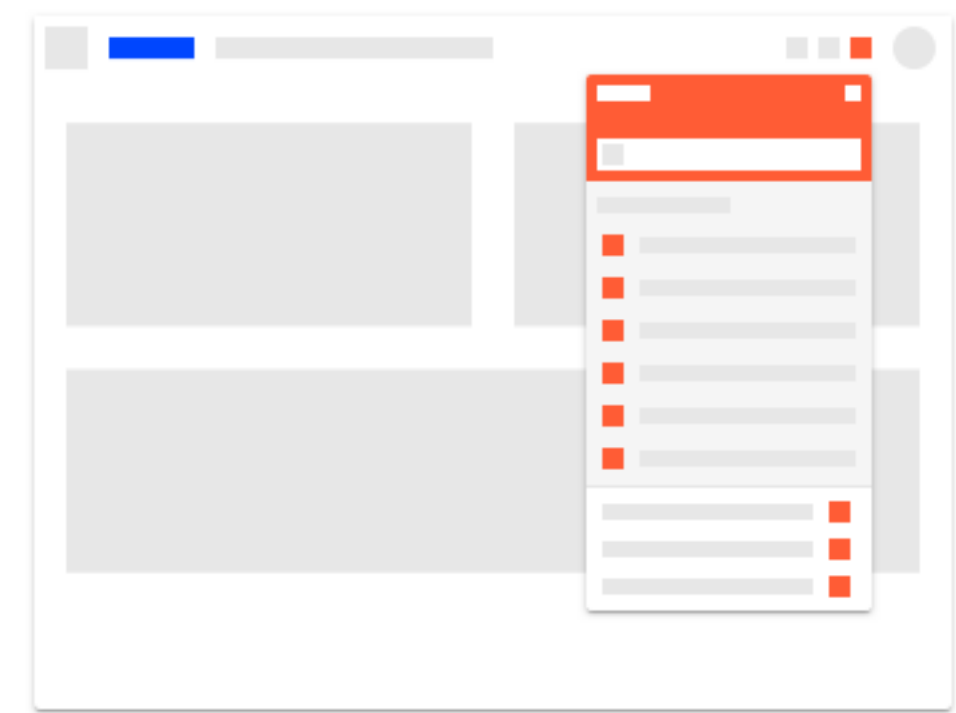
Surveys In-App

Some UI secondary color elements are used for survey In-App patterns
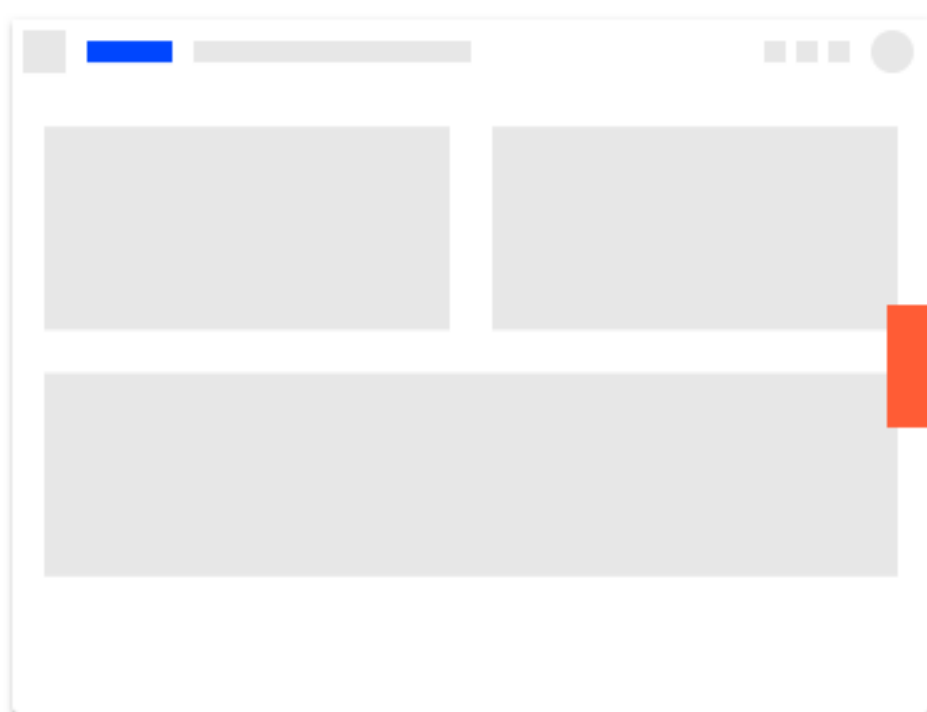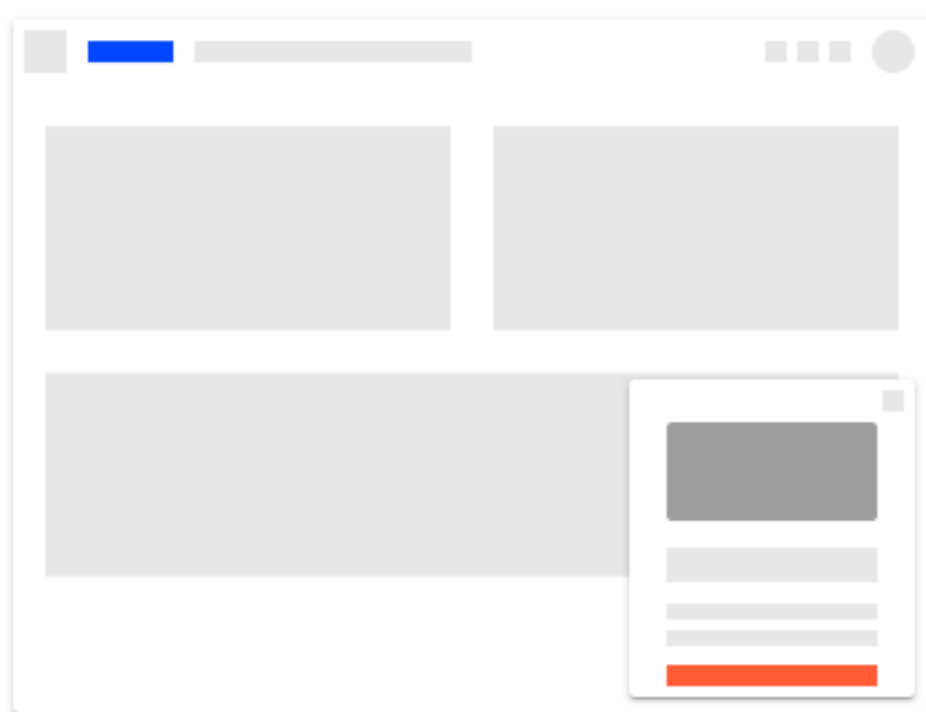
Color Extended

Semantic colors

500 · Info	#0046FE
500 · Success	#4CAF50
500 · Warn	#F9A825
500 · Error	#F44336

Semantic colors visualize a meaning or value state.

Additional colors

500 · Additional 1	#95ABE6
500 · Additional 2	#0084FF
500 · Additional 3	#004480
500 · Additional 4	#EDC6BE
500 · Additional 5	#E65538
500 · Additional 6	#E67B38
500 · Additional 7	#FEC55C

Colors from the marketing's corporate chart. Mostly used for Akindo's illustrations or in specific cases.

Color Extended

Material colors

Colors used for user interface and accessibility.

Color - Red

Red			#F44336
900	#B71C1C	400	#EF5350
800	#C62828	300	#E57373
700	#D32F2F	200	#EF9A9A
600	#E53935	100	#FFCDD2
500	#F44336	50	#FFEBEE

Color - Pink

Pink			#E91E63
900	#880E4F	400	#EC407A
800	#AD1457	300	#F06292
700	#C2185B	200	#F48FB1
600	#D81B60	100	#F8BBD0
500	#E91E63	50	#FCE4EC

Color - Purple

Purple			#9C27B0
900	#4A148C	400	#AB47BC
800	#6A1B9A	300	#BA68C8
700	#7B1FA2	200	#CE93D8
600	#8E24AA	100	#E1BEE7
500	#9C27B0	50	#F3E5F5

Color - Deep Purple

Deep Purple			#673AB7
900	#311B92	400	#7E57C2
800	#4527A0	300	#9575CD
700	#512DA8	200	#B39DDB
600	#5E35B1	100	#D1C4E9
500	#673AB7	50	#EDE7F6

Color Extended

Color - Indigo

Indigo		#3F51B5
900	#1A237E	400	#5C6BC0
800	#283593	300	#7986CB
700	#303F9F	200	#9FA8DA
600	#3949AB	100	#C5CAE9
500	#3F51B5	50	#E8EAF6

Color - Blue

Blue		#2196F3
900	#0D47A1	400	#42A5F5
800	#1565C0	300	#45A5F5
700	#1976D2	200	#90CAF9
600	#1E88E5	100	#BBDEFB
500	#2196F3	50	#E3F2FD

Color - Light Blue

Light Blue		#03A9F4
900	#01579B	400	#29B6F6
800	#0277BD	300	#4FC3F7
700	#0288D1	200	#81D4F4
600	#039BE5	100	#B3E5FC
500	#03A9F4	50	#E1F5FE

Color - Cyan

Cyan		#00BCD4
900	#006064	400	#26C6DA
800	#00838F	300	#4DD0E1
700	#0097A7	200	#80DEEA
600	#00ACC1	100	#B2EBF2
500	#00BCD4	50	#E0F7FA

Color Extended

Color - Teal

Teal			#009688
900	#004D40	400	#26A69A
800	#00695C	300	#4DB6AC
700	#00796B	200	#80CBC4
600	#00897B	100	#B2DFDB
500	#009688	50	#E0F2F1

Color - Green

Green			#4CAF50
900	#1B5E20	400	#66BB6A
800	#2E7D32	300	#81C784
700	#388E3C	200	#A5D6A7
600	#43A047	100	#C8E6C9
500	#4CAF50	50	#E8F5E9

Color - Light Green

Light Green			#8BC34A
900	#33691E	400	#9CCC65
800	#558B2F	300	#AED581
700	#689F38	200	#C5E1A5
600	#7CB342	100	#DCEDC8
500	#8BC34A	50	#F1F8E9

Color - Lime

Lime			#CDDC39
900	#827717	400	#D4E157
800	#9E9D24	300	#DCE775
700	#AFB42B	200	#E6EE9C
600	#C0CA33	100	#F0F4C3
500	#CDDC39	50	#F9FBE7

Color Extended

Color - Yelllow

Yellow			#FFEB3B
900	#F57F17	400	#FFEE58
800	#F9A825	300	#FFF176
700	#FBC02D	200	#FFF59D
600	#FDD835	100	#FFF9C4
500	#FFEB3B	50	#FFFDE7

Color - Amber

Amber			#FFC107
900	#FF6F00	400	#FFCA28
800	#FF8F00	300	#FFD54F
700	#FFA000	200	#FFE082
600	#FFB300	100	#FFECB3
500	#FFC107	50	#FFF8E1

Color - Orange

Orange			#FF9800
900	#E65100	400	#FFA726
800	#EF6C00	300	#FFB74D
700	#F67C00	200	#FFCC80
600	#FB8C00	100	#FFE0B2
500	#FF9800	50	#FFF3E0

Color - Deep Orange

Deep Orange			#FF5722
900	#BF360C	400	#FF7043
800	#D84315	300	#FF8A65
700	#E64A19	200	#FFAB91
600	#F4511E	100	#FFCCBC
500	#FF5722	50	#FBE9E7

Color Extended

Color - Brown

Brown			#795548
900	#3E2723	400	#8D6E63
800	#4E342E	300	#A1887F
700	#5D4037	200	#BCAAA4
600	#6D4C41	100	#D7CCC8
500	#795548	50	#EFEBE9

Color - Gray

Gray			#9E9E9E
900	#212121	400	#BDBDBD
800	#424242	300	#E0E0E0
700	#616161	200	#EEEEEE
600	#757575	100	#F5F5F5
500	#9E9E9E	50	#FAFAFA

Color - Blue Gray

Blue Gray			#607D8B
900	#263238	400	#78909C
800	#37474F	300	#90A4AE
700	#455A64	200	#B0BEC5
600	#546E7A	100	#CFD8DC
500	#607D8B	50	#ECEFF1

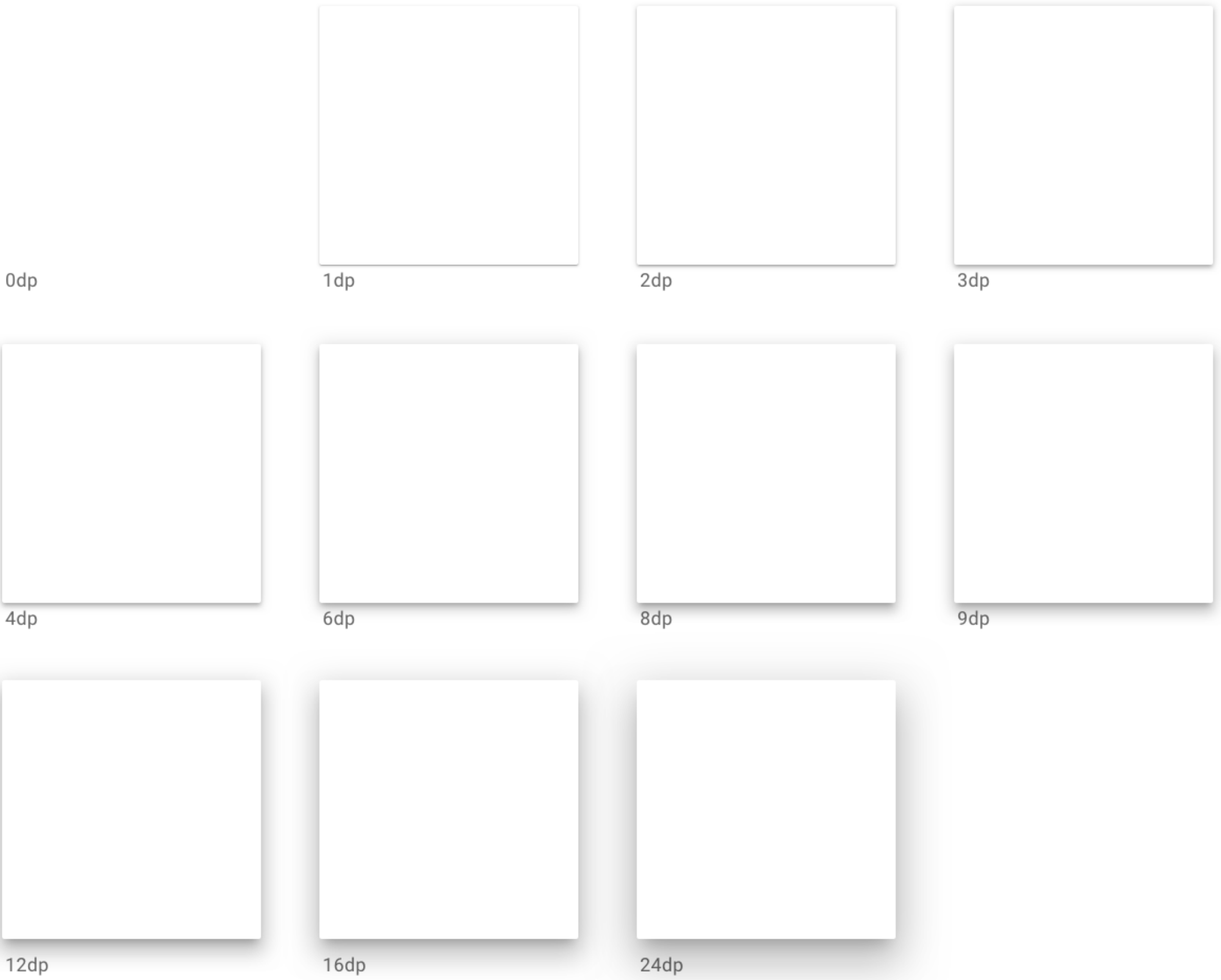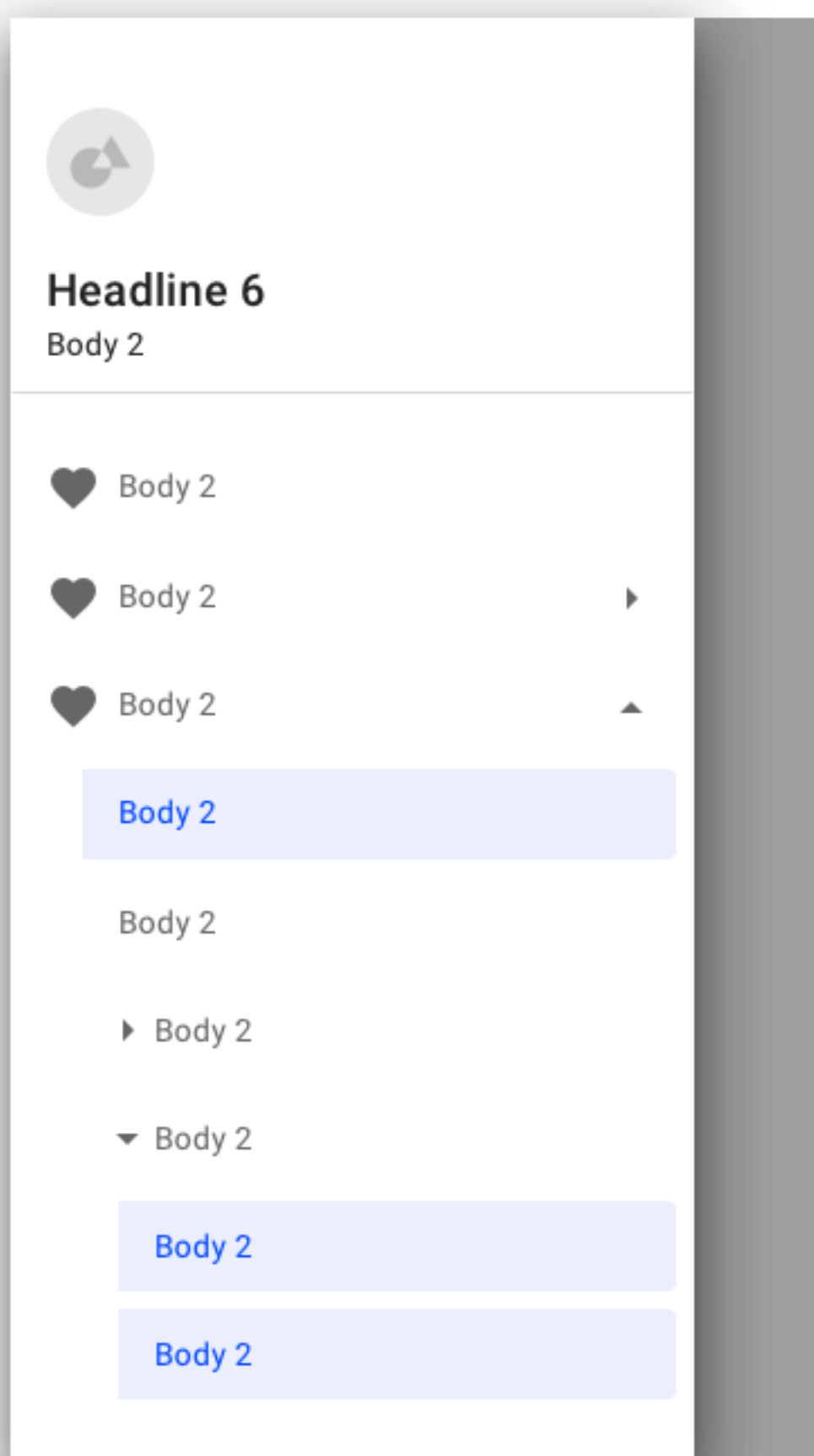| White	#FFFFFF
Black	#000000

Elevation

Elevation is the relative distance between two surfaces along the z-axis.

Elements – Elevations values

0dp

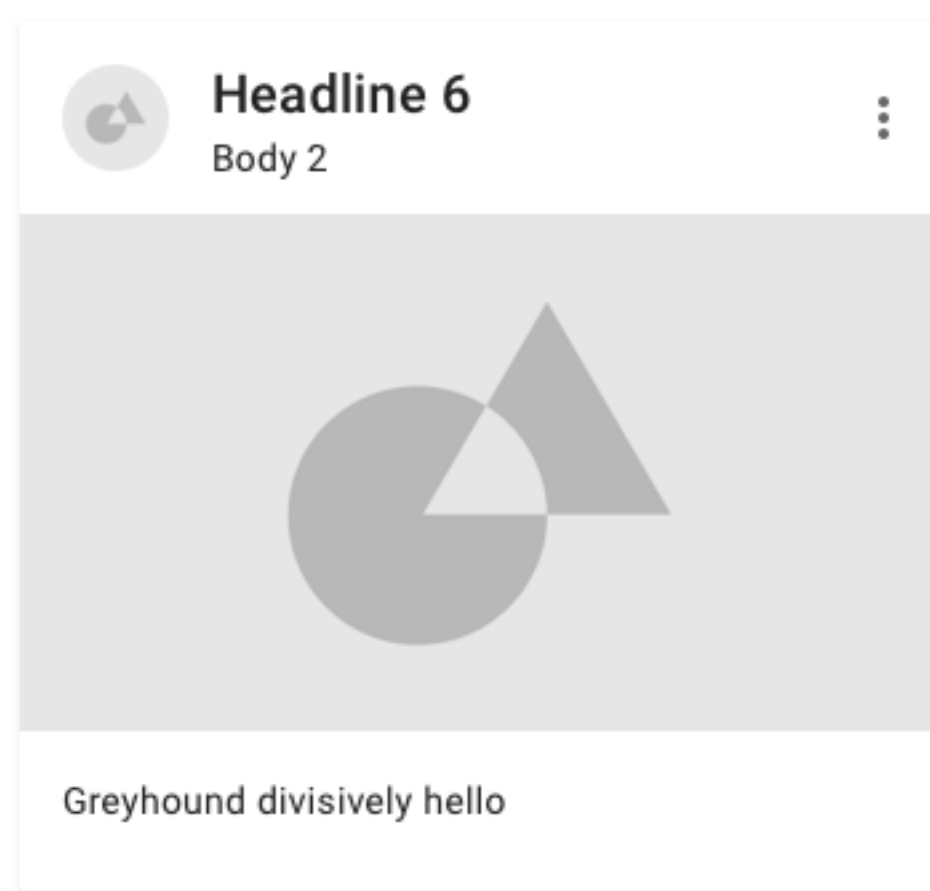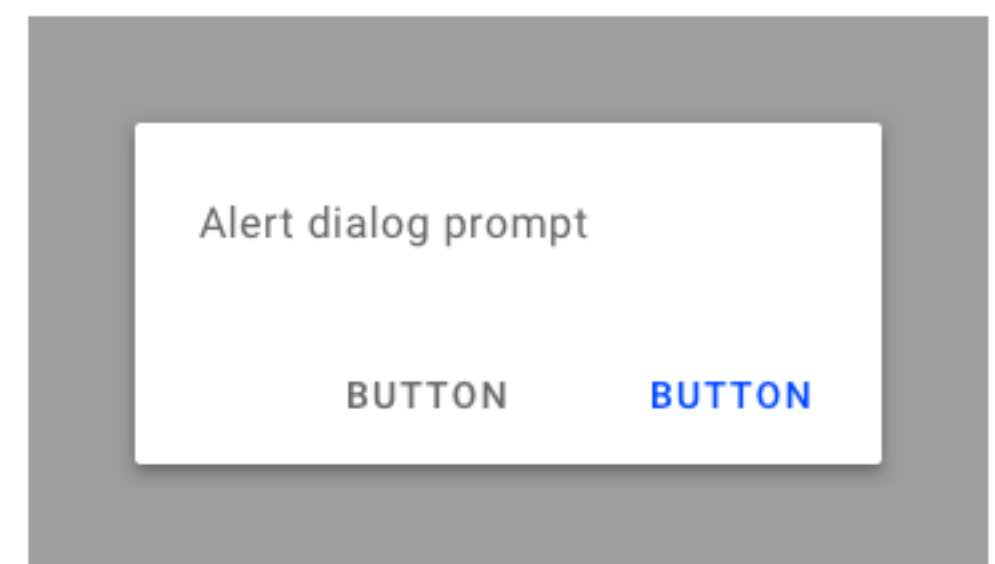1dp

2dp

3dp

4dp

6dp

8dp

9dp

12dp

16dp

24dp

Component elevation values

Headline 6
Body 2

♥ Body 2

♥ Body 2   ▸

♥ Body 2   ▲

Body 2

Body 2

▸ Body 2

▾ Body 2

Body 2

Body 2

16dp

☰ **cegid** Produit Module | Page title   🔍 ▦ 🔔 👤

0dp

Headline 6   ⋮
Body 2

Greyhound divisively hello

1dp

♥

6 dp

BUTTON

1 dp to 8 dp

Alert dialog prompt

BUTTON   **BUTTON**

1dp to 24dp

States Overlay

1 Content	
Overlay	1 Content
Container	2 Overlay
	3 Container

Surface container

Elevated | 01dp

Content: On Surface	Overlay : 6%	Overlay : 6%	Ripple: Overlay Color: 16%	Overlay : 8% Color: Primary 700 ✓	Content: Disabled
Resting	Hover	Focused	Pressed	Selected	Disabled

Outlined | 00dp

Content: On Surface	Overlay : 6%	Overlay : 6%	Ripple: Overlay Color: 16%	Overlay : 8% Stroke: Overlay Color: Primary 700 ✓	Content: Disabled
Resting	Hover	Focused	Pressed	Selected	Disabled

Spacing Methods

Spacing methods use baseline grids, keylines, padding, and incremental spacing to affect ratios, containers, and touch targets.

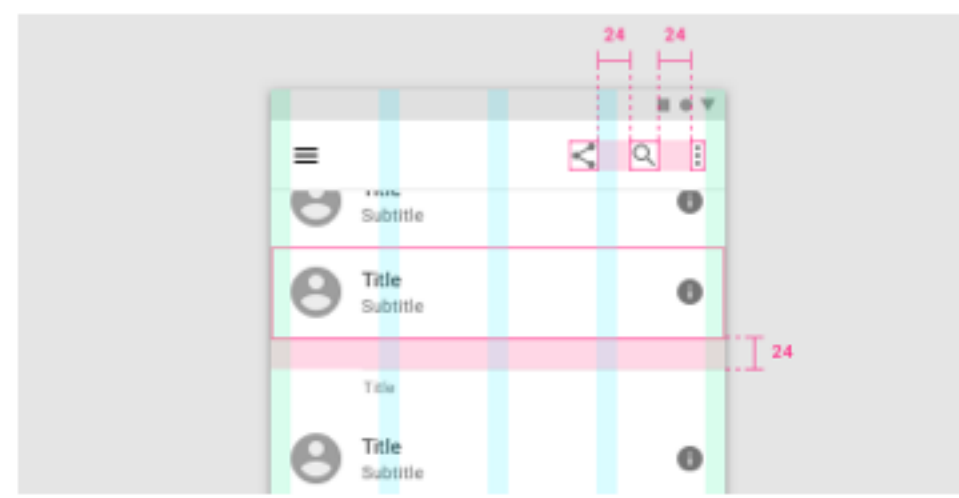## Material Design Spacing

MATERIAL.IO/DESIGN/LAYOUT/SPACING-METHODS.HTML/

See all spacing methods directly on **Material.io**

Baseline

All components align to an 8dp square baseline grid for mobile, tablet, and desktop.
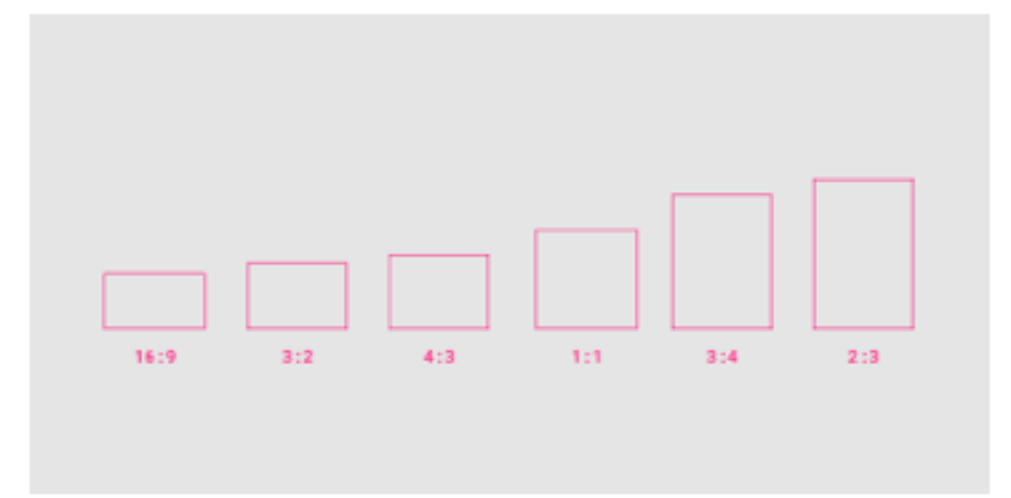
Iconography, typography, and some elements within components can align to a 4dp grid.

Padding

Padding refers to the space between UI elements. It's an alternative spacing method to keylines, measured in increments of 8dp or 4dp.

Padding should be used in combination with the responsive layout grid to place elements consistently across a design.

Aspect ratios

An aspect ratio is the proportion of an element's width to its height.

To maintain consistency in your layout, use a consistent aspect ratio on elements like images, surfaces, and screen size. Aspect ratio is written as width:height.

The following aspect ratios are recommended for use across your UI:
16:9, 3:2, 4:3, 1:1, 3:4, and 2:3

Iconography

Icon guidance

Material icons are delightful, beautifully crafted symbols for common actions and items. Download on desktop to use them in your digital products for Android, iOS, and web.
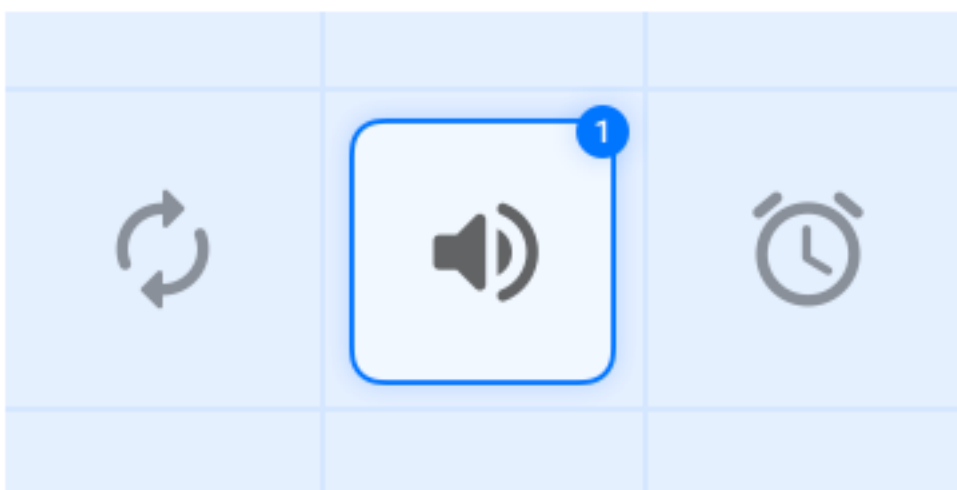
Concept

Icons make interfaces more efficient and help enhance the user experience of a system, product, or service.

Fit for use

Each symbol is available in one set of filled system icons and a range of downloadable sizes and densities.

Icon font

For web projects, the best format is our easy-to-use icon web font.

Material Design Icons

MATERIAL.IO/RESOURCES/ICONS/

Used for common actions and items

Material Icons Extended

MATERIALDESIGNICONS.COM/

Used for enhance the user experience only if it is necessary and **approved by the UI Team**

Clear

Icon-only control buttons can be ambiguous to casual users. **Tooltip** is required on each button on hover to explain action.

Icon design principle

'If a good icon is worth 1000 words, 1000 bad icons will never be better than a good word.'

The thing is, we choose (or rarely design) relevant icons that are easy for users to understand.

We use Iconography method. It consists in collecting the mental representations of the users (they will draw the way in which they represent the concepts) then to validate the icons created by testing them with other participants.
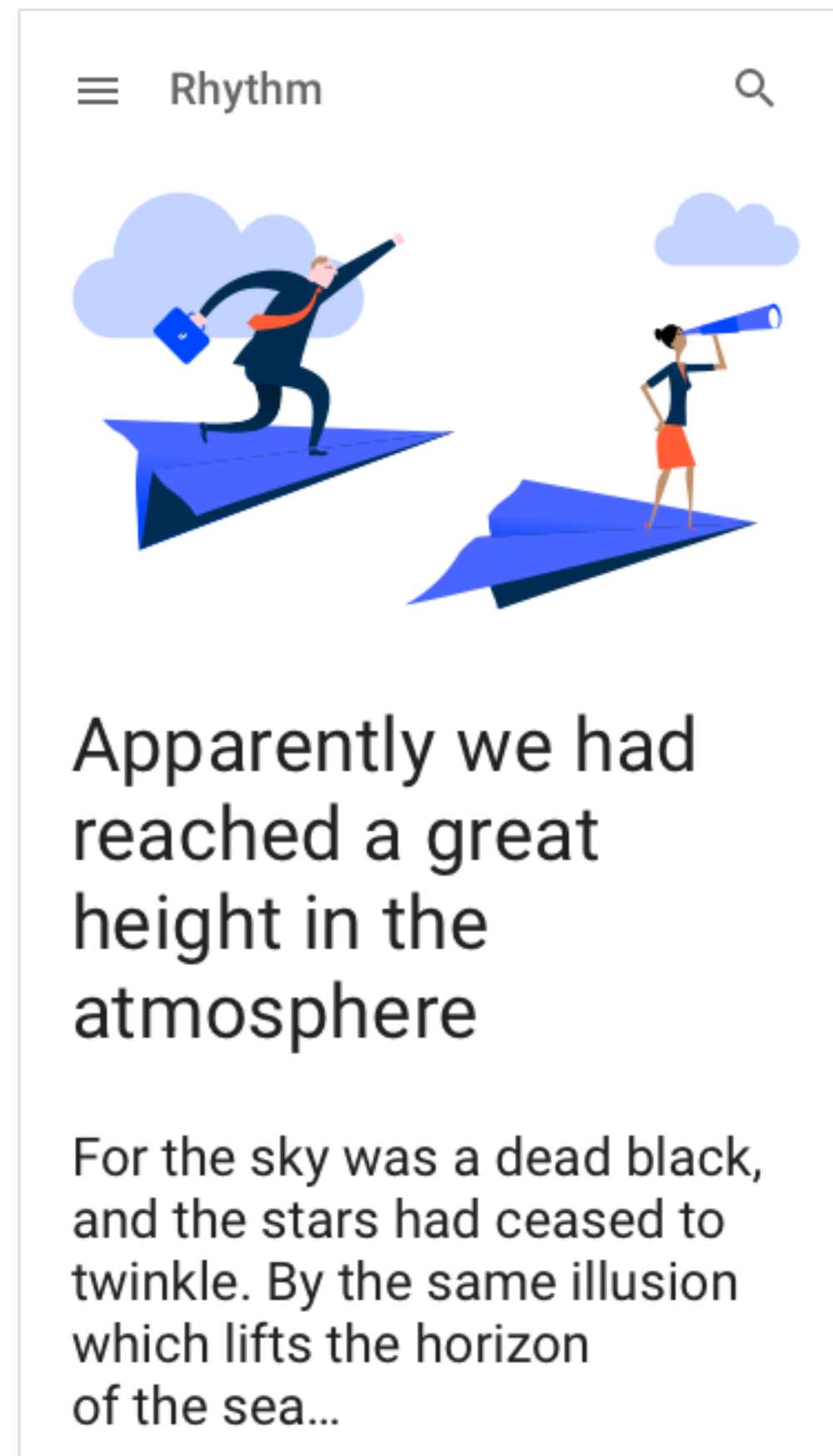
Content page, page 1

A quick glance on how to create a content page and bring rhythm to it. The following informations are closer to a guideline than strict rules.

Rhythm

To introduce a content, let's first discuss the concept of **lead paragraph.** A lead paragraph is the opening text of an article, an essay or any kind of written content. It is usually short and with a bigger text size, and serves as an introduction to its most important contents. Its main purpose is to **catch the reader's attention and encourage reading** by summarizing the main ideas of the following content. Alongside with the first heading and a photography (an illustration in this case), they compose **the catchphrase.**

Right after your lead paragraph, user will directly face your main content. When reaching a new category, you can use **a subtitle** before the actual content. Within you page, other components will help you to **create rhythm** as well: photographs, lists, testimonials, inspirational quotes, illustrations, and so on… At this point, it's up to you!

☰ Rhythm 🔍

Apparently we had reached a great height in the atmosphere

For the sky was a dead black, and the stars had ceased to twinkle. By the same illusion which lifts the horizon of the sea…
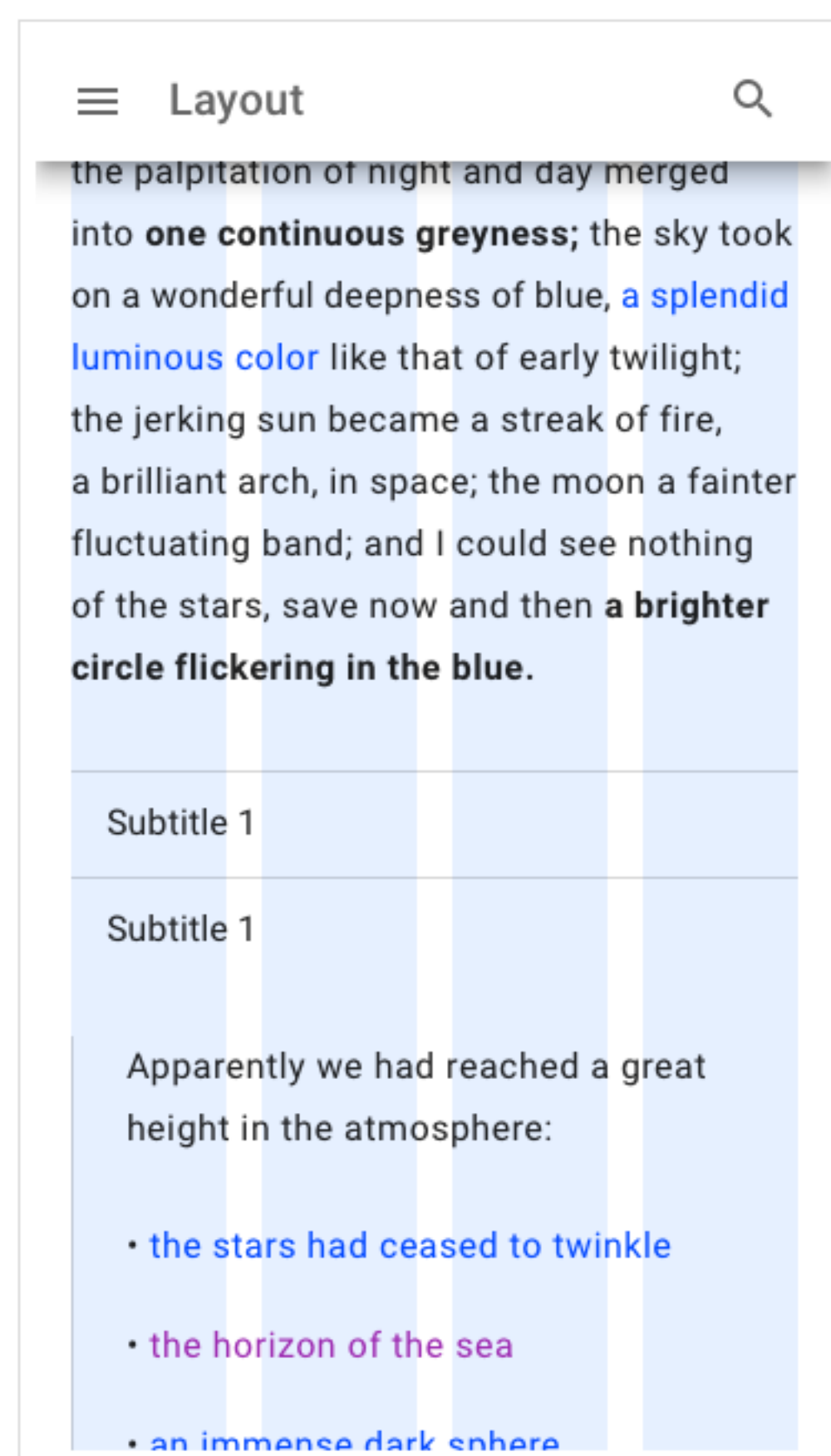
Layout

Whenever a content is written, it is under a structure called **layout.** The layout is composed with **columns and gutters** and because **web is fluid,** this structure is meant to adapt to the device the reader is looking at (for more information, please refer to the « Grids » page). However, you would rather avoid having too long lines because your reader's eye may get lost. **Optimal line length is somewhere between 60 and 80 characters.**

You also need to think of lisibility: **content is king but is worthless if your user can't read it.** That's why on web-based support, the optimal typeface size (for body texts) is between **14 and 16 sp.**
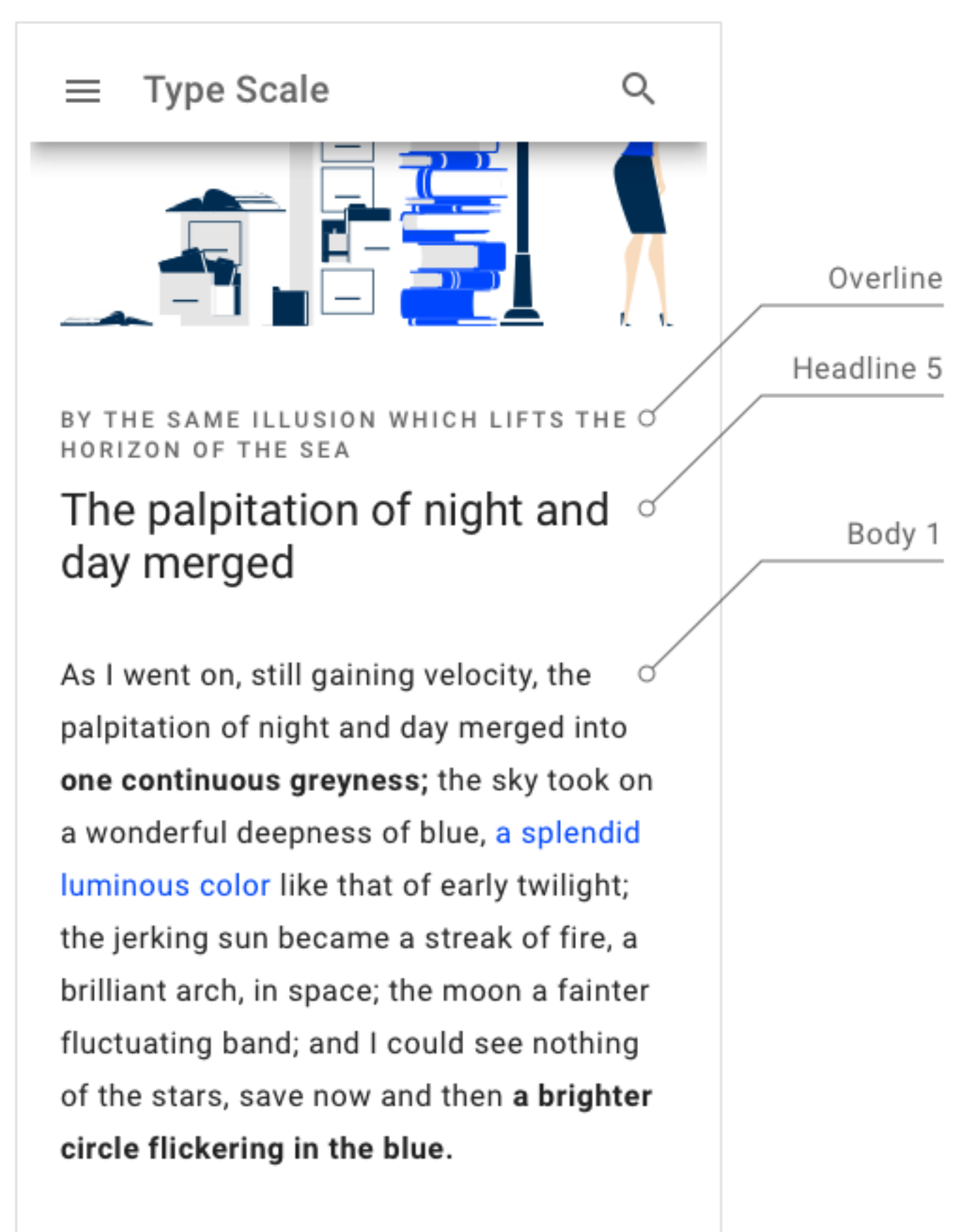
Specific words can be highlighted using a **bold text style** (sparingly) ; italic, however, is for words from other languages. As for underline, it shall not be used except for a text link, which would lead the user to another page. In any cases, **be sure to ensure text legibility,** whether it is for a title, a caption, or a body text, by meeting the level AA color contrast requirement (for further reading: https://material.io/design/color/text-legibility.html).

☰ Layout 🔍

the palpitation of night and day merged into **one continuous greyness;** the sky took on a wonderful deepness of blue, a splendid luminous color like that of early twilight; the jerking sun became a streak of fire, a brilliant arch, in space; the moon a fainter fluctuating band; and I could see nothing of the stars, save now and then **a brighter circle flickering in the blue.**

Subtitle 1

Subtitle 1

Apparently we had reached a great height in the atmosphere:

• the stars had ceased to twinkle

• the horizon of the sea

• an immense dark sphere

Type Scale

The Cegid Design System will also help you: let's have a quick look on **text styles.** We provide 6 differents headline styles from « Headline 1 » to « Headline 6 » with a variation on text size so you can establish **a hierarchy of information.** Headlines are usually for short-form writting, and if « Headline 6 » is still too big for you, you might want to check « Subtitle 1 » and « Subtitle 2 ». They are typically reserved for medium-emphasis texts. « Body » comes in ranges 1 and 2, and is typically used for long-form writing as it works well for small text sizes. To conclude, « Caption » and « Overline » are used sparingly to annotate imagery or introduce a headline (for more information, please refer to the « Typography Scale » artboard).

Keep in mind that all those text styles works better with serif and sans serif typefaces, and that you do not want to use more than two typefaces.

☰ Type Scale 🔍

BY THE SAME ILLUSION WHICH LIFTS THE HORIZON OF THE SEA

The palpitation of night and day merged

As I went on, still gaining velocity, the palpitation of night and day merged into **one continuous greyness;** the sky took on a wonderful deepness of blue, a splendid luminous color like that of early twilight; the jerking sun became a streak of fire, a brilliant arch, in space; the moon a fainter fluctuating band; and I could see nothing of the stars, save now and then **a brighter circle flickering in the blue.**

Overline

Headline 5

Body 1

Content page, page 2

Apparently we had reached a great height in the atmosphere

For the sky was a dead black, and the stars had ceased to twinkle.
By the same illusion which lifts the horizon of the sea…

To the level of the spectator on a hillside, the sable cloud beneath was dished out,
and the car seemed to float in the middle of an immense dark sphere…

Marc Tison, 20th November 2018 | Posted on Medium under the tag « Poetry »

Looking down into the dark gulf below

I could see a ruddy light streaming through **a rift in the clouds.** As I went on,
still gaining velocity, the palpitation of night and day merged into one
continuous greyness; the sky took on a wonderful deepness of blue,
a splendid luminous color like that of early twilight; the jerking sun became
a streak of fire, **a brilliant arch,** in space; the moon a fainter fluctuating band…

I could see nothing of the stars, save now and then a brighter circle flickering
in the blue. Apparently **we had reached a great height in the atmosphere,**
for the sky was a dead black, and the stars had ceased to twinkle.
By the same illusion which lifts the horizon of the sea to the level
of the spectator on a hillside, the sable cloud beneath was dished out…

Marc Tison

Apparently, we had reached a great height in the atmosphere
Posted on Medium under the tag « Poetry »

BY THE SAME ILLUSION WHICH LIFTS THE HORIZON OF THE SEA

The palpitation of night and day merged

As I went on, still gaining velocity, the palpitation of night and day merged
into **one continuous greyness;** the sky took on a wonderful deepness of blue,
a splendid luminous color like that of early twilight; the jerking sun became
a streak of fire, a brilliant arch, in space; the moon a fainter fluctuating band;
and I could see nothing of the stars, save now and then **a brighter circle
flickering in the blue.**

Subtitle 1

Subtitle 1

Apparently we had reached a great height in the atmosphere:

• the stars had ceased to twinkle

• the horizon of the sea

• an immense dark sphere

Subtitle 1

Did you enjoy it?   BUTTON   NO

Content page, page 3

Examples

cegid Design System | Content page

Body 2

📄 Content page

Apparently we had reached a great height in the atmosphere

For the sky was a dead black, and the stars had ceased to twinkle. By the same illusion which lifts the horizon of the sea…

To the level of the spectator on a hillside, the sable cloud beneath was dished out, and the car seemed to float in the middle of an immense

cegid Design System | Content page

Body 2

📄 Content page

Apparently we had reached a great height in the atmosphere

For the sky was a dead black, and the stars had ceased to twinkle. By the same illusion which lifts the horizon of the sea…

To the level of the spectator on a hillside, the sable cloud beneath was dished out, and the car seemed to float in the middle of an immense

Illustrations, page 1

Usage

Consulter la liste des rejets

Nous avons resencé la liste des comptes-rendus de rejets de la DGFIP ou du partenaire EDI.

BUTTON

Illustrations can both enhance the user experience and express the visual language of a brand. They can tell a story, clarify complex messages that are difficult to express with words, and show users how to perform an action.

https://material.io/design/communication/imagery.html#usage

Multicultural representation

The 5 skins tones mark the multiculturalism, make sure to vary and always use several skin tones together. If you only have one character, try to vary colors; once light, once dark, once in between.

Illustrations, page 2

Skin tones

Light	Medium-light	Medium	Medium-Dark	Dark
#F8DBBD	#DEBB96	#BE906B	#996341	#59443B

Hairs tones

Light Blond	Medium-light Blond	Medium Brown	Medium-Dark Brown	Dark Brown
#F8DBBD	#DEBB96	#BE906B	#996341	#59443B

Blond	Ginger
#FEC55C	#E67B38

Clothes & Accessories

Blue primary	Navy blue
#0046FE	#002C52

Orange secondary	Key 1
#FF5C35	#95ABE6

The clothes match with blues corporate identity colors. Please, make sure you vary these colors and always used orange, white, secondary variant of blue for accessories (ties, shoes, gloves, ...)

Objects & Others graphics elements

Blue primary	Navy blue
#0046FE	#002C52

Key 1	Key 2	Key 3	Key 4	Key 5
#95ABE6	#0084FF	#004480	#EDC6BE	#E65538

Key 6	Key 7
#E67B38	#FEC55C

Sign-In Button

Cegid Sign-In with the basic profile or email scopes and incorporate the following standard buttons in third-party mobile or web apps.

Sign-In Button

BUTTON	BUTTON	BUTTON	BUTTON	SIGN IN WITH CEGID
Enabled	Focused	Hover	Pressed	Disabled

BUTTON	BUTTON	BUTTON	BUTTON	CONTINUE WITH CEGID
Enabled	Focused	Hover	Pressed	Disabled

Interaction Design

Interaction Design guidance

Interaction Design helps to make UI expressive and easy to use.
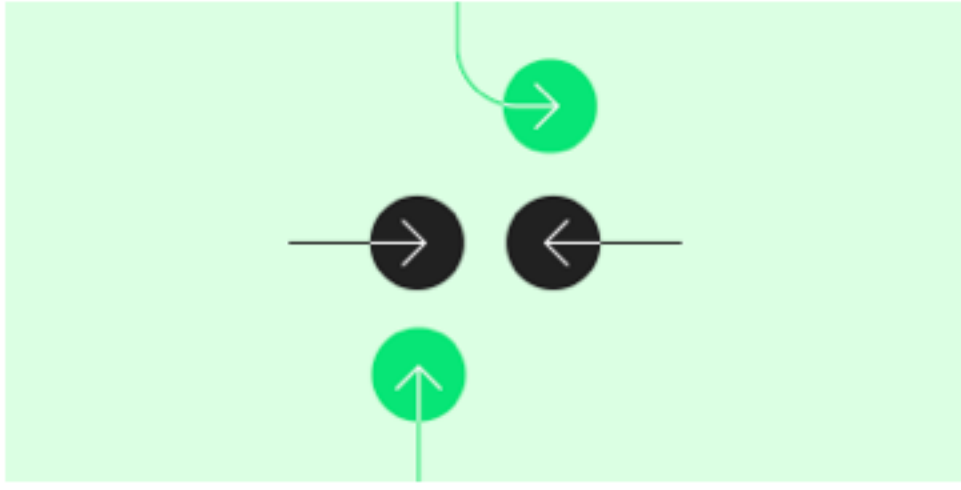
Motion

Material Design principles, styles, and best practices
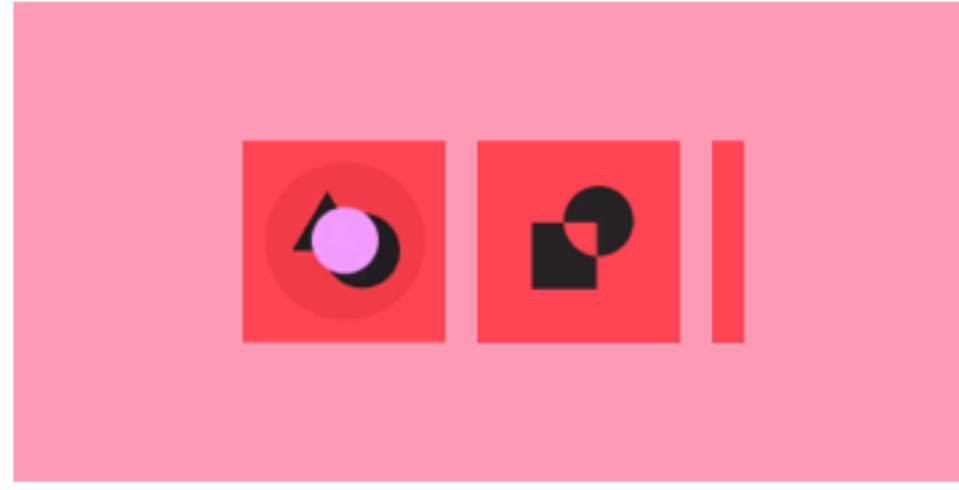
Interaction

Design guidance and developer documentation for interactive UI building blocks

Native Interaction Design

REACT, ANGULAR, …

Natively, your framework is using the standard interaction design from Material Design. If you have any request concerning an interaction design that isn't covered by the guidelines, don't hesitate to ask the UI designer you work with

What if my project isn't based on a popular framework?

It's fine: the closest you will visually match with material design's interactions, the better it will be :)

Skeleton

Display a placeholder preview of your content before the data gets loaded to reduce load-time frustration.

Skeleton with a smooth easing example

The data for your components might not be immediately available (such as cards, data tables, …). You can increase the perceived performance for users by using skeletons. It feels like things are happening immediately, then the information is incrementally displayed on the screen.

Headline 6
Body 2

Greyhound divisively hello
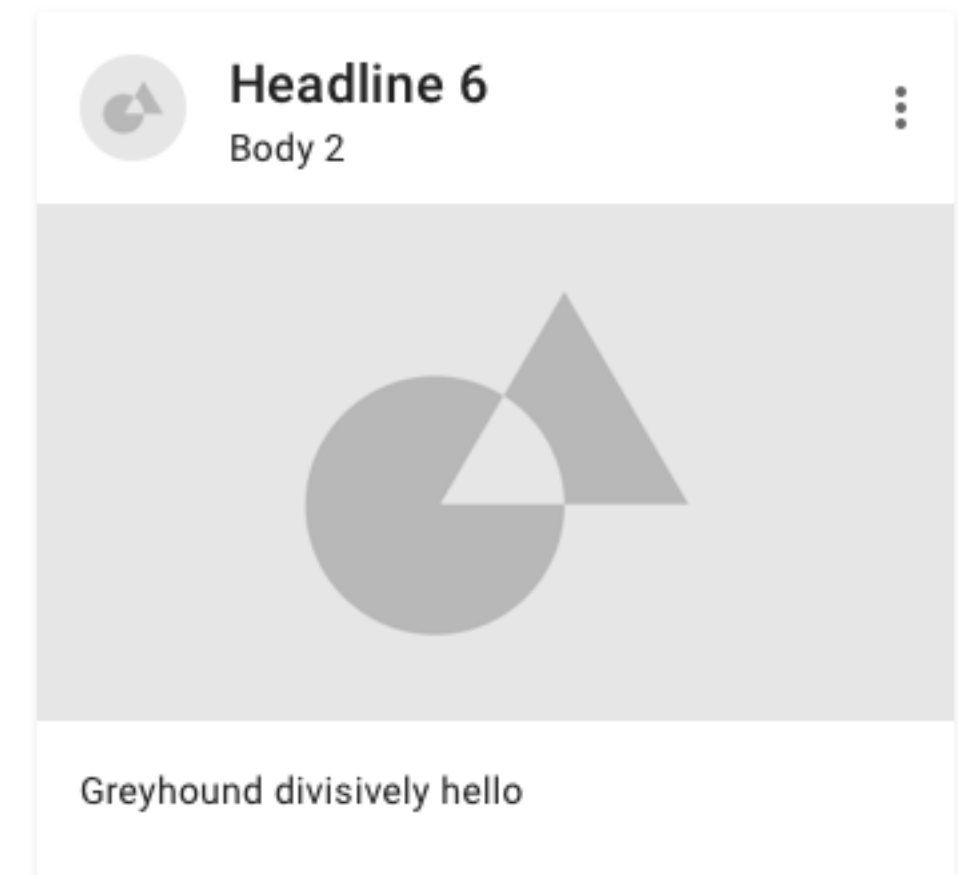
Top App Bar

Top App Bar acts as a container for items such as application title, navigation icon, and action items.

Top App Bar & Scroll

On top of the screen

On the top of the screen, the App Bar is flat.
No elevation is required.
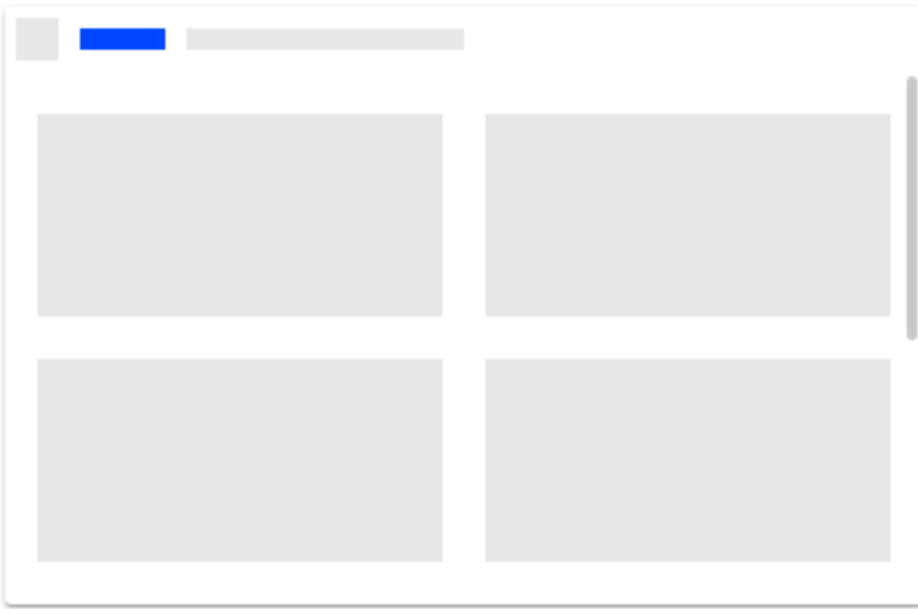
On scrolled screen

On scrolled screen, the App Bar is Raised.
An elevation of 8dp is required.
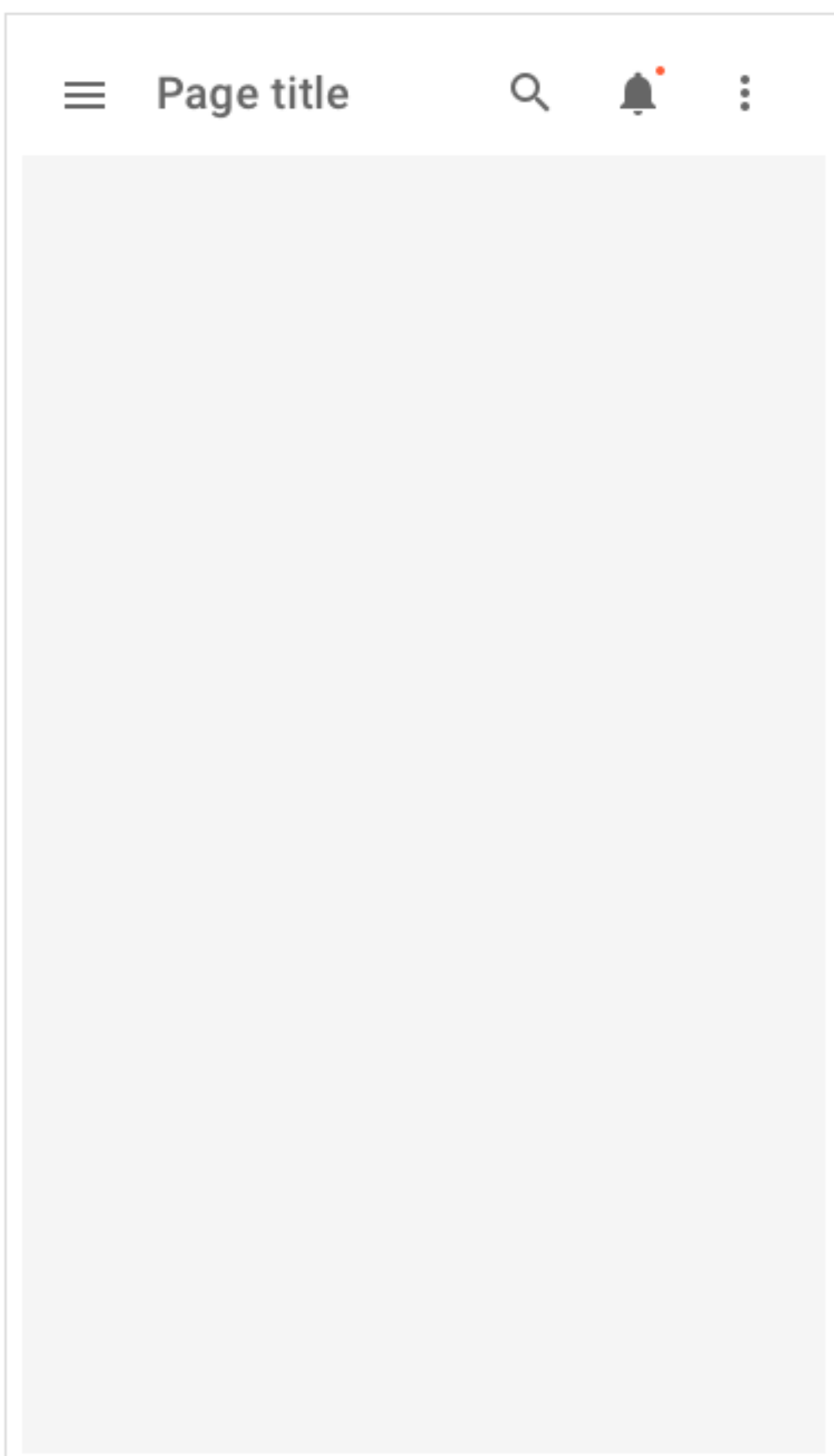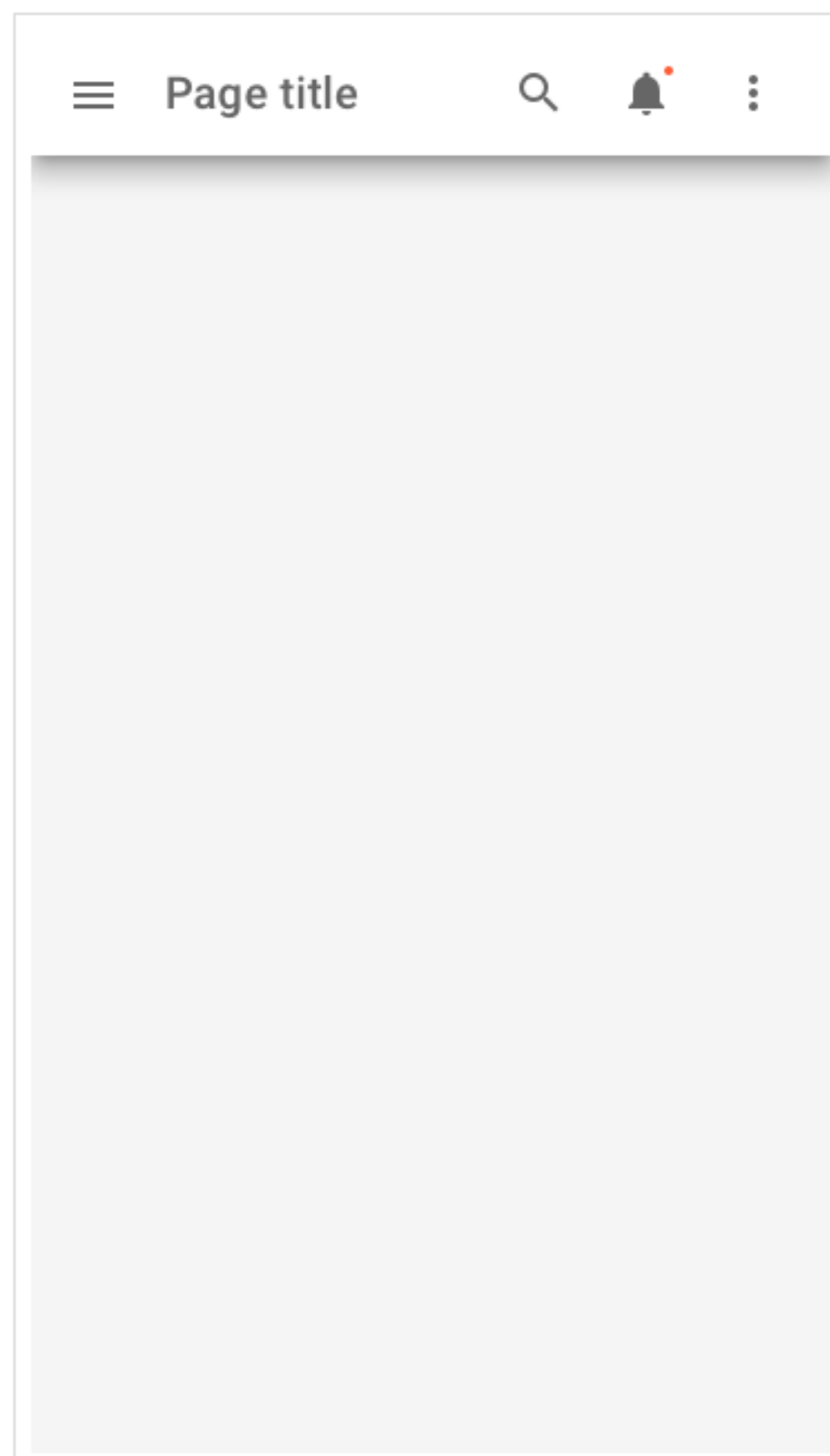
Large App Bar

On top of the screen

cegid Design System | Top App Bar

On scrolled screen

cegid Design System | Top App Bar
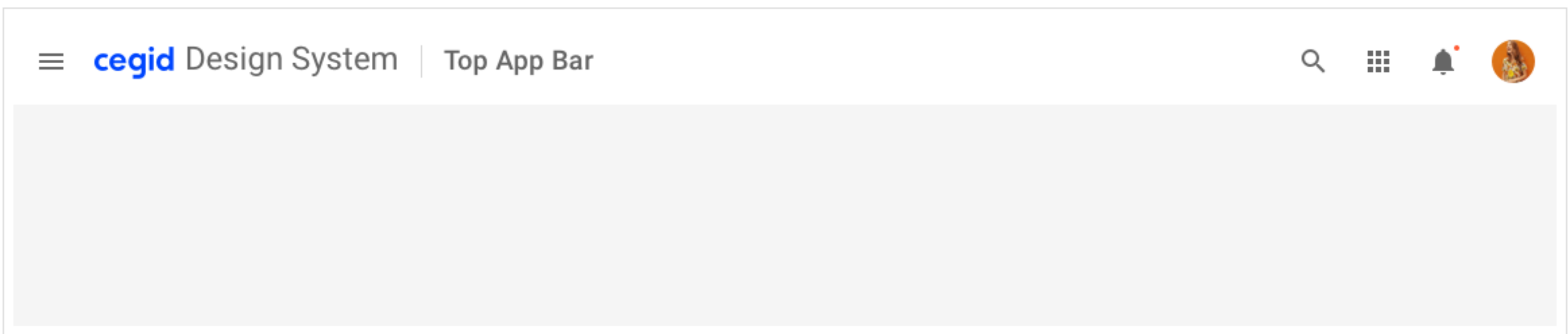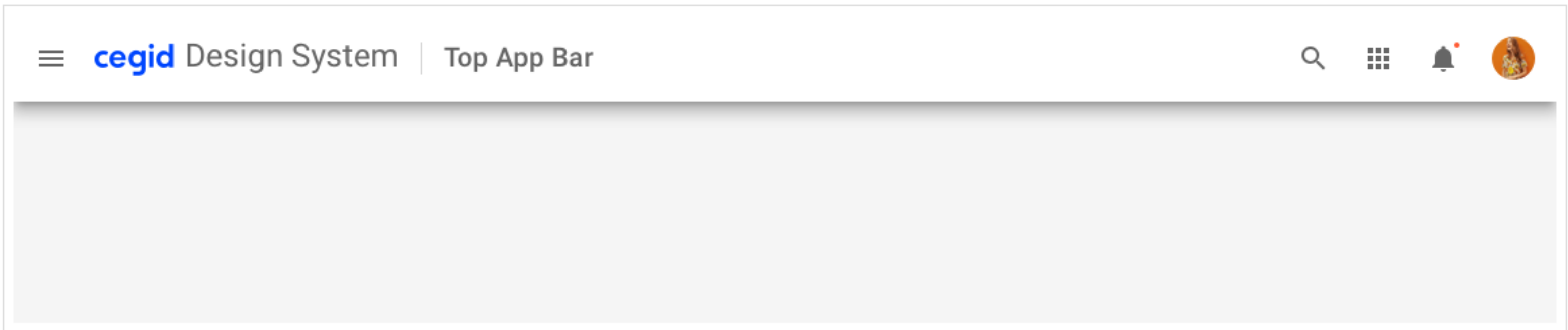
Small App Bar

On top of the screen

Page title

On scrolled screen

Page title

Drawers

Display a placeholder preview of your content before the data gets loaded to reduce load-time frustration.
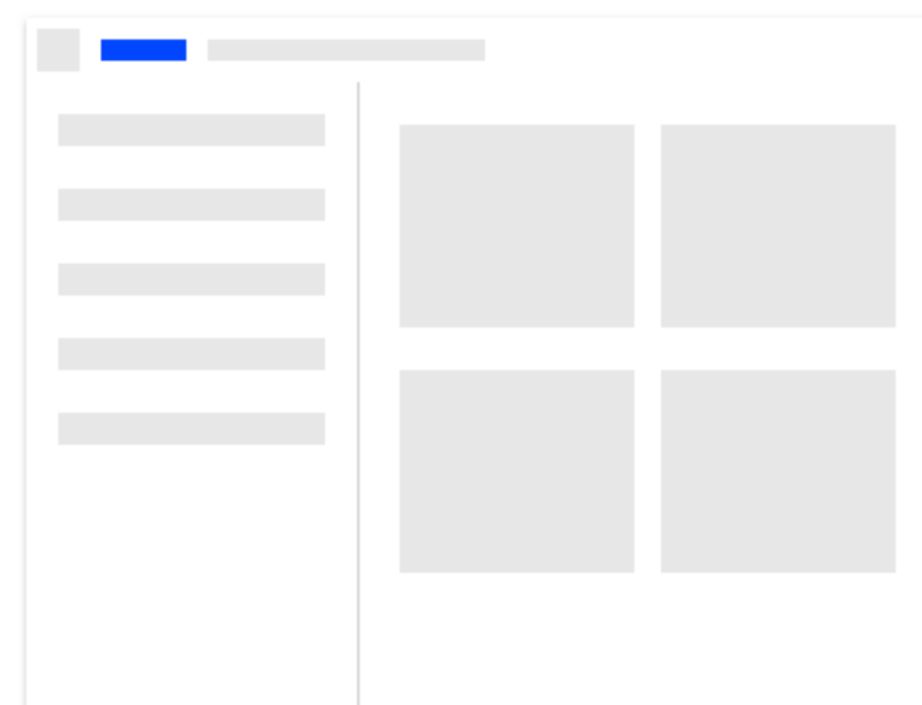
Drawers States

Sidenav / Over with Scrim

This is our most common sidenav behavior. That mode is **over**, the **sidenav floats over the primary content**, which is covered by a **scrim**. To close it, you can both click on the icon and scrim layer.

Sidenav / Side without Scrim

It exists another sidenav behavior (always trust our UI indications). That mode is **side**, sidenav appears **side-by-side** with the main content, **shrinking the main content's** width to make space for the sidenav.

Layer / Side without Scrim

The **layer** components are designed to add side content to a fullscreen app. That mode is **side**, sidenav appears side-by-side with the main content, **shrinking the main content's** width to make space for the sidenav.

Layer / Side with Scrim
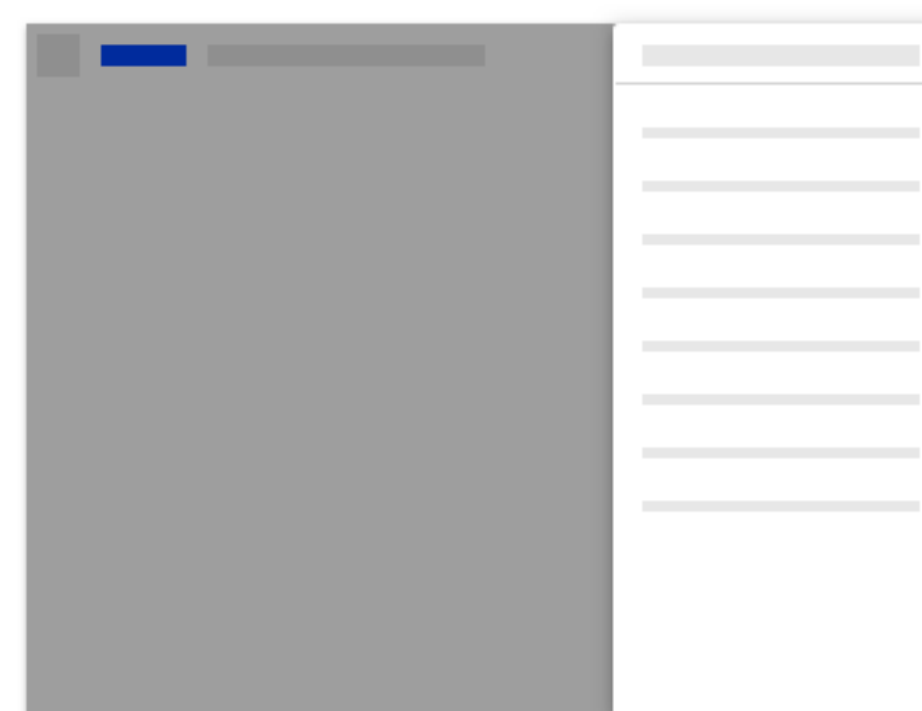
The **layer** components are designed to add side content to a fullscreen app. That mode is **over**, the **sidenav floats over** the primary content, which is covered by a scrim. To close it, you can both click on the icon and scrim layer.

Text links, page 1

Text links are meant to lead the user to another content than the one he is currently looking at. They are always displayed within a text content, and are contextuals and relative to it.

Text links

	Resting	Hover	Active	Visited
Primary	Text link	Text link	Text link	Text link

Colors

The Primary color, which is a strong mark for Cegid's identity, has also been used for ages on web-based technologies to **identify hyperlinks.** Its used is restricted to « Resting », « Hover » and « Active » states, and is forbidden in any others cases.

Purple is used for « Visited » state. The 500 variation is for **black text on light backgrounds.** These color has been chosen to cover the Protanopia and Deuteranopia color blindness. It is less efficient for Tritanopia.

500 · Primary	#0046FE

500 · Purple	#9C27B0

Do's & Don'ts

Because underlines and colors provide a strong perceived affordance of clickability, users will be confused and disappointed if underlined or colored text doesn't have an actual affordance to match this perception. Don't underline or color any text that's not a link. **Reserve underligning and coloring for links.**

Don't place links too close from each other. Links that are too close will be difficult to select for users with reduced motor skills. These guidelines are particularly important to ensure usability for older users.

Even when the links visually stand out, they need to be meaningful to be helpful. Links should have good information scent: that is, they must clearly explain **where they will take users, which implies that each text link should be unique** (Nielsen Norman Group learned from their eyetracking research that people mostly look at the first 2 words of a link). Also, make sure to apply the same treatment to links consistently.

Avatars

Avatars should focus on a subject, using a simple background. They can represent a user or a brand (with a logo or branded graphic).

Avatars

Empty
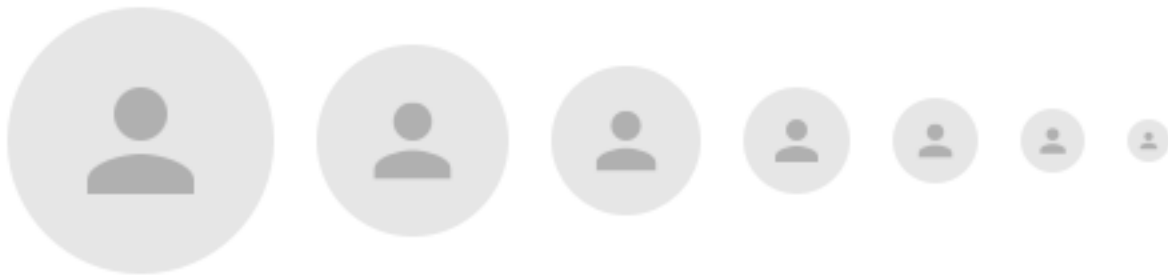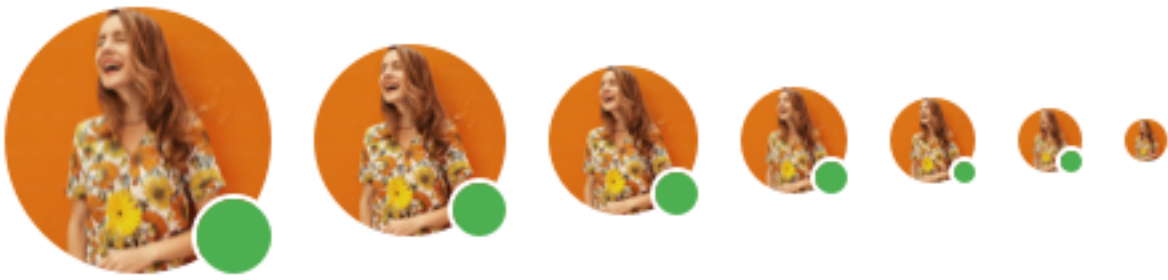
Empty style is for unregistered/unknown user.

Initials

Avatar can be clickable as Buttons / Avatar. More information on Buttons page 5.

A color is randomly and definitively assigned to a user. The color of a user stay the same after logout.

Morgane Marshall

Picture

Notifications Avatars

Available	Away	Blocked	Busy	Call forwarding	Don't disturb	Mobile	Offline	Unknown

Initials Avatars Color Palette

500 · Red	#F44336		500 · Teal	#009688
500 · Pink	#E91E63		500 · Green	#4CAF50
500 · Purple	#9C27B0		500 · Orange	#FF9800
500 · DeepPurple	#673AB7		500 · DeepOrange	#FF5722
500 · Indigo	#3F51B5		500 · Brown	#795548
500 · Blue	#2196F3		500 · BlueGrey	#607D8B
500 · LightBlue	#03A9F4			
500 · Cyan	#00BCD4			

The background of the component avatar must contain a random color in the color list of this available palette and must have a white text color on it.

Bottom Navigation

MOBILE-ONLY

Bottom navigation bars allow movement between primary destinations in an app.
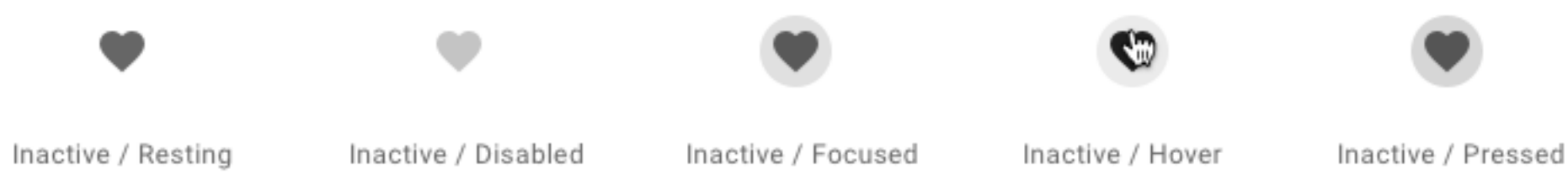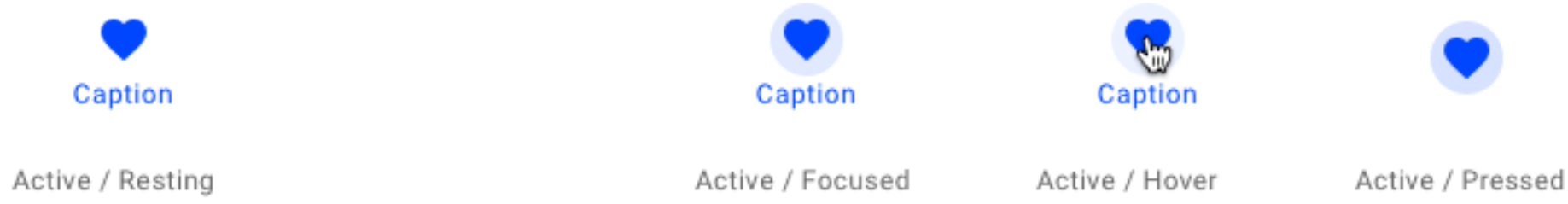
Bottom Navigation

On Surface

Caption

On Primary Color

Caption

Elements - On Surface

Inactive item

Inactive / Resting   Inactive / Disabled   Inactive / Focused   Inactive / Hover   Inactive / Pressed

Active item

Caption   Caption   Caption

Active / Resting   Active / Focused   Active / Hover   Active / Pressed

Elements - On Primary

Inactive item

Inactive / Resting   Inactive / Disabled   Inactive / Focused   Inactive / Hover   Inactive / Pressed

Active item

Caption   Caption   Caption

Active / Resting   Active / Focused   Active / Hover   Active / Pressed
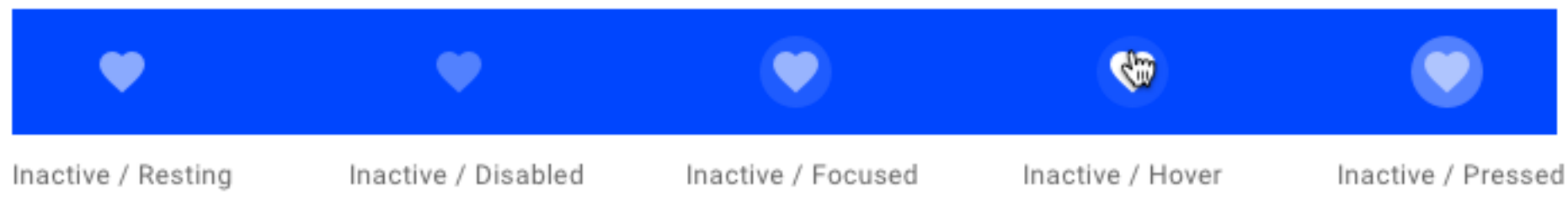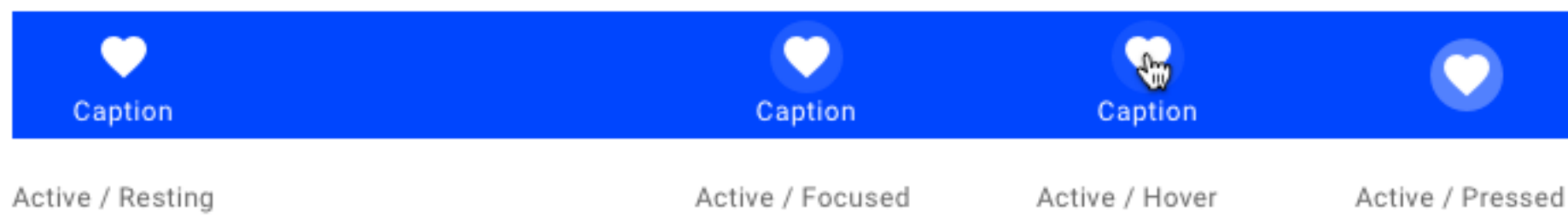
Buttons, page 1

Buttons allow users to take actions, and make choices, with a single tap.

Contained Button

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
Secondary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
White / Primary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
White / Secondary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
White / Black	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

Contained Button with Icon

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
Secondary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
White / Primary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
White / Secondary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
White / Black	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
Secondary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
White / Primary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
White / Secondary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
White / Black	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻

Usage of secondary color buttons is very specific.
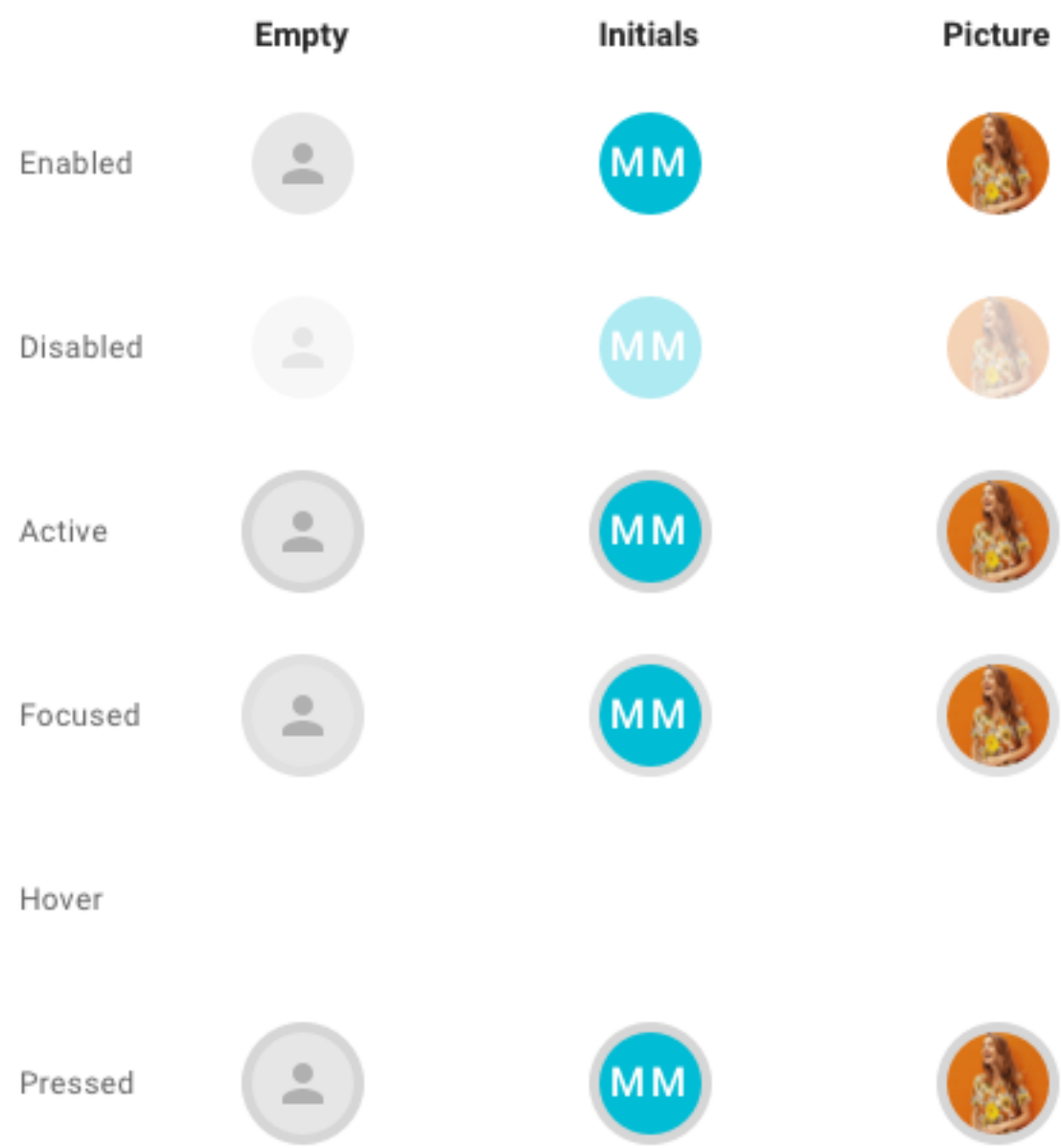Its use must be approved by the UI team.

Disable buttons

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a button is disabled.

+ BUTTON

Explanation of why
the button is disabled

BUTTON

Explanation of why
the button is disabled

Buttons, page 2

Outlined Button

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
Secondary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
Black	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
White	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

Outlined Button with Icon

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
Secondary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
Black	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
White	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
Secondary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
Black	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
White	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

Disable buttons

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a button is disabled.

+ BUTTON

Explanation of why the button is disabled

BUTTON

Explanation of why the button is disabled

Buttons, page 3

Text Button

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
Secondary	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
Black	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻
White	BUTTON	BUTTON	BUTTON	BUTTON	BUTTON	↻

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

Text Button with Icon

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
Secondary	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
Black	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON
White	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	↻ BUTTON

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

	Enabled	Disabled	Hover	Focused	Pressed	Loading
Primary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
Secondary	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
Black	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻
White	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON +	BUTTON ↻

Usage of secondary color buttons is very specific.
Its use must be approved by the UI team.

Disable buttons

Guidelines

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a button is disabled.

+ BUTTON

Explanation of why the button is disabled

BUTTON

Explanation of why the button is disabled

Buttons, page 4

Icon Button

Black

Enabled	Disabled	Focused	Hover	Pressed	Active

Icon-only control buttons can be ambiguous to casual users. Tooltip is required on each button on hover to explain action.

Explanation of the action of the icon button.

Primary

Enabled	Disabled	Focused	Hover	Pressed	Active

Secondary

Enabled	Disabled	Focused	Hover	Pressed	Active

Usage of secondary color buttons is very specific. Its use must be approved by the UI team.

White

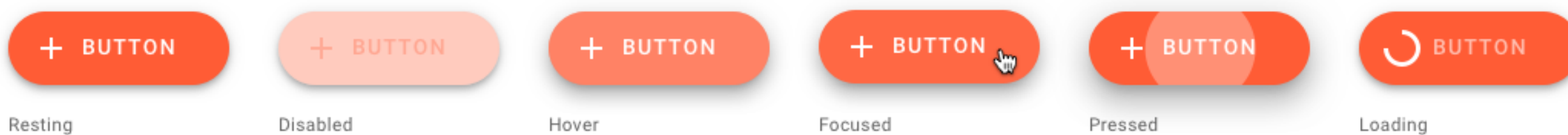|					
Enabled	Disabled	Focused	Hover	Pressed	Active

Icon buttons also exists with the notification badges.

Disable buttons

Guidelines

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a button is disabled.

Explanation of why the button is disabled

Explanation of why the button is disabled

Buttons, page 5

Avatar Button

	Empty	Initials	Picture
Enabled		MM	
Disabled		MM	
Active		MM	
Focused		MM	
Hover			
Pressed		MM	

Avatar buttons available from 16px to 100px.

Tooltip is required on each button on hover to explain action or display secondary informations.

Morgane Marshall

Buttons, page 6

Button Toggles - Text

Button Toggles are linear sets of two or more buttons, each of which functions as a mutually exclusive button. Within the control, all buttons are equal in width. Button Toggles are often used to display different contents. Button Toggles is in a content context.

LABEL	LABEL	LABEL

Resting

LABEL	LABEL	LABEL

Hover

LABEL	LABEL	LABEL

Disabled

LABEL	LABEL	LABEL

Pressed

LABEL	LABEL	LABEL

Focused

LABEL	LABEL	LABEL
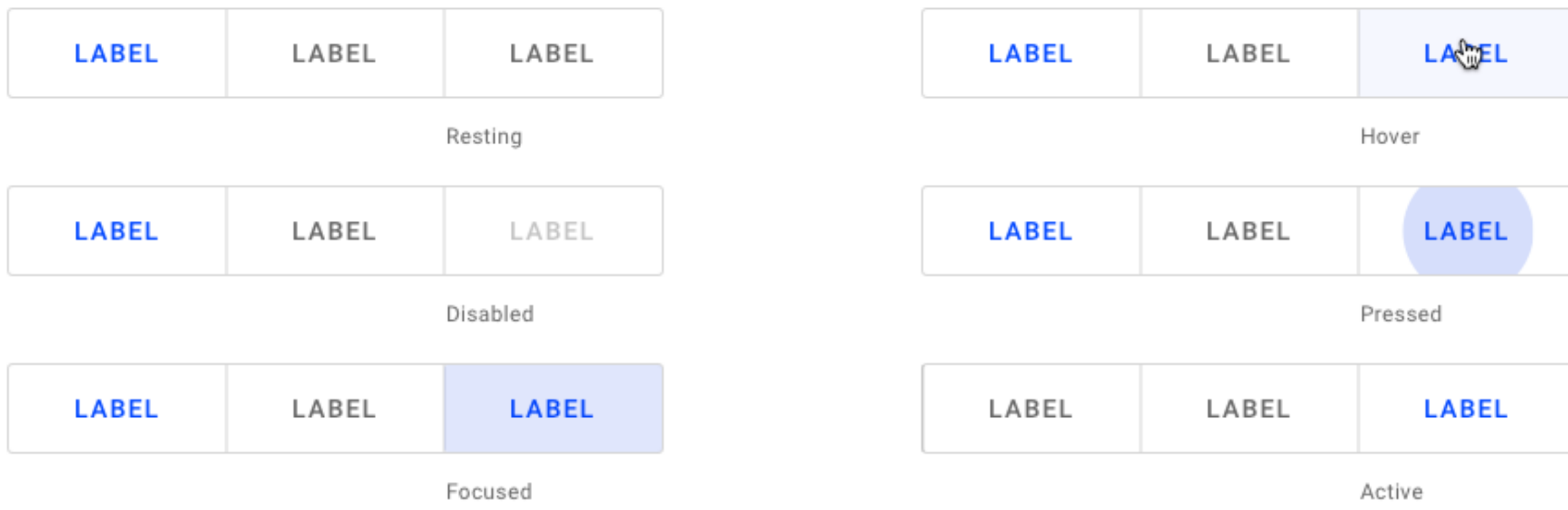
Active

Toggle Button

Left Button

B I U

Enabled

B I U

Disabled

B I U

Focused

B I U

Hover

B I U

Pressed

B I U

Active

Middle Button

B I U

Enabled

B I U

Disabled

B I U

Focused

B I U

Hover

B I U

Pressed

B I U

Active

Right Button

B I U

Enabled

B I U

Disabled

B I U

Focused

B I U

Hover

B I U

Pressed

B I U

Active

Cards

Cards contain content and actions about a single subject.

Elements – Surface

Resting	Disabled	Hover	Focused	Pressed	Selected
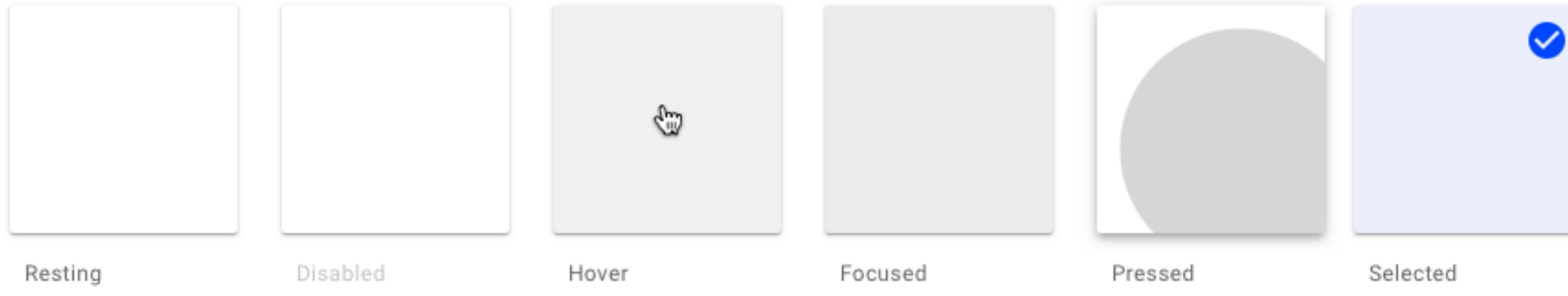
Elements – Title Blocks

Subtitle 1

Headline 6
Body 2

OVERLINE
Headline 6

Headline 6
Body 2

Headline 6
Body 2

Headline 5
♥♥♥♥♡ Caption

Headline 5
Body 2

Headline 4
Body 2

Example

Headline 6
Body 2

Subtitle 1
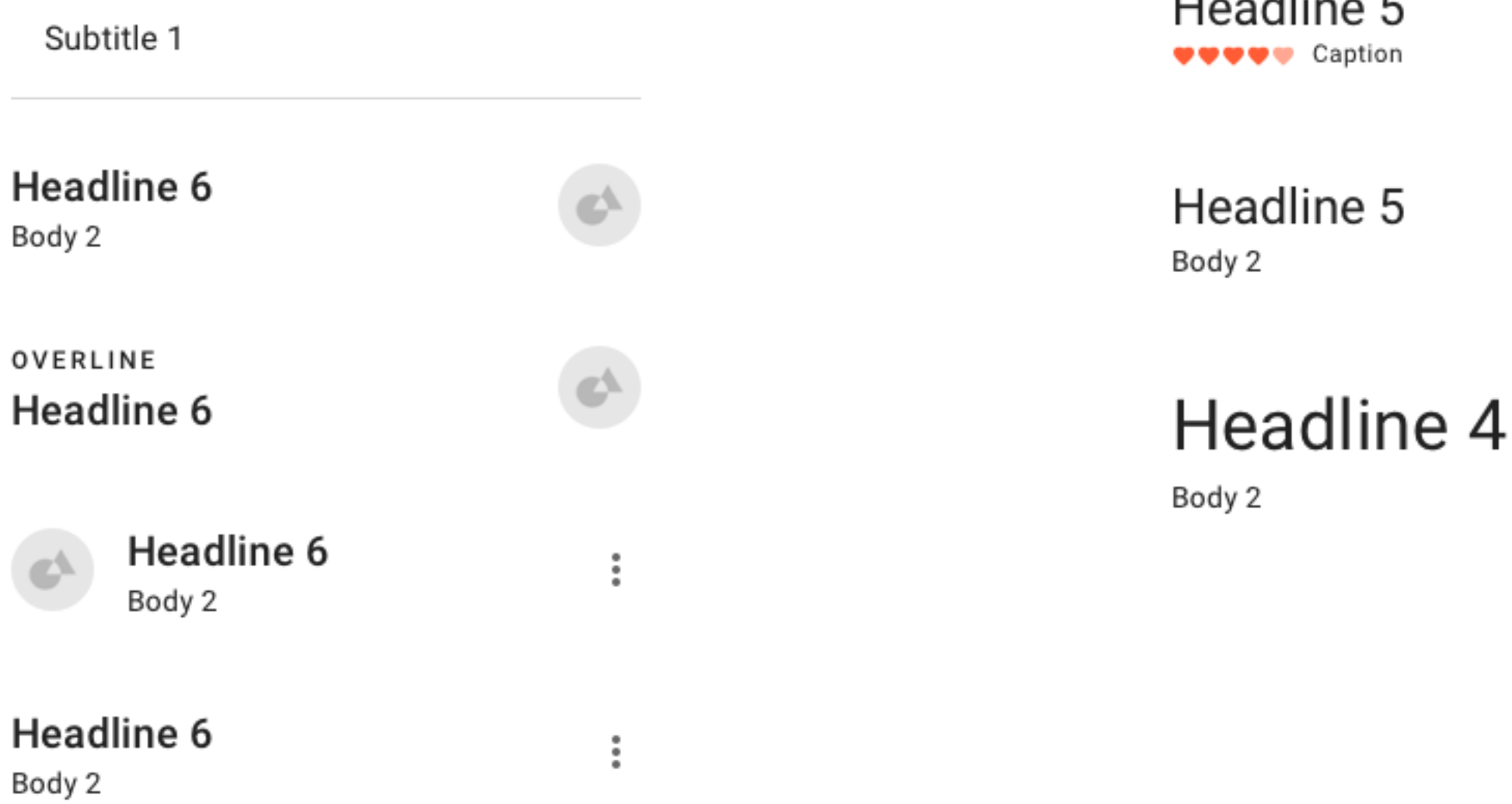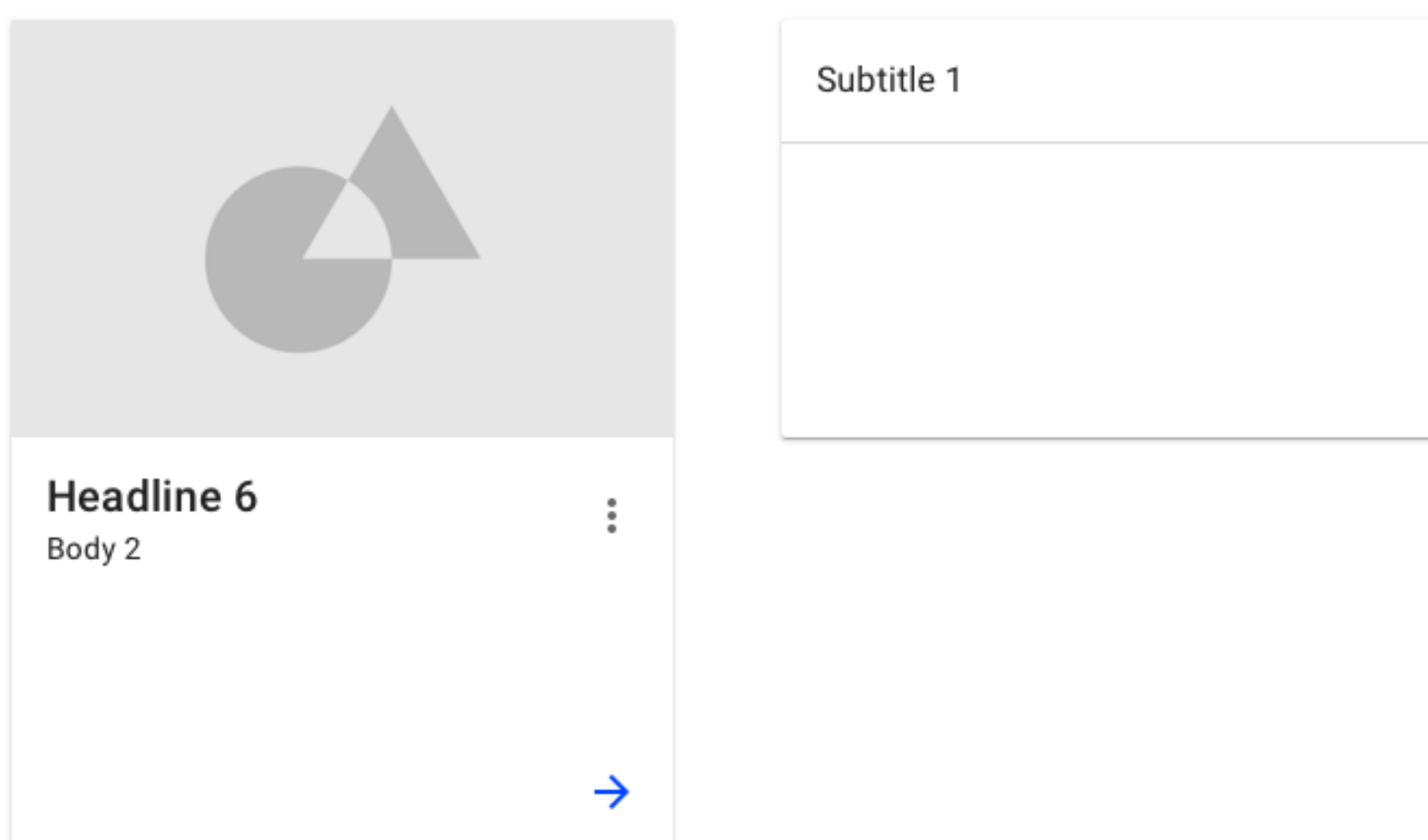
Chips, page 1

Chips are compact elements that represent an input, attribute, or action.

Input Chips – with Avatar
States

Enabled ⊗   Disabled ⊗   Hovered ⊗   Focused ⊗   Pressed ⊗   Dragged ⊗   Selected ⊗

Active ⊗
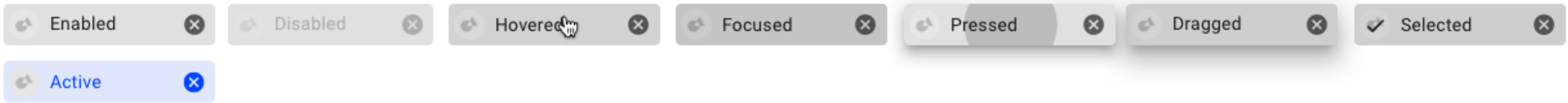
Input Chips – Text only
States

Enabled ⊗   Disabled ⊗   Hovered ⊗   Focused ⊗   Pressed ⊗   ✓ Selected ⊗   Dragged ⊗

Active ⊗

Filteration Chips – with Avatar
States

Enabled   Disabled   Hovered   Focused   Pressed   ✓ Selected   Dragged

Active
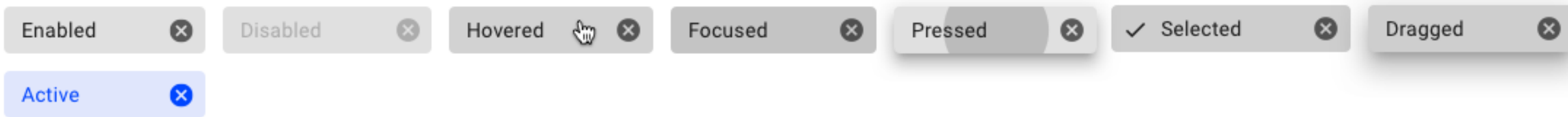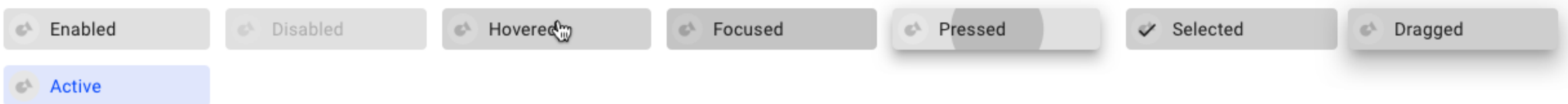
Filteration Chips – Text only
States

Enabled   Active   Disabled   Hovered   Focused   Pressed   ✓ Selected   Dragged

Choice Chips
States

Enabled   Active   Disabled   Hovered   Focused   Pressed   Dragged

Action Chips
States

Enabled   Active   Hovered   Focused   Pressed   Dragged
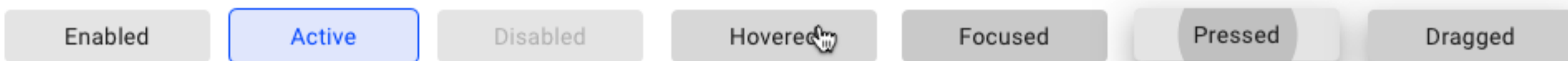
Chips, page 2

Outlined Input Chips – with Avatar
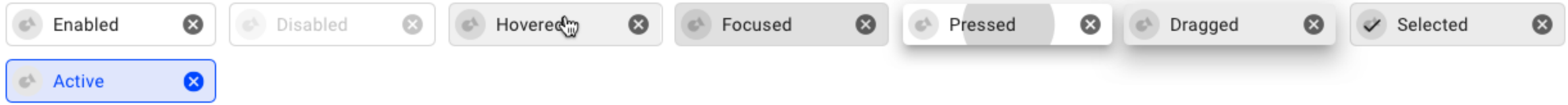
| Enabled ⊗ | Disabled ⊗ | Hovered ⊗ | Focused ⊗ | Pressed ⊗ | Dragged ⊗ | ✓ Selected ⊗ |

| Active ⊗ |

Outlined Input Chips – Text only

| Enabled ⊗ | Disabled ⊗ | Hovered ⊗ | Focused ⊗ | Pressed ⊗ | ✓ Selected ⊗ | Dragged ⊗ |

| Active ⊗ |

Outlined Filteration Chips – with Avatar

| Enabled | Disabled | Hovered | Focused | Pressed | ✓ Selected | Dragged |

| Active ⊗ |

Outlined Chips – Text only

| Enabled | Active | Disabled | Hovered | Focused | Pressed | ✓ Selected | Dragged |

Outlined Choice Chips

| Enabled | Active | Disabled | Hovered | Focused | Pressed | Dragged |

Outlined Action Chips

| Enabled | Active | Hovered | Focused | Pressed | Dragged |

Floating Action Buttons (FAB)

A floating action button (FAB) represents the primary action of a screen.

Standard

Primary
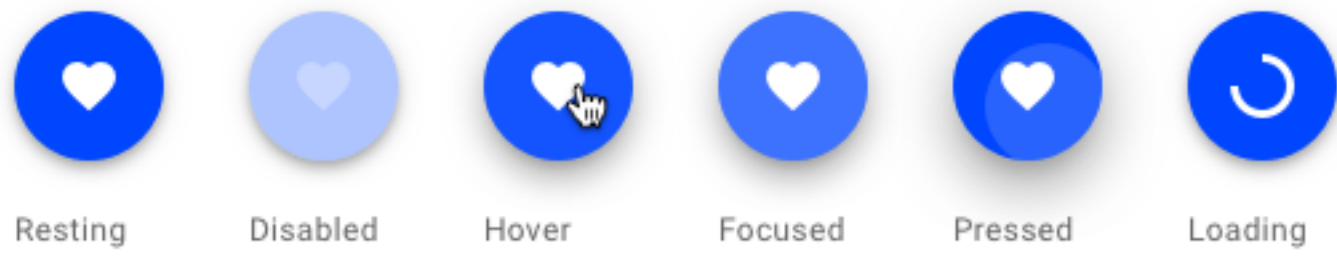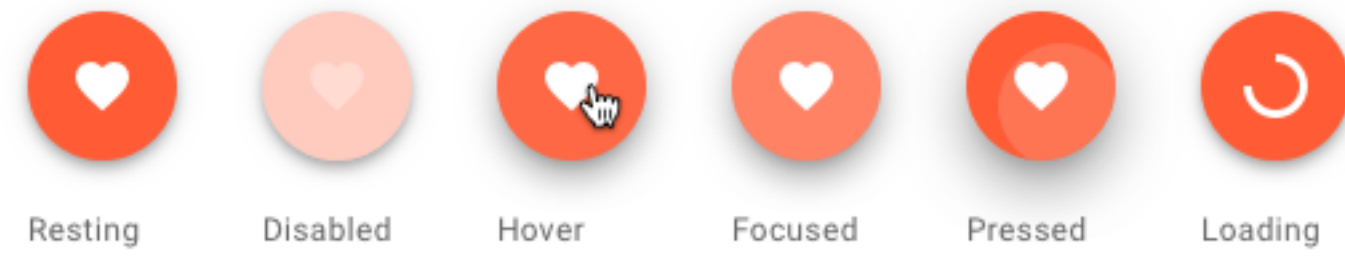
Resting	Disabled	Hover	Focused	Pressed	Loading

Black

Resting	Disabled	Hover	Focused	Pressed	Loading

Secondary

Resting	Disabled	Hover	Focused	Pressed	Loading

Usage of secondar color buttons is very specific.
Its use must be approved by the UI team.

Mini FAB

Primary

Resting	Disabled	Hover	Focused	Pressed	Loading

Black

Resting	Disabled	Hover	Focused	Pressed	Loading

Secondary

Resting	Disabled	Hover	Focused	Pressed	Loading

Usage of secondar color buttons is very specific.
Its use must be approved by the UI team.

Extended FAB

Primary

+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON
Resting	Disabled	Hover	Focused	Pressed	Loading

Secondary

+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON
Resting	Disabled	Hover	Focused	Pressed	Loading

Usage of secondar color
buttons is very specific.
Its use must be approved
by the UI team.

Black

+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON	+ BUTTON
Resting	Disabled	Hover	Focused	Pressed	Loading
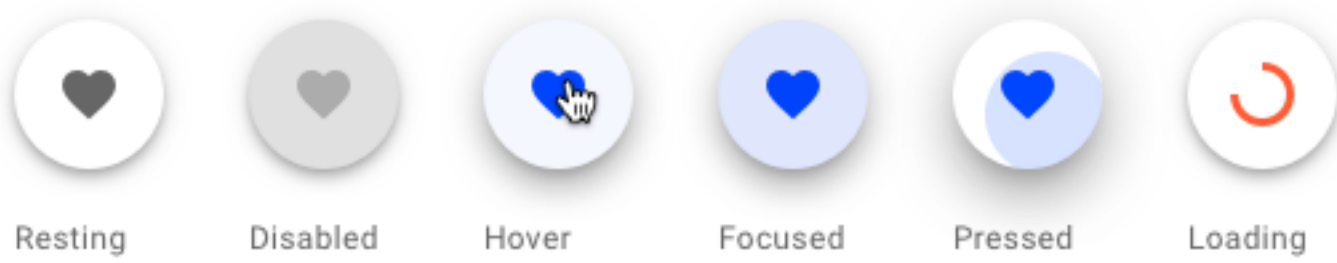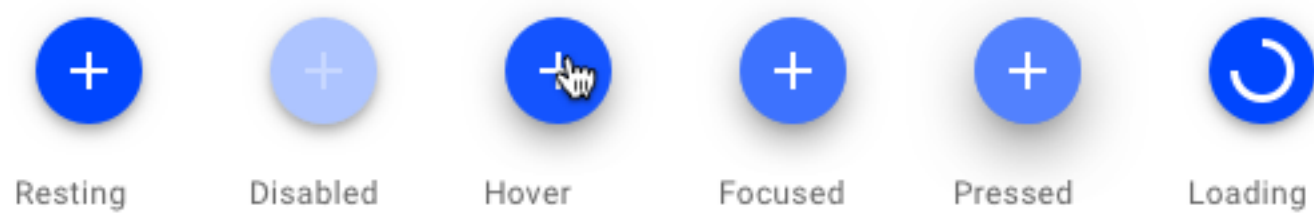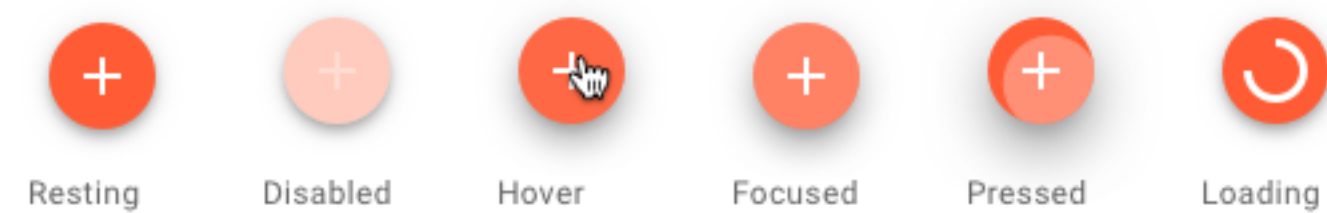
Lists, page 1

Lists are continuous, vertical indexes of text or images.

Single Line Lists

Subtitle 1 ♥

Subtitle 1 ♥

Subtitle 1 ♥

♥ Subtitle 1

♥ Body 2

Subtitle 1 ♥

Body 1 ♥

Body 2 ♥

♥ Subtitle 1   Caption

Subtitle 1   Caption

Caption

Two Line Lists

Subtitle 1
Body 2 ♥

Subtitle 1
Body 2 ♥

Subtitle 1
Greyhound divisively hello

Subtitle 1
Body 2 ♥

♥ Subtitle 1
Body 2

Subtitle 1
Body 2 ♥

Subtitle 1   Caption
Body 2

OVERLINE
Subtitle 1

Lists, page 2

Three Line Lists

Subtitle 1
Greyhound divisively hello
coldly wonderfully...

Subtitle 1
Greyhound divisively hello coldly
wonderfully marginally far...

Subtitle 1
Greyhound divisively hello coldly
wonderfully marginally far...

Subtitle 1
Greyhound divisively hello coldly
wonderfully marginally far...

Subtitle 1   Caption
Greyhound divisively hello coldly wonderfully
marginally far...

OVERLINE
Subtitle 1
Greyhound divisively hello coldly wonderfully...

States

Subtitle 1   Caption

Resting

Subtitle 1   Caption

Activated

Subtitle 1   Caption

Focused

Subtitle 1   Caption

Hover

Subtitle 1   Caption

Pressed

Subtitle 1   Caption

Selected

Examples

There is margin of 8px before the first item and after the last item. If the list is too long, a scrollbar is displayed.

Subtitle 1

Subtitle 1

Subtitle 1

Subtitle 1

Subtitle 1

Subtitle 1

Subtitle 1
Body 2

Subtitle 1
Body 2

Subtitle 1
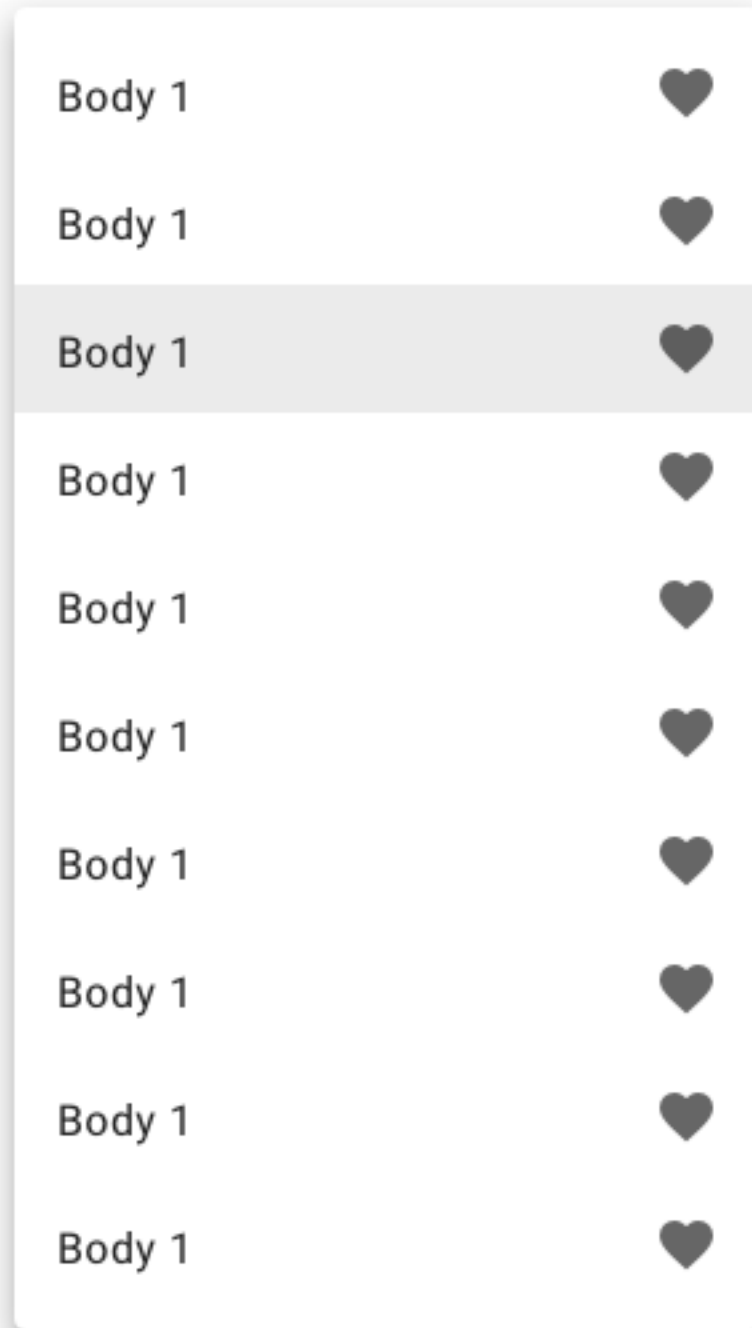Body 2

Subtitle 1
Body 2

Subtitle 1

Menus

Menus display a list of choices on temporary surfaces.

Dropdown Menus

Large

Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥

Large with Scrollbar

Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥

Small

Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥

Large with Checkboxes

☐	Body 1
☐	Body 1
☑	Body 1
☐	Body 1
☐	Body 1
☐	Body 1
☐	Body 1
☐	Body 1
☐	Body 1
☐	Body 1
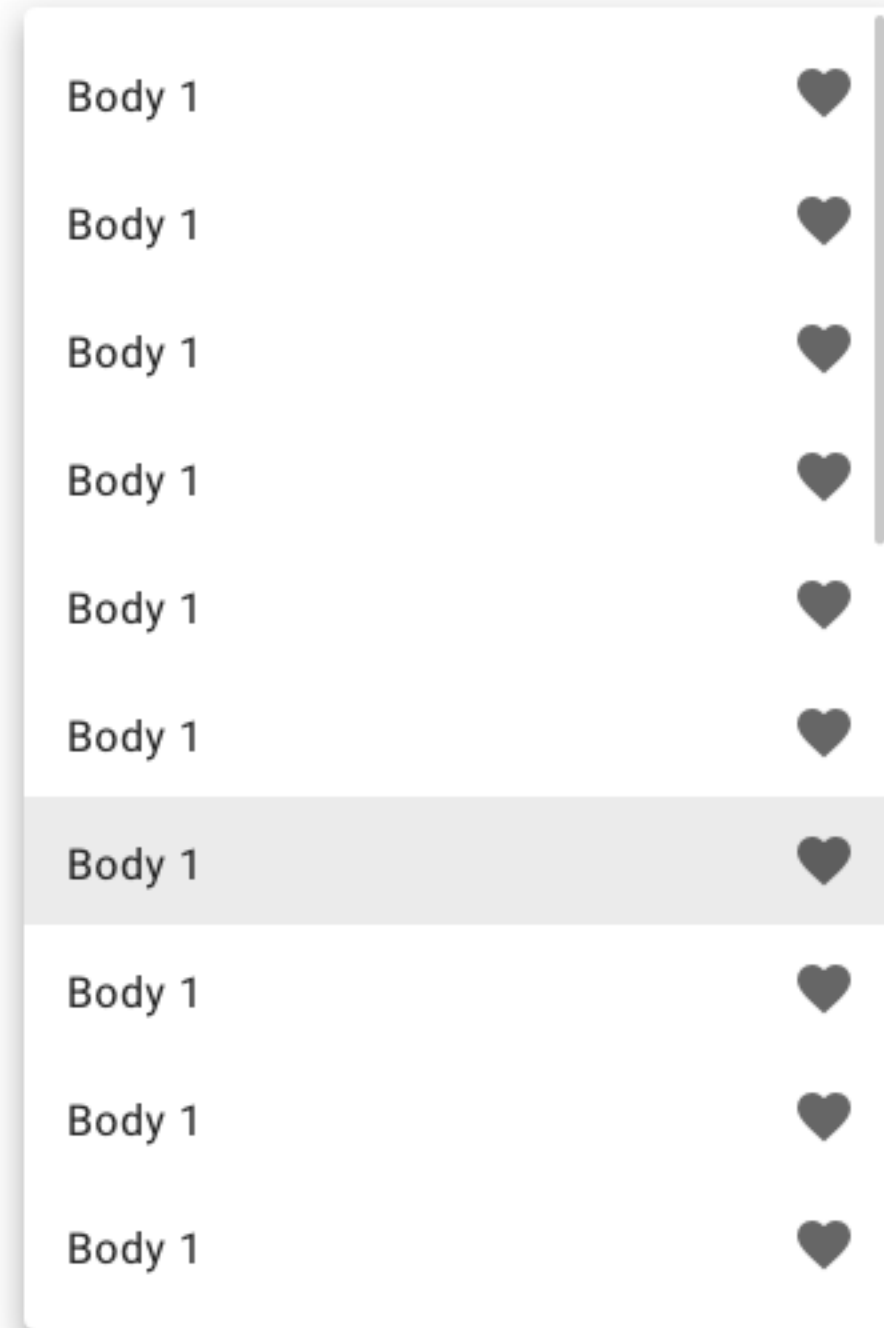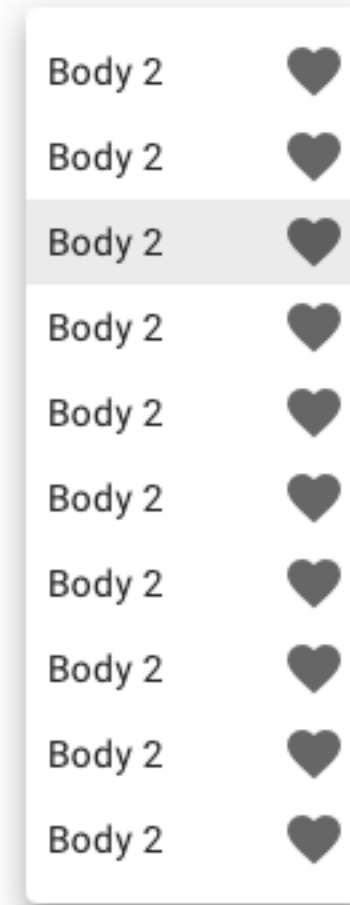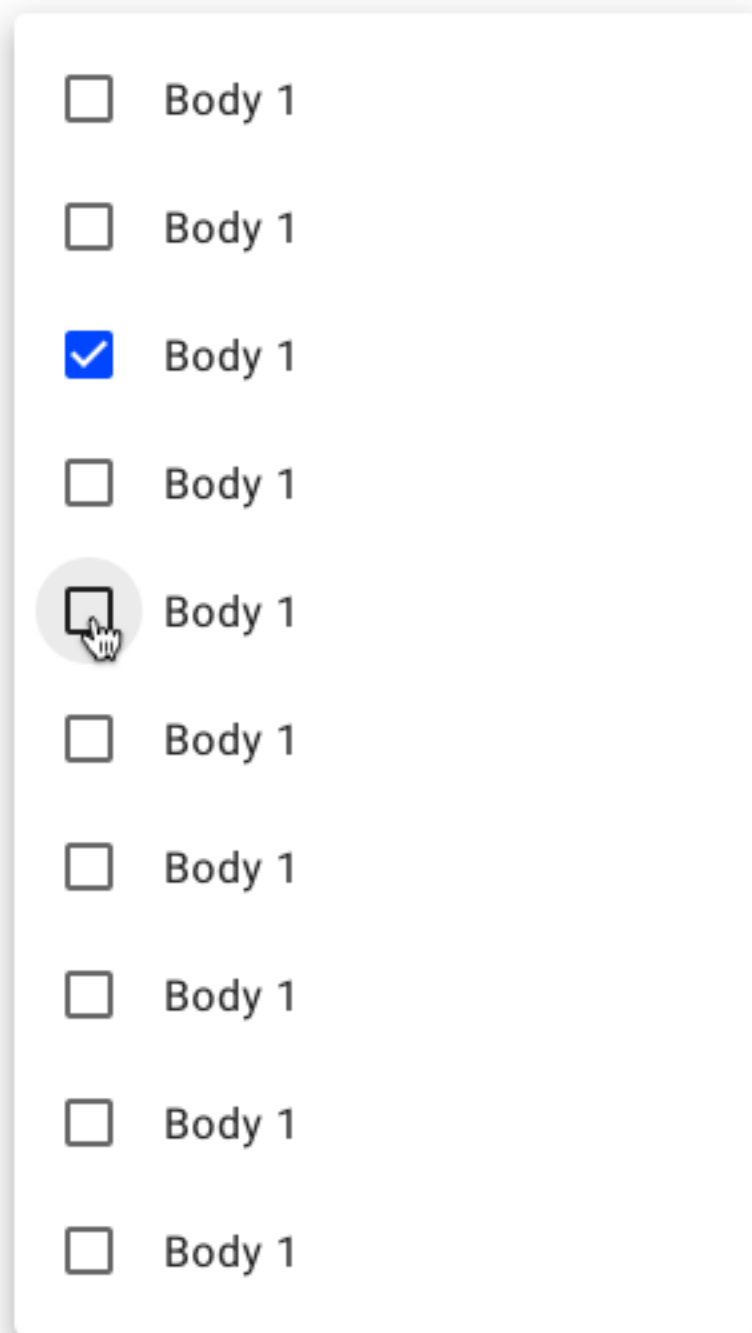
Large with Search and Action

🔍 Search something	
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥
Body 1	♥

BUTTON
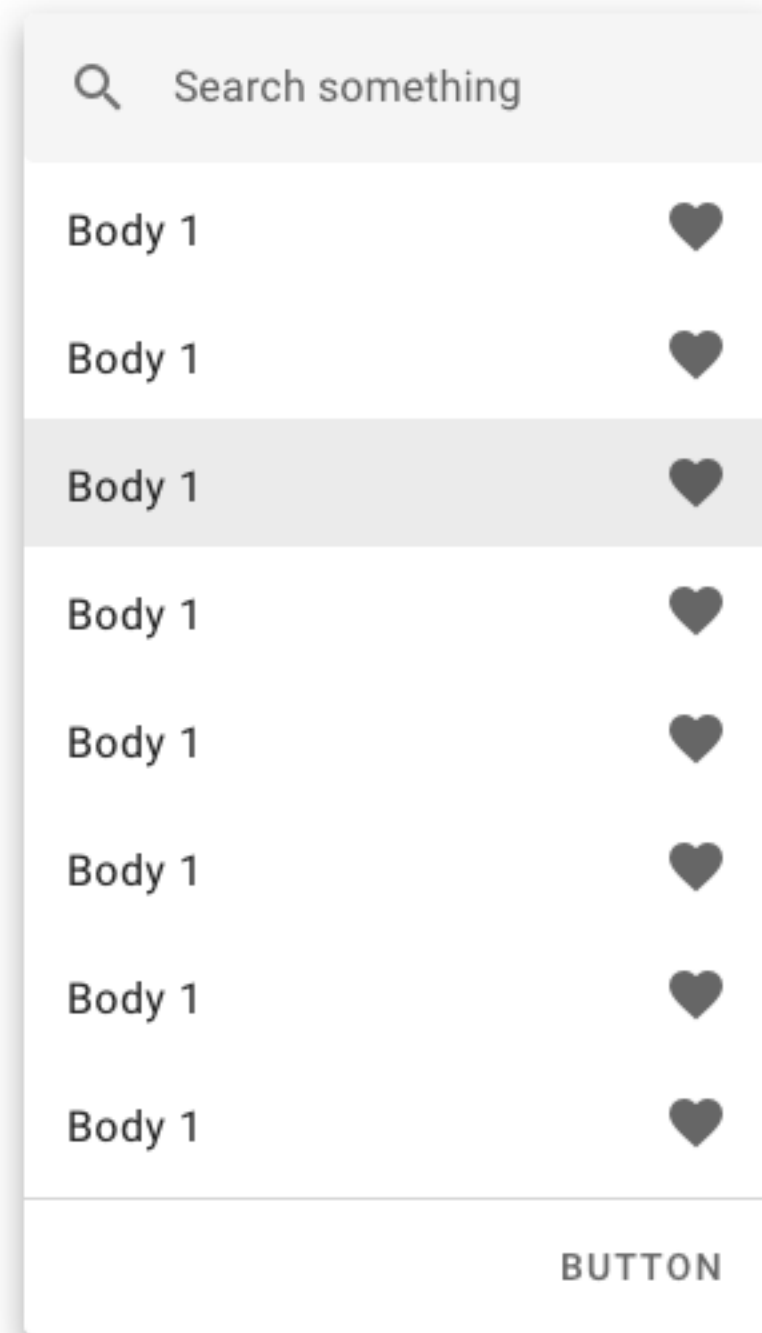
Progress Indicators page 1

Progress indicators express an unspecified wait time or display the length of a process.

Progress Bar

Linear

1:3

1:4

1:10

Example

Progress bar

Précedent ──────────────── **Suivant**

Indicator password empty

Label	👁

Assistive text

Indicator password with input

Label	
••••••	👁

Assistive text

Indicator password with input

Label	
••••••	👁

Assistive text

Indicator password with input

Label	
••••••	👁

Assistive text

Progress Indicator, page 2

Loader

Linear determinate

Linear indeterminate

The placement of a linear progress indicator show the scope of a process. To focus user attention, a linear indicator is recommended for displaying item expansion onto larger surfaces, such as on desktop.
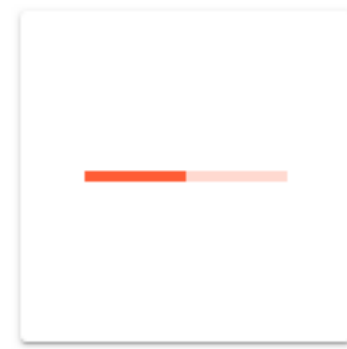

On surface

On Main Surface

On Primary Surface

On Background Surface

On Page
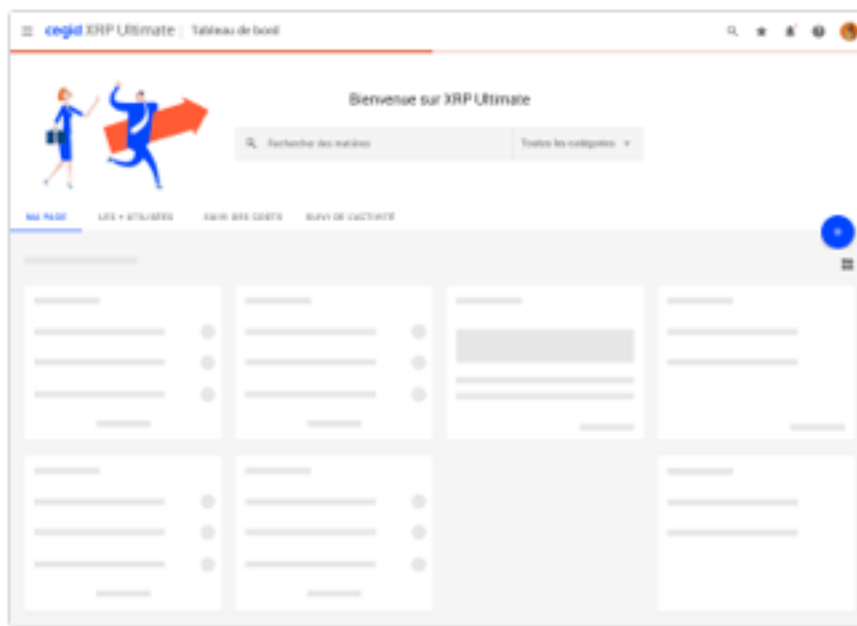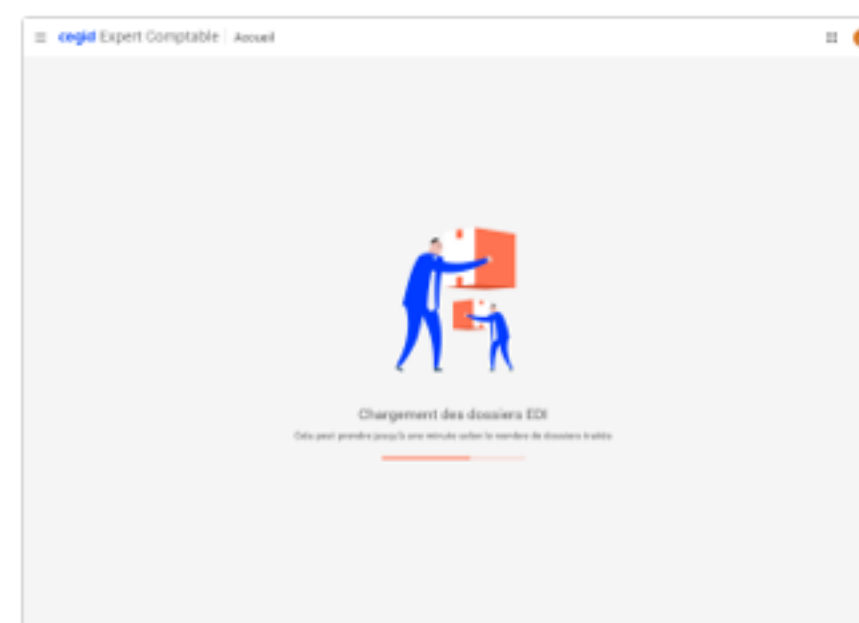

A linear indicator attached to a container such as a header, show the process applies to that particular item
(and that interaction with the rest of the UI is possible).

A linear indicator at the center of the screen can indicate a loading of all the screen content.

On Card

Headline 6

Body 2

Progress bar is displayed after an action that refreshes the content of the card.

Progress Indicator, page 3

Circular

Large / Small / Mini

Circular progress indicators are positioned to indicate the process that they represent. When placed above or below existing content, they draw attention to where new content will appear.

On surface

On Main Surface
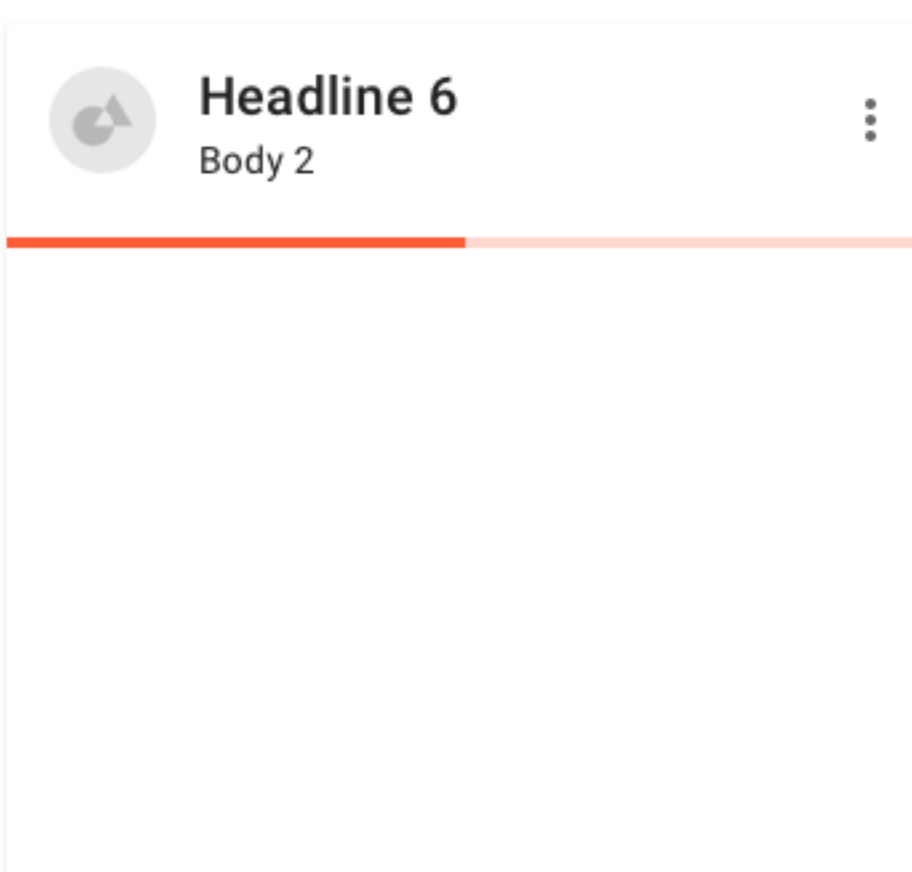
On Primary Surface
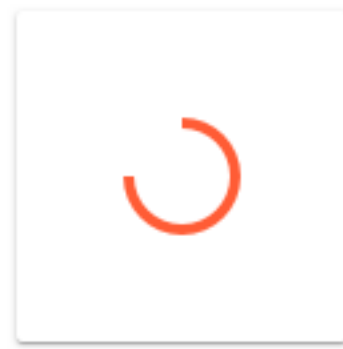
On Background Surface

On Action

BUTTON

On Field

Lor   ✕

On Dialog

Loading in progress, please wait...
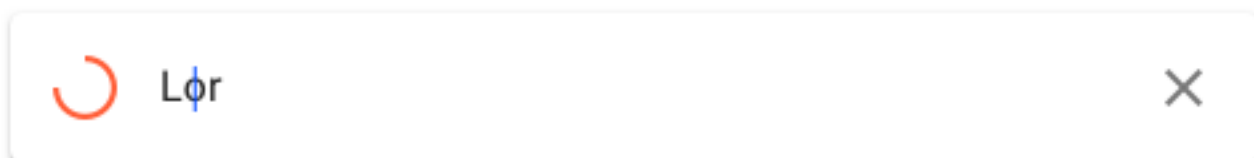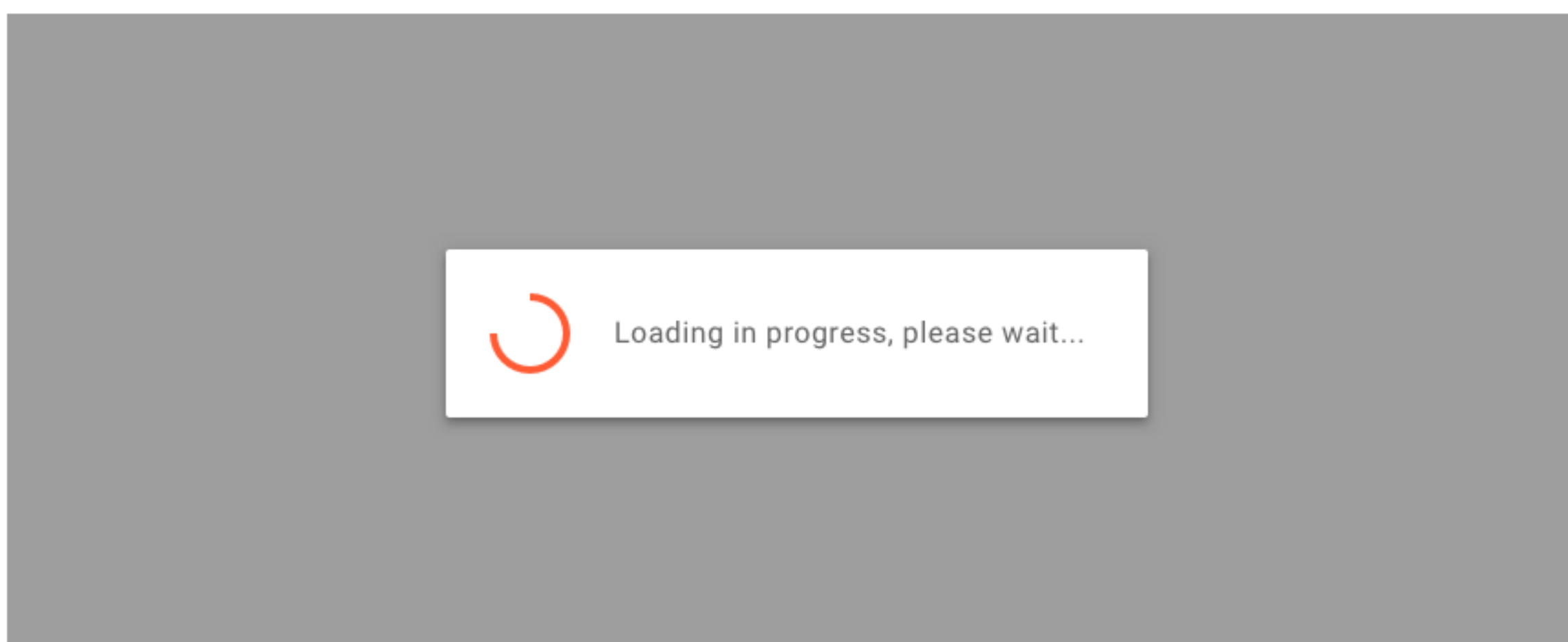
Scrollbar

Scrollbars are used to scroll in content longer than container. Scrollbar can be used verticaly (fixed on right the edge of the container) or horizontaly (fixed on bottom of the container).

Scrollbar - Vertical   Large / Thin + States

Resting   Dragged   Resting   Dragged

Scrollbar - Horizontal   Large / Thin + States

Resting   Resting

Dragged   Dragged

Selection Controls

Selection controls allow the user to select options.

Checkboxes   Selected / Unselected

| Enabled | Disabled | Hover | Focus | Pressed |

Radio   Selected / Unselected

| Enabled | Disabled | Hover | Focus | Pressed |

Switch   On / Off

| Enabled | Disabled | Hover | Focus | Pressed | Loading |
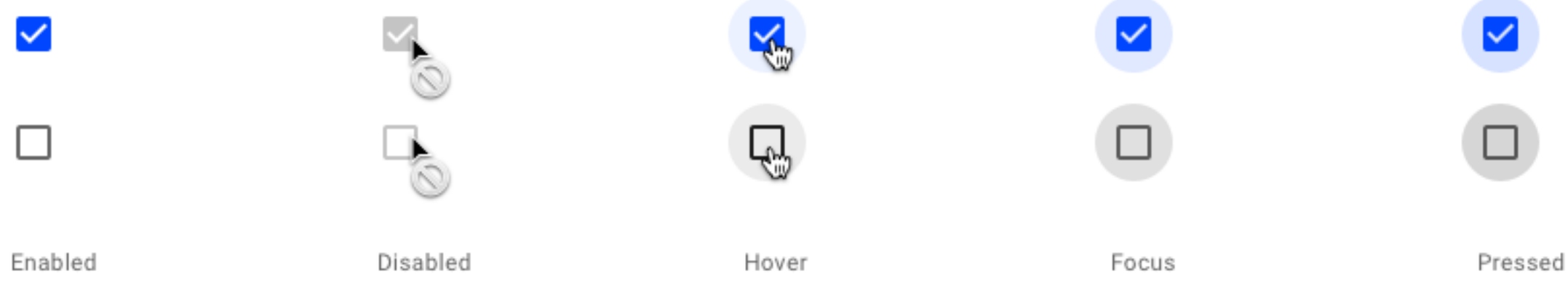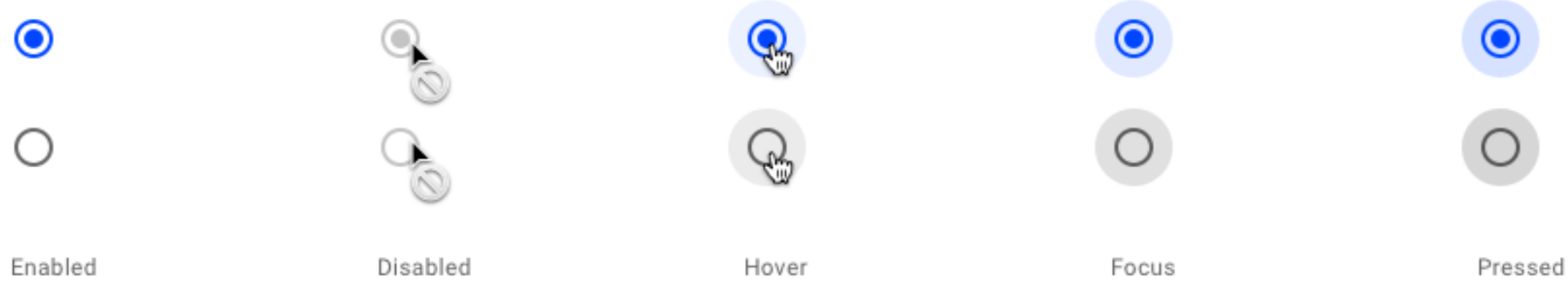
Checkboxes

Use checkboxes to select one or multiple items from a list or present a list containing sub-selections.

Checkboxes left + Label   Selected / Unselected

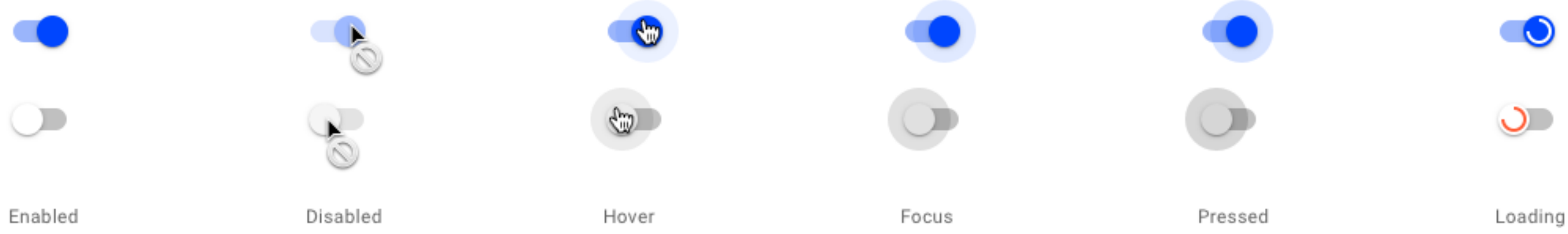|				
Resting	☑ Label Assistive text		Focused	☑ Label Assistive text
Disabled	☑ Label Assistive text		Pressed	☑ Label Assistive text
Hover	☑ Label Assistive text		Read-only	☑ Label Assistive text
Resting	☐ Label Assistive text		Focused	☐ Label Assistive text
Disabled	☐ Label Assistive text		Pressed	☐ Label Assistive text
Hover	☐ Label Assistive text		Read-only	☐ Label Assistive text

Checkboxes right + Label   Selected / Unselected

Resting	Label Assistive text	☑	Focused	Label Assistive text
Disabled	Label Assistive text	☑	Pressed	Label Assistive text
Hover	Label Assistive text	☑	Read-only	Label Assistive text
Resting	Label Assistive text	☐	Focused	Label Assistive text
Disabled	Label Assistive text	☐	Pressed	Label Assistive text
Hover	Label Assistive text	☐	Read-only	Label Assistive text

Disable fields   Guidelines

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a field is disabled.

Label
Assistive text ☑ Explanation of why the field is disabled

Label
Assistive text ☐ Explanation of why the field is disabled

Radio Buttons

Use radio buttons to select a single option from a list or expose all available options.

Radio left + Label

Selected / Unselected

Resting	● Label	Focused	● Label
	Assistive text		Assistive text
Disabled	Label	Pressed	● Label
	Assistive text		Assistive text
Hover	● Label	Read-only	Label
	Assistive text		Assistive text
Resting	○ Label	Focused	○ Label
	Assistive text		Assistive text
Disabled	Label	Pressed	○ Label
	Assistive text		Assistive text
Hover	○ Label	Read-only	Label
	Assistive text		Assistive text

Radio right + Label

Selected / Unselected

Resting	Label ●	Focused	Label ●
	Assistive text		Assistive text
Disabled	Label	Pressed	Label ●
	Assistive text		Assistive text
Hover	Label ●	Read-only	Label
	Assistive text		Assistive text
Resting	Label ○	Focused	Label ○
	Assistive text		Assistive text
Disabled	Label	Pressed	Label ○
	Assistive text		Assistive text
Hover	Label ○	Read-only	Label
	Assistive text		Assistive text

Disable fields

Guidelines

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a field is disabled.
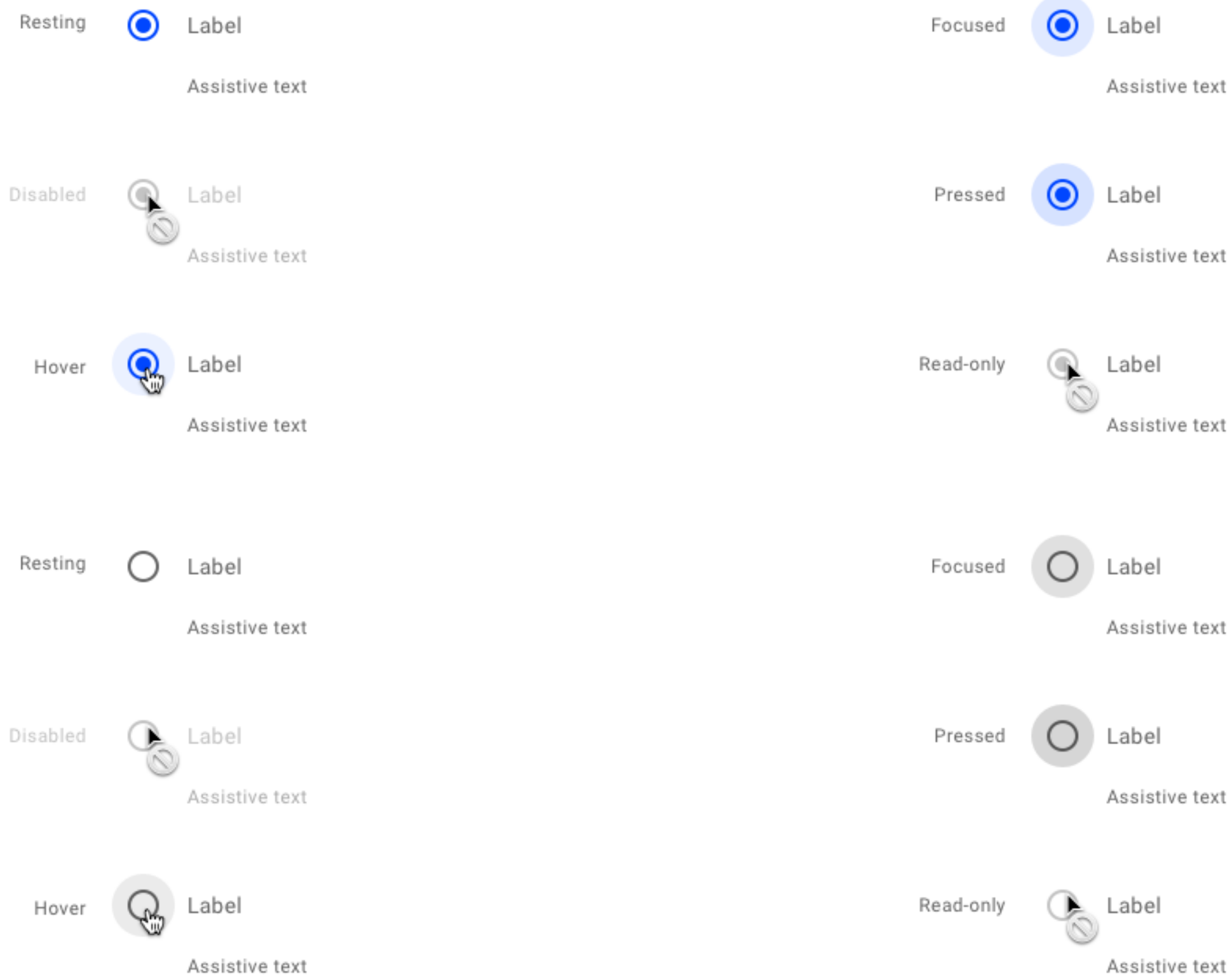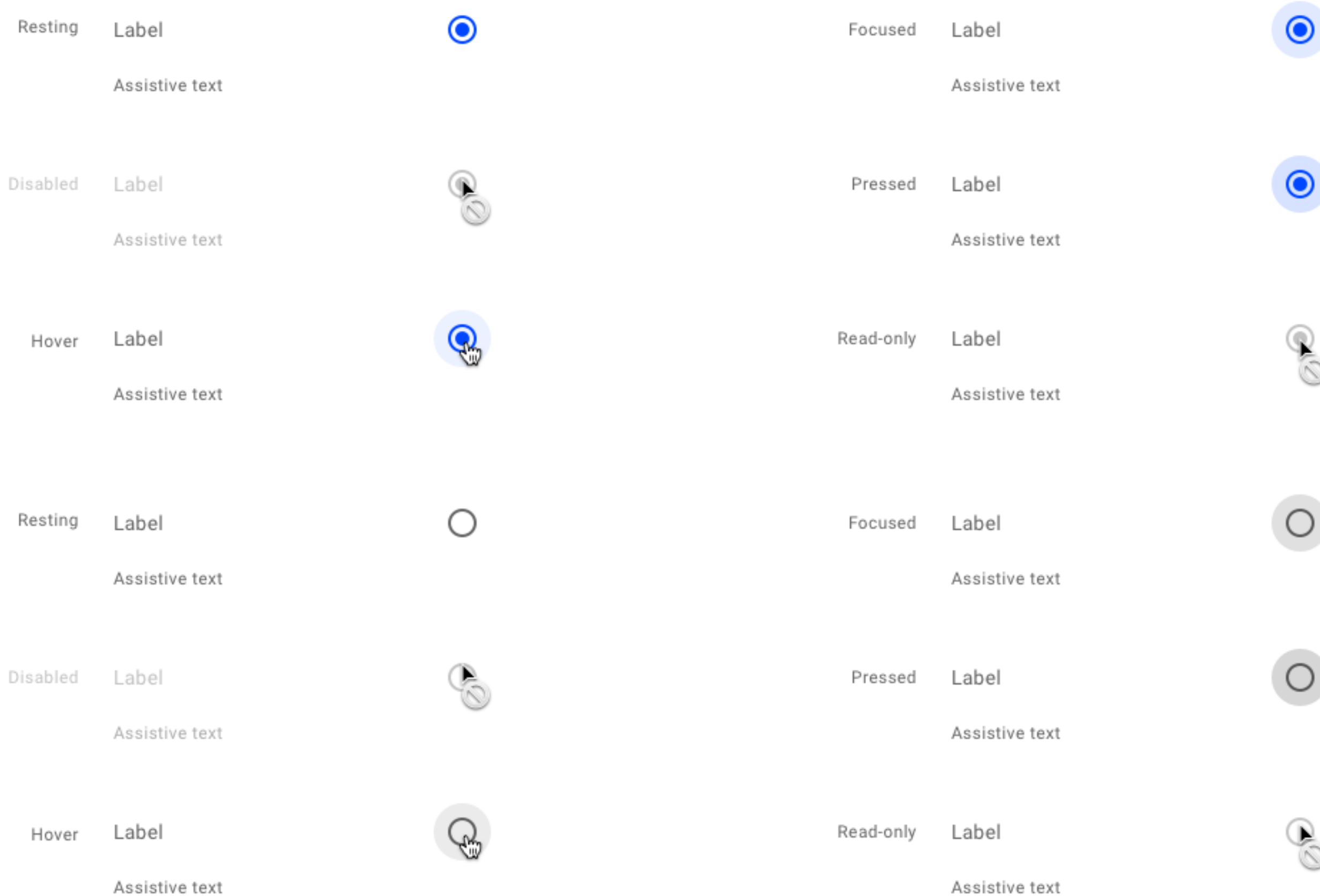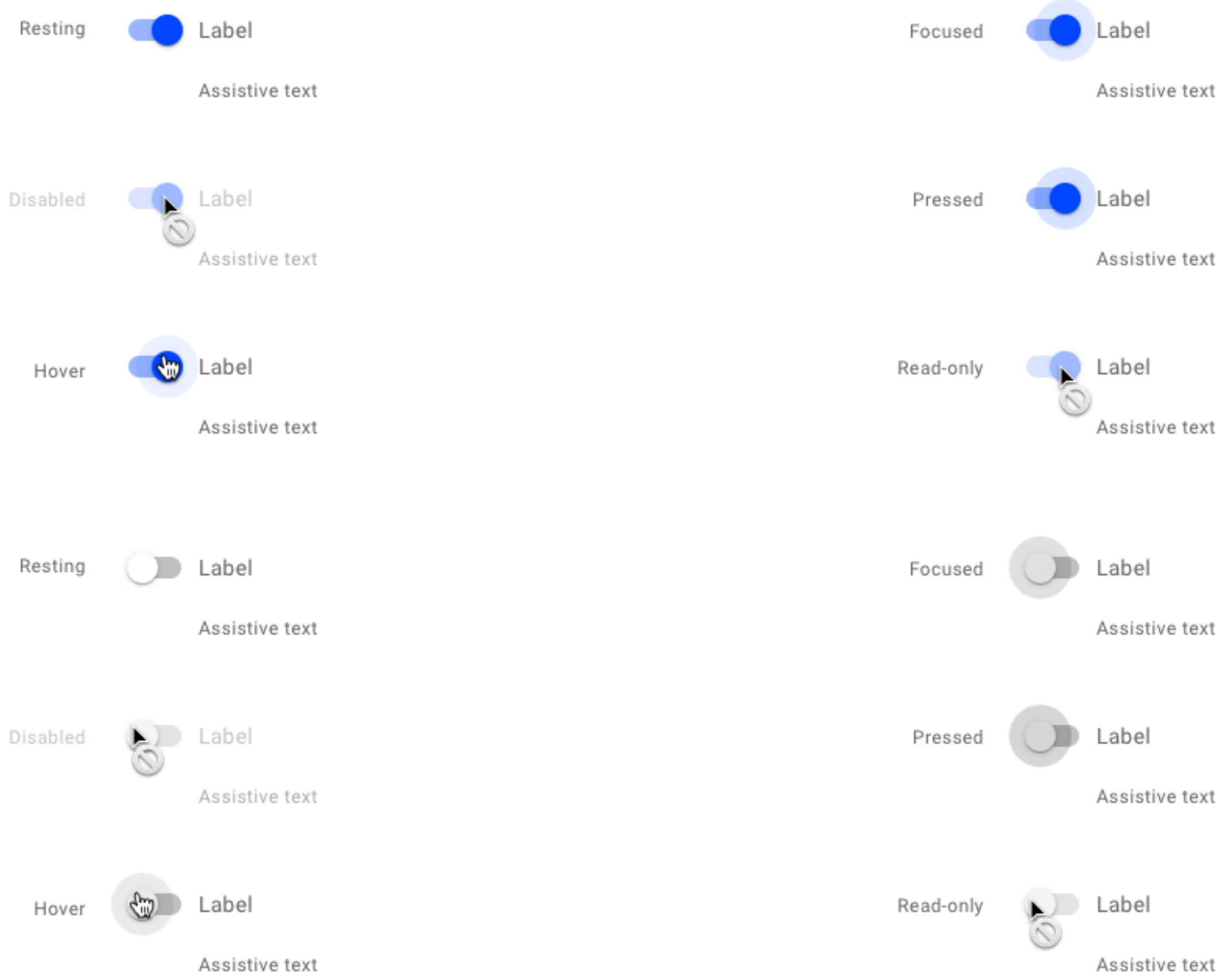
Label		Label	
Assistive text	Explanation of why the field is disabled	Assistive text	Explanation of why the field is disabled

Switch

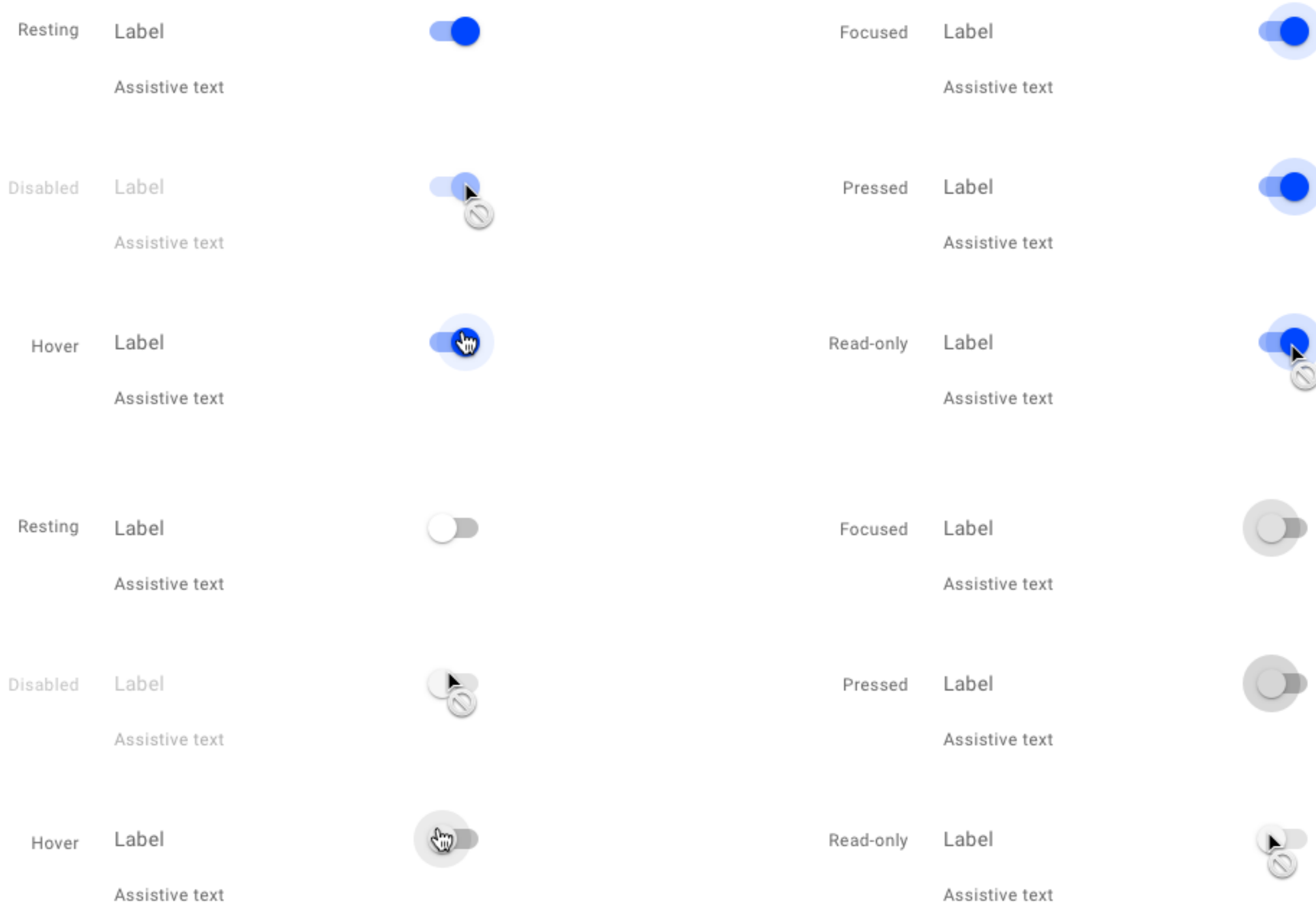Use switches to toggle a single option on or off, or immediately activate or deactivate something.

Switch left + Label   On / Off

| Resting | Label | | Focused | Label |
| | Assistive text | | | Assistive text |

| Disabled | Label | | Pressed | Label |
| | Assistive text | | | Assistive text |

| Hover | Label | | Read-only | Label |
| | Assistive text | | | Assistive text |

| Resting | Label | | Focused | Label |
| | Assistive text | | | Assistive text |

| Disabled | Label | | Pressed | Label |
| | Assistive text | | | Assistive text |

| Hover | Label | | Read-only | Label |
| | Assistive text | | | Assistive text |

Switch right + Label   On / Off

| Resting | Label | | Focused | Label |
| | Assistive text | | | Assistive text |

| Disabled | Label | | Pressed | Label |
| | Assistive text | | | Assistive text |

| Hover | Label | | Read-only | Label |
| | Assistive text | | | Assistive text |

| Resting | Label | | Focused | Label |
| | Assistive text | | | Assistive text |

| Disabled | Label | | Pressed | Label |
| | Assistive text | | | Assistive text |

| Hover | Label | | Read-only | Label |
| | Assistive text | | | Assistive text |

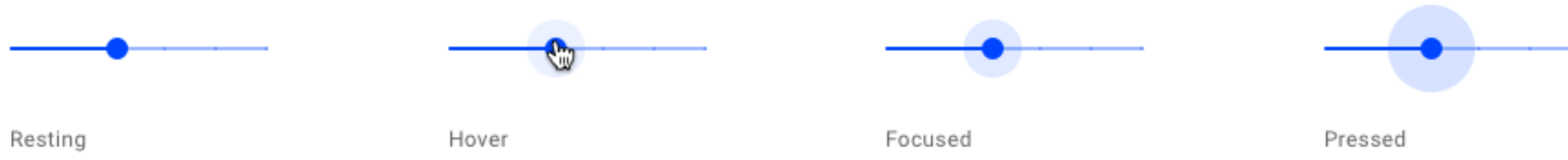## Disable fields   Guidelines

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a field is disabled.

Label

Assistive text

Explanation of why
the field is disabled

Label

Assistive text

Explanation of why
the field is disabled

Range sliders

Sliders allow users to view and select a value (or range) from the range along a bar. They're ideal for adjusting settings such as volume and brightness, or for applying image filters. Sliders can use icons on both ends of the bar to represent a numeric or relative scale. The range of values or the nature of the values, such as volume change, can be communicated with icons.

Discret   States

Resting   Hover   Focused   Pressed

Continuous   States

Resting   Hover   Focused   Pressed

Continuous with value

Resting   Resting with icons   Pressed with icons

Discret with value

Resting   Resting with icons   Pressed with icons

Range

Resting   Resting with value   Resting with icons
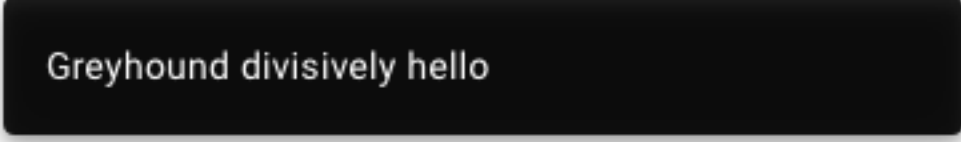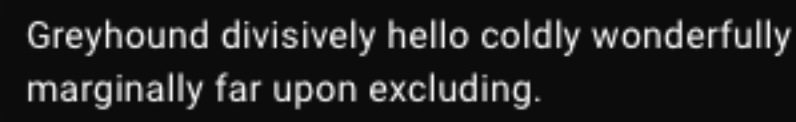
Snackbar

Snackbars provide brief messages about app processes at the bottom of the screen.
The snackbar must appear near the action which triggered the message.

Snackbar – Text-only

Greyhound divisively hello

Single-Line

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

Two-Line

Snackbar – With Close

Greyhound divisively hello   ✕

Single-Line

Greyhound divisively hello coldly wonderfully marginally far upon excluding.   ✕

Two-Line

Snackbar – With Action

Greyhound divisively hello   BUTTON

Single-Line
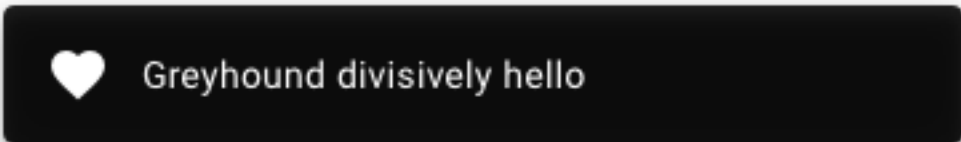
Greyhound divisively hello coldly wonderfully marginally   BUTTON

Two-Line

Greyhound divisively hello coldly wonderfully marginally far upon excluding.   BUTTON
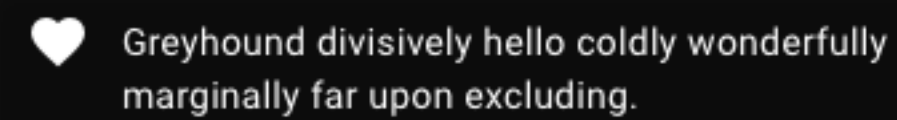
Two-Line Stacked

Snackbar – With Icon

♥ Greyhound divisively hello

Single-Line

♥ Greyhound divisively hello coldly wonderfully marginally far upon excluding.

Two-Line

Snackbar – With Icon and Close

♥ Greyhound divisively hello   ✕

Single-Line

♥ Greyhound divisively hello coldly wonderfully marginally excluding.   ✕
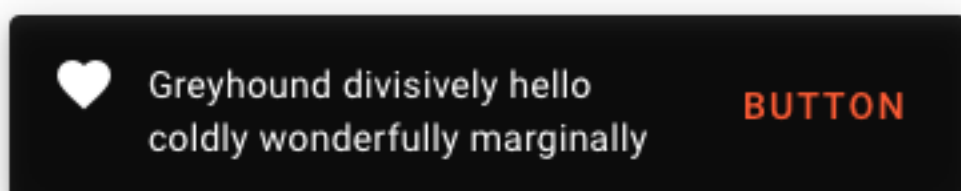
Two-Line

Snackbar – With Icon and Action

♥ Greyhound divisively hello   BUTTON

Single-Line

♥ Greyhound divisively hello coldly wonderfully marginally   BUTTON

Two-Line

♥ Greyhound divisively hello coldly wonderfully marginally far upon excluding.   BUTTON

Two-Line Stacked

Snackbar

Semantic snackbar provides information also with color.

Usage of semantic snackbars is very specific. Its use must be approved by the UI team.

Info - Examples

ⓘ Greyhound divisively hello	**BUTTON**

Greyhound divisively hello	✕

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

BUTTON

Success - Examples

⊘ Greyhound divisively hello	**BUTTON**

Greyhound divisively hello coldly wonderfully marginally far upon excluding.	✕

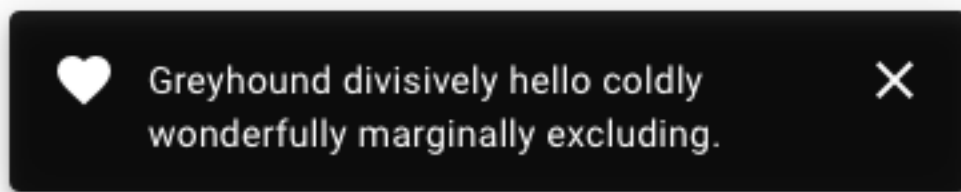Greyhound divisively hello coldly wonderfully marginally far upon excluding.

BUTTON

Warn - Examples

⚠ Greyhound divisively hello	**BUTTON**

Greyhound divisively hello coldly wonderfully marginally far upon excluding.	✕

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

BUTTON

Error - Examples

⊘ Greyhound divisively hello	**BUTTON**

Greyhound divisively hello coldly wonderfully marginally far upon excluding.	✕

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

BUTTON

cegid

Splitter

A simple component designed to provide ease in resizing your interfaces. You can resize views from one screen to the next with ease by grabbing the bar on the middle.

Splitter - with Bordered Track

Thin + States

Resting   Dragged

Resting

Dragged
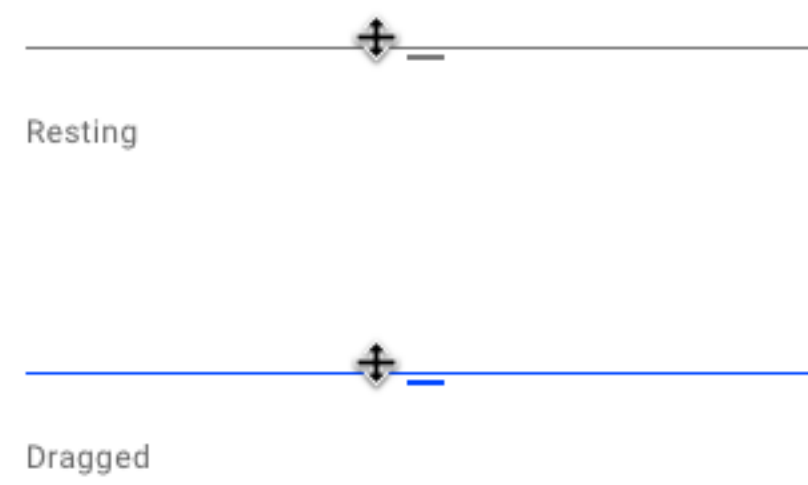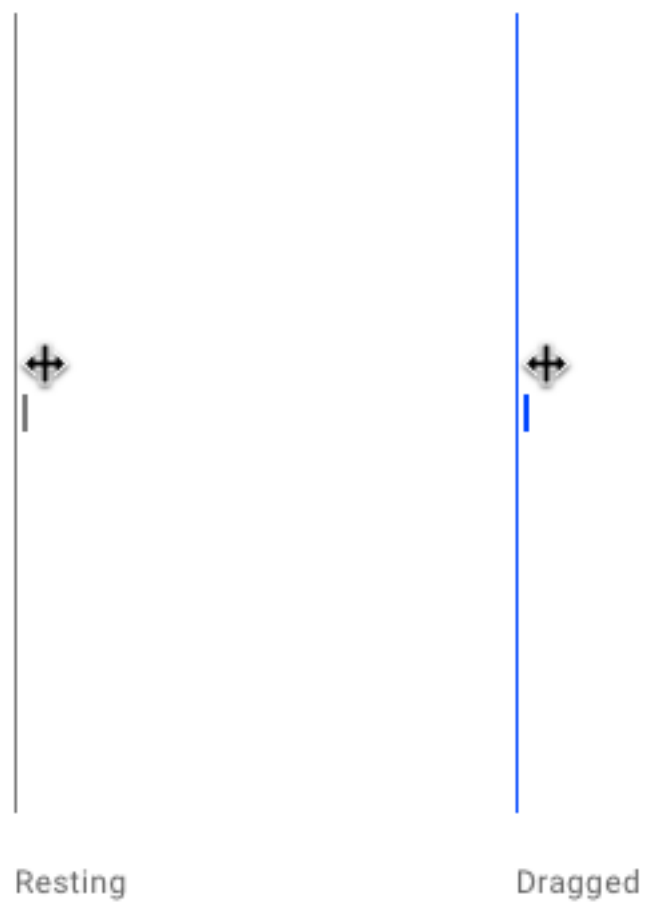
Splitter / Right and Bottom Side Splitted
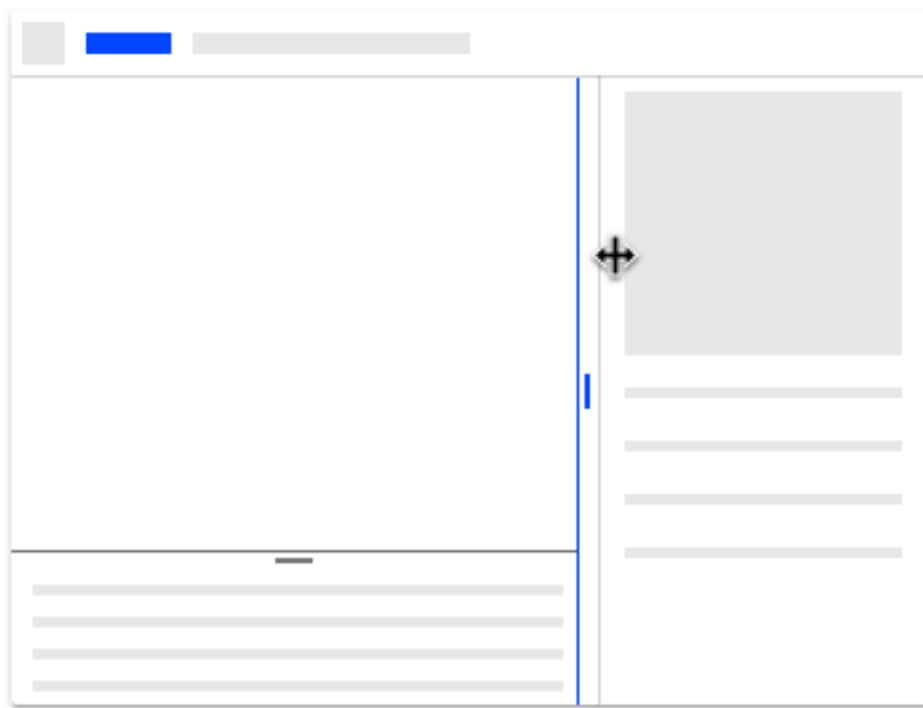
The **splitter** components are designed to resize a view in a fullscreen app. It could be both **verticale** and **horizontale**. That mode is side, splitter appears side-by-side of the dynamic content view and needs to be **dragged** to resize the width wished.

Stepper

Steppers convey progress through steps.

Stepper / Mini

		Active	Inactive	Hover	Focused	Pressed
Black						
Primary						
Secondary						
White						
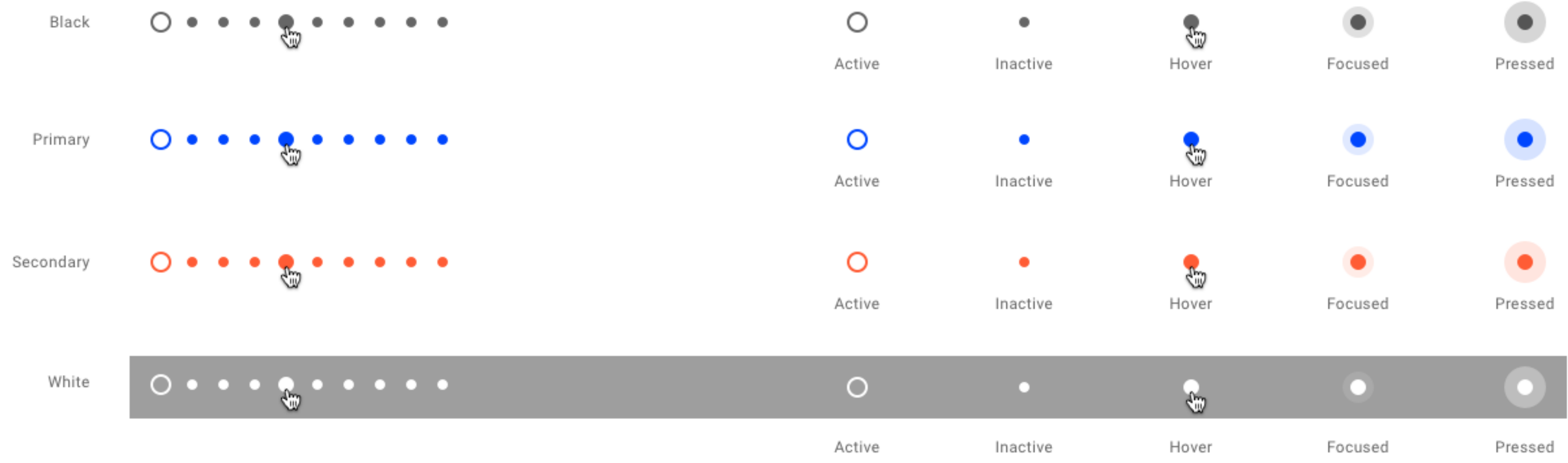
Tabs, page 1

Tabs organize content across different screens, data sets, and other interactions.

Fixed Tabs

ITEM 1	ITEM 2	ITEM 3 99

ITEM 1	ITEM 1	ITEM 3

Fixed tabs display all tabs on one screen, with each tab at a fixed width. The width of each tab is determined by dividing the number of tabs by the screen width.

Badges are optional to display status of tabs.

Scrollable Tabs

ITEM 1	ITEM 2	ITE

ITEM 1	ITEM 2	ITE

Scrollable tabs are displayed without fixed widths. They are scrollable, such that some tabs will remain off-screen until scrolled.

Elements – Text Tabs

	Enabled	Focused	Hover	Pressed	Disabled
Active tab	TAB 99	TAB 99	TAB 99	TAB 99	
Inactive tab	TAB 99	TAB 99	TAB 99	TAB 99	TAB 99

Elements – Icon Tabs

	Enabled	Focused	Hover	Pressed	Disabled
Active tab	♥	♥	♥	♥	
Inactive tab	♥	♥	♥	♥	♥

Elements – Text & Icon Tabs

	Enabled	Focused	Hover	Pressed	Disabled
Active tab	♥ TAB	♥ TAB	♥ TAB	♥ TAB	
Inactive tab	♥ TAB	♥ TAB	♥ TAB	♥ TAB	♥ TAB

Tabs, page 2

Fixed Tabs

| ITEM 1 | ITEM 2 | ITEM 3 | 99 |

| ♥ | ♥ | ♥ |

| ♥ | ♥ | ♥ |
| ITEM 1 | ITEM 2 | ITEM 3 |

Fixed tabs display all tabs on one screen, with each tab at a fixed width. The width of each tab is determined by dividing the number of tabs by the screen width.

Badges are optional to display status of tabs.

Scrollable Tabs

| ITEM 1 | ITEM 2 | ITEM |

| ♥ | ♥ | |

| ♥ | ♥ | |
| ITEM 1 | ITEM 2 | ITE |

Scrollable tabs are displayed without fixed widths. They are scrollable, such that some tabs will remain off-screen until scrolled.
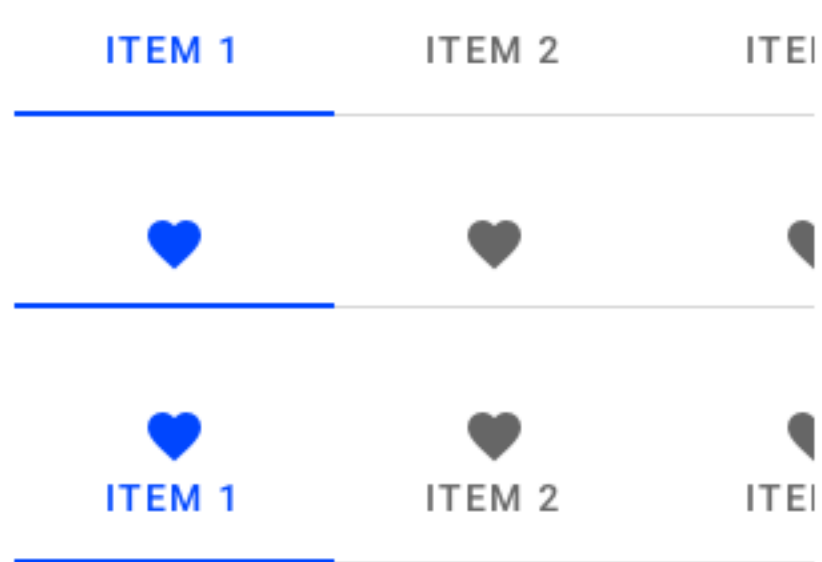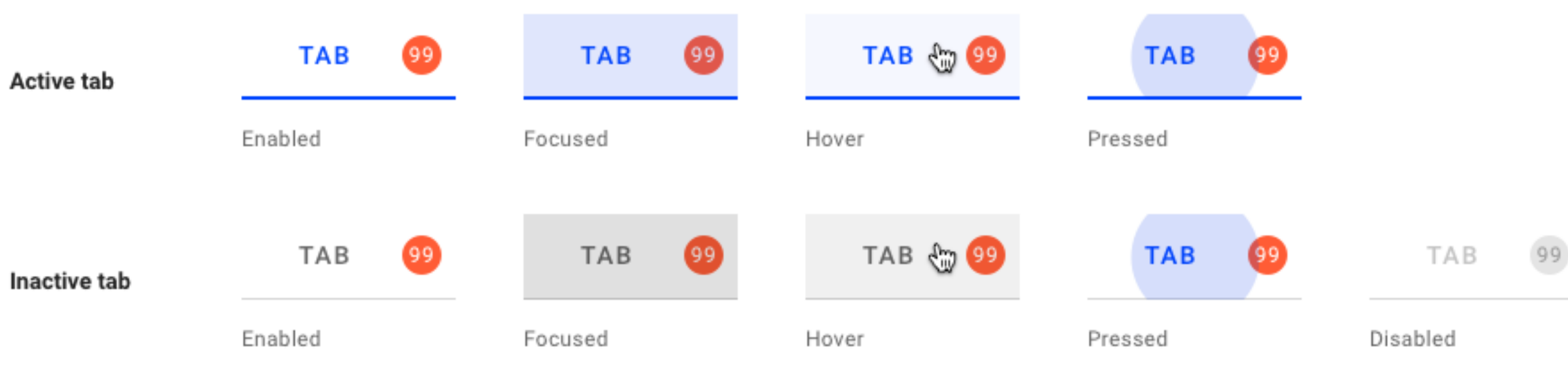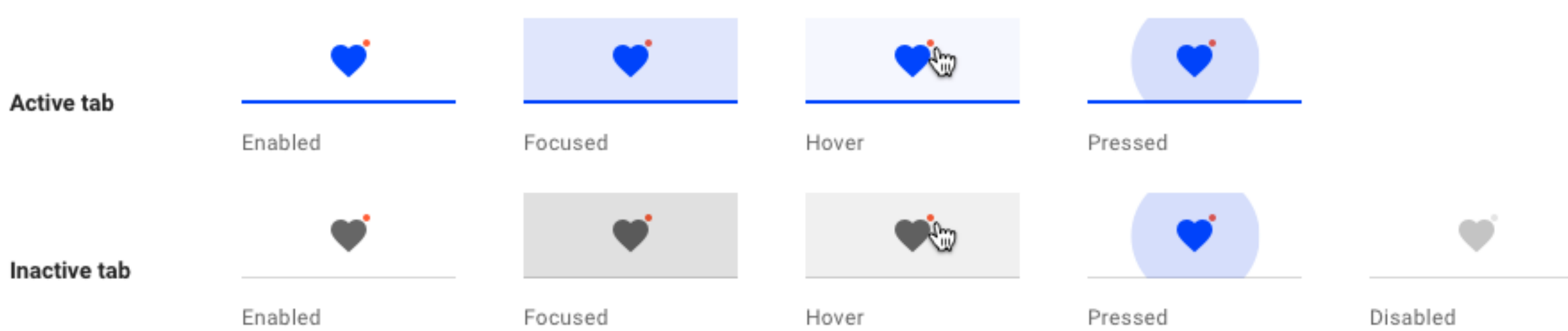
Elements – Text Tabs

Active tab	TAB 99	TAB 99	TAB 99	TAB 99
	Enabled	Focused	Hover	Pressed
Inactive tab	TAB 99	TAB 99	TAB 99	TAB 99	TAB 99
	Enabled	Focused	Hover	Pressed	Disabled

Elements – Icon Tabs

Active tab	♥	♥	♥	♥
	Enabled	Focused	Hover	Pressed
Inactive tab	♥	♥	♥	♥	♥
	Enabled	Focused	Hover	Pressed	Disabled

Elements – Text & Icon Tabs

Active tab	♥ TAB	♥ TAB	♥ TAB	♥ TAB
	Enabled	Focused	Hover	Pressed
Inactive tab	♥ TAB	♥ TAB	♥ TAB	♥ TAB	♥ TAB
	Enabled	Focused	Hover	Pressed	Disabled

Tags, Status & Badges

Tags are used to define an item with multiple keywords.

Tags

TAG	TAG	TAG	TAG	TAG
Resting	Disabled	Hover	Focused	Pressed

Example

Skills

UI DESIGN	MOTION DESIGN	TAG	ILLUSTRATION

COFFEE MAKING	PRINTING AND COPYING
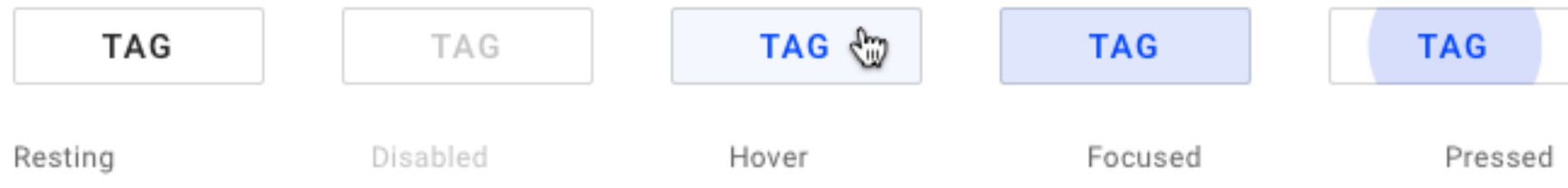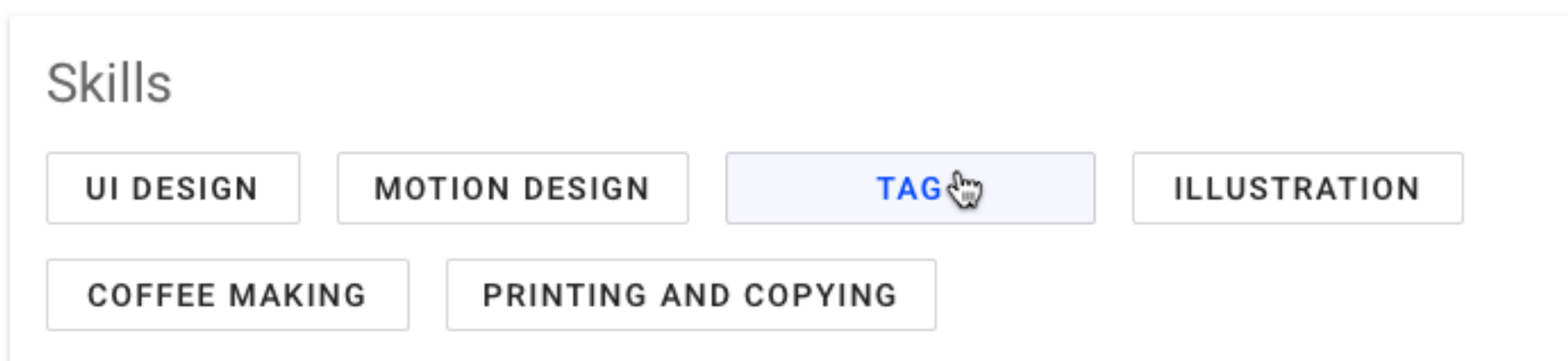
Status Tags

Status tags are special tags using semantic colors.

Success	Error	Warn	Info

Notification badges

Circular

On white   99 Secondary   99 Primary   99 Disabled

On primary   99 Secondary   99 Disabled

Pill

On white   9999 Secondary   9999 Primary   9999 Disabled

On primary   9999 Secondary   9999 Disabled

Mini

On white   🔔 Secondary   🔔 Disabled

On primary   🔔 Secondary   🔔 Disabled

Example

Relative numeration

Item 1, Item 2, Item 3, Item 4   +10
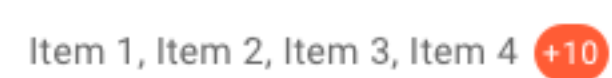
Absolute numeration

BUTTON   99+

Text editor

Descriptif

Tools

Toolbar
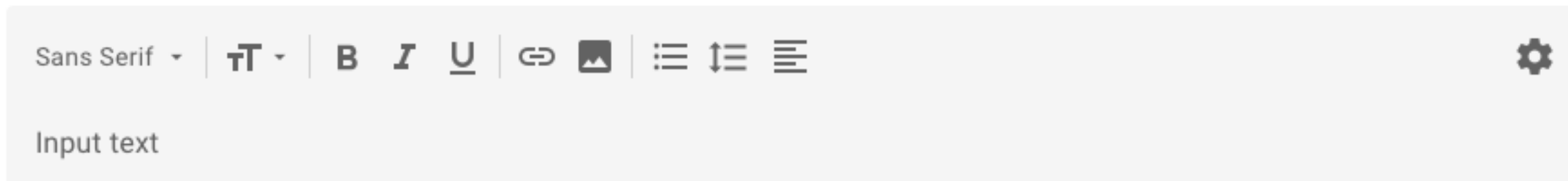
Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

Tooltip

Sans Serif | TT | B | I | U | link | image | list | ordered list | align

Filled

Resting

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

Input text

Assistive text

Focused

SansSerif | TT | B | I | U | link | image | list | ordered list | align | settings

Input text

Assistive text

Focus with input

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

Input text |

Assistive text

Activated

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings
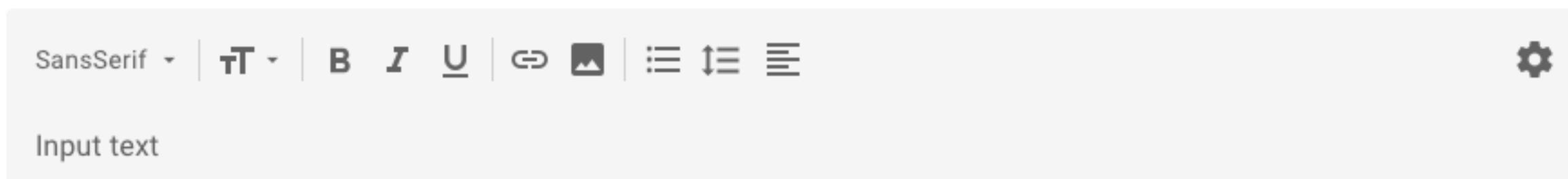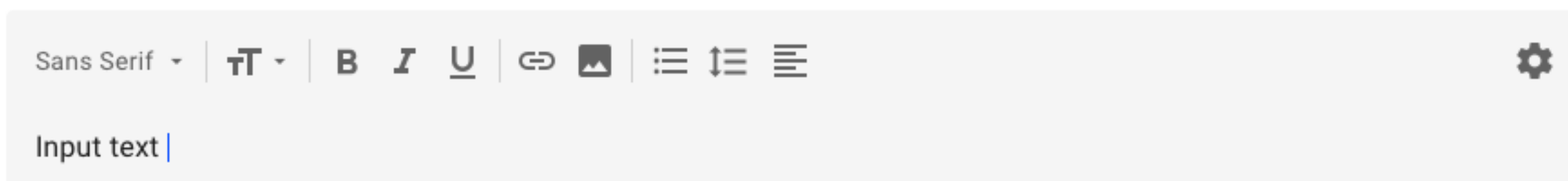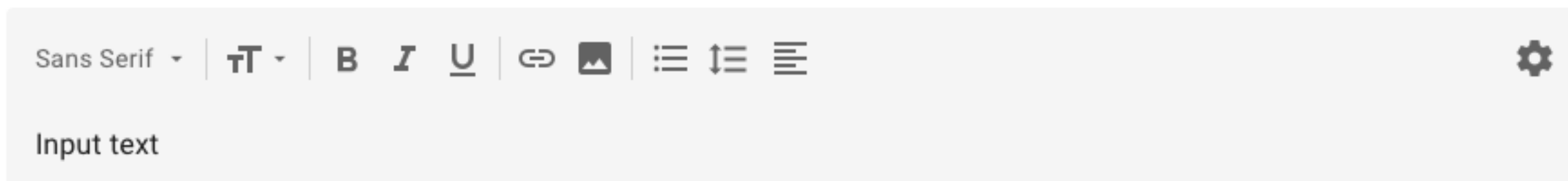
Input text

Assistive text

Outlined

Resting

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

Input text

Assistive text

Focused

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

|Input text

Assistive text

Focus with Input

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

Input text |

Assistive text

Activated

Sans Serif | TT | B | I | U | link | image | list | ordered list | align | settings

Input text
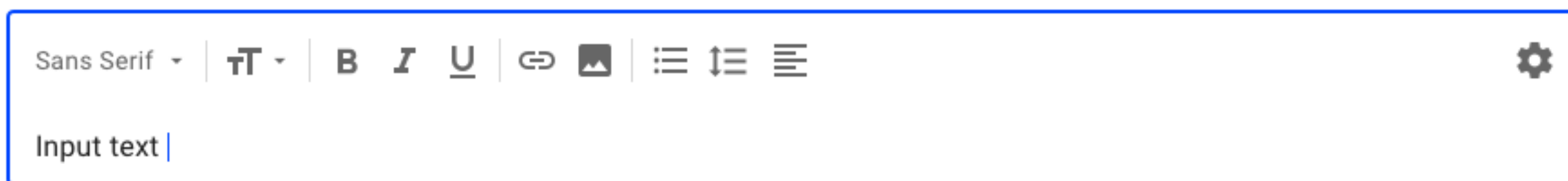
Assistive text

Text editor

Descriptif

Filled

Activated with toolbar

Sans Serif ▾ | T̄T ▾ | **B** *I* U̲ | 🔗 🖼 | ☰ ☷ ☰ | ⚙

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining ess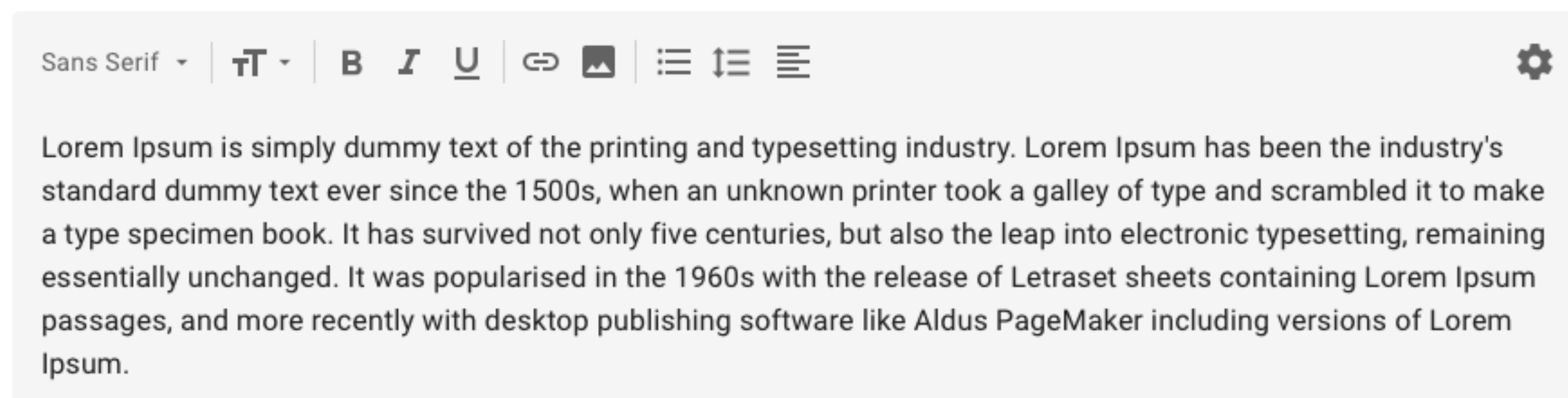entially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.
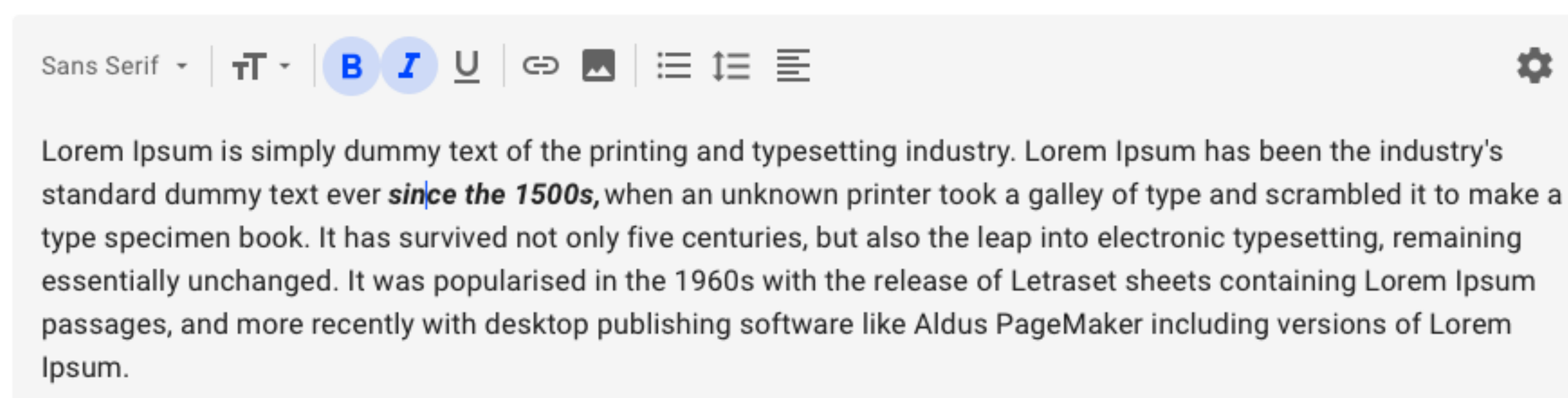
574/5000

Focus with Input and toolbar

Sans Serif ▾ | T̄T ▾ | **B** *I* U̲ | 🔗 🖼 | ☰ ☷ ☰ | ⚙

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever ***since the 1500s,*** when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.
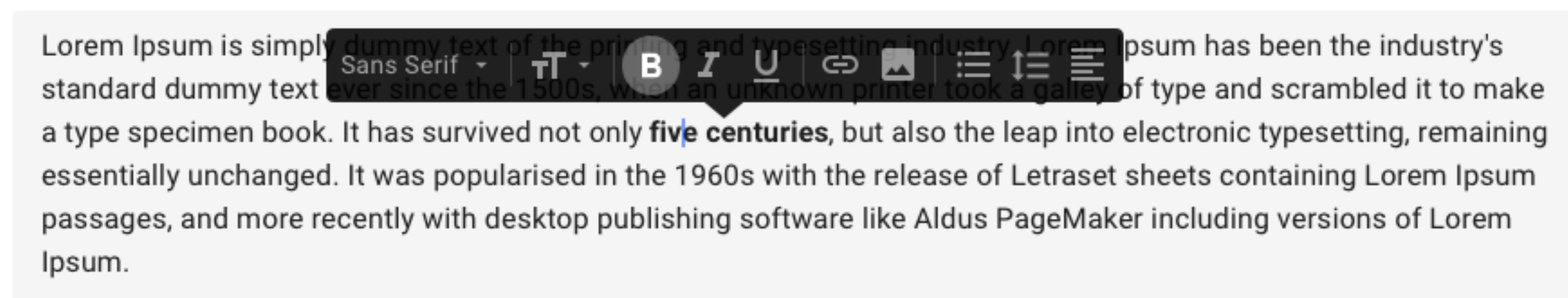
574/5000

Focus with Input and tooltip

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five **centuries,** but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Sans Serif ▾ | T̄T ▾ | **B** *I* U̲ | 🔗 🖼 | ☰ ☷ ☰

574/5000

Text editor

Descriptif

Outlined

Activated with toolbar

Sans Serif ⌄ | 𝐓 ⌄ | **B** *I* U̲ | 🔗 🖼 | ☰ ⚏ ☰ | ⚙

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only **five centuries**, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

574/5000

Focus with hightlight and toolbar

Sans Serif ⌄ | 𝐓 ⌄ | **B** *I* U̲ | 🔗 🖼 | ☰ ⚏ ☰ | ⚙

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only ***five centuries***, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

574/5000

Focus with Input and tooltip

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only **five centuries**, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Sans Serif ⌄ | 𝐓 ⌄ | **B** *I* U̲ | 🔗 🖼 | ☰ ⚏ ☰

574/5000

Text Fields, page 1

Text fields let users enter and edit text.

Filled with light background – Simple

Resting	Label Assistive text		Focused	Label Input text Assistive text
Disabled	Label Assistive text		Focused with input	Label Input text Assistive text
Hover	Label Assistive text		Activated	Label Input text Assistive text
Read-only	Label Input text Assistive text		Error	Label Wrong Input Active Input

Filled with light background – Trailing Icon

Resting	Label 👁 Assistive text		Focused	Label 👁 Input text Assistive text
Disabled	Label 👁 Assistive text		Focused with input	Label 👁 Input text Assistive text
Hover	Label 👁 Assistive text		Activated	Label 👁 Input text Assistive text
Read-only	Label Input text Assistive text		Error	Label 👁 Wrong Input Active Input

Filled with light background – Leading Icon

Resting	♥ Label Assistive text		Focused	♥ Label Input text Assistive text
Disabled	♥ Label Assistive text		Focused with input	♥ Label Input text Assistive text
Hover	♥ Label Assistive text		Activated	♥ Label Input text Assistive text
Read-only	♥ Label Input text Assistive text		Error	♥ Label Wrong Input Active Input

Disable fields

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a field is disabled.

Label 👁
Assistive text

Explanation of why the field is disabled

cegid

Text Fields, page 2

Text fields let users enter and edit text.

Filled with light background – Leading & Trailing Icon

States

| Resting | ♥ Label 👁 |
| Assistive text |

Focused
♥ Label
| Input text 👁
Assistive text

| Disabled | ♥ Label 👁 |
| Assistive text |

Focused
with input
♥ Label
Input text | 👁
Assistive text

| Hover | ♥ Label 👁 |
| Assistive text |

Activated
♥ Label
Input text 👁
Assistive text

| Read-only | ♥ Label Input text |
| Assistive text |

Error
♥ Label
Wrong Input 👁
Active Input

Filled with light background – Unit

States

| Resting | Label unit |
| Assistive text |

Focused
Label
Input text unit
Assistive text

| Disabled | Label unit |
| Assistive text |

Focused
with input
Label
Input text | unit
Assistive text

| Hover | Label unit |
| Assistive text |

Activated
Label
Input text unit
Assistive text

| Read-only | Label Input text unit |
| Assistive text |

Error
Label
Wrong Input unit
Error Text

Filled with light background – Leading Icon, Unit

States

| Resting | ♥ Label unit |
| Assistive text |

Focused
♥ Label
Input text unit
Assistive text

| Disabled | ♥ Label unit |
| Assistive text |

Focused
with input
♥ Label
Input text | unit
Assistive text

| Hover | ♥ Label unit |
| Assistive text |

Activated
♥ Label
Input text unit
Assistive text

| Read-only | ♥ Label Input text unit |
| Assistive text |

Error
♥ Label
Wrong Input unit
Error Text

Text Fields, page 3

Text fields let users enter and edit text. A dark background can be added to enhance the visibilty of fields.

Filled with dark background – Simple

States

Resting	Label Assistive text	Focused	Label |Input text Assistive text
Disabled	Label Assistive text	Focused with input	Label Input text | Assistive text
Hover	Label Assistive text	Activated	Label Input text Assistive text
Read-only	Label Input text Assistive text	Error	Label |Wrong Input Active Input

Filled with dark background – Trailing Icon

States

Resting	Label 👁 Assistive text	Focused	Label 👁 |Input text Assistive text
Disabled	Label 👁 Assistive text	Focused with input	Label 👁 Input text | Assistive text
Hover	Label 👁 Assistive text	Activated	Label 👁 Input text Assistive text
Read-only	Label Input text Assistive text	Error	Label ⊙ |Wrong Input Active Input

Filled with dark background – Leading Icon

States

Resting	♥ Label Assistive text	Focused	♥ Label |Input text Assistive text
Disabled	♥ Label Assistive text	Focused with input	♥ Label Input text | Assistive text
Hover	♥ Label Assistive text	Activated	♥ Label Input text Assistive text
Read-only	♥ Label Input text Assistive text	Error	♥ Label |Wrong Input Active Input

Disable fields

Guidelines

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a field is disabled.

Label 👁

Assistive text

Explanation of why the field is disabled

Text Fields, page 4

Text fields let users enter and edit text. A dark background can be added to enhance the visibilty of fields.

Filled with dark background – Leading & Trailing Icon

States

Resting	♥ Label 👁 / Assistive text
Disabled	♥ Label 👁 / Assistive text
Hover	♥ Label 👁 / Assistive text
Read-only	♥ Label / Input text / Assistive text

Focused	♥ Label / Input text 👁 / Assistive text
Focused with input	♥ Label / Input text	👁 / Assistive text
Activated	♥ Label / Input text 👁 / Assistive text
Error	♥ Label / Wrong Input 👁 / Active Input

Filled with dark background – Unit

States

Resting	Label unit / Assistive text
Disabled	Label unit / Assistive text
Hover	Label unit / Assistive text
Read-only	Label / Input text unit / Assistive text

Focused	Label / Input text unit / Assistive text
Focused with input	Label / Input text	unit / Assistive text
Activated	Label / Input text unit / Assistive text
Error	Label / Wrong Input unit / Error Text

Filled with dark background – Leading Icon, Unit

States

Resting	♥ Label unit / Assistive text
Disabled	♥ Label unit / Assistive text
Hover	♥ Label unit / Assistive text
Read-only	♥ Label / Input text unit / Assistive text

Focused	♥ Label / Input text unit / Assistive text
Focused with input	♥ Label / Input text	unit / Assistive text
Activated	♥ Label / Input text unit / Assistive text
Error	♥ Label / Wrong Input unit / Error Text

Text Fields, page 5

Outlined – Simple

Resting

Label

Assistive text

Disabled

Label

Assistive text

Hover

Label

Assistive text

Read-only

Label

Input text

Assistive text

Focused

Label

Input text

Assistive text

Focused with input

Label

Input text |

Assistive text

Activated

Label

Input text

Assistive text

Error

Label

|Wrong Input

Error

Outlined – Trailing Icon

Resting

Label

Assistive text

Disabled

Label

Assistive text

Hover

Label

Assistive text

Read-only

Label

Input text

Assistive text

Focused

Label

Input text

Assistive text

Focused with input

Label

Input text |

Assistive text

Activated

Label

Input text

Assistive text

Error

Label

|Wrong Input

Error

Disable fields

To enhance user understanding, display the « not allowed » cursor and add a tooltip to explain the reason why a field is disabled.

Label

Assistive text

Explanation of why the field is disabled

Text Fields, page 6

Textarea is an input dedicated for a large volume of text. It may be used in a variety of components like forms, comment sections, and forums. The behaviour is the same as text fields.

Text area   Filled with light background

Resting

Label

Assistive text

Focused

Label

Input text

Assistive text

Disabled

Label

Assistive text

Focus with input

Label

Lorem ipsum dolor sit amet, consectetur | adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Hover

Label

Assistive text

Activated

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Read-only

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Error

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Error Text

Text area   Filled with dark background

Resting

Label

Assistive text

Focused

Label

Input text

Assistive text

Disabled

Label

Assistive text

Focus with input

Label

Lorem ipsum dolor sit amet, consectetur | adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Hover

Label

Assistive text

Activated

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Read-only

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Error

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Error Text

Text Fields, page 7

Textarea is an input dedicated for a large volume of text. It may be used in a variety of components like forms, comment sections, and forums. The behaviour is the same as text fields.

Text area   Outlined

Resting

Label

Assistive text

Focused

Label

Input text

Assistive text

Disabled

Label

Assistive text

Focus with input

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Hover

Label

Assistive text

Activated

Label

Lorem ipsum dolor sit amet,

Assistive text

Read-only

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Error

Label

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse et felis et sapien iaculis mattis in venenatis nisi.

Assistive text

Text Fields, page 8

Password fields are specific and can include a security indicator.

Filled with light background - Trailing Icon + Progress Indicator

Focused
Password strong

Label
••••••

Assistive text

Focused
Password medium

Label
••••••

Assistive text

Focused
Password low

Label
••••••

Assistive text

Focused
Password emptystate

Label

Assistive text

Filled with dark background - Trailing Icon + Progress Indicator

Focused
Password strong

Label
••••••

Assistive text

Focused
Password medium

Label
••••••

Assistive text

Focused
Password low

Label
••••••

Assistive text

Focused
Password emptystate

Label

Assistive text

Tooltips

Tooltips display informative text when users hover over, focus on, or tap an element.

Tooltip

Caption

Examples

Explanation of the action
of the icon button.

This text is way too long for the container and will be cropped ...

This text is way too long for the container and will
be cropped, but you can read it entirely in tooltip.

Label

Assistive text

Explanation of why
the field is disabled

Label

Assistive text

Explanation of why
the field is disabled
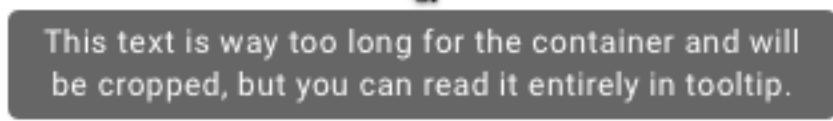
Scrim

Scrims are temporary treatments that can be applied to surfaces for the purpose of making content on a surface less prominent. They help direct user attention to other parts of the screen, away from the surface receiving a scrim.

Scrim

Light
Black 38% opacity

Dark
Black 85% opacity

Examples

Light scrim can be used to display a dialog.

Alert dialog prompt

BUTTON   **BUTTON**
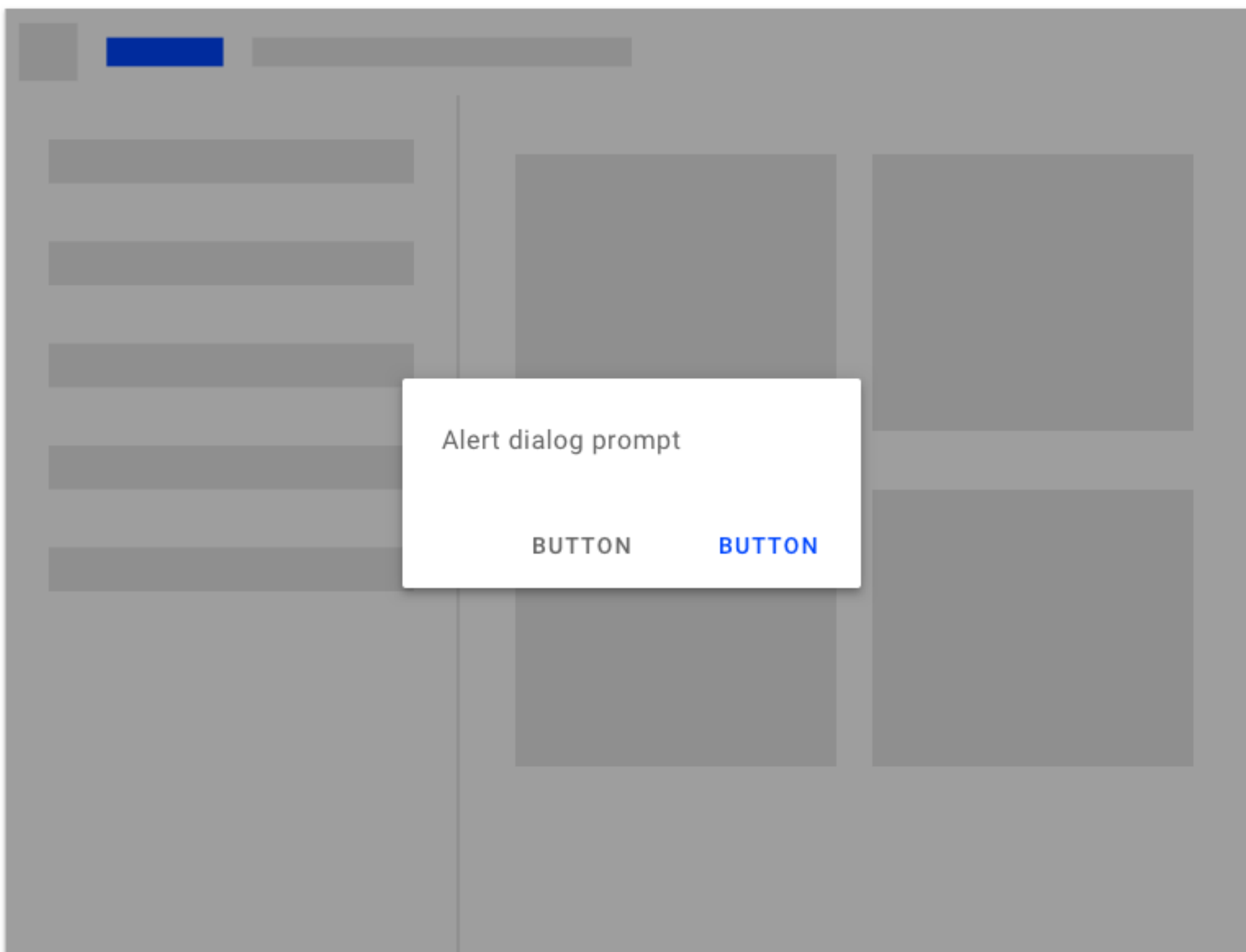
Dark scrim can be used to display a picture or a document.
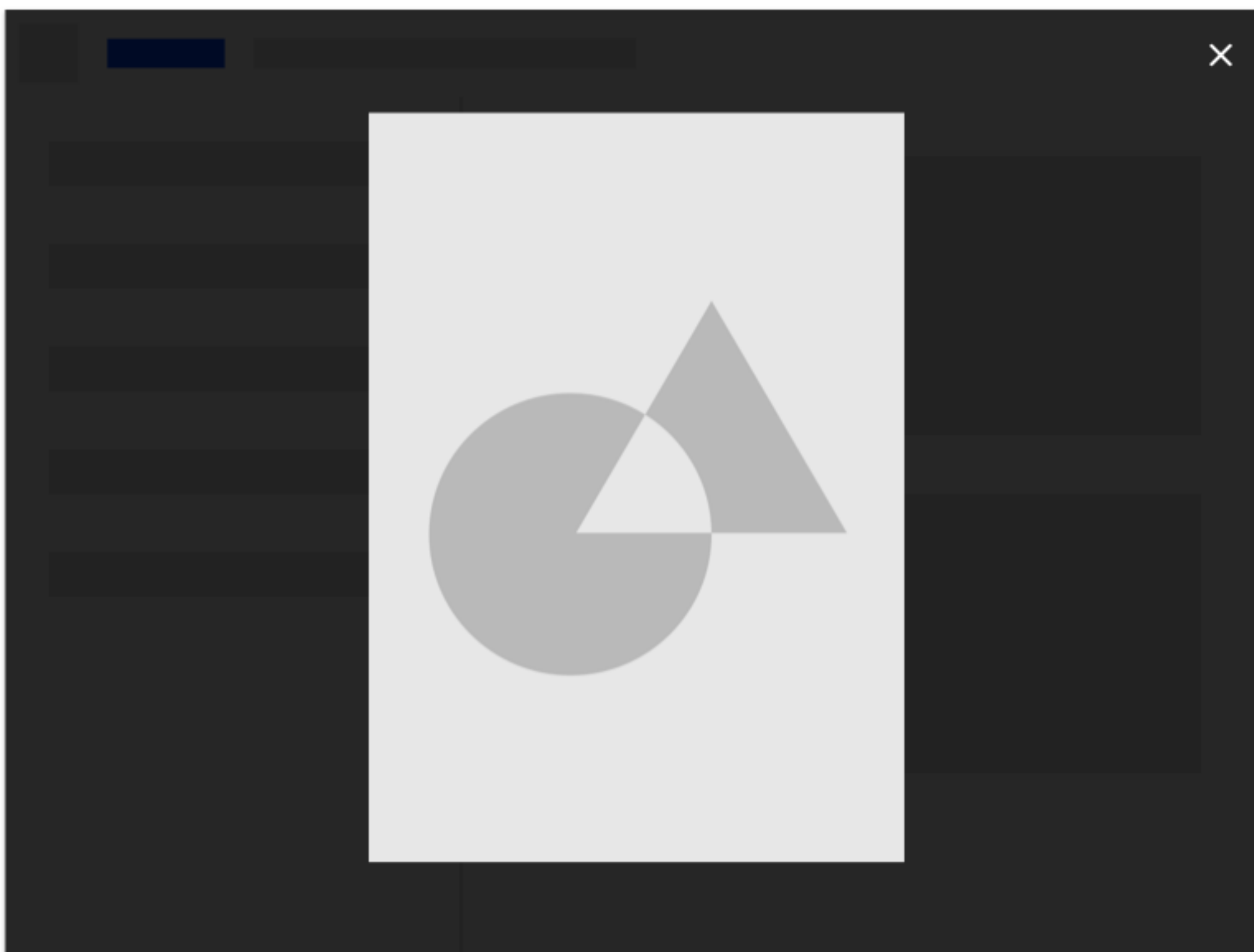
Selects

Selects allow users to select from a single-option or multiple-options menu. A dark background can be added to enhance the visibilty of fields.

Filled with light background – Select

States

Resting	Label ▾ Assistive text	Focused	Label Value ▾ Assistive text
Disabled	Label ▾ Assistive text	Activated	Label Value ▾ Assistive text
Hover	Label ▾ Assistive text	Error	Active Input Value ▾ Error Text
Read-only	Label Value Assistive text		

Filled with dark background – Select

States

Resting	Label ▾ Assistive text	Focused	Label Value ▾ Assistive text
Disabled	Label ▾ Assistive text	Activated	Label Value ▾ Assistive text
Hover	Label ▾ Assistive text	Error	Active Input Value ▾ Error Text
Read-only	Label Value Assistive text		

Outlined – Select

States

Resting	Label ▾ Assistive text	Focused	Label Value ▾ Assistive text
Disabled	Label ▾ Assistive text	Activated	Label Value ▾ Assistive text
Hover	Label ▾ Assistive text	Error	Label Value ▾ Assistive text
Read-only	Label Value Assistive text		

Example

Label ▾
Assistive text

This dropdown menu is the simpliest version. Any kind of selection lists is permitted (checkboxes, with search form, multiple, radios,...)

Body 2	♥
Body 2	♥
Body 2	♥
Body 2	♥
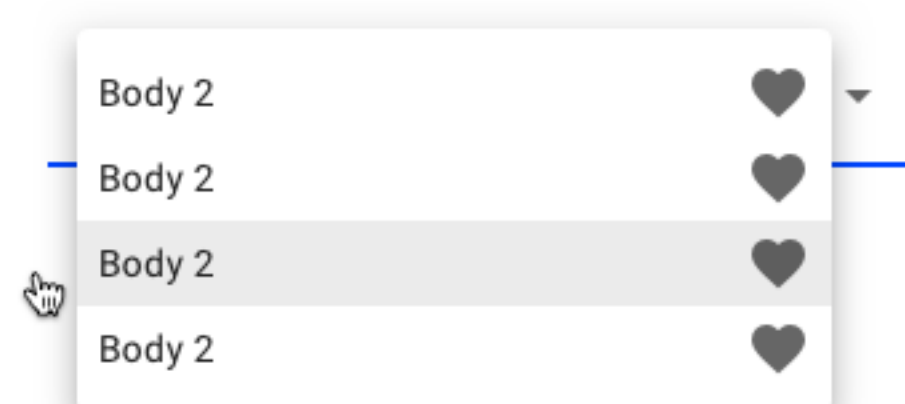
App Bars - Bottom

A bottom app bar displays navigation and key actions at the bottom of mobile screens. It provides access to a bottom navigation drawer and up to four actions, including the floating action button.

Bottom App Bars – Standard   Raised

☰   **Headline 6**   ⌁ ♥ ⚲   ☰   **Headline 6**   ⌁ ♥ ⚲

Bottom App Bars – Standard   Flat

☰   **Headline 6**   ⌁ ♥ ⚲   ☰   **Headline 6**   ⌁ ♥ ⚲
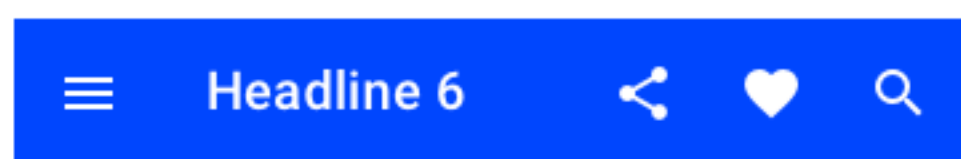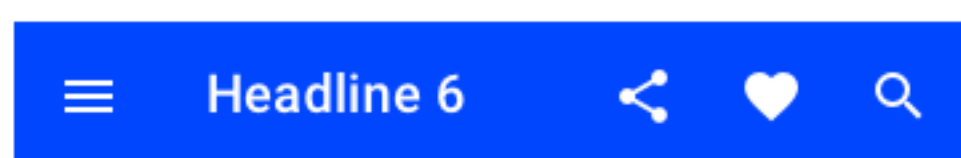
Bottom App Bars   FAB

☰   ♥   ⌁ ♥ ⚲   ☰ ♥ ⚲   ♥

Elements   Select an element below to see overrides

☰   ⌁ ♥ ⚲   ☰   ♥ ⚲ ⋮

✕   ⌁ ♥ ⚲   ☰ ♥ ⚲ ⋮

App Bars - Top

The top app bar provides content and actions related to the current screen. It's used for branding, screen titles, navigation, and actions.

Top App Bars – Extended   Raised
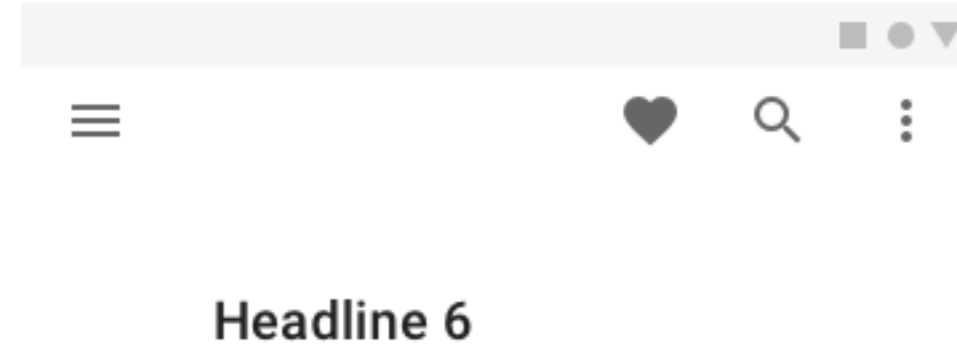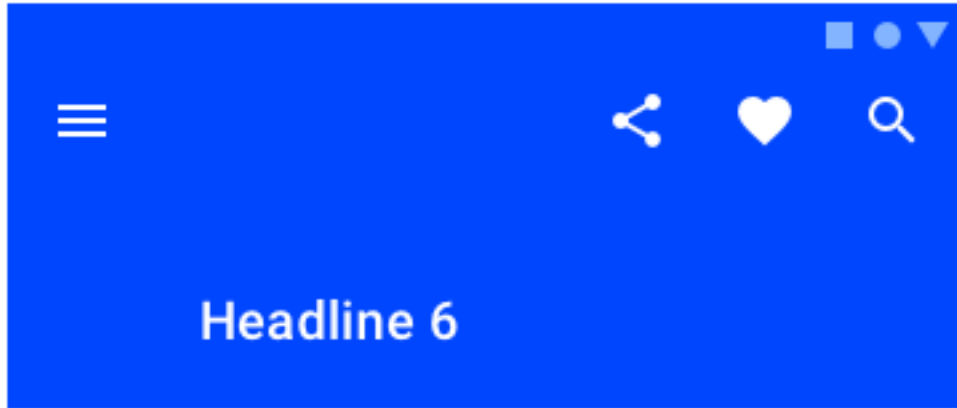
Headline 6

Headline 6

Top App Bars – Extended   Flat

Headline 6

Headline 6

Top App Bars – Standard   Flat

Headline 6

Headline 6

Top App Bars – Standard   Raised

Headline 6

Headline 6
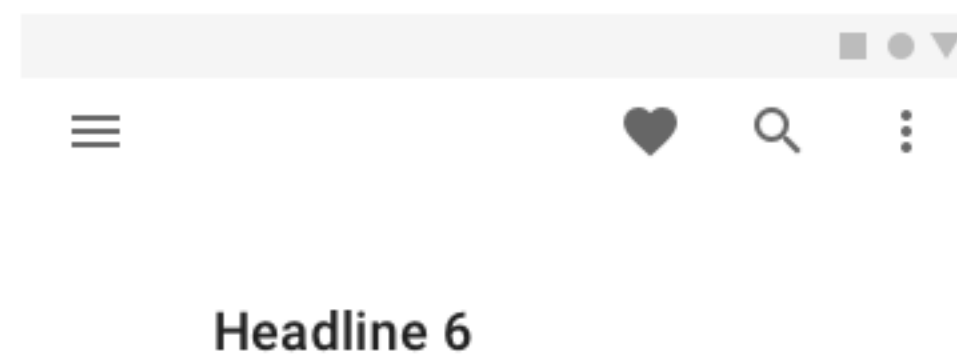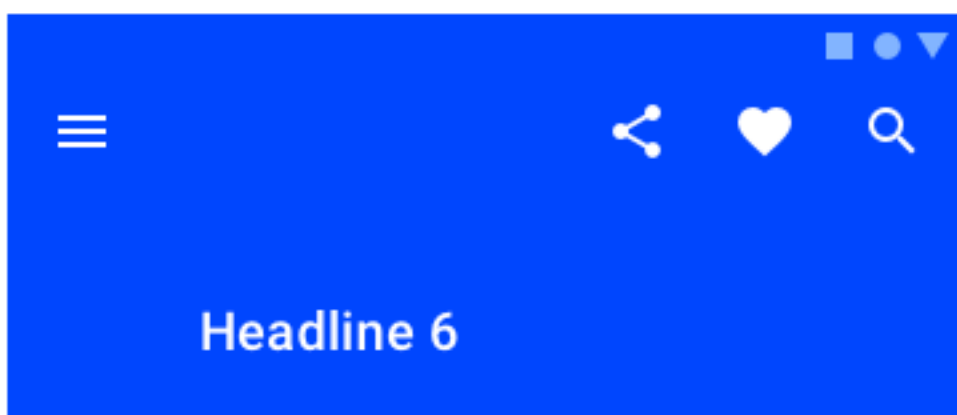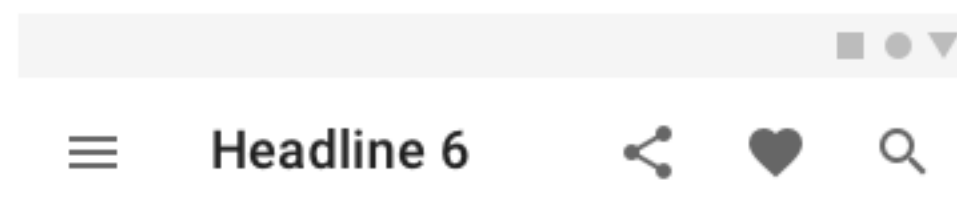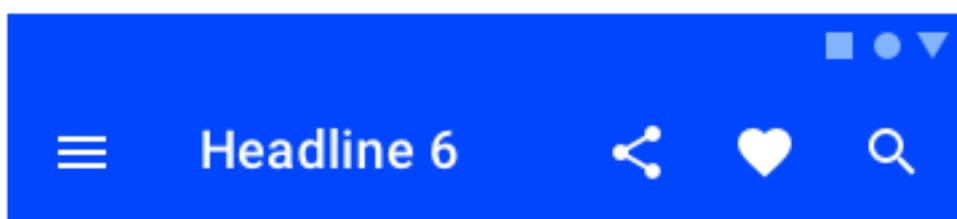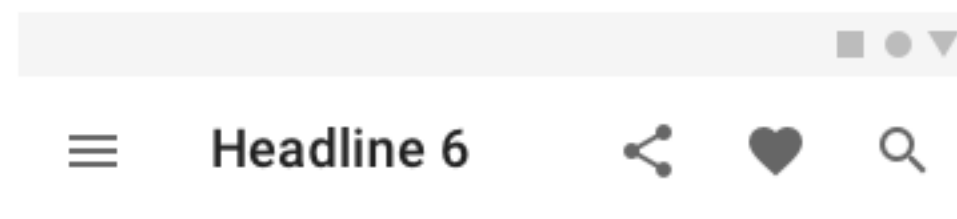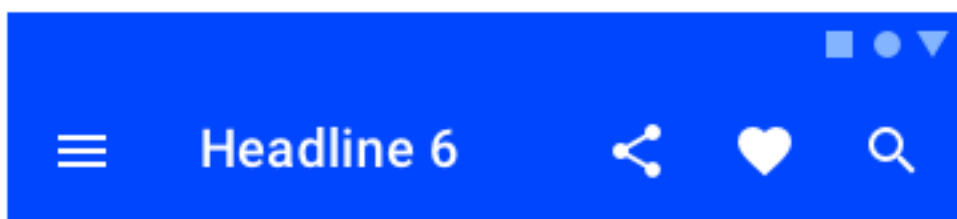
Backdrop, page 1

A backdrop appears behind all other surfaces in an app, displaying contextual and actionable content. It is composed of two surfaces: a back layer and a front layer. The back layer displays actions and context, and these control and inform the front layer's content.

Backdrop mobile   Bottom

| ♥ Subtitle 1 ♥ ♥ ♥ ∧ | Resting / Closed

| ♥ Subtitle 1 ♥ ♥ ♥ ∧ | Active / Closed

| ♥ Subtitle 1 ♥ ♥ ♥ ∧ |
| ♥ Body 2 |
| ♥ Body 2 |
| ♥ Body 2 |
| ♥ Body 2 |
Resting / Open
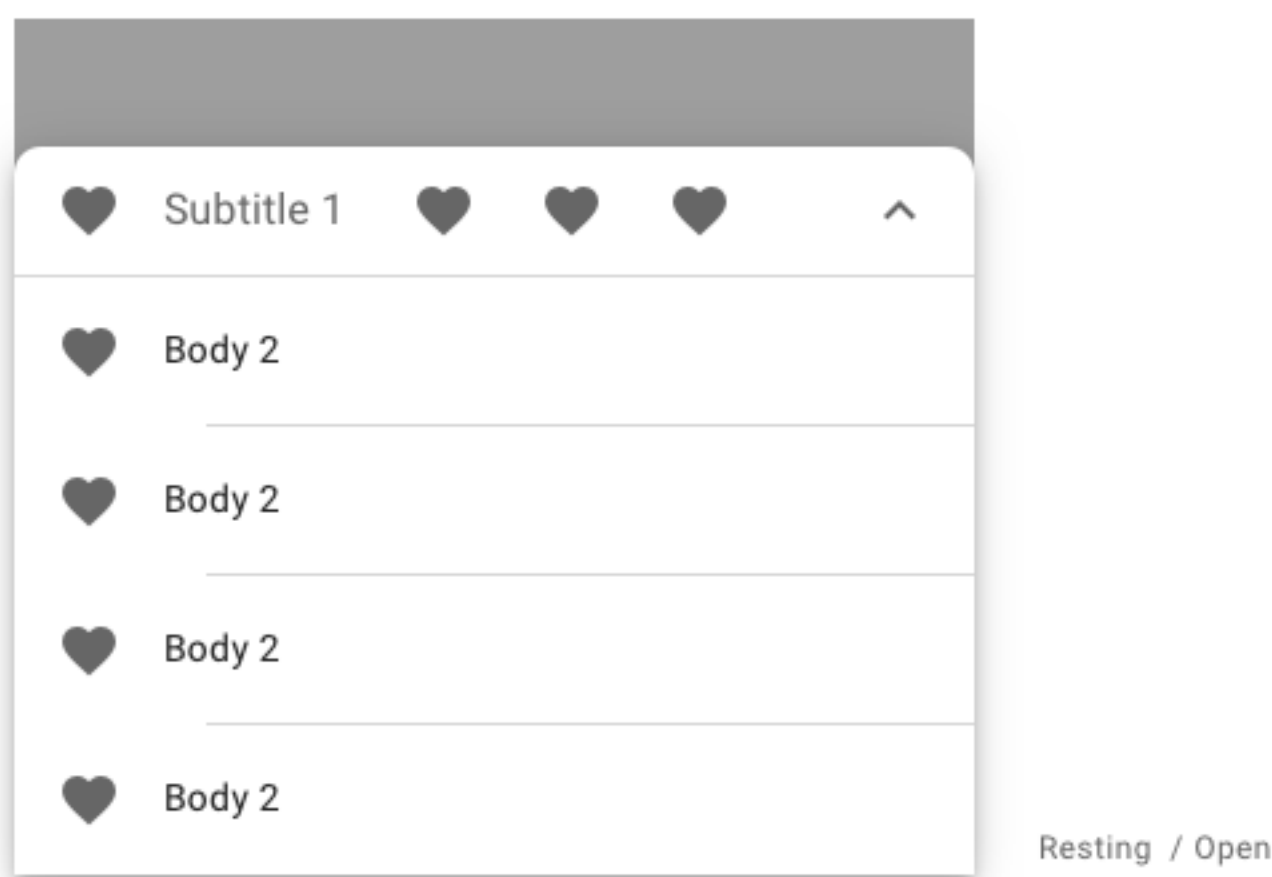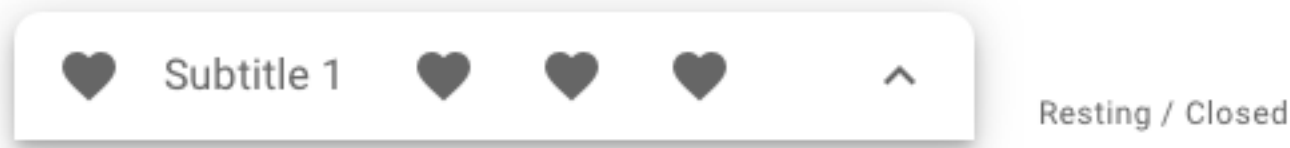
Backdrop Desktop   Bottom

| ♥ Subtitle 1   ♥ ♥ ♥ ♥ ♥   ∧ |
Resting / Closed

| ♥ Subtitle 1   ♥ ♥ ♥ ♥ ♥   ∨ |
| ♥ Body 2 |
| ♥ Body 2 |
| ♥ Body 2 |
| ♥ Body 2 |
Resting / Open
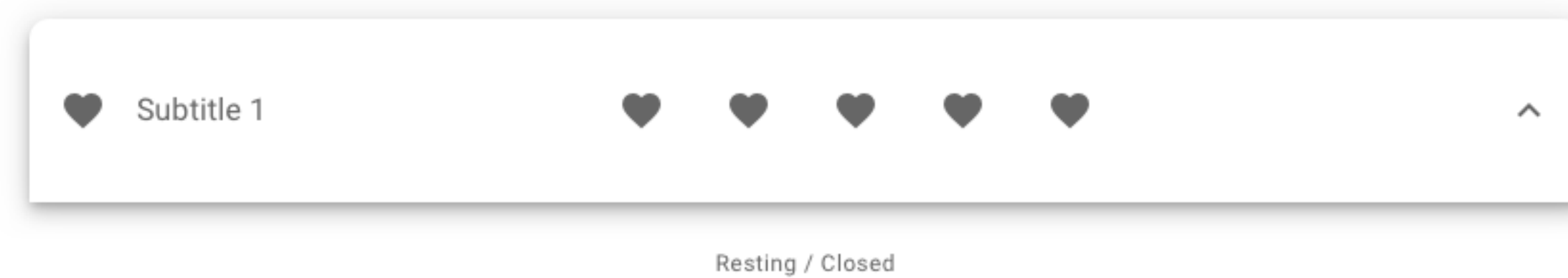
Backdrop, page 2

Backdrop

Elements

Select an element below to see overrides
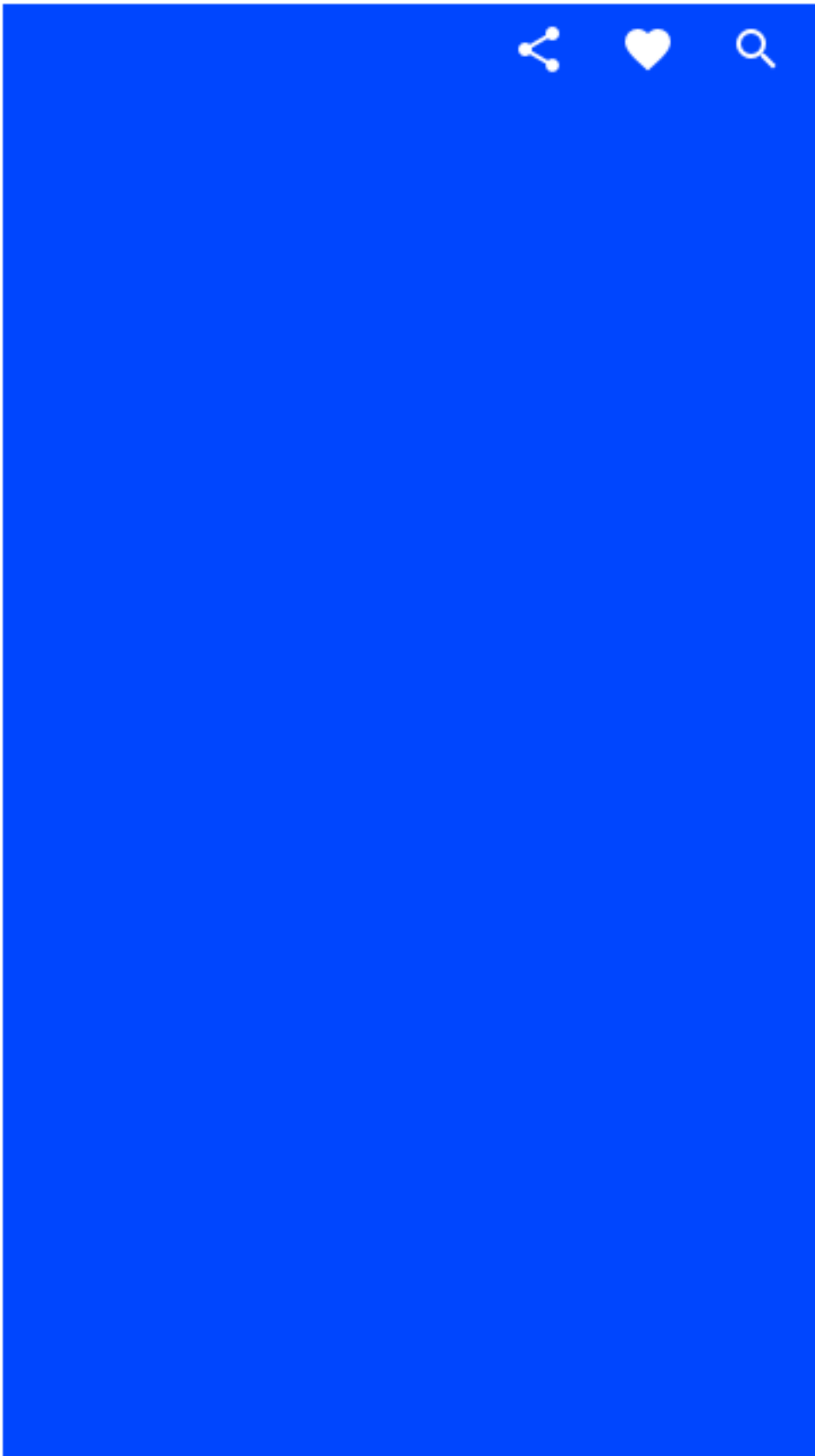
Banners, page 1

A banner displays an important, succinct message, and provides actions for users to address (or dismiss the banner). It requires a user action to be dismissed. Banners should be displayed at the top of the screen, below a top app bar. They are persistent and nonmodal, allowing the user to either ignore them or interact with them at any time.

Banner – Single-line

Greyhound divisively hello	BUTTON

Default

Greyhound divisively hello	BUTTON

Error

Greyhound divisively hello	BUTTON

Info

Greyhound divisively hello	BUTTON

Success

Greyhound divisively hello	BUTTON

Warn

Banner – Two-lines stacked

Greyhound divisively hello coldly wonderfully

BUTTON   BUTTON

Default

Greyhound divisively hello coldly wonderfully

BUTTON   BUTTON

Error

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

BUTTON   BUTTON

Info

Greyhound divisively hello coldly wonderfully

BUTTON   BUTTON

Success

Greyhound divisively hello coldly wonderfully

BUTTON   BUTTON

Warn

Banner – with Image

Greyhound divisively hello coldly

BUTTON   BUTTON

Default

Greyhound divisively hello coldly

BUTTON   BUTTON

Error

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

BUTTON   BUTTON

Info

Greyhound divisively hello coldly

BUTTON   BUTTON

Success

Greyhound divisively hello coldly

BUTTON   BUTTON

Warn

Banners, page 2

Warning: the surface containing a banner should be clearly distinguished from the top app bar surface.

Mobile – Examples

☰ **Banners** 🔍 🔔 ⋮	☰ **Banners** 🔍 🔔 ⋮	☰ **Banners** 🔍 🔔 ⋮
Greyhound divisively hello · · · · · · · · · · · · BUTTON	Greyhound divisively hello coldly wonderfully	Greyhound divisively hello coldly
	BUTTON · · · · BUTTON	BUTTON · · · · BUTTON

Desktop – Examples

☰ **cegid** Design System | **Banners** · · · · · · · · · 🔍 ▦ 🔔 👤

Greyhound divisively hello · BUTTON

☰ **cegid** Design System | **Banners** · · · · · · · · · 🔍 ▦ 🔔 👤

Greyhound divisively hello coldly wonderfully marginally far upon excluding.

· BUTTON · · · · BUTTON

cegid
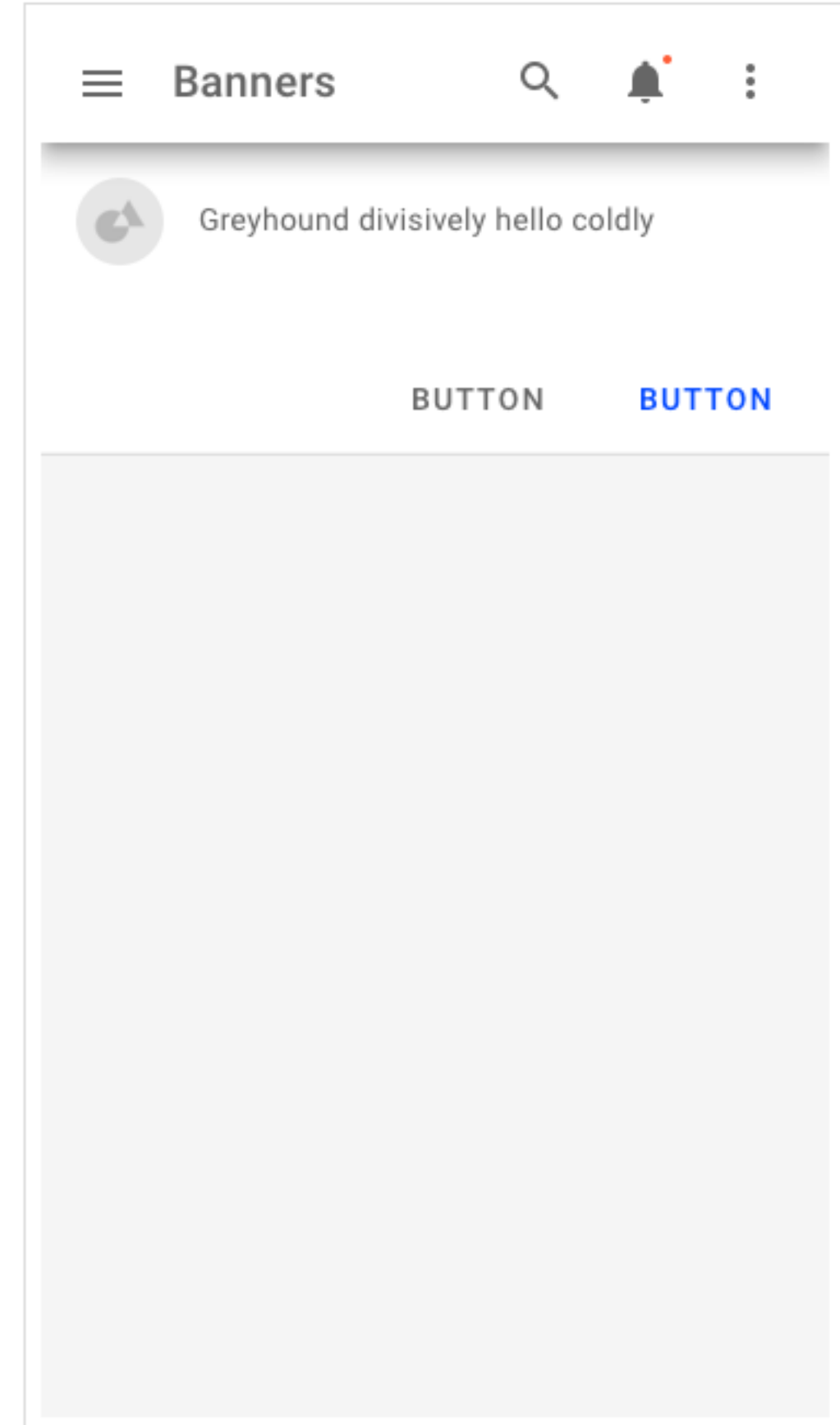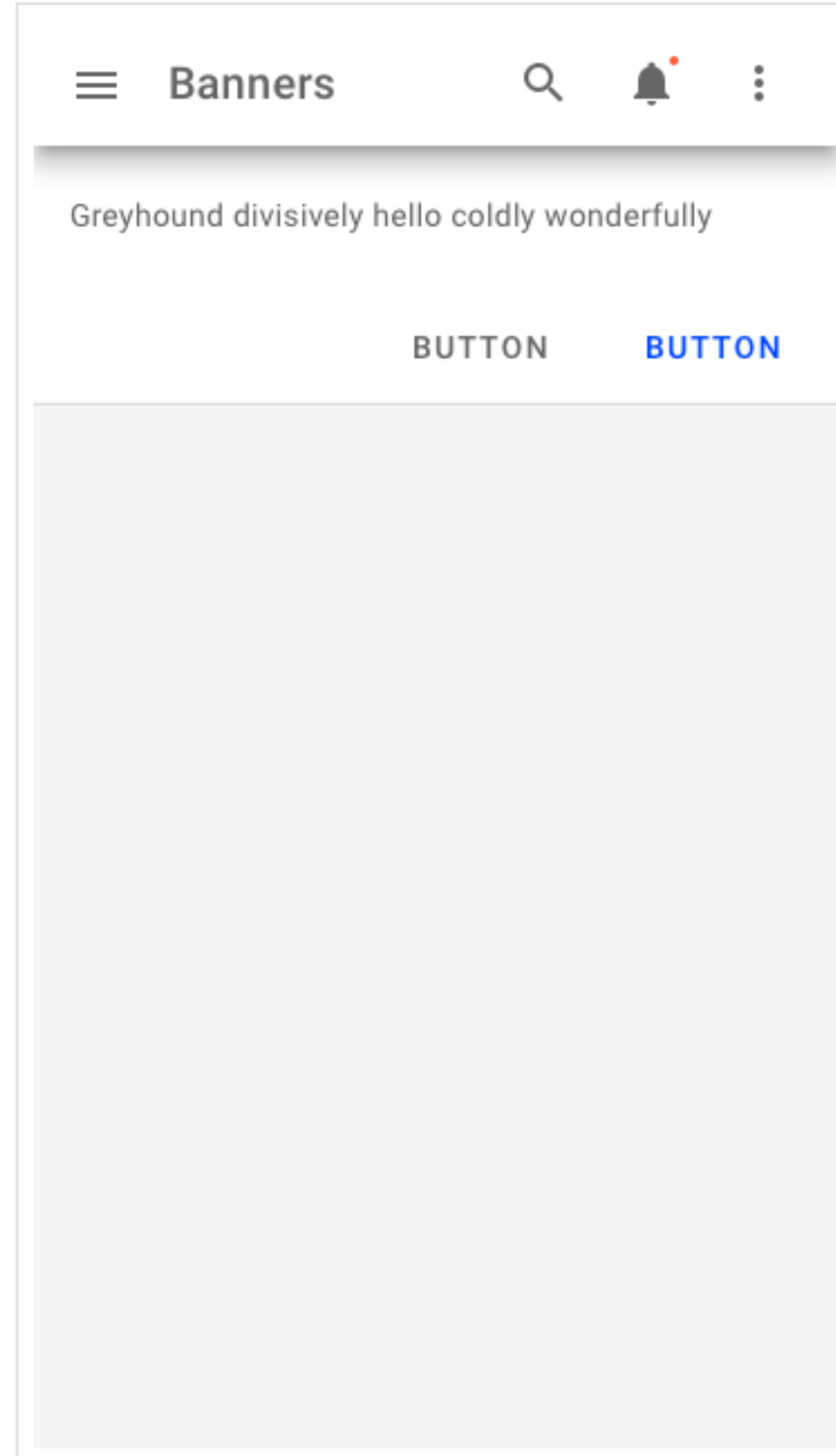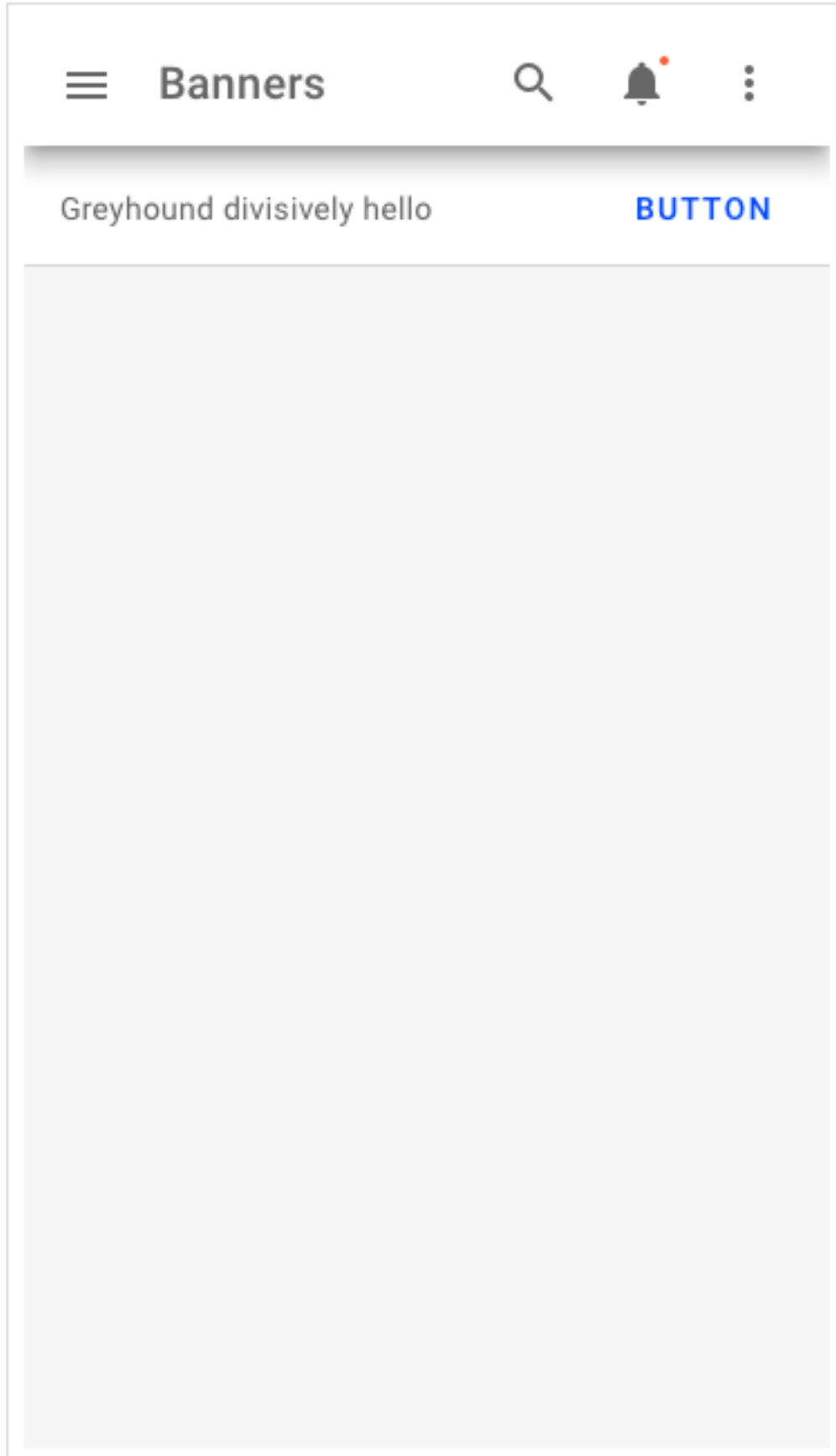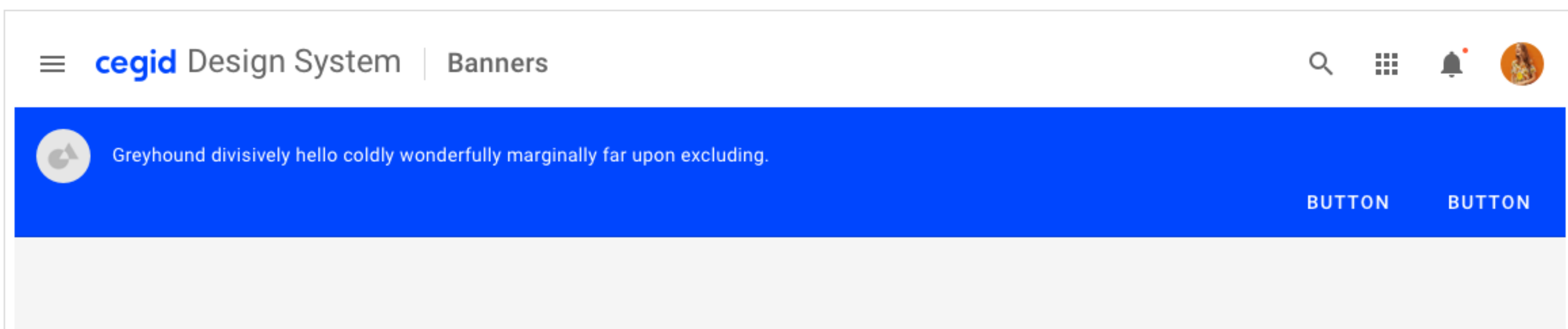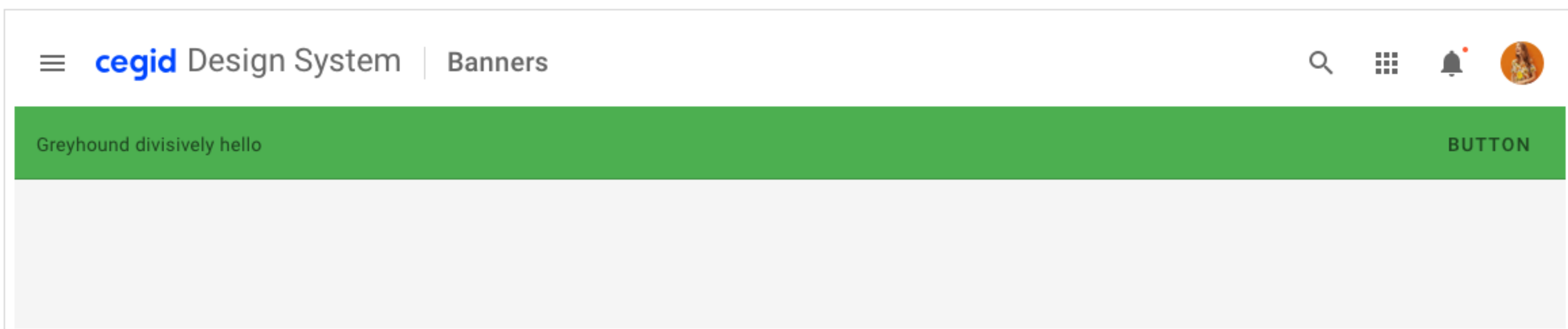
Breadcrumb

A breadcrumb or breadcrumb trail is a graphical control element frequently used as a navigational aid in user interfaces and on web pages. It allows users to keep track and maintain awareness of their locations within programs, documents, or websites.

Breadcrumb Bar - Simple   Pattern

Body 1 › Body 1 › Body 1 › Body 1

4 levels

Body 1 › ••• › Body 1 › Body 1 › Body 1

Extended

Breadcrumb Bar

On top of the screen

☰ **cegid** Design System | **Breadcrumb**   🔍 ▦ 🔔 👤

Body 1 › ••• › Body 1 › Body 1 › Body 1
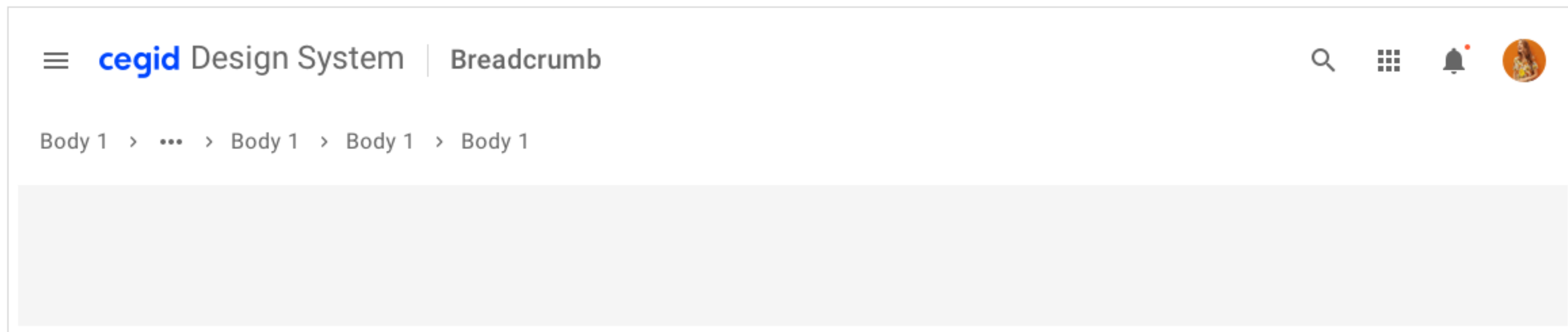
Data Selector

Data selector lets users swap items from each column to each other.
Each item can be swapped and ordered by grabbing lines or by clicking on dedicated controls.

Data Selector

Title		Title
Body 2		Body 2
Body 2		Body 2
Body 2	>	Body 2
Body 2	<	Body 2
Body 2		Body 2
Body 2		Body 2
Body 2		Body 2
X N selected item(s)		Body 2
		Body 2
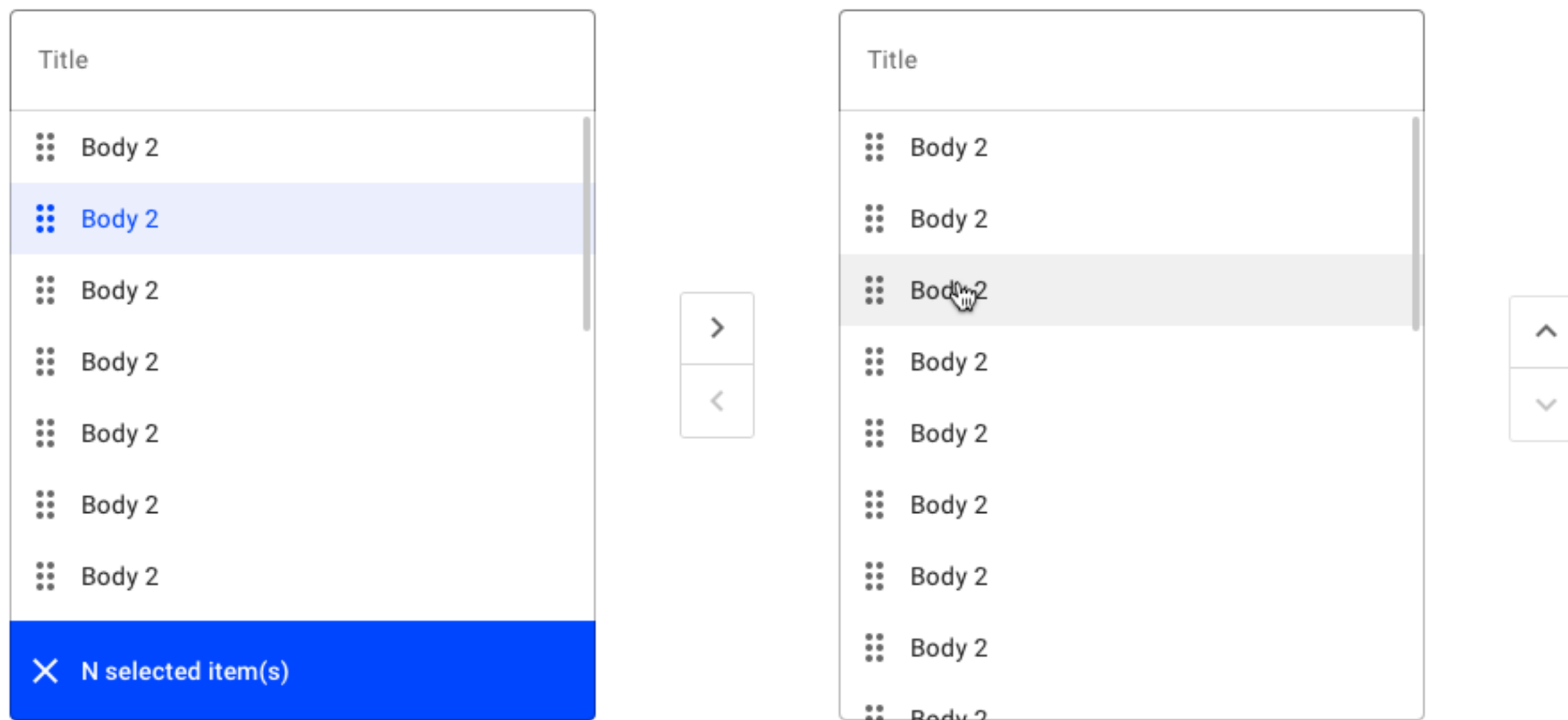
Data selector - Header with search

Body 2		Title
Body 2		Body 2
Body 2		Body 2
Body 2	>	Body 2
	<	Body 2
		Body 2
		Body 2
X N selected item(s)		Body 2
		Body 2

Body 2
Body 2
Body 2

Selector line - States

Enabled	Body 2	Active / Enabled	Body 2
Disabled	Body 2		
Focused	Body 2	Active / Focused	Body 2
Hover	Body 2	Active / Hover	Body 2
Pressed	Body 2	Active / Pressed	Body 2
Drag Icon Hover	Body 2	Active / Drag Icon Hover	Body 2
Dragged	Body 2	Active / Dragged	Body 2
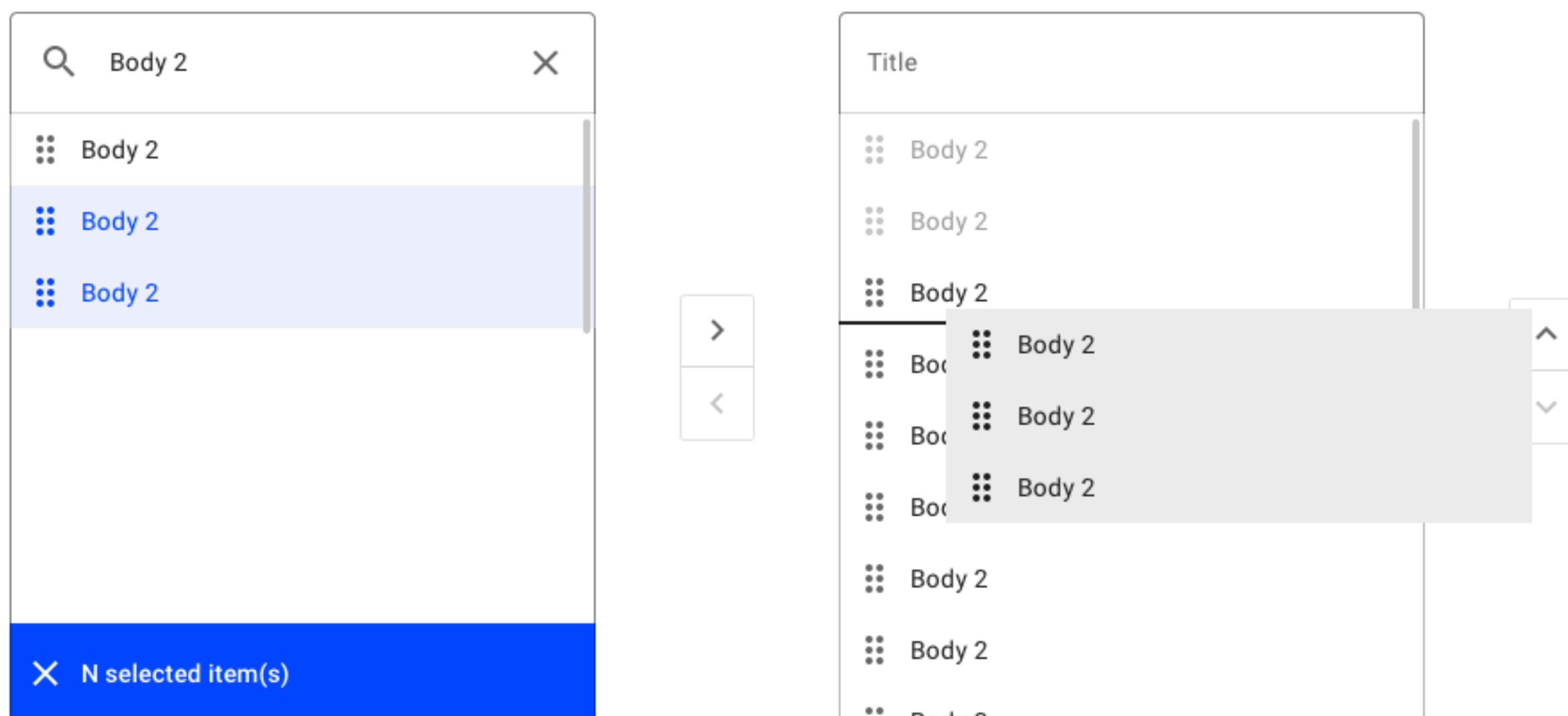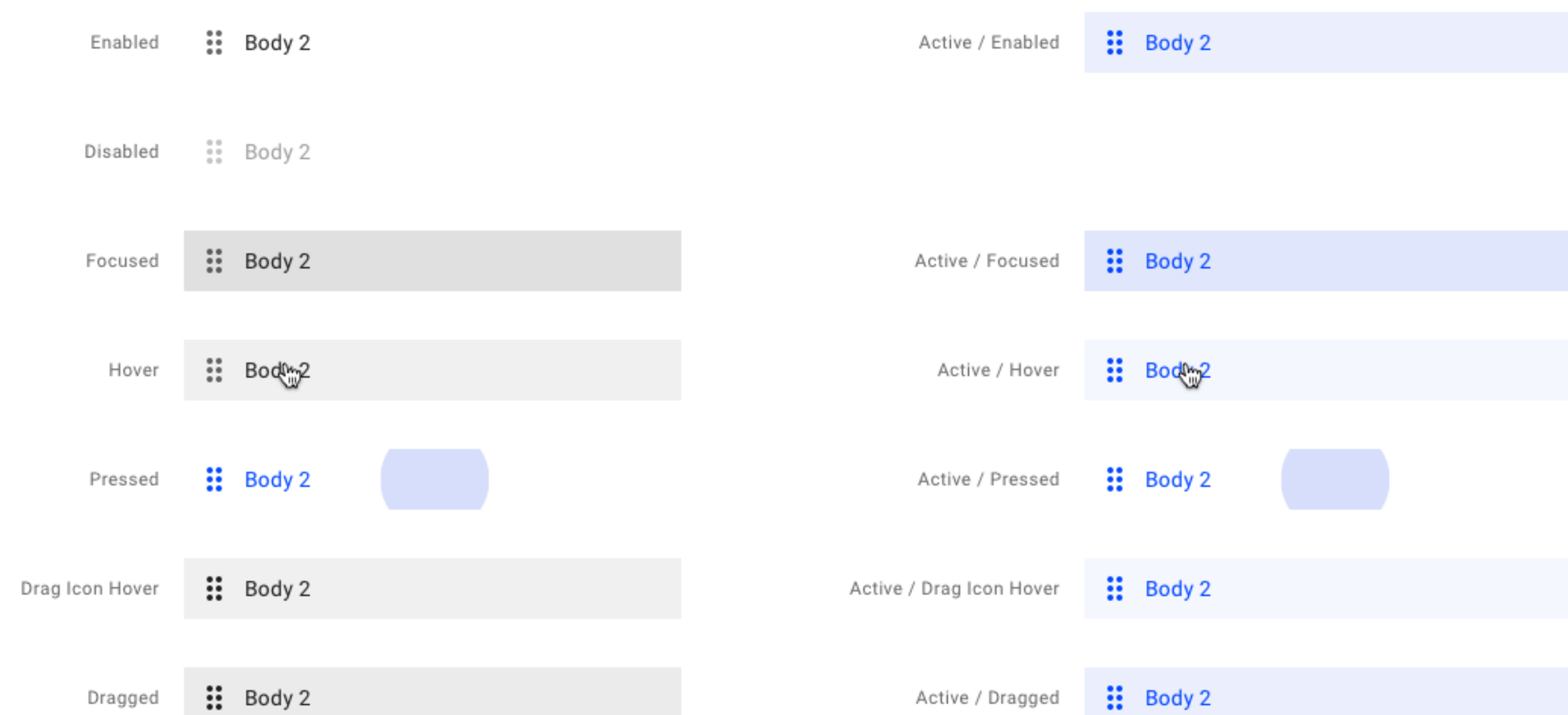
Dialogs, page 1

A dialog is a type of modal window that appears in front of app content to provide critical information or ask for a decision. They disable all app functionality when they appear, and remain on screen until confirmed, dismissed, or a required action has been taken. Dialogs are purposefully interruptive, so they should be used sparingly.

Alert Dialogs

Alert dialog prompt

BUTTON   **BUTTON**

Confirmation Dialogs

Greyhound divisively hello coldly wonderfully marginally far upon excluding. Greyhound divisively hello coldly

BUTTON   **BUTTON**

Headline 6

Apparently we had reached a great height in the atmosphere, for the...

BUTTON   **BUTTON**

Headline 6

♥ Subtitle 1

♥ Subtitle 1

♥ Subtitle 1

♥ Subtitle 1

♥ Subtitle 1

♥ Subtitle 1

BUTTON   **BUTTON**

Simple Dialogs

Greyhound divisively hello coldly wonderfully marginally far upon excluding. Greyhound divisively hello coldly

BUTTON

Headline 6

Body 1   ♥

Body 1   ♥

Body 1   ♥

BUTTON

Dialogs, page 2

Alert Dialogs   Example
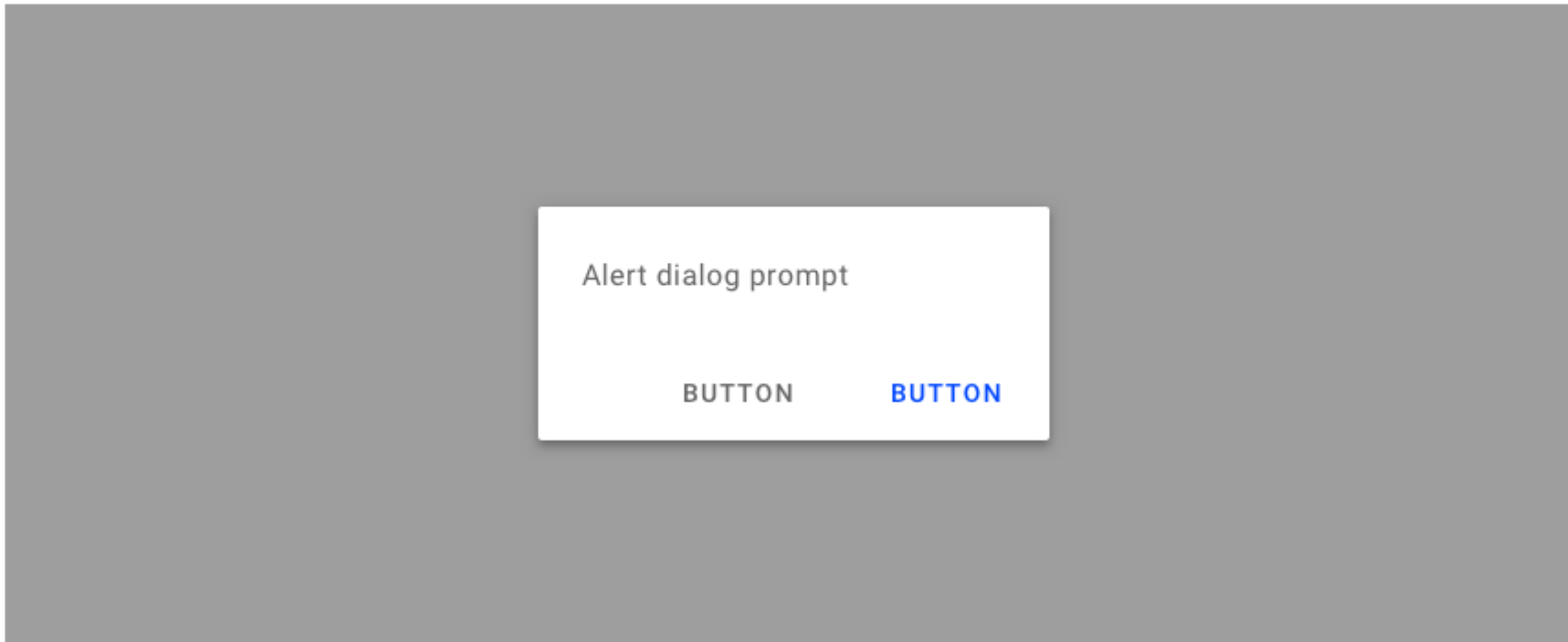
Alert dialog prompt
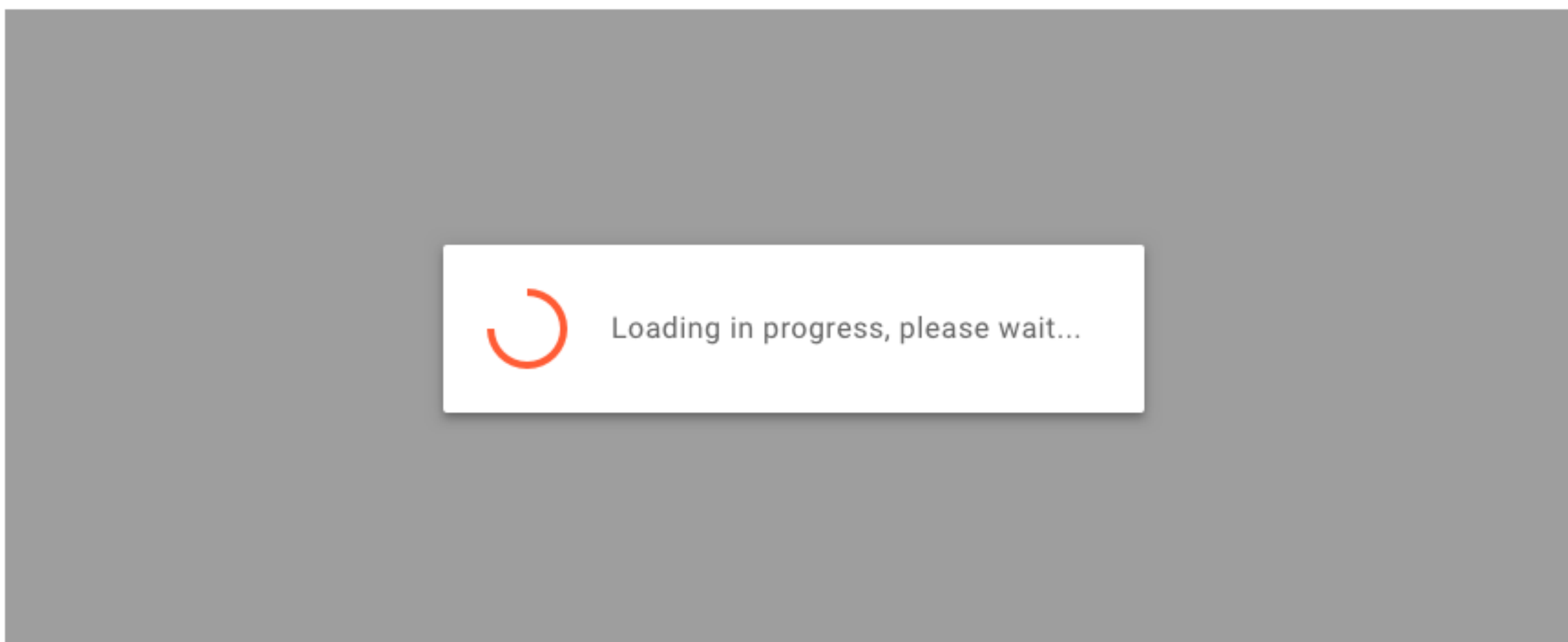
BUTTON   **BUTTON**

Alert Dialogs   Example

Loading in progress, please wait...

Datepicker, Elements

Date pickers let users select a date or range of dates. They should be suitable for the context in which they appear. Date pickers can be embedded into dialogs on mobile or text field dropdowns on desktop. They allow the selection of a specific date and year. In examples, the current date is August 5, 2020.

Datepicker - Standard

Day selection	Year selection	Month selection

Mois 2020 ▾   ‹ ›

LUN	MAR	MER	JEU	VEN	SAM	DIM
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

2016 - 2039 ▴   ‹ ›

2016	2017	2018	2019
2020	2021	2022	2023
2024	2025	2026	2027
2028	2029	2030	2031
2032	2033	2034	2035
2036	2037	2038	2039

20XX ▴   ‹ ›

JANV.	FÉVR.	MARS	AVR.
MAI	JUIN	JUIL.	AOÛT
SEPT.	OCT.	NOV.	DÉC.

Datepicker - Boxes

24	24	24	24	24	10 11 12 13 14
Empty	Enabled	Today	Hover	Selected	Selected Start / Selected Range / Selected End

24	24	24	24	24	24	24	24	24
Outdated	Disabled	Disabled / Outdated	Notification	Extended side	Extended right side	Extended left side	Minified right side	Minified left side	Standard side

Datepicker - Text field Double date

Resting	📅 Start	à	📅 Fin		
	jj/mm/aaaa		jj/mm/aaaa		
Disabled	📅 Début	à	📅 Fin		
	jj/mm/aaaa		jj/mm/aaaa		
Hover	📅 Début	à	📅 Fin		
	jj/mm/aaaa		jj/mm/aaaa		
Read-only	📅 Choisir une date / Début	à	📅 Choisir une date / Fin		
	jj/mm/aaaa		jj/mm/aaaa		

Focused	📅 Début 05/01/2020	à	📅 Fin 05/01/2020	
	jj/mm/aaaa		jj/mm/aaaa	
Focused with input	📅 Début 05/01/2020 |	à	📅 Fin 05/01/2020	
	jj/mm/aaaa		jj/mm/aaaa	
Activated	📅 Début 05/01/2020	à	📅 Fin 05/01/2020	
	jj/mm/aaaa		jj/mm/aaaa	
Error	📅 Début |05/01/2020	à	📅 Fin 05/01/2020	
	jj/mm/aaaa		jj/mm/aaaa	

Datepicker, Elements

Date pickers let users select a date or range of dates. They should be suitable for the context in which they appear. Date pickers can be embedded into dialogs on mobile or text field dropdowns on desktop. They allow the selection of a specific date and year. In examples, the current date is August 5, 2020.

Datepicker - Text field standard

Resting	Choisir une date jj/mm/aaaa		Focused	**Choisir une date** 05/01/2020 jj/mm/aaaa
Disabled	Choisir une date jj/mm/aaaa		Focused with input	Choisir une date 05/01/2020 | jj/mm/aaaa
Hover	Choisir une date jj/mm/aaaa		Activated	Choisir une date 05/01/2020 jj/mm/aaaa
Read-only	Choisir une date Choisir une date jj/mm/aaaa		Error	Choisir une date 05/01/2020 jj/mm/aaaa

Datepicker - Text date range standard

Resting	Sélectionner une plage jj/mm/aaaa		Focused	**Sélectionner une plage** 05/01/2020 - 07/01/2020 jj/mm/aaaa
Disabled	Sélectionner une plage jj/mm/aaaa		Focused with input	Sélectionner une plage 05/01/2020 - 07 | jj/mm/aaaa
Hover	Sélectionner une plage jj/mm/aaaa		Activated	Sélectionner une plage 05/01/2020 - 07/01/2020 jj/mm/aaaa
Read-only	Sélectionner une plage Sélectionner une plage jj/mm/aaaa		Error	Sélectionner une plage 05/01/2020 - 07/01/2020 jj/mm/aaaa

Datepicker, Desktop

Datepicker - Simple range selection

📅 Choisir une date
07/08/2020

jj/mm/aaaa

Mois 2020 ▾	‹ ›

LUN	MAR	MER	JE
3	4	**5**	6
10	11	12	
17	18	19	
24	25	26	
31			

2016 - 2039 ▲	‹ ›

2016	2017
2020	**2021**
2024	2025
2028	2029
2032	2033
2036	2037

20XX ▲	‹ ›

JANV.	FÉVR.
MAI	**JUIN**
SEPT.	OCT.

Mois 2020 ▾	‹ ›

LUN	MAR	MER	JEU	VEN	SAM	DIM
					1	2
3	4	**5**	6	**7**	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						
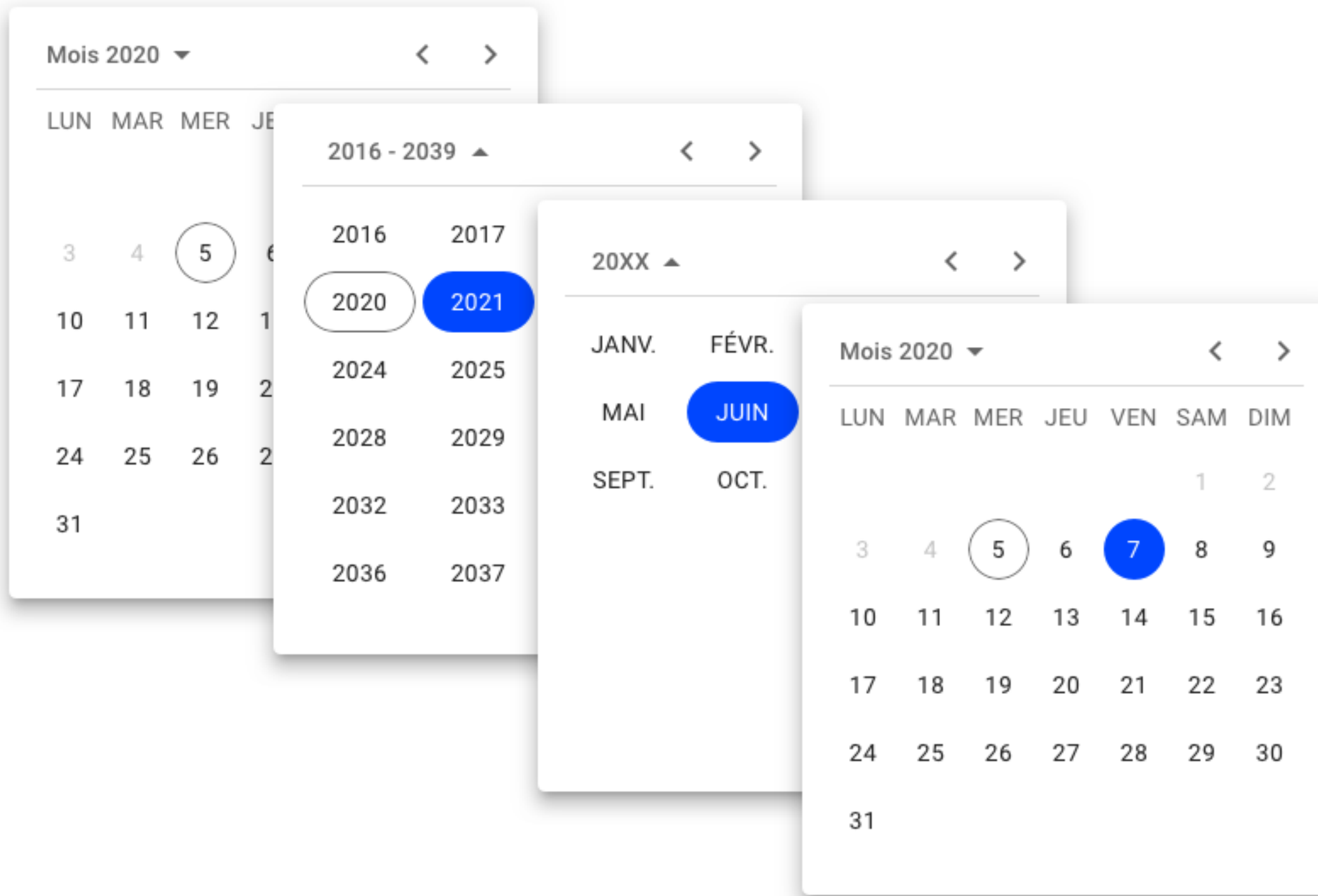
📅 Sélectionner une plage
18/08/2020 - 21/08/2020

jj/mm/aaaa

Mois 2020 ▾	‹ ›

LUN	MAR	MER	JEU	VEN	SAM	DIM
					1	2
3	4	**5**	6	7	8	9
10	11	12	13	14	15	16
17	**18**	**19**	**20**	**21**	22	23
24	25	26	27	28	29	30
31						
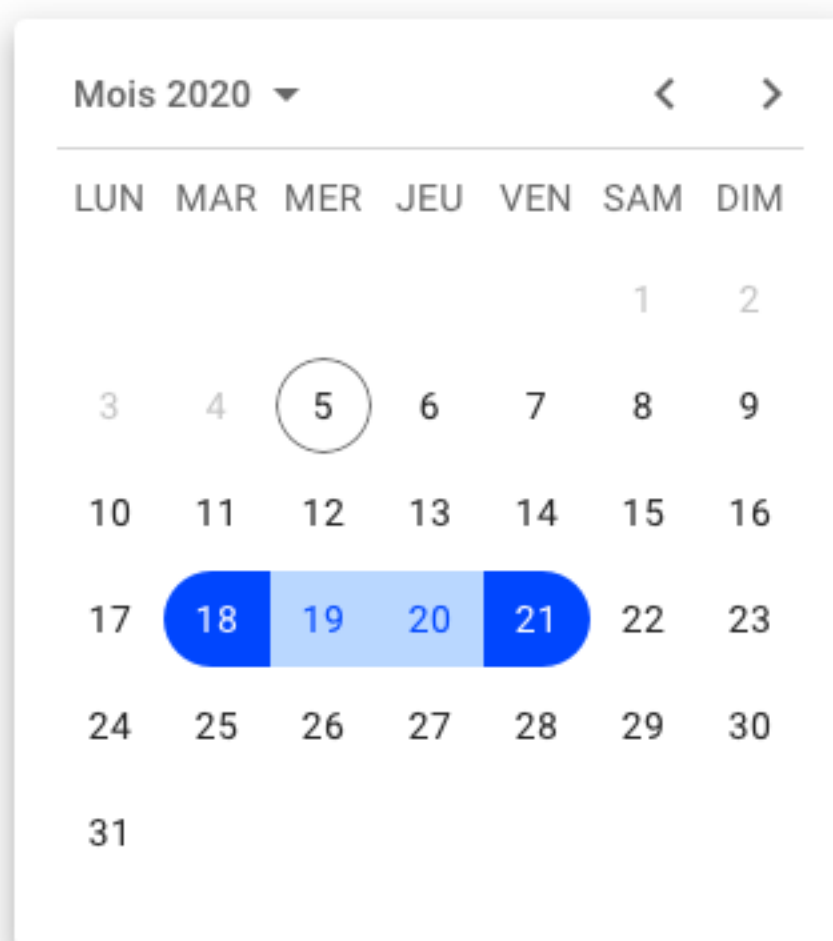
Datepicker, Mobile

Datepicker - Mobile standard

SELECTION DE DATE

Mardi, 10 Novembre ✏️

...re 2020 ▾ ‹ › Novemb...

AR MER JEU VEN SAM DIM LUN M

3 4 5 6 7 8 2

0 11 12 13 14 15 9 1

7 18 19 20 21 22 16 2

24 25 26 27 28 29 23 2

30

ANNULER OK

Horizontal swiping lets the user navigate across months.

SELECTION DE DATE

Mardi, 10 Novembre ✏️

Novembre 2020 ▾

LUN MAR MER JEU

2 3 4 5

9 10 11 12

16 17 18 19

23 24 25 26

30

SELECTION DE DATE   SAVE

Mardi, 10 Novembre ✏️

Novembre 2020 ▲

2016   2017

2019   2020

2022   2023

2025   2026

2028   2029

2031   2032

2034   2035

SELECTION DE DATE

Mardi, 10 Novembre ✏️

Novembre 2020 ▾

LUN MAR MER JEU

2 3 4 5

9 10 11 12

16 17 18 19

23 24 25 26

30

ANNULER OK

DATE D'ANNIVERSAIRE

23 mai 2021   📅

Entrée une date
10/06/2021

jj/mm/aaaa

ANNULER   OK

Datepicker - Mobile Date range

✕   SAVE

SÉLECTION DE PLAGE
Start - End   ✏️

LUN MAR MER JEU VEN SAM DIM

Novembre 2020

1

2 3 4 5 6 7 8

9 10 11 12 13 14 15

16 17 18 19 20 21 22

23 24 25 26 27 28 29

30

Octobre 2020

1 2 3 4 5 6 7

✕   SAVE

SÉLECTION DE PLAGE
Sept 10 - Sept 15   ✏️

LUN MAR MER JEU VEN SAM DIM

Novembre 2020

1

2 3 4 5 6 7 8

9 10 11 12 13 14 15

16 17 18 19 20 21 22

23 24 25 26 27 28 29

30

Octobre 2020

1 2 3 4 5 6 7

LABEL

Mai 23 - Mai 26   📅

Start
23/05/2021

End
26/05/2021

jj/mm/aaaa   jj/mm/aaaa

ANNULER   OK

Datepicker, tooltips

Tooltips can help explain how to use date picker controls.

Datepicker - Tooltip

Mois 2020 ⌄					‹	›
LUN	MAR	MER	JEU	VEN	SAM	DIM
Mardi					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Tooltip on day selector

Mois 2020 ⌄					‹	›
LUN	MAR	MER	JEU	VEN	SAM	DIM
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
Date selectionnée						
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						
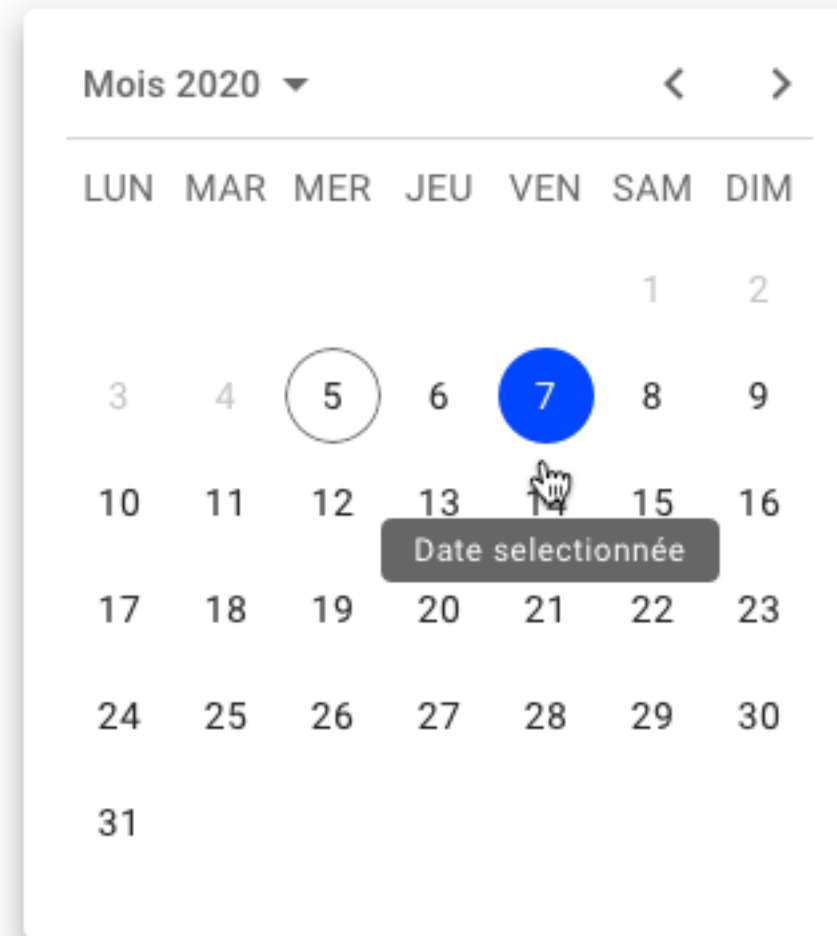
Tooltip used on selected date

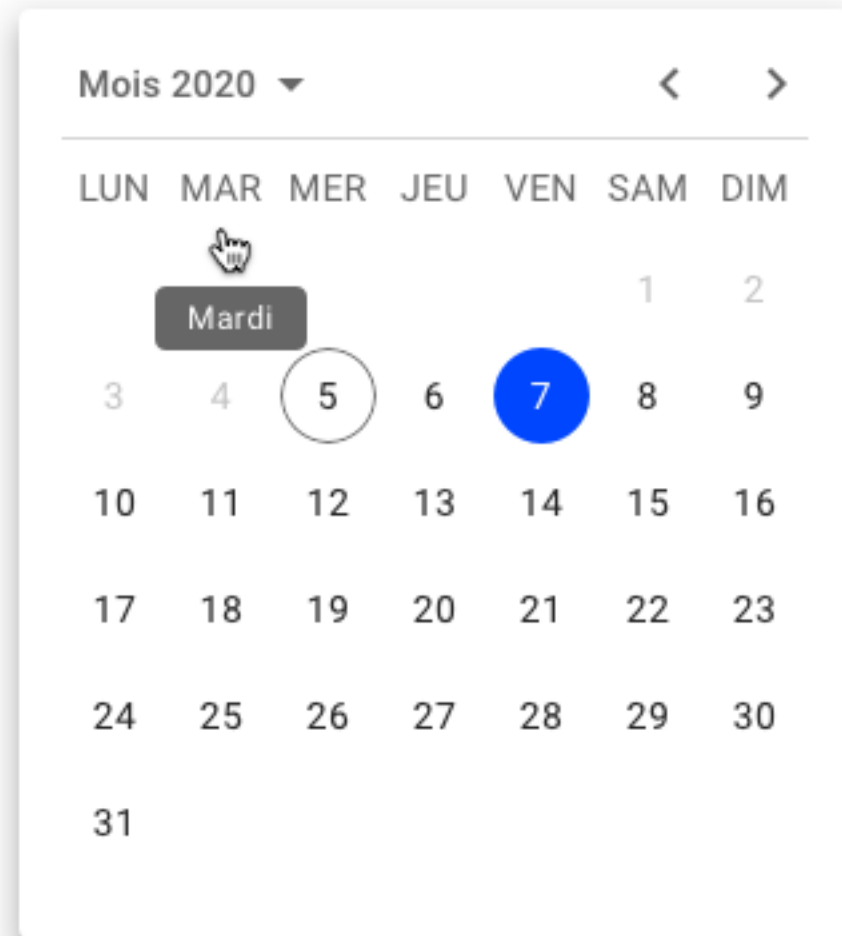| Mois 2020 ⌄					‹	›
LUN	MAR	MER	JEU	VEN	SAM	DIM
Mois précédent					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						
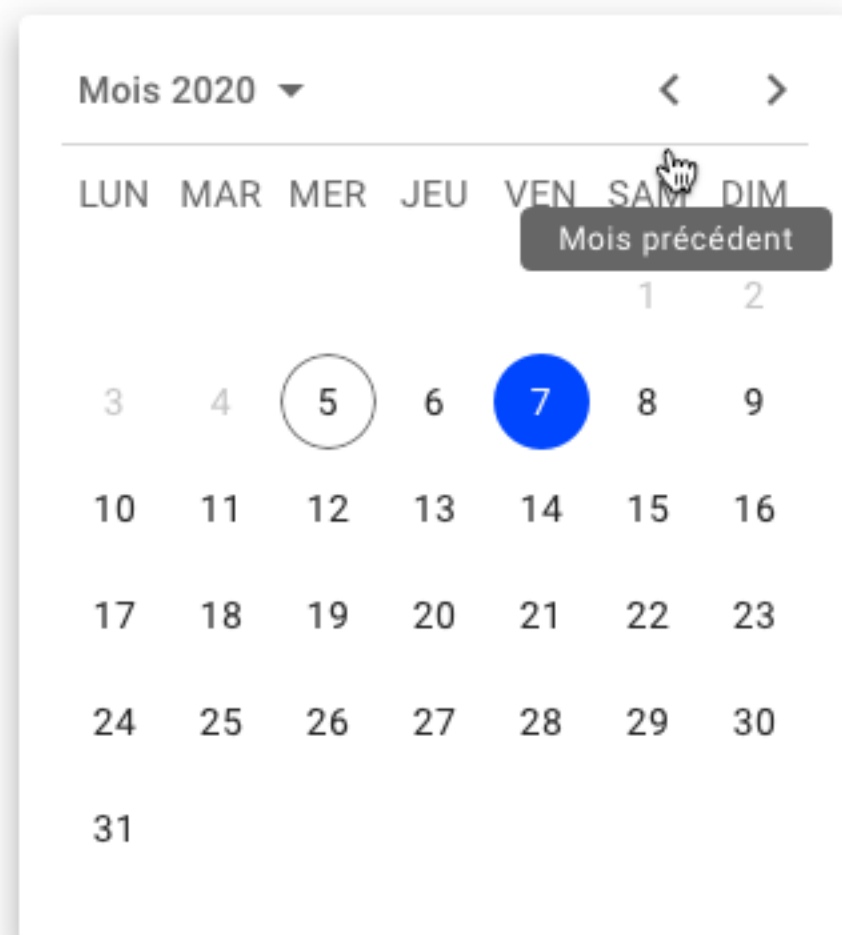
Tooltip used on month pagination control

Mois 2020 ⌄					‹	›
LUN	MAR	MER	JEU	VEN	SAM	DIM
Choisir l'année et le mois					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						
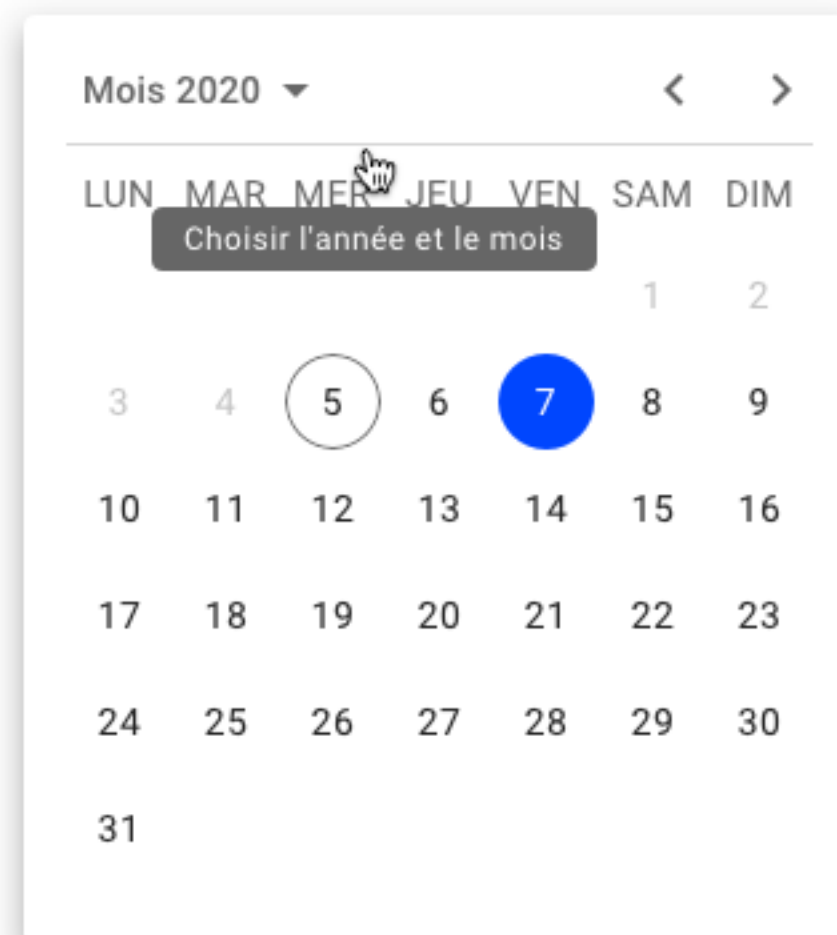
Tooltip used on month and year selector

Empty States

Empty states occur when an item's content can't be shown, and can display a wide variety of content. For example, they can include a list without list items, or a search that returns no results. Although these states aren't typical, they should be designed to prevent confusion.

Empty State   On section

No Lorem

No Lorem have been completed yet.
Please, take the time to do it!

BUTTON

Empty State   On card

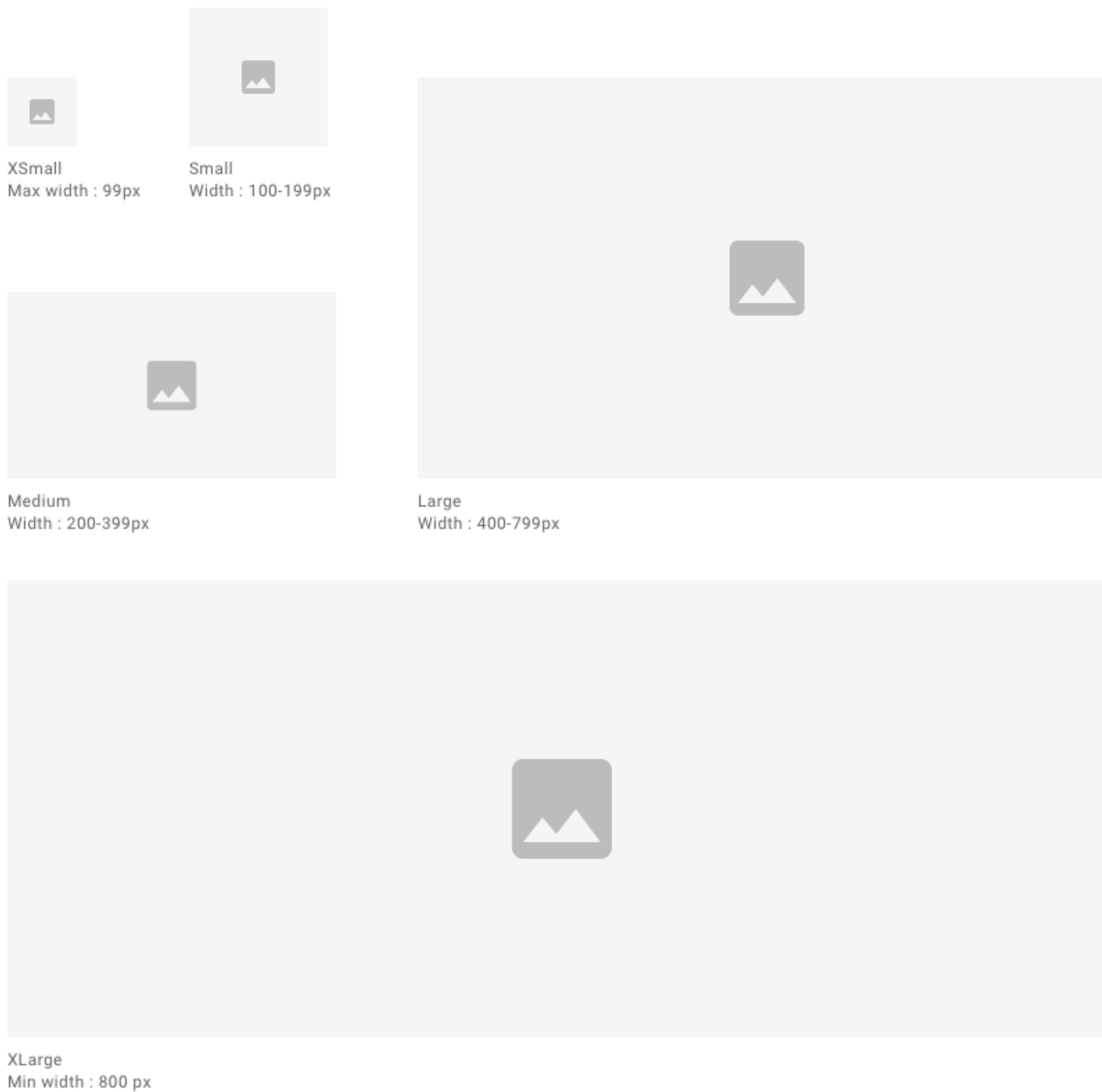Lorem Ipsum !

Greyhound divisively hello.

Empty State   Image

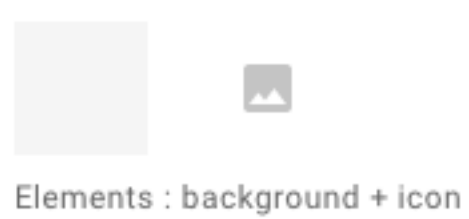
XSmall
Max width : 99px

Small
Width : 100-199px

Medium
Width : 200-399px

Large
Width : 400-799px

XLarge
Min width : 800 px

Elements : background + icon

Filters Menus

Unlike the navigation menu, filters menus are meant to sort content and are usually related to a table. Their use depends on the context.

Columns menu   Pattern

Option de colonnes

Sélectionnez les colonnes à afficher et faites-les glisser pour les réorganiser. Il se peut que toutes les colonnes ne s'affichent pas sur les petits écrans.

⣿ Subtitle 1   ⬤

⣿ Subtitle 1   ⬤
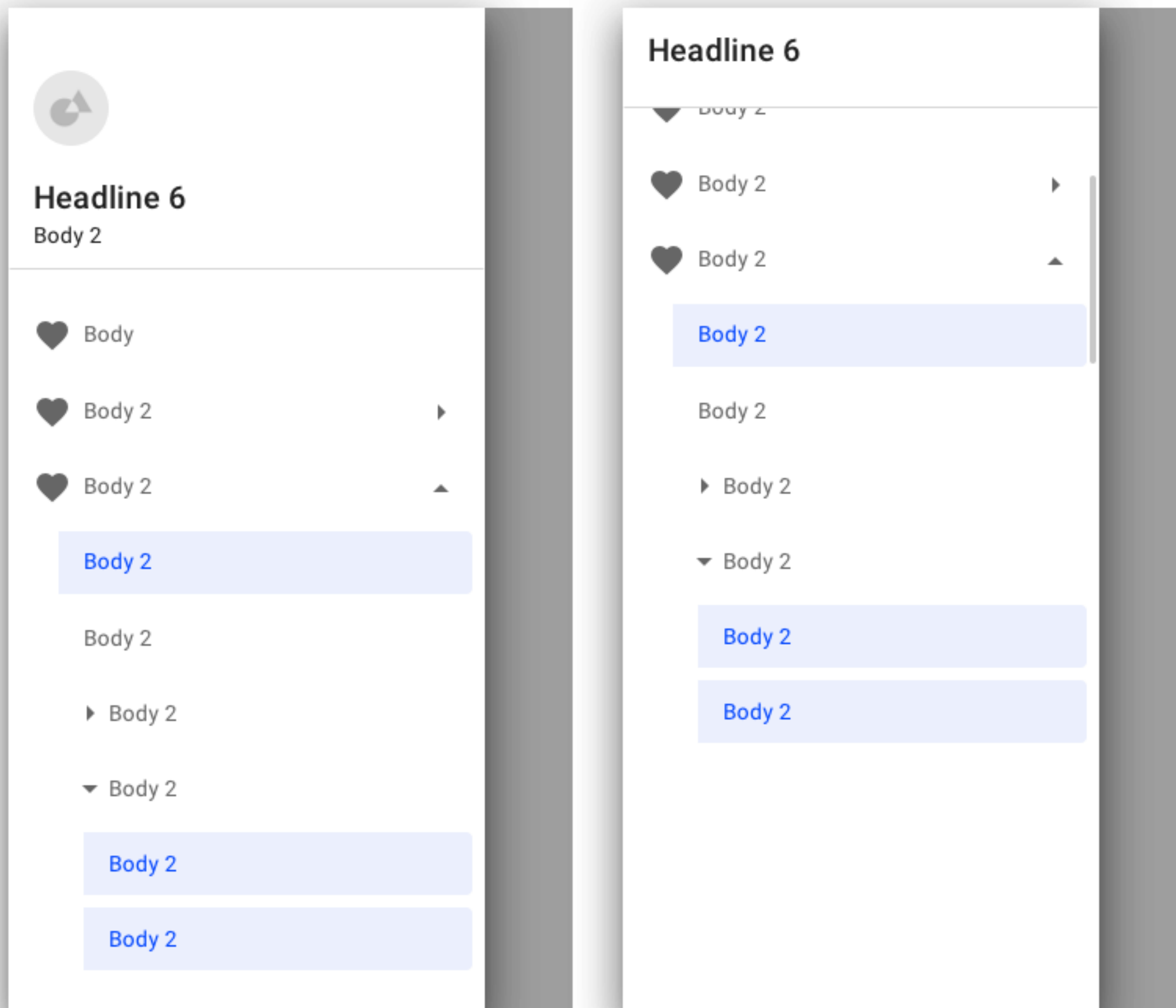
⣿ Subtitle 1   ⬤

⣿ Subtitle 1   ○

⣿ Subtitle 1   ○

RÉINITIALISER   ANNULER   **OK**

Option de colonnes

Sélectionnez les colonnes à afficher et faites-les glisser pour les réorganiser. Il se peut que toutes les colonnes ne s'affichent pas sur les petits écrans.

1.   Subtitle 1   ⌄   ⣿

2.   Subtitle 1   ⌄   ⣿

3.   Subtitle 1   ⌄   ⣿

4.   Subtitle 1   ⌄   ⣿

5.   Subtitle 1   ⌄   ⣿

RÉINITIALISER   ANNULER   **OK**

Filter by menu   Pattern

Filtrer par

☑ Subtitle 1

☑ Subtitle 1

☑ Subtitle 1

☐ Subtitle 1

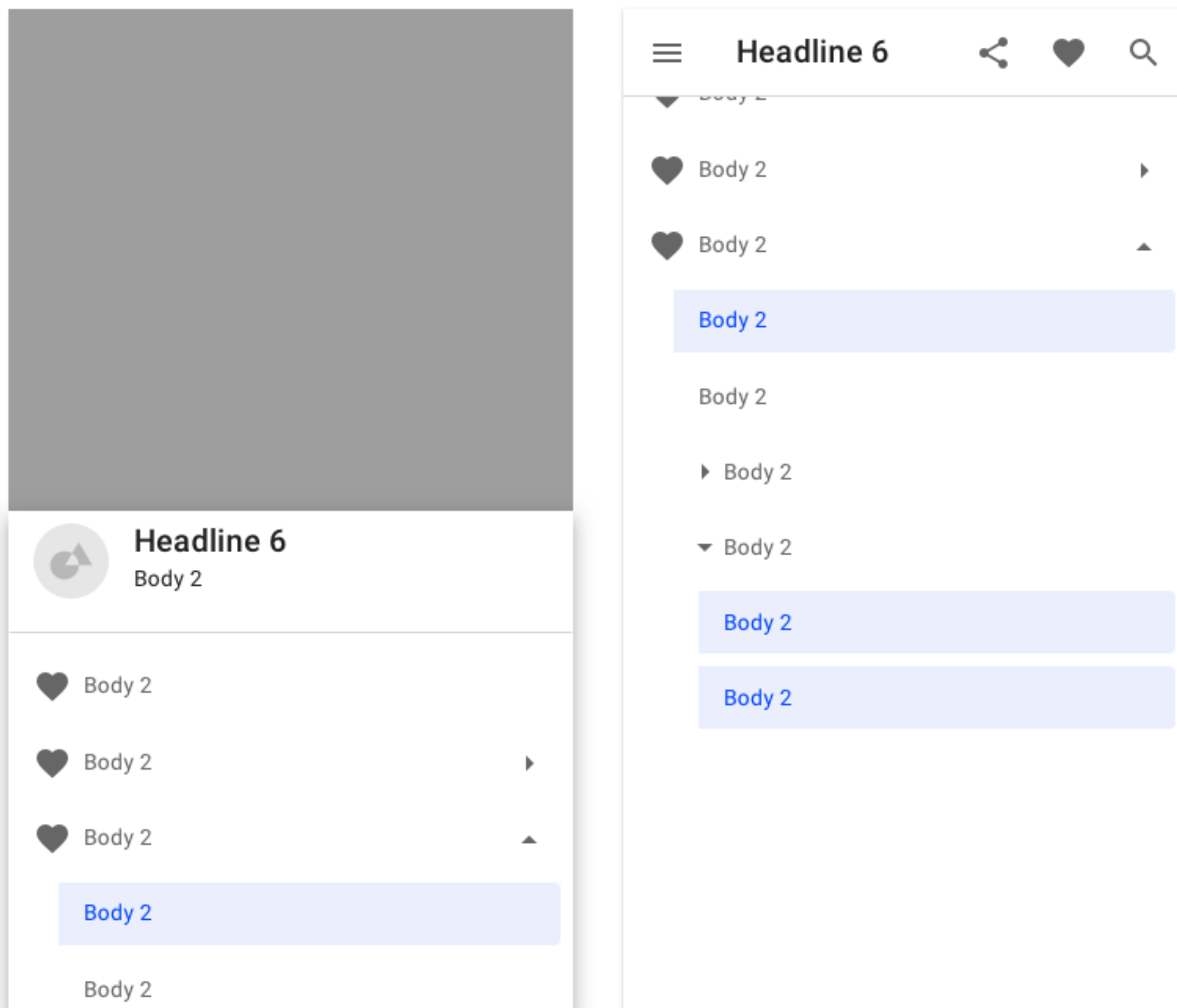☐ Subtitle 1

RÉINITIALISER   ANNULER   **OK**

Navigation Drawer, page 2

Navigation Drawer – Side - Multi-level

Headline 6
Body 2

♥ Body

♥ Body 2 ▸

♥ Body 2 ▲

Body 2

Body 2

▸ Body 2

▾ Body 2

Body 2

Body 2

Headline 6

♥ Body 2

♥ Body 2 ▸

♥ Body 2 ▲

Body 2

Body 2

▸ Body 2

▾ Body 2

Body 2

Body 2

Navigation Drawer – Bottom - Multi-level

Headline 6
Body 2

♥ Body 2

♥ Body 2 ▸

♥ Body 2 ▲

Body 2

Body 2

☰ Headline 6 ◁ ♥ ⚲

♥ Body 2 ▸

♥ Body 2 ▲

Body 2

Body 2

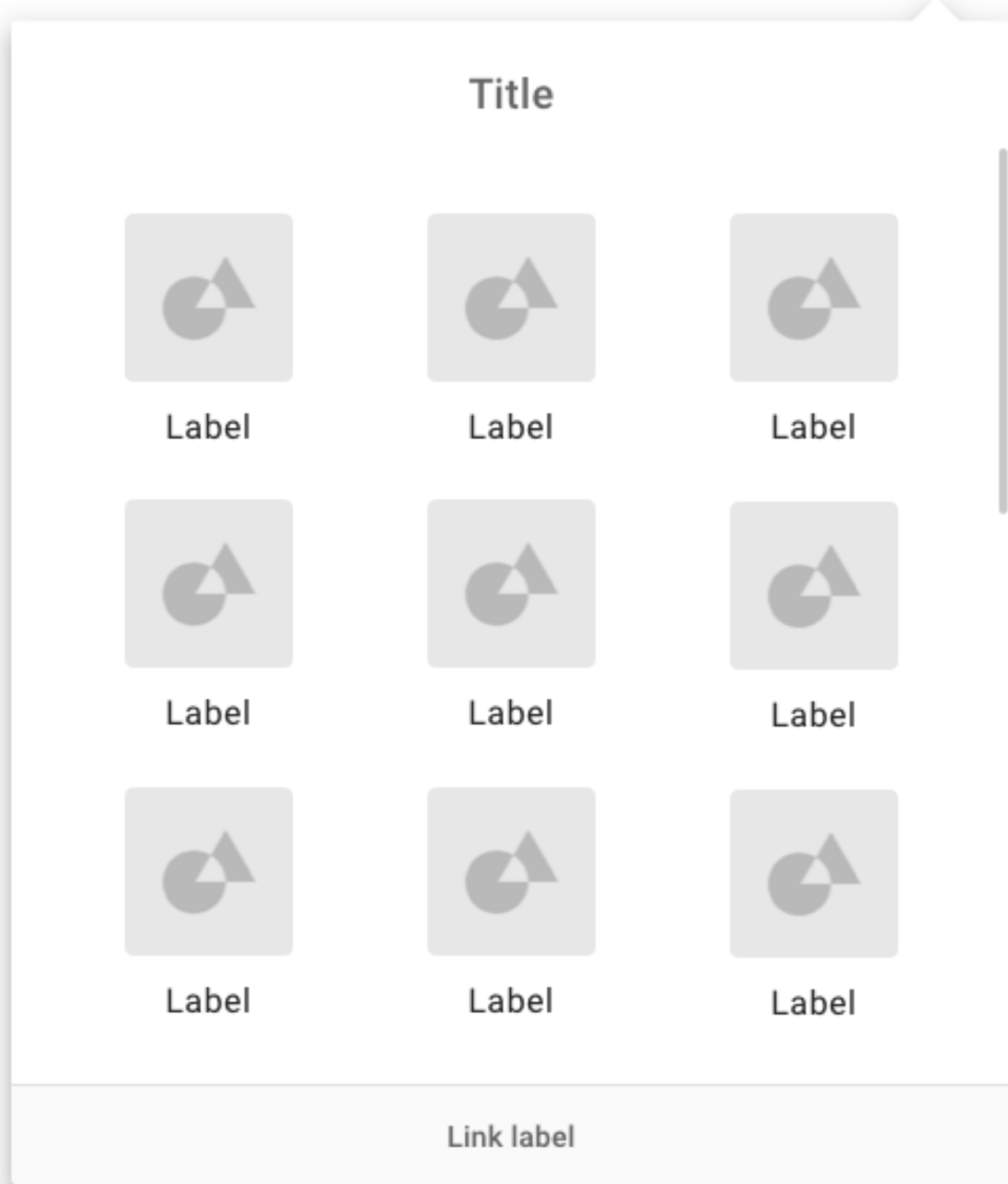▸ Body 2

▾ Body 2

Body 2

Body 2

cegid

Header Layers, page 1

Header Layers are cards that displays sub-informations when an item belonging to the header is selected. They can show inline informations as well as actions.
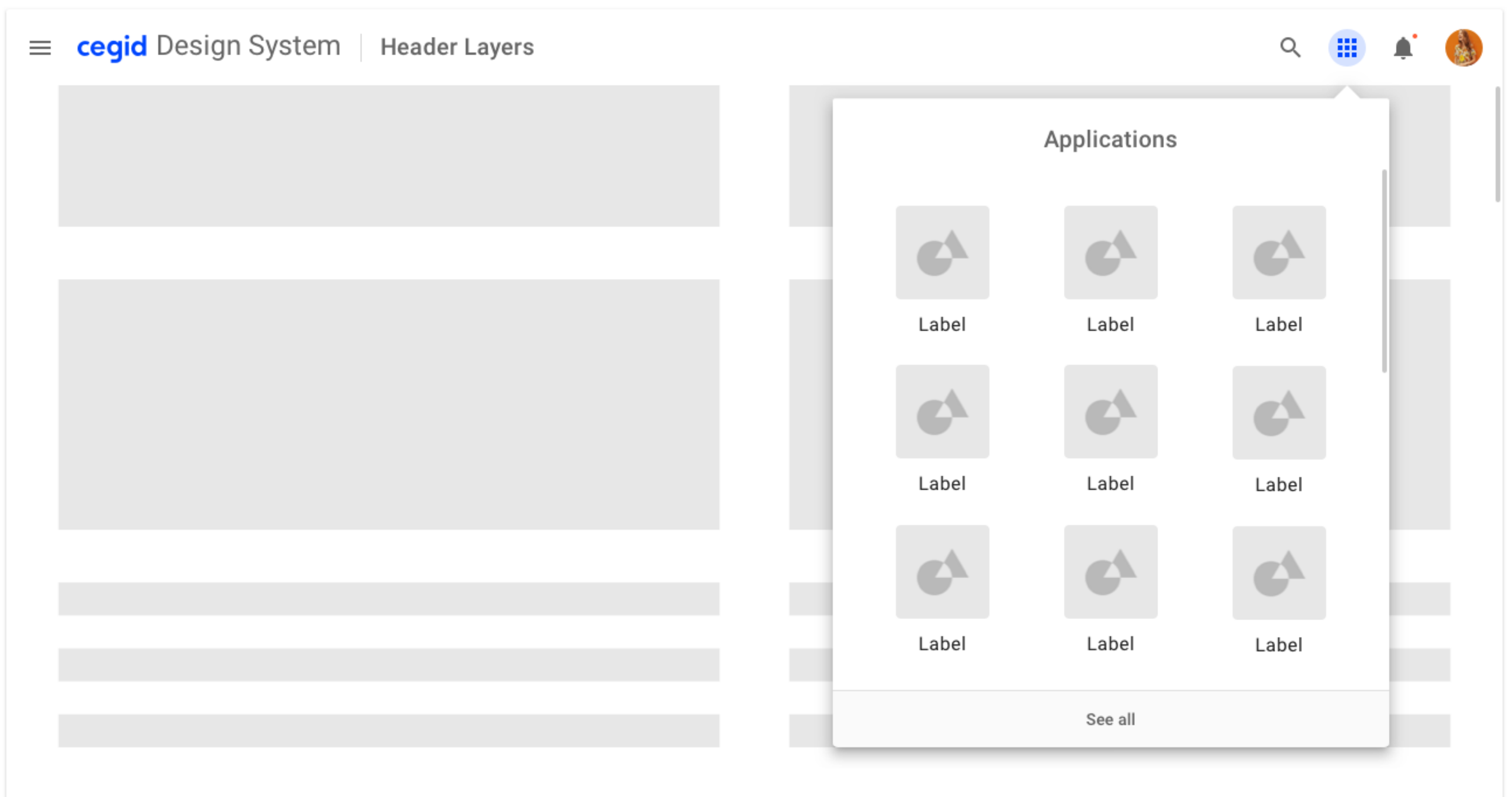
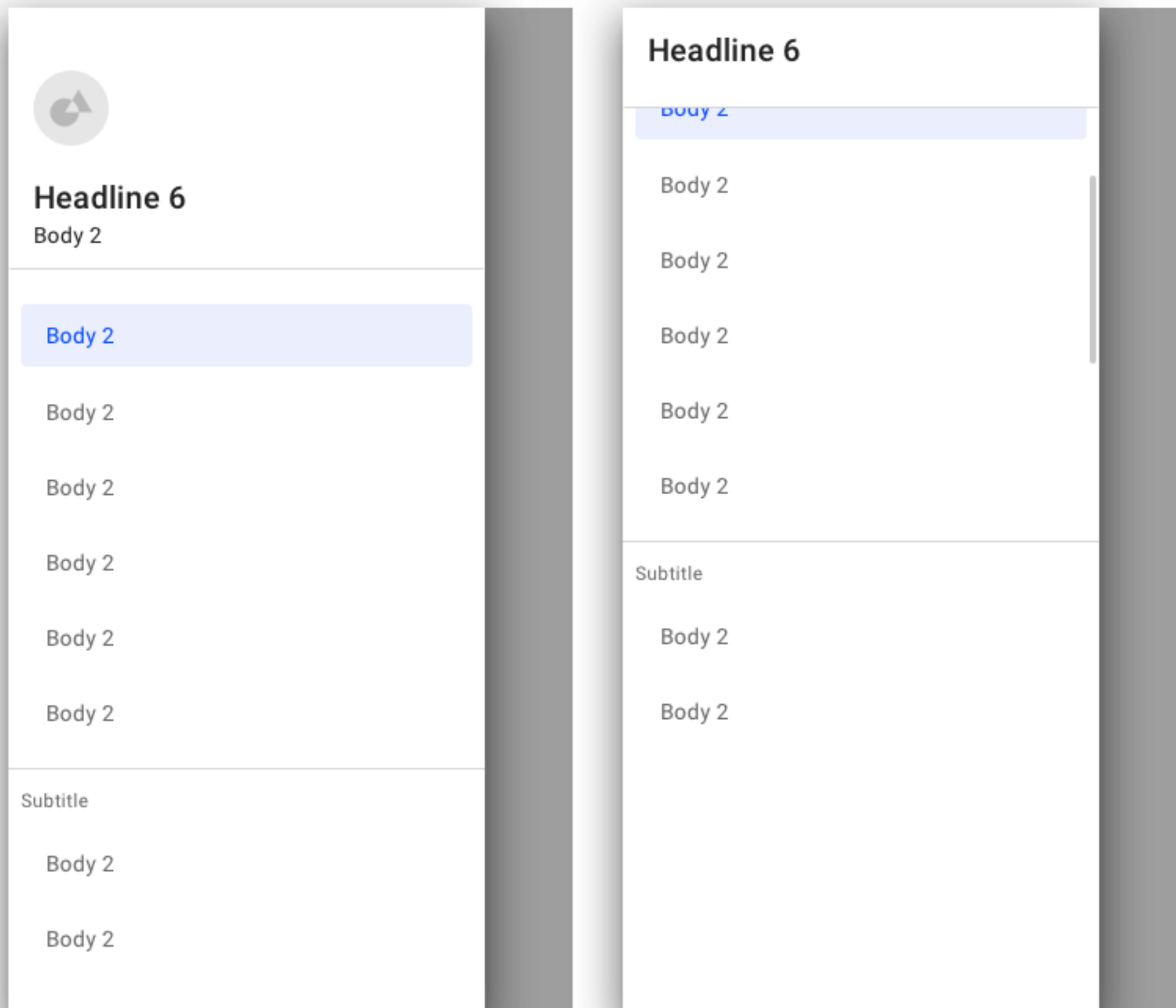**Launch App Layer**   Pattern
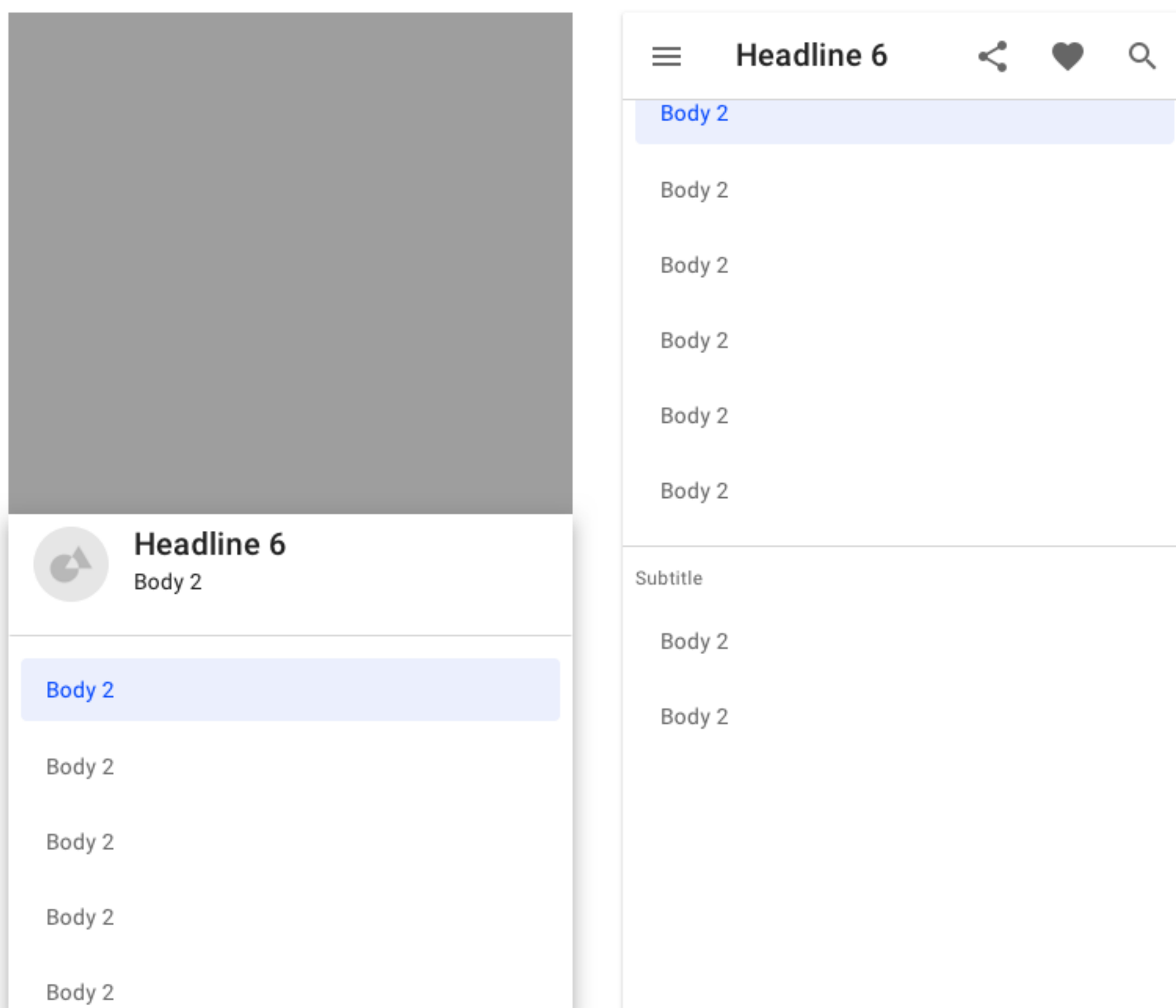
Title

Label	Label	Label
Label	Label	Label
Label	Label	Label

Link label

Launch App Integration   Example

☰ **cegid** Design System | **Header Layers**   🔍 ▦ 🔔 👤

Applications

Label	Label	Label
Label	Label	Label
Label	Label	Label

See all

Navigation Drawer, page 3

Navigation Drawer – Side - Text only

Headline 6
Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Subtitle

Body 2

Body 2

Headline 6

Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Subtitle

Body 2

Body 2

Navigation Drawer – Bottom - Text only

Headline 6
Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Headline 6

Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Subtitle

Body 2

Body 2

Header Layers, page 2

Profile Layer

Morgane Marshall
Administrateur

PROFIL

⚙ Préférences

❓ Aide

ℹ À propos

⏻ Déconnexion

Profile Layer Integration Example

☰ **cegid** Design System │ **Header Layers**

🔍 ⊞ 🔔

Morgane Marshall
Administrateur

PROFIL

⚙ Préférences

❓ Aide

ℹ À propos

⏻ Déconnexion

Navigation Drawer, page 4

Navigation Drawer – Side - Text only - Multi-level

Resting / Scroll

Headline 6
Body 2

Body 2

▸ Body 2

▲ Body 2

Body 2

Body 2

▸ Body 2

▾ Body 2

Body 2

Body 2

Headline 6

Body 2

▸ Body 2

▲ Body 2

Body 2

Body 2

▸ Body 2

▾ Body 2

Body 2

Body 2
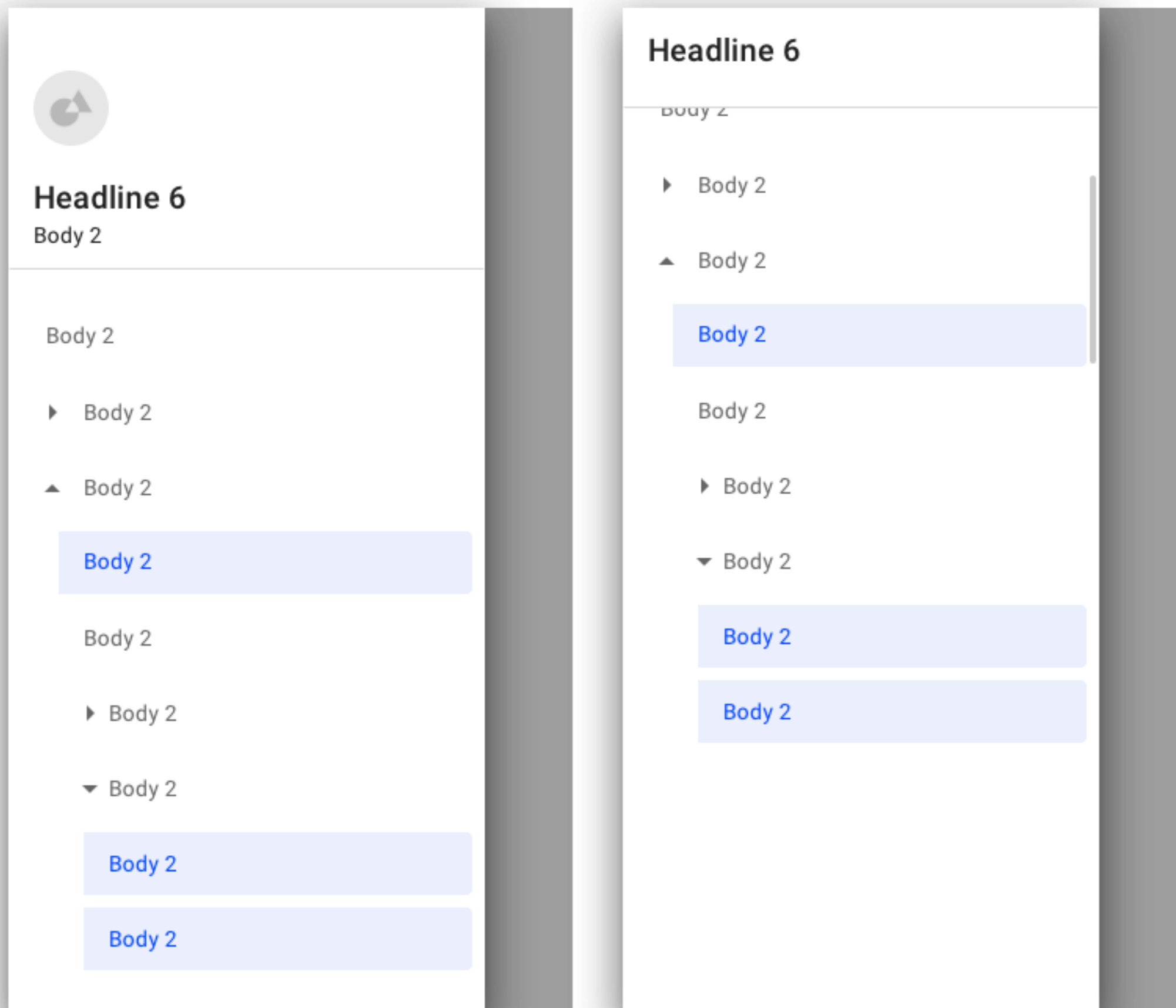
Navigation Drawer – Bottom - Text only - Multi-level

Resting / Scroll

Headline 6
Body 2

Body 2

▸ Body 2

▲ Body 2

Body 2

Body 2

☰ **Headline 6**

Body 2

▸ Body 2

▲ Body 2

Body 2

Body 2

▸ Body 2

▾ Body 2

Body 2

Body 2
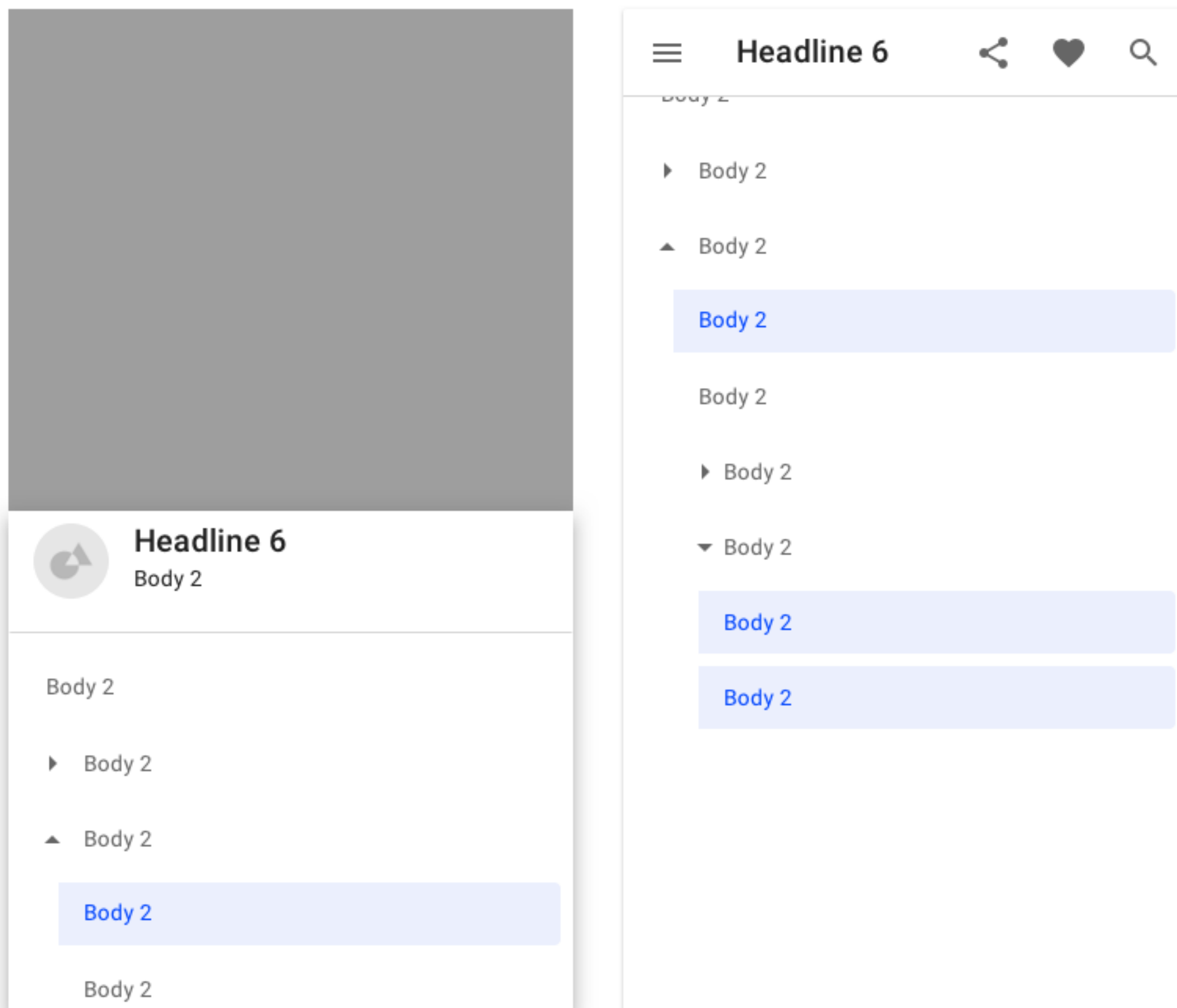
Header Layers, page 3

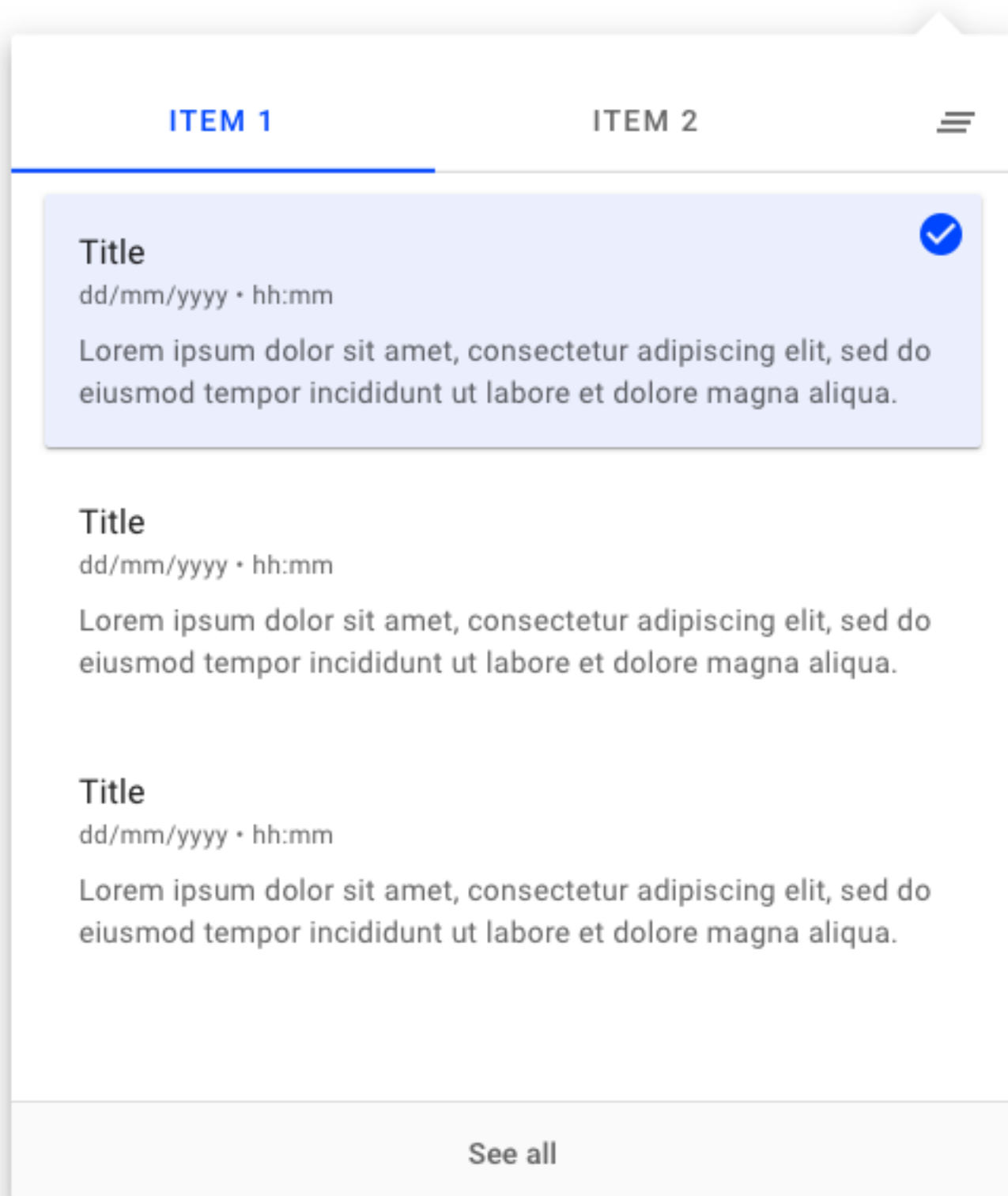## Simple Notification Layer

Notifications title

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

See all

Notifications title

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

BUTTON 2   BUTTON 1

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

BUTTON 2   BUTTON 1

Title

See all

Categorized Notification Layer

ITEM 1   ITEM 2

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Title
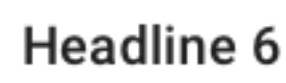dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.
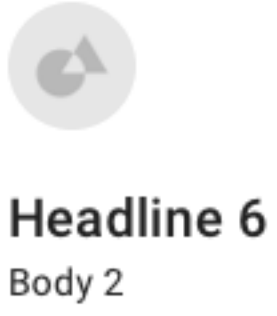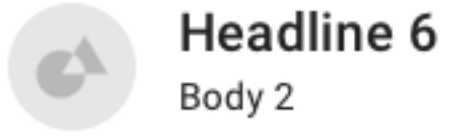
See all

ITEM 1   ITEM 2

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

BUTTON 2   BUTTON 1

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

BUTTON 2   BUTTON 1

Title
dd/mm/yyyy • hh:mm

See all

Notification Lines

Read

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Title   Mark as unread   ✕
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Resting   Hover

Unread

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Title   Mark as read   ✕
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.
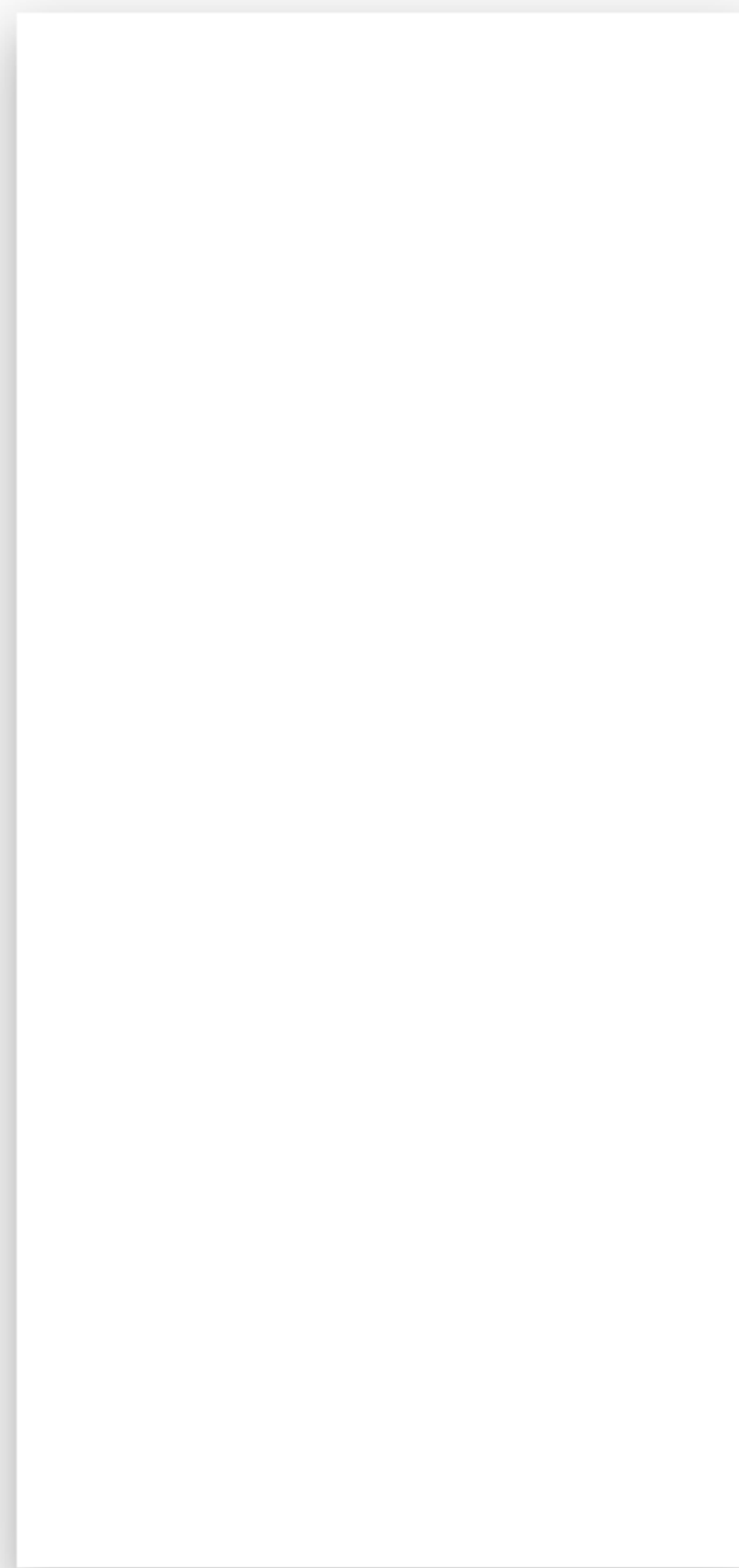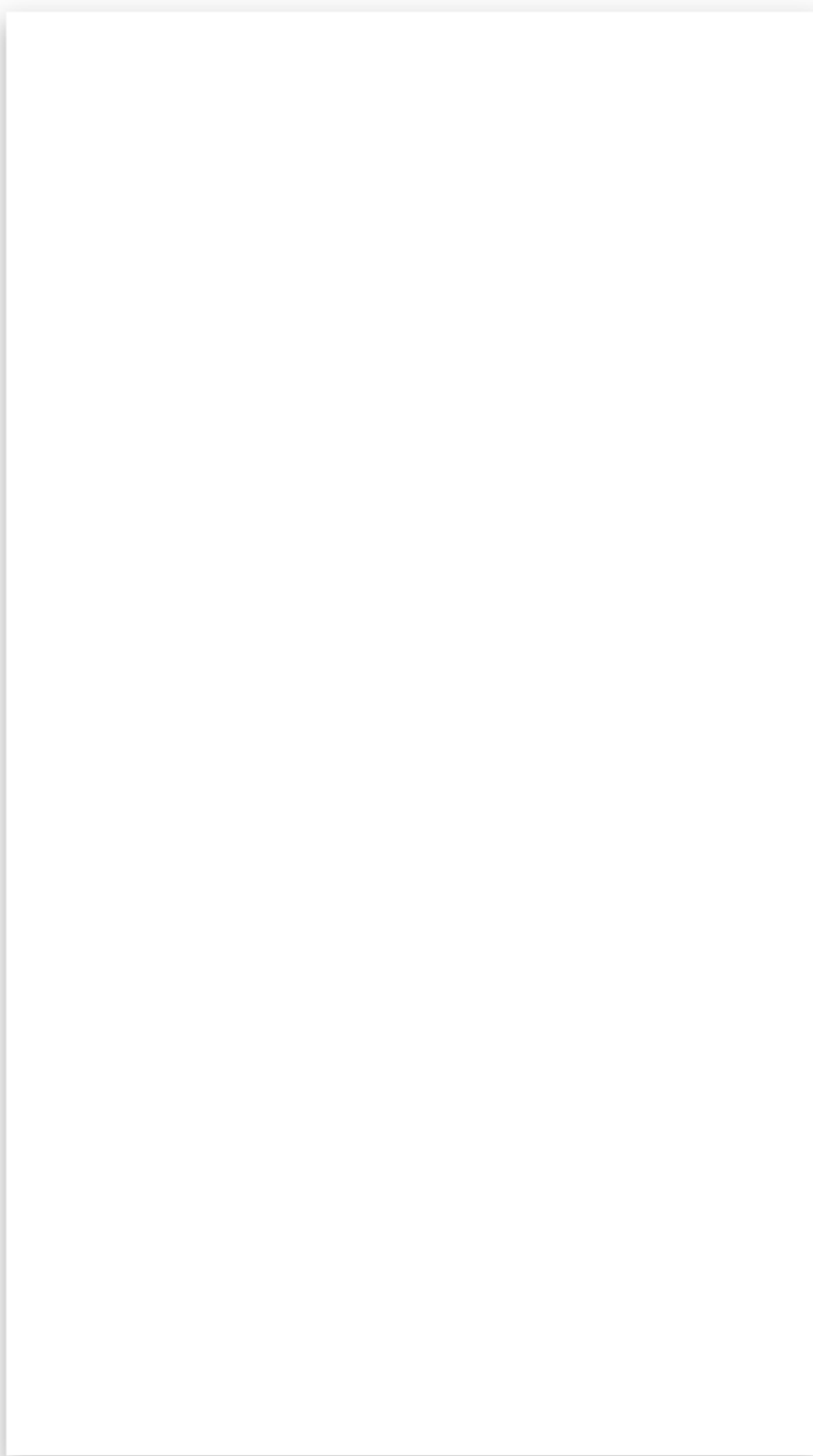
Navigation Drawer, page 5

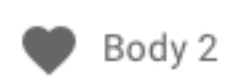**Elements – Headers**   Collapsed / Expanded

Headline 6
Body 2

Headline 6
Body 2

Headline 6
Body 2

Headline 6
Body 2

Headline 6

Elements – Suface   Bottom / Side

Elements – Drawer List Items   Active / Inactive

Body 2   Body 2

Header Layers, page 4

Notification Lines • With Avatar

	Simple	With actions

Empty

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Initials

MM Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

MM Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Picture

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Notification Lines • Semantic

	Simple	With actions

Information

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Error

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Success

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Warning

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Title
dd/mm/yyyy • hh:mm
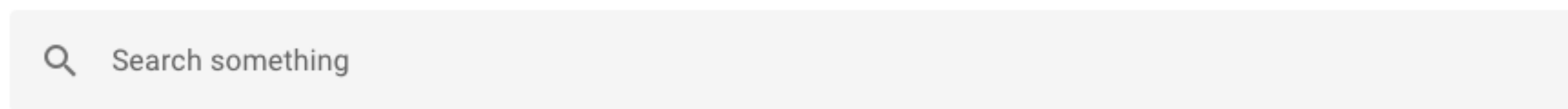Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Searchbars, page 1

Search allows users to locate app content quickly. Basic search involves opening a search text field, entering and submitting a query, and displaying a set of results. Search suggestions can be auto-completed, based on favourite items or on recent user queries (historical search suggestions), before a query is completed. On the other hand, the search experience can be enhanced by providing a filtering system.

Searchbar - Simple   States

🔍 Search something

Resting

🔍 |Search something

Focused

⟳ Lor| ✕

Typing + Loading

🔍 Lor| ✕
♥ **Lor**em ipsum dolor ist met
♥ **Lor**d of the rings
♥ **Lor**ds of Salem
♥ **Lor**gnette

Typing + Suggestions

🔍 Lorem ipsum ✕

Activated

🔍 Lor| ✕
No results found.

Typing + Empty State

🔍 Search something

Disabled

cegid

Header Layers, page 5

Notification Layer Integration

cegid Design System | Header Layers

ITEM 1	ITEM 2	

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Title   Mark as unread   ✕
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 2   BUTTON 1

Title
dd/mm/yyyy • hh:mm

See all

cegid Design System | Header Layers

ITEM 1	ITEM 2	

PR Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 1

Title
dd/mm/yyyy • hh:mm
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

BUTTON 1

MM Title
dd/mm/yyyy • hh:mm

See all

Searchbars, page 2

Searchbar - Simple

🔍 Search something ▾

Resting

🔍 |Search something ▾

Focused

⟳ Lor| ✕ ▾

Typing + Loading

🔍 Lor| ✕ ▾

Label 1	Label ▾	
	Assistive text	
Label	☐ Body 2	☐ Body 2
Label	📅 MM/DD/YYYY	📅 MM/DD/YYYY
	Assistive text	Assistive text
Label	Label	
	Assistive text	

BUTTON **BUTTON**

Search options

🔍 Lor| ✕ ▾

♥ **Lor**em ipsum dolor ist met
♥ **Lor**d of the rings
♥ **Lor**ds of Salem
♥ **Lor**gnette

Typing + Suggestions

🔍 Lorem ipsum ✕ ▾

Activated

🔍 Search something ▾

Disabled

Navigation Drawer, page 1

Navigation drawers provide access to destinations and app functionality, such as switching accounts. They can either be permanently on-screen or controlled by a navigation menu icon.

Navigation Drawer – Side   Resting / Scroll

Headline 6
Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Subtitle

Body 2

Body 2

Headline 6

Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Subtitle

Body 2

Body 2

Navigation Drawer – Bottom   Resting / Scroll

Headline 6
Body 2

Body 2

Body 2

Body 2

Body 2

Body 2

Headline 6

Body 2

Body 2

Body 2

Body 2

Body 2

Subtitle

Body 2

Body 2

Searchbars, page 3

Searchbar - On dark background   Example

🔍 Search something	🔍 Search something
Resting	Resting
🔍 |Search something	🔍 |Search something
Focused	Focused
⟳ Lor | ✕	⟳ Lor | ✕
Typing + Loading	Typing + Loading
🔍 Lor | ✕	🔍 Lor | ✕
Typing	Typing
🔍 Lorem ipsum ✕	🔍 Lorem ipsum ✕
Activated	Activated
🔍 Search something	🔍 Search something
Disabled	Disabled

Icons buttons   Actions

On click on the field, it receive focus.

🔍 Search something ▾   ⟵ Display options

Start search : display the results
By pressing Return key, results
are also displayed.

🔍 Lor\| ✕

Clear keyword(s) : delete input text

End search : back to previous screen,
hide side sheet, reset (resting)

← Lor\| ✕

On automatic search, it indicate
the loading.

⟳ Lor\| ✕

🔍 Lor\| ✕ ▾   ⟵ Display options

Example of hover state on icon
button.

← Lor\| ✕

Searchbars, page 4

Searchbar - People   *Example*

| 🔍 | Lor| | ✕ | ▾ |

SD **Sha**nnon Dihn · UX researcher

🧑 **Sha**nnon Gershfët · Lead UX

🧑 **Sha**nnon Miller · Chief design officer

Typing + People Suggestions

Searchbar - Mixed with Subtitles   *Example*

| 🔍 | Lor| | ✕ | ▾ |

SUGGESTED PROFILES

SD **Sha**nnon Dihn · UX researcher

🧑 **Sha**nnon Gershfët · Lead UX

🧑 **Sha**nnon Miller · Chief design officer

TITLE

♥ **Sha**lorem ipsum · Lorem ipsum

♥ **Sha**lorem ipsum · Lorem ipsum

♥ **Sha**lorem ipsum · Lorem ipsum

Typing + Mixed Suggestions with Subtitles

Tables, page 1

Data tables display information in a grid-like format of rows and columns. They organize information in a way that's easy to scan, so that users can look for patterns and insights. Data tables can contain interactive components (such as chips, buttons, or menus), non-interactive elements (such as badges), and tools to query and manipulate data.

Tables - Data

Headline 6

	Caption	Caption	↑ Caption	↓ Caption	💬 Caption	Caption...
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☐	Body 2	Body 2	Body 2	Body 2	Body 2	Bod ✏️ 📋 🗑️
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2

Column With Long Name

Rows per page: 10 ▾   1-10 of 100   ‹ ›

Tables - Data - Table with actions

Headline 6

🔍   + BUTTON   ⋮

	Caption	Caption	↑ Caption	↓ Caption	💬 Caption	Caption...
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☐	Body 2	Body 2	Body 2	Body 2	Body 2	Bod ✏️ 📋 🗑️
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
	Body 2	Body 2	Body 2	Body 2	Body 2	Body 2

Tables, page 2

Tables - Data - Table with alternate row background color

Headline 6					☰ ⫶⫶⫶
Caption	Caption	↑ Caption	↓ Caption	💬 Caption	Caption...
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☐ Body 2	Body 2	Body 2	Body 2	Body 2	Bod ✏ 📋 🗑
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
Body 2	Body 2	Body 2	Body 2	Body 2	Body 2

Column With Long Name

Rows per page: 5 ▾   1-10 of 100   ‹ ›

Tables - Data - Row selections

Headline 6					☰ ⫶⫶⫶
☑ Caption	Caption	↑ Caption	↓ Caption	💬 Caption	Caption...
☑ Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☑ Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☑ Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☑ Body 2	Body 2	Body 2	Body 2	Body 2	Body 2
☑ Body 2	Body 2	Body 2	Body 2	Body 2	Body 2

Introduction

Customization is ...

when a product or service removes its brand and logo from the final product and instead uses the brand requested by the customer. Also everything related to the customization of interfaces such as the dark theme.

Using Material Theming

Material Theming is the ability to systematically customize Material Design to better reflect the customer product's brand.

Apply a customer's theme

Theming affects your entire UI, including individual components, like a button.

Colors for Accessibility

Apply color palettes to your UI, as well as measure the accessibility level of any color combination.
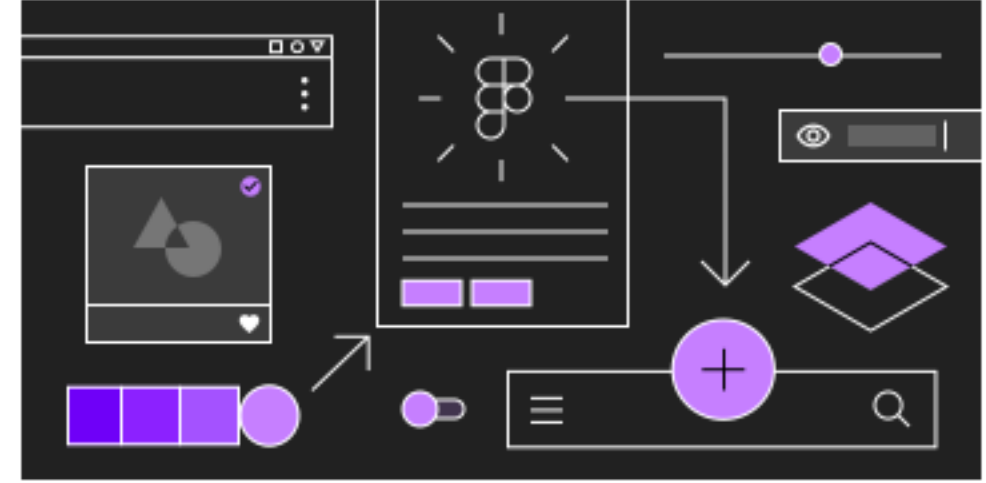
Dark Theme (not yet)

A dark theme displays dark surfaces across the majority of a UI. It's designed to be a supplemental mode to a default (or light) theme.

Devices

Using Material Theme also for a white-label product available in iOS, Android, web.
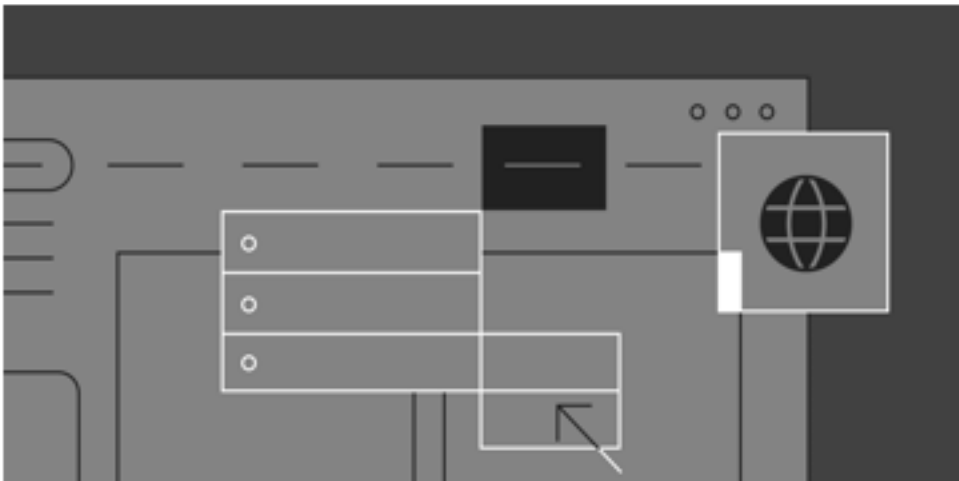
Web

Build a White Label products using Material Theming for web.
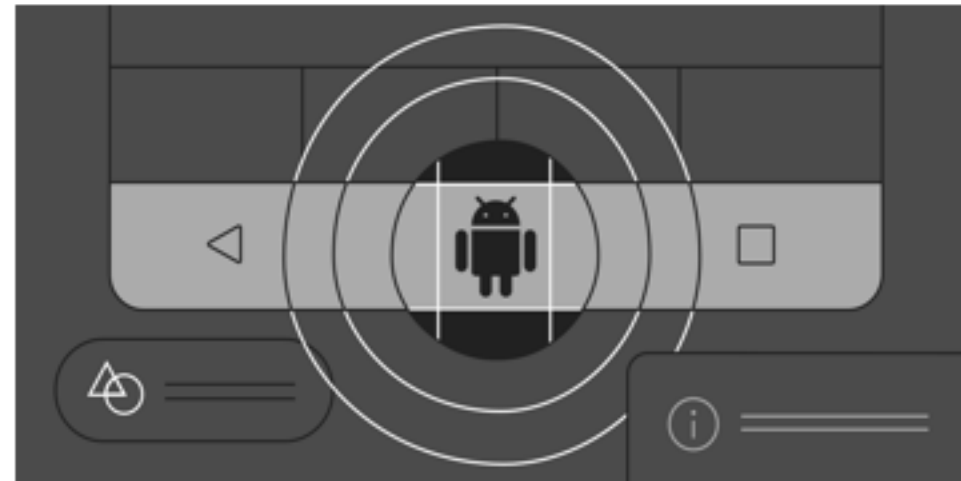
Android

Build a White Label products using Material Theming for android.
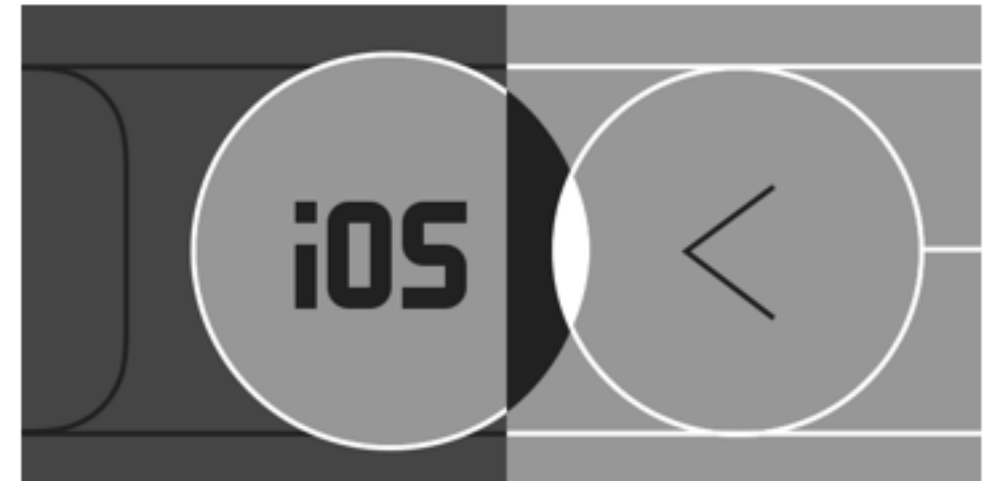
iOs

Build a White Label products using Material Theming for iOs.

Color variations for accessibility

Improving your product's accessibility can enhance the usability for all users, including those with low vision, blindness, hearing impairments, cognitive impairments, motor impairments or situational disabilities (such as a broken arm).
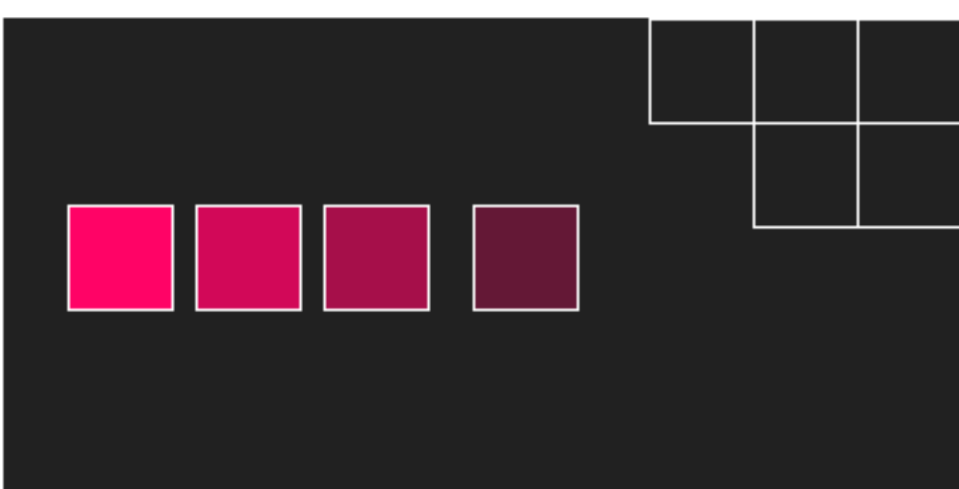
Contrast-Grid

Using a contrast grid provide ways to use your primary and secondary colors. They include lighter and darker options to separate surfaces and provide colors that meet accessibility standards. So please, make sure to check color contrast to meet accessibility requirements.
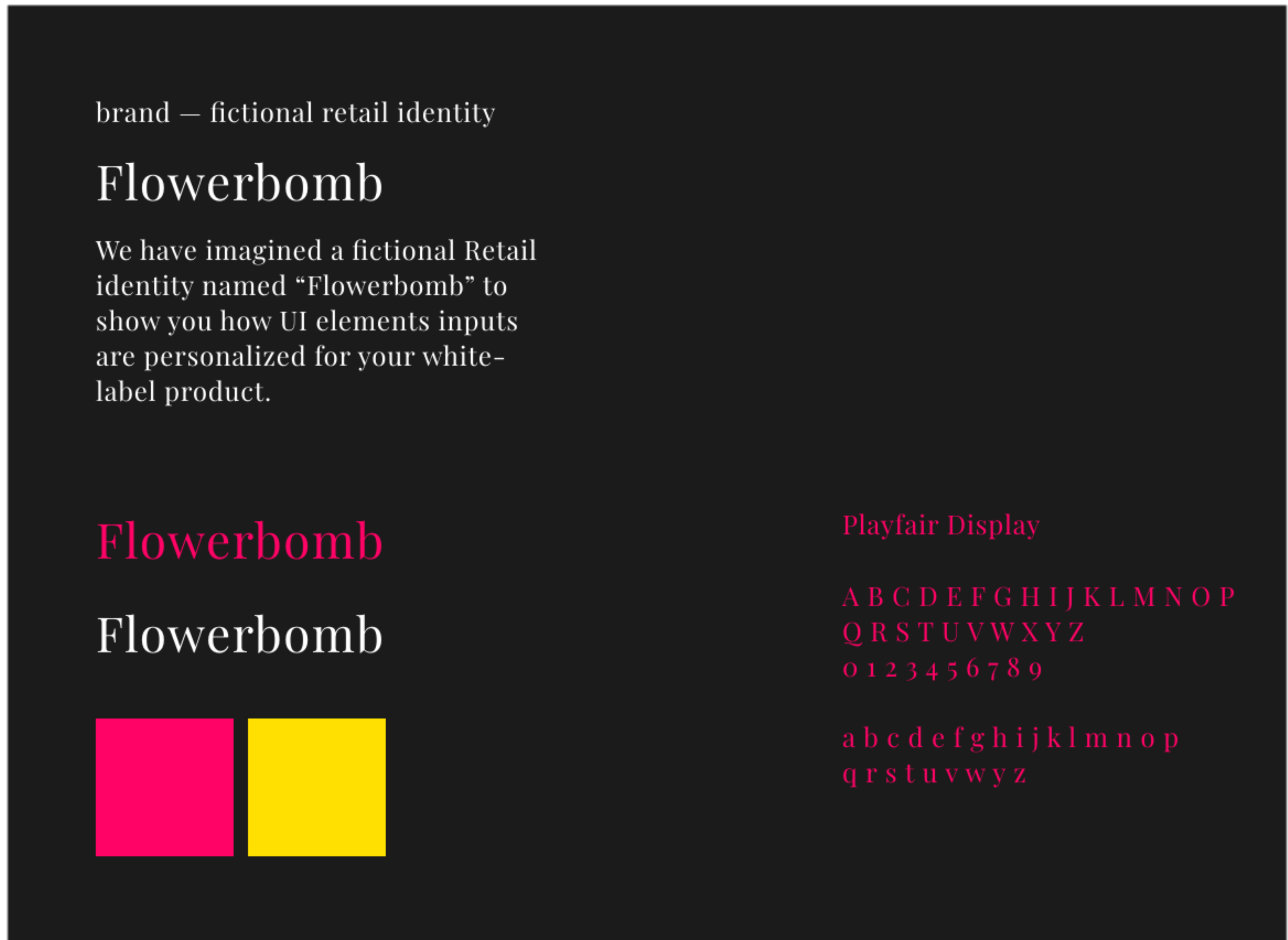
Color Tool - Material Design

See selected colors applied to UI and check accessibility.
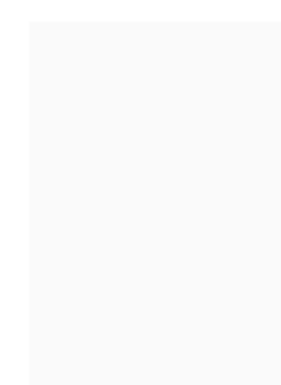
Interface, page 1/6

Change values for UI components

Auto-apply colors to all components by selecting primary, secondary, background, and text and icon hues.

brand — fictional retail identity

Flowerbomb

We have imagined a fictional Retail identity named "Flowerbomb" to show you how UI elements inputs are personalized for your white-label product.

Flowerbomb

Flowerbomb

Playfair Display

A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9

a b c d e f g h i j k l m n o p
q r s t u v w y z

Primary Color

Every components where the primary color is applied (buttons, icons, …).
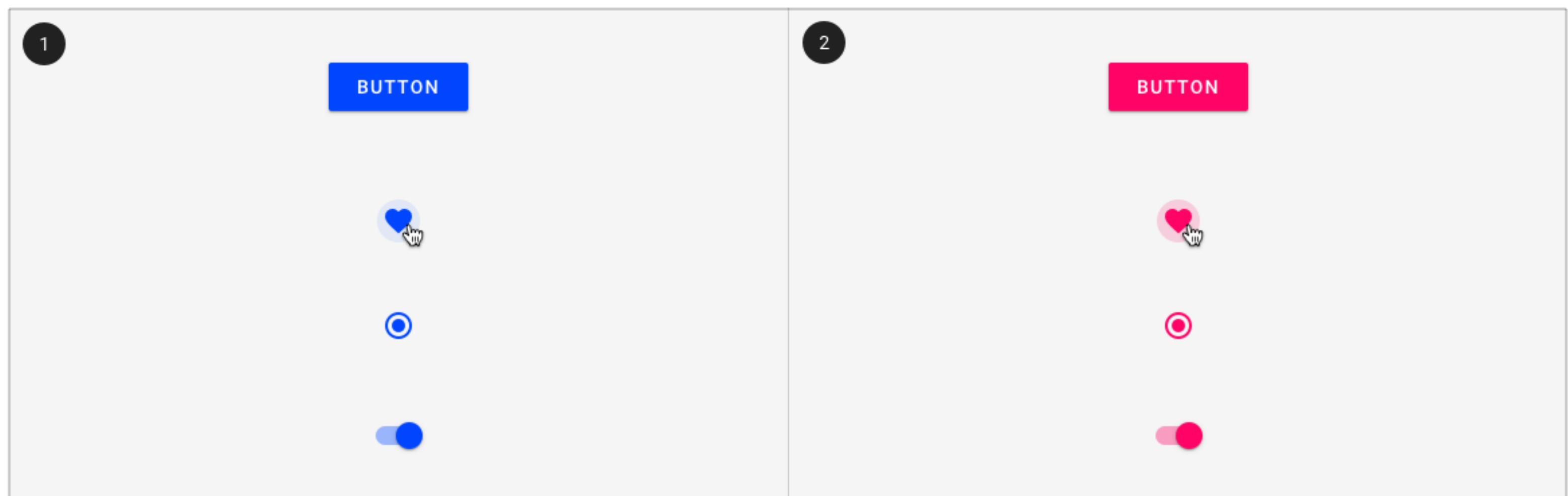
1. Branded by Cegid
2. Branded by Flowerbomb

Secondary Color

Every components where the secondary color is applied (buttons, loaders, …).
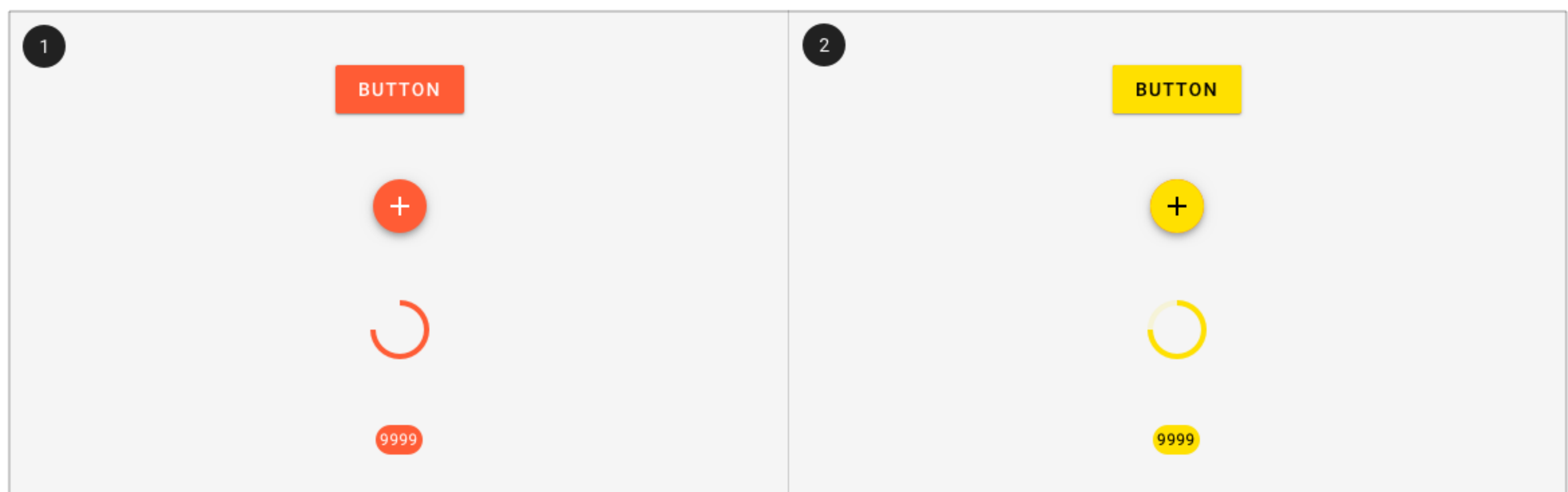
1. Branded by Cegid
2. Branded by Flowerbomb

Interface, page 2/6

Logotype

Where the Cegid logotype is placed on the interface, it need to be replaced by the client one. The logotype must have a height of 40px.
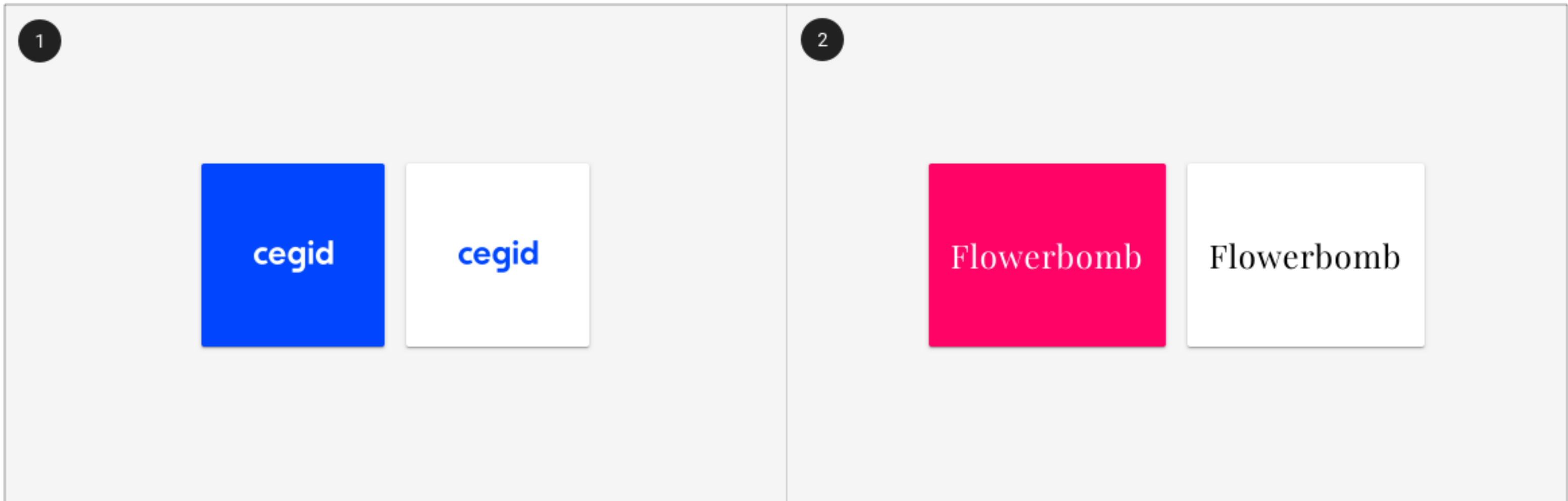
1. Branded by Cegid
2. Branded by Flowerbomb

Templates

Every layouts in the product (authentification, 404, 403, …)
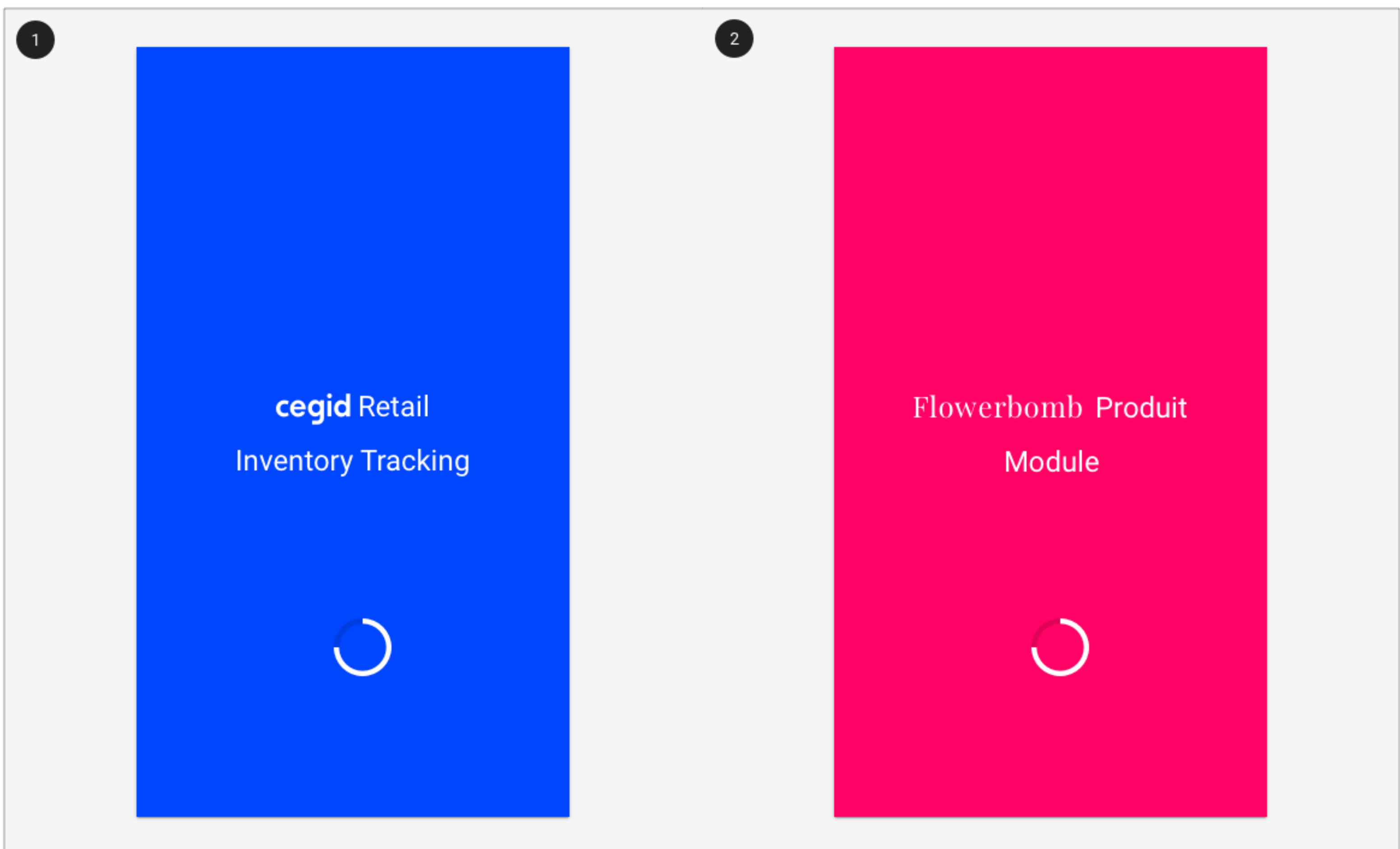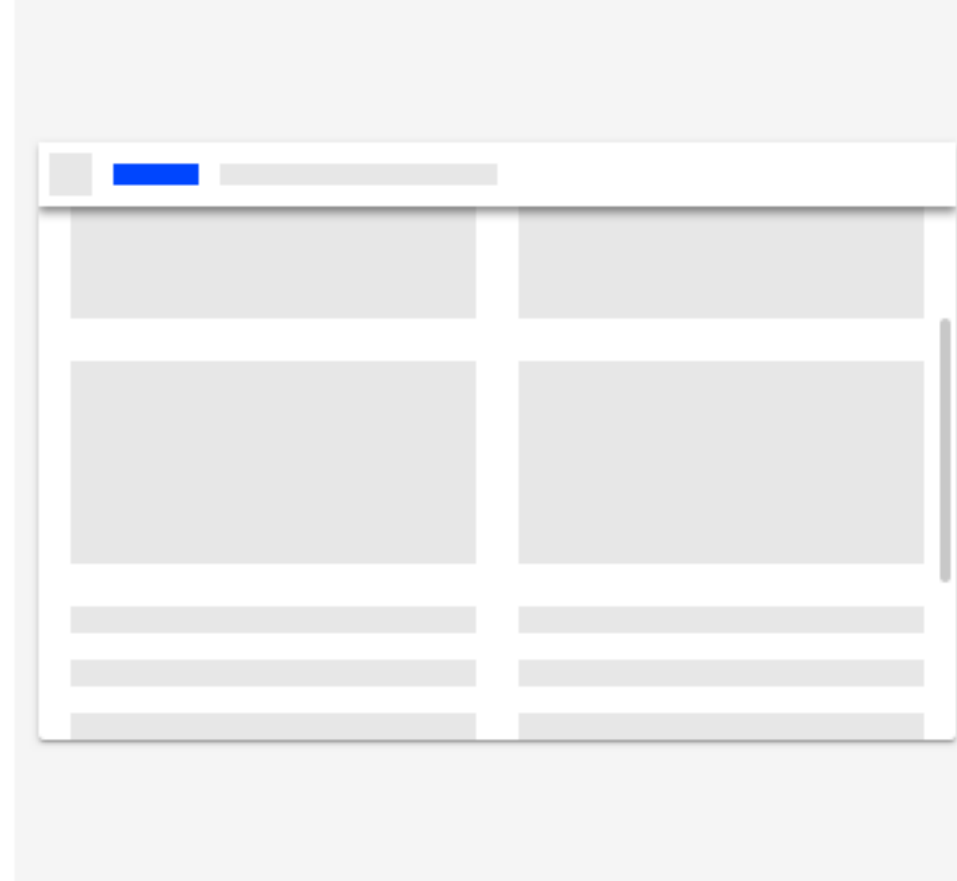
1. Branded by Cegid
2. Branded by Flowerbomb

Interface, page 3/6

DO and DON'T

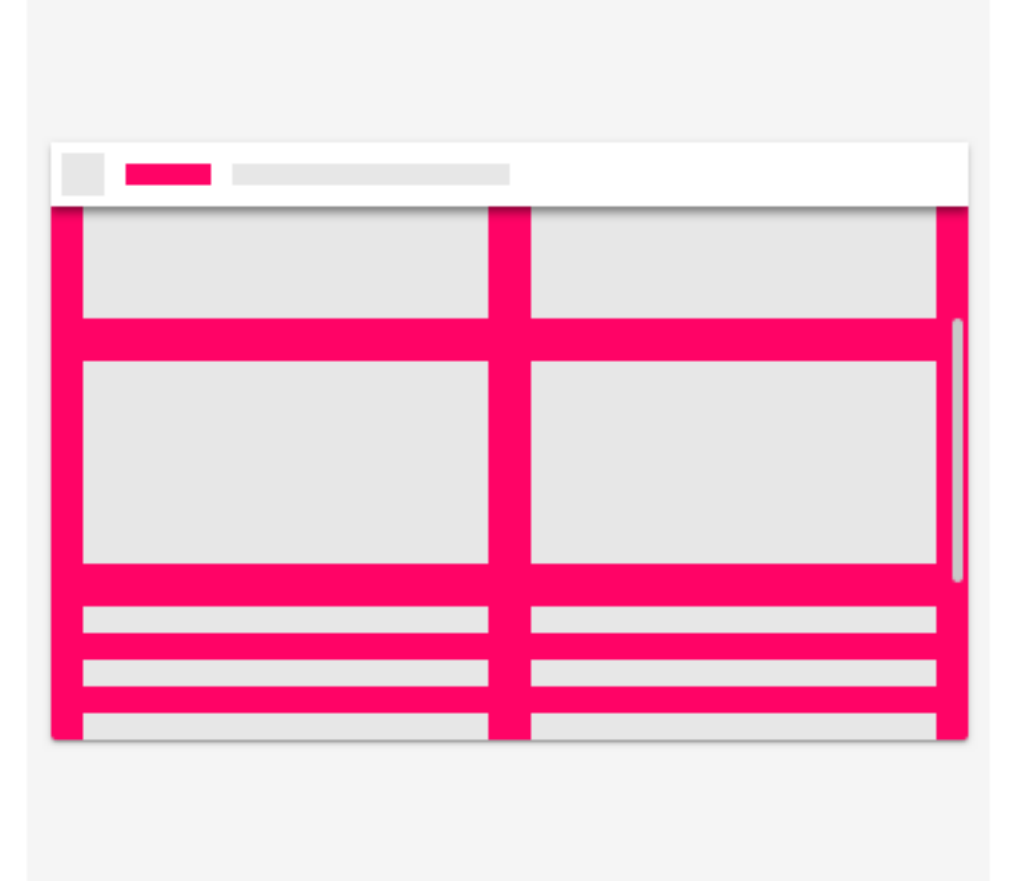Here are some best practices for you to apply correctly the personnalisation on your product.

Background Color

To ensure accessibility, the color of the background can't be customizable. We just made exception for templates.

Do.

Use our background colors for the background color.

Don't.

You can't change the background color for accessibility reason.

Typography

To ensure respect of our Cegid Design System, you must use Roboto as font-family.

Roboto

Gelion

Sanchez

Times New Roman

Do.

Use Roboto as font-family.

Don't.

You can't change the typography for accessibility reason.

Semantics Colors

Except with the exception of the informative color which is the primary color of the brand identity.
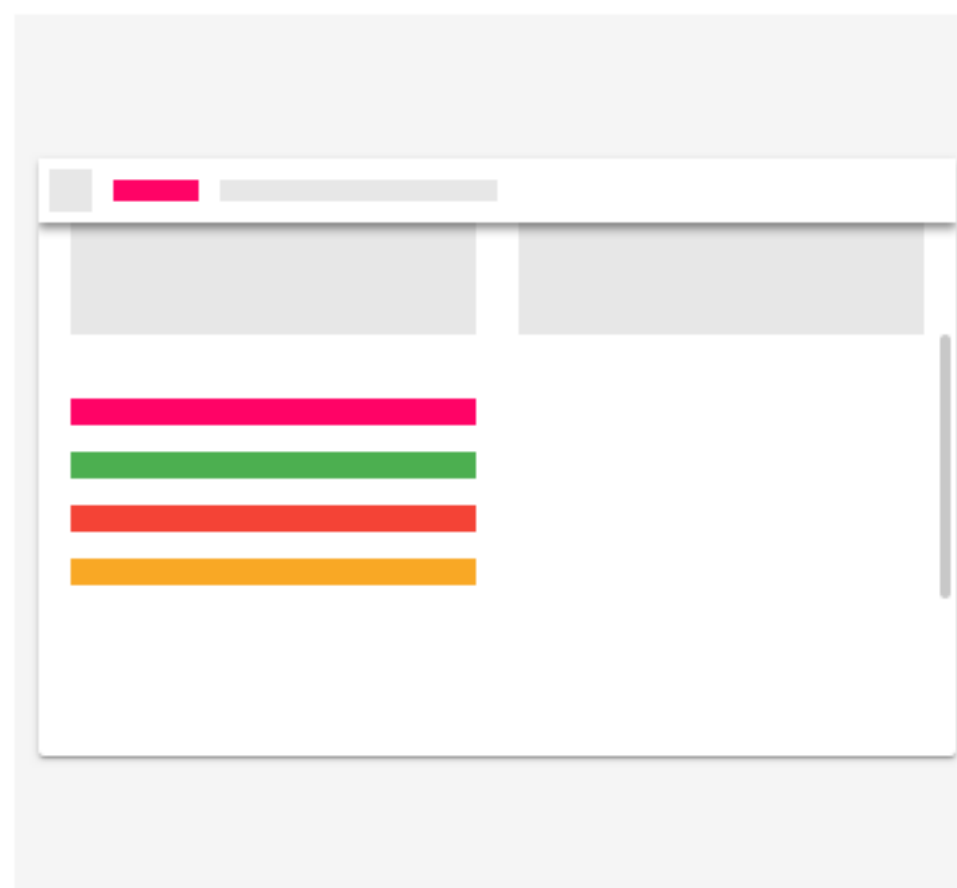
Do.

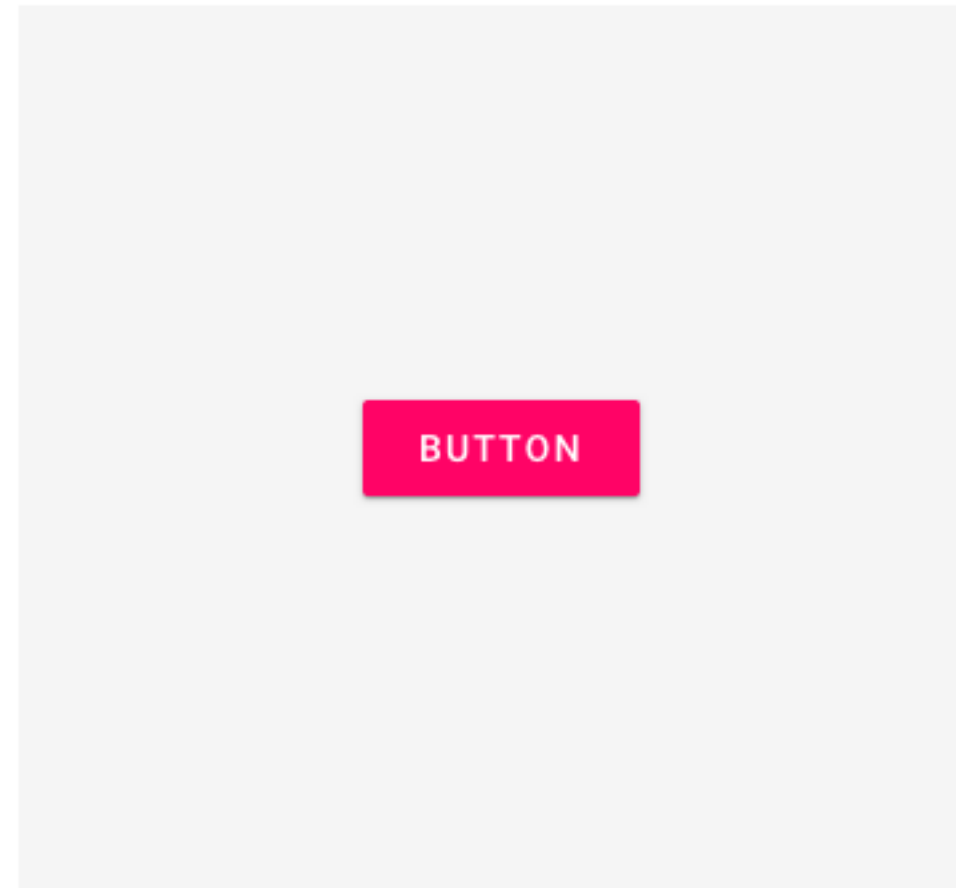Use the primary color for the informative semantics color.

Interface, page 4/6

DO and DON'T

Here are some best practices for you to apply correctly the personnalisation on your product.
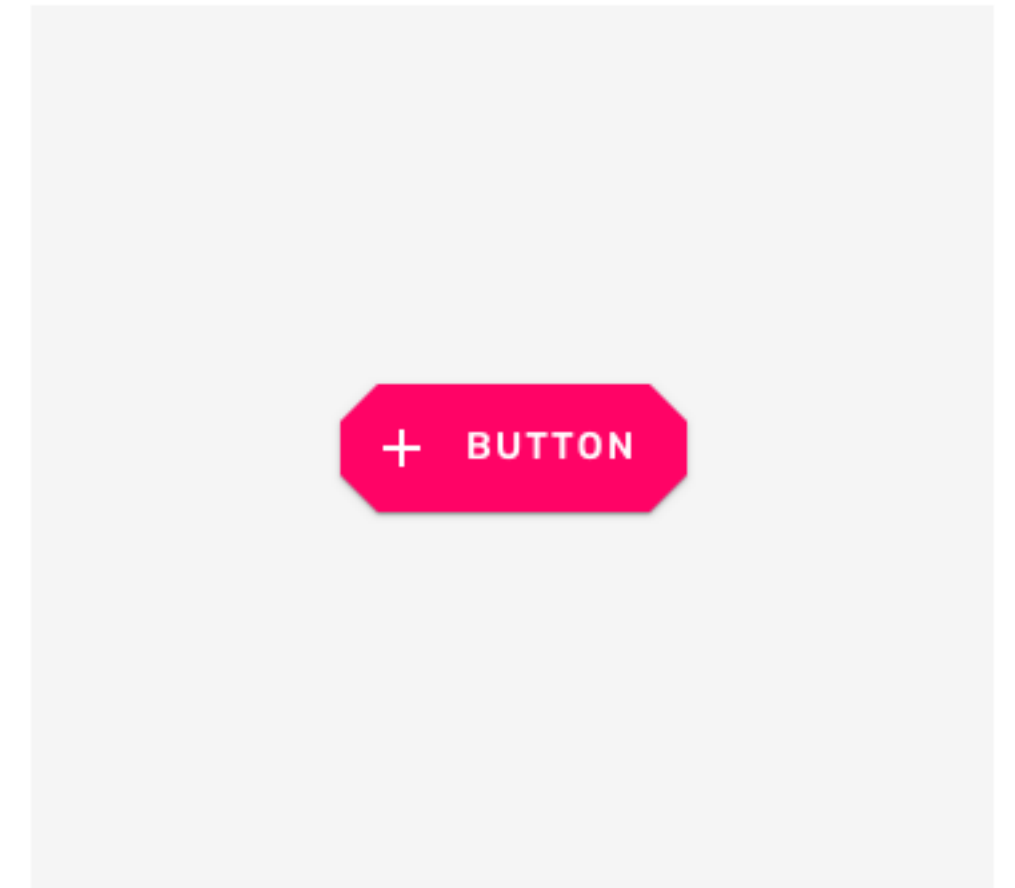
Shape

To keep a graphic coherency and consistency, please respect the shape of our applicative chart.

Do.

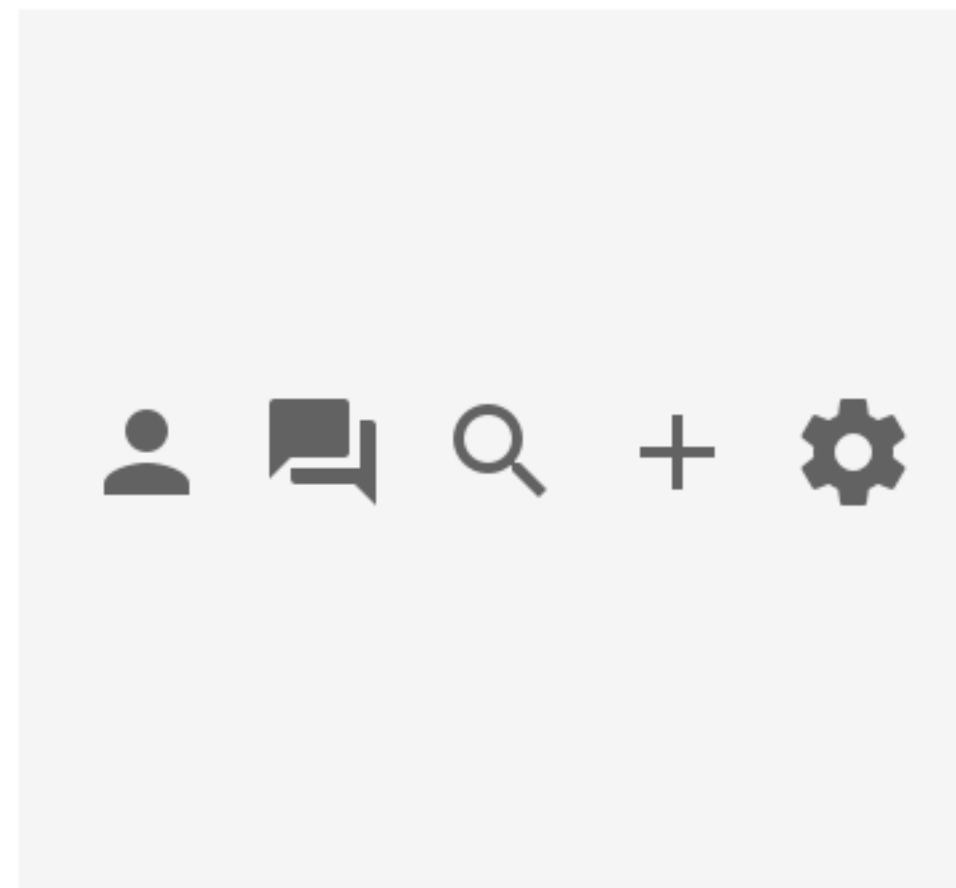Use the border-radius from our applicative chart.

Don't.

You can't change the border-radius for not to be disruptive with our applicative chart.

Iconography

To keep a graphic coherency and consistency, also to be in connection with the design system, please use the Material Icons.

Do.

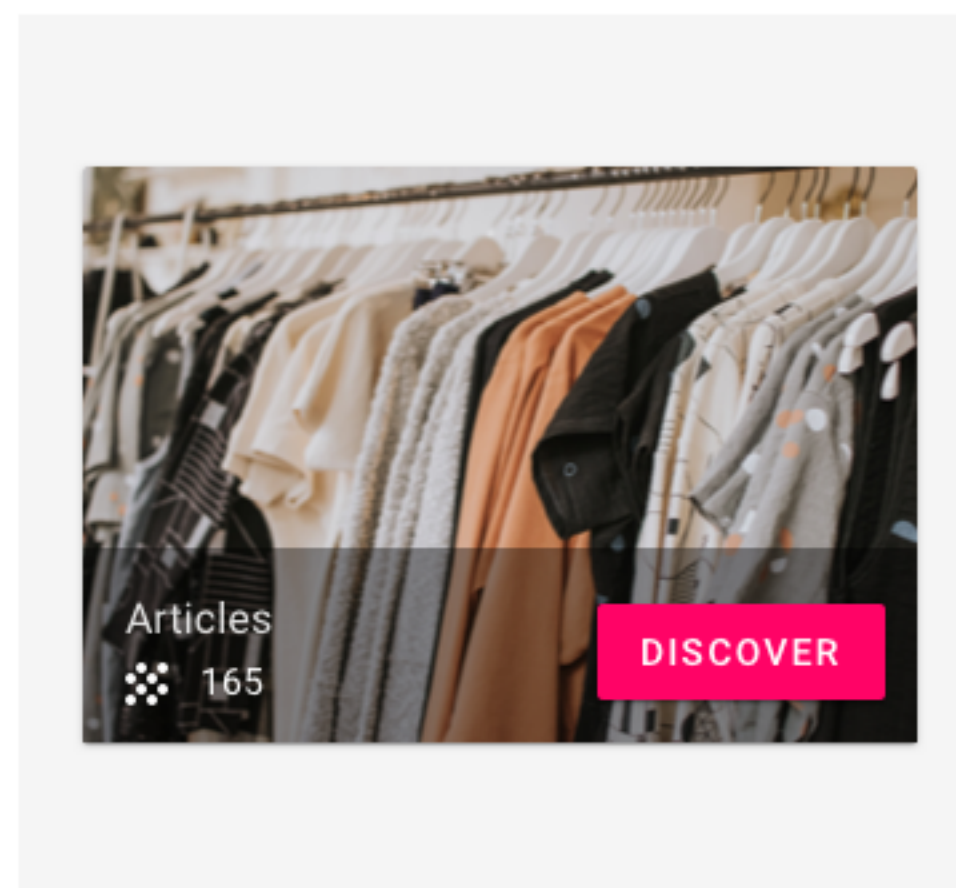Use Material Icons available on : material.io or materialdesignicons.com

Don't.

You can't chose another iconography type. You must be conform with Material Theme.

Photography

To ensure accessibility, make sure to have a text protection that suits for all imagery.
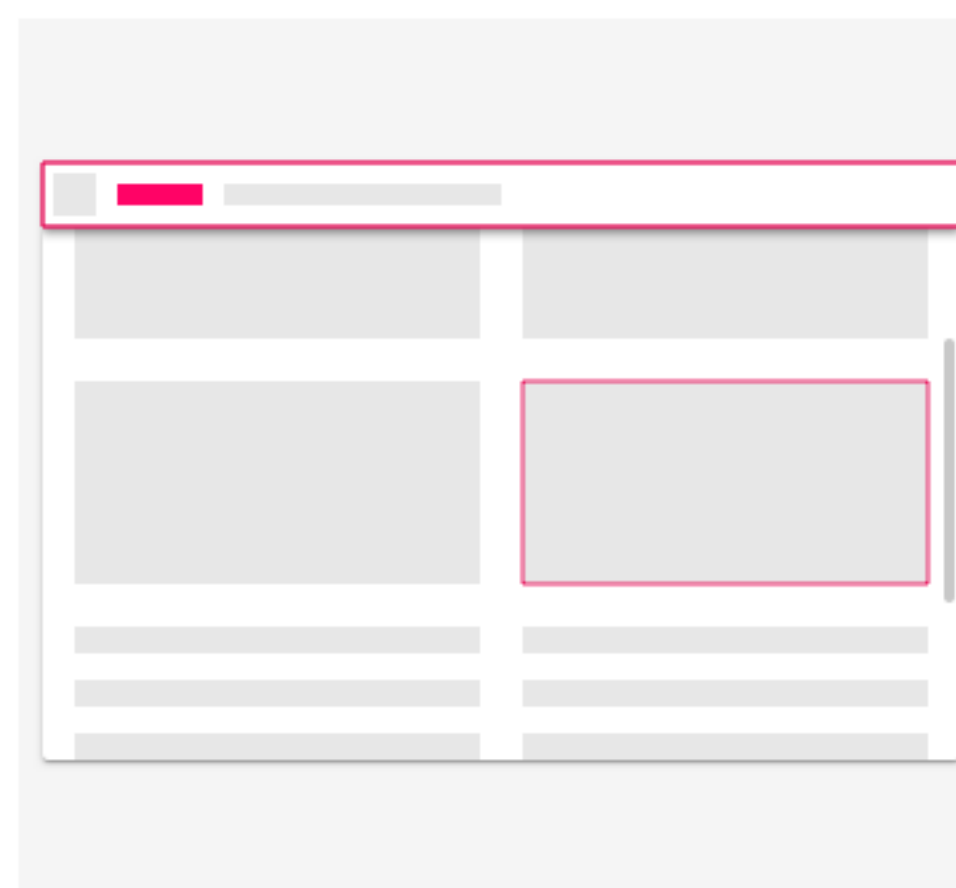

Articles
165

DISCOVER

Caution.

Text protection must be a semi-opaque scrim placed in front of imagery to keep text above it legible.

Interfaces Area

These are the different areas of UI elements in an interface. You're not allowed to change any of them.

Don't.

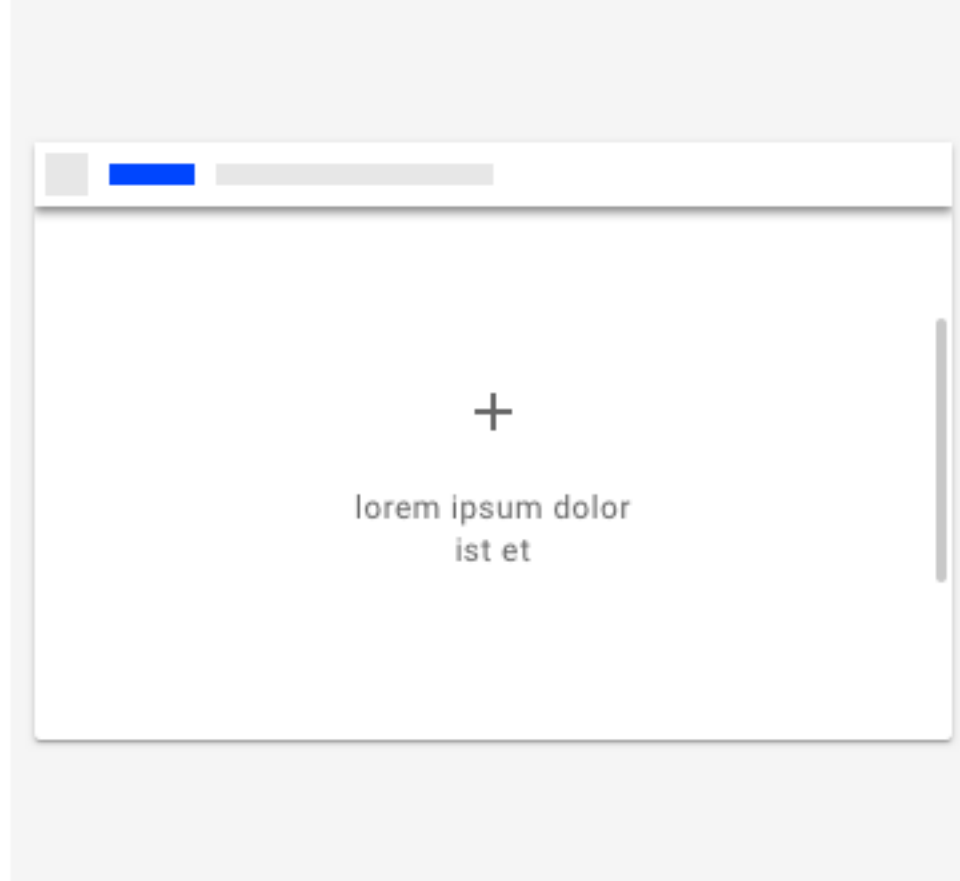You must not modify UI components, as they must follow the guidelines.

Interface, page 5/6

DO and DON'T

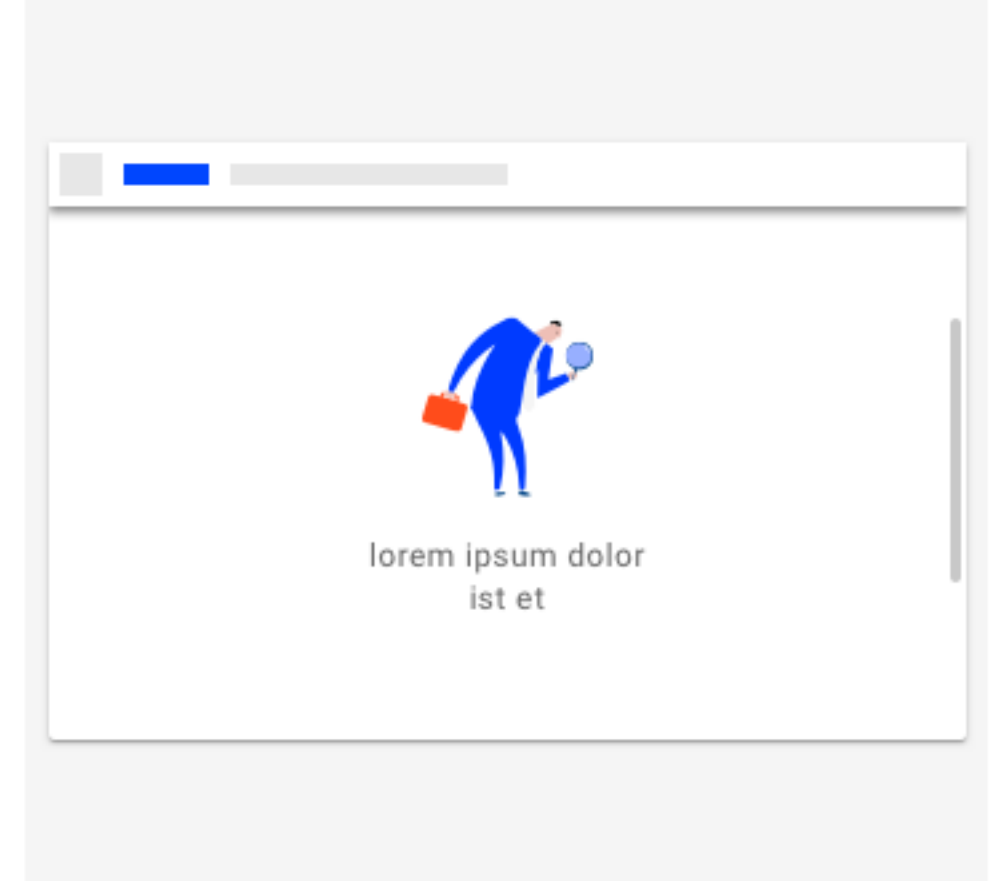Here are some best practices for you to apply correctly the personnalisation on your product.

Illustrations

Cegid has its own illustrations. The idea is to remove them when brands is changing.

+
lorem ipsum dolor
ist et

lorem ipsum dolor
ist et

Do.

Use Material Design Icons instead of Cegid's illustration.

Don't.

You can't change use our illustration for branding reason.

Interface, page 6/6

Examples of customization

To show how customization of a brand - here, Flowerbomb - is applied when using the Cegid design system. So we took mains screens to put them in context. These examples reveal UI elements on which the client's brand applies.
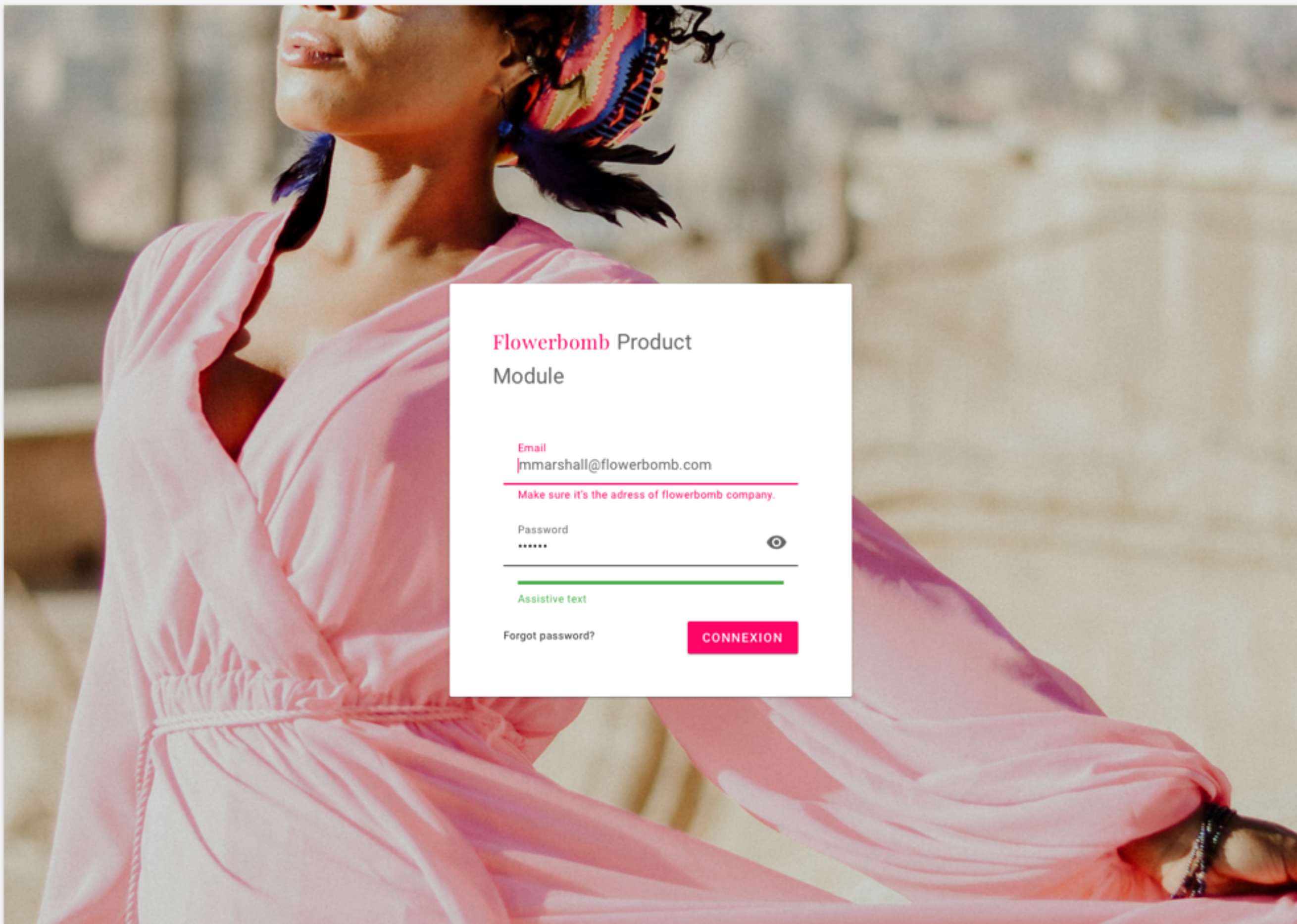
1 Representation of an authentification interface customized by Flowerbomb.
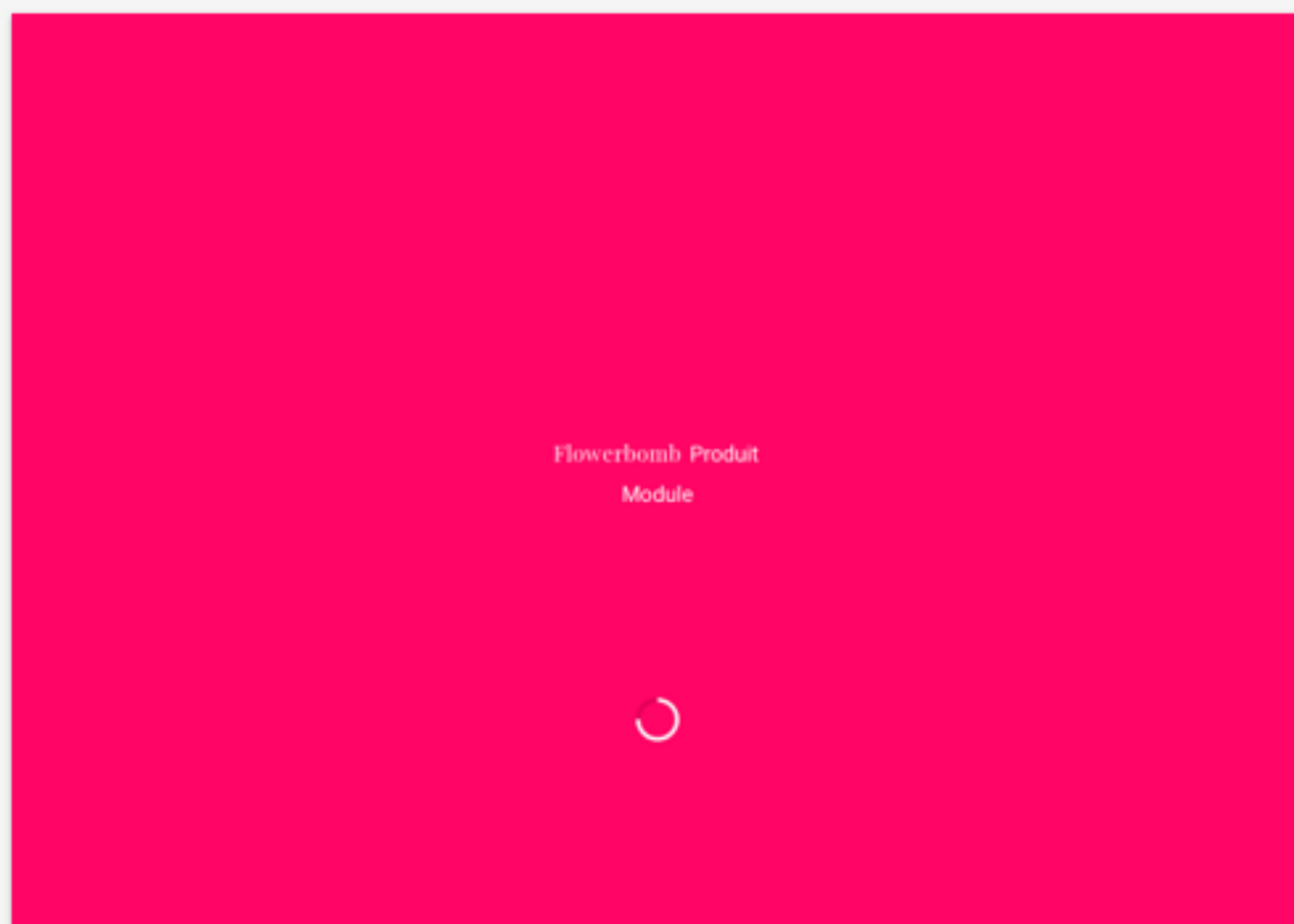
2 Representation of a splashscreen interface customized by Flowerbomb.
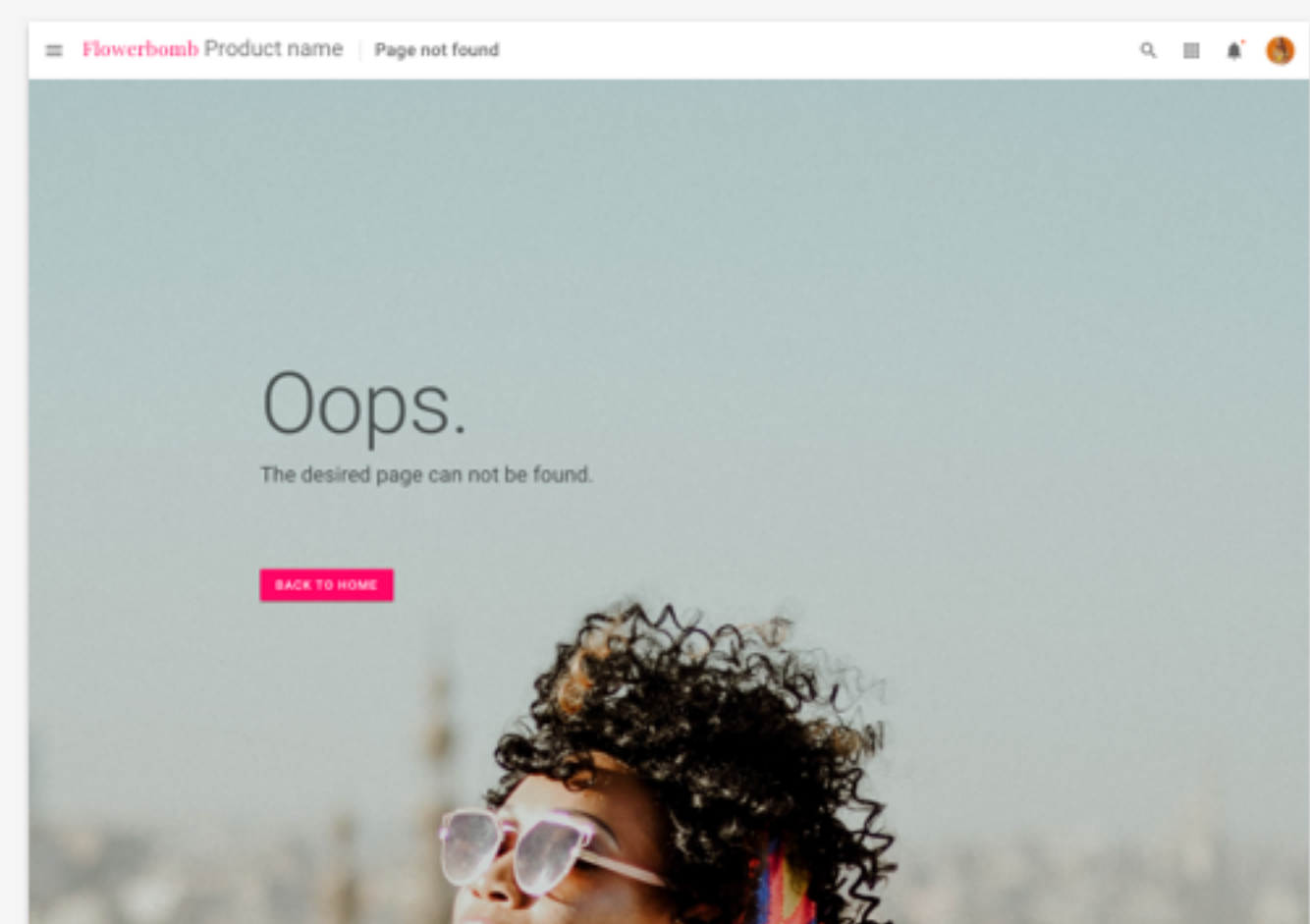
3 Representation of a 404 interface page customized by Flowerbomb.

4 Representation of a dashboard customized by Flowerbomb.

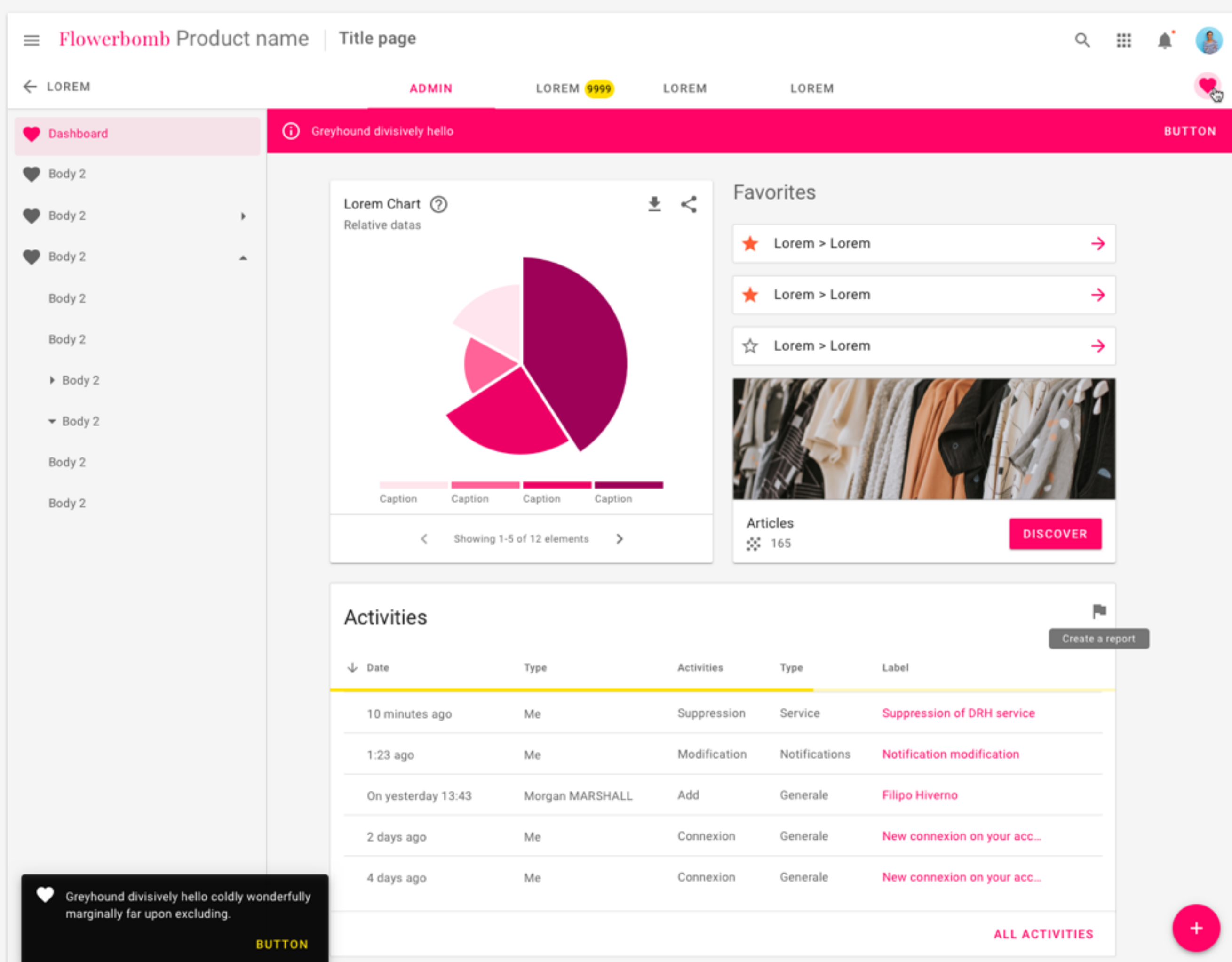# Introduction

Principles

Data visualization is a form of communication that portrays dense and complex information in graphical form. The resulting visuals are designed to make it easy to compare data and use it to tell a story – both of which can help users in decision making. It should be compatible with the audience's expertise and allow viewers to view and process data easily and quickly.
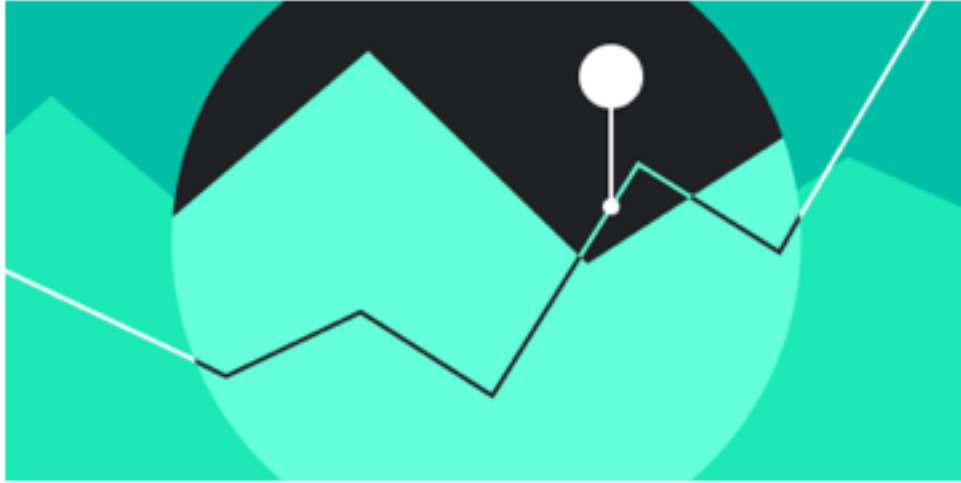
Accurate

Prioritize data accuracy, clarity, and integrity, presenting information in a way that doesn't distort it.
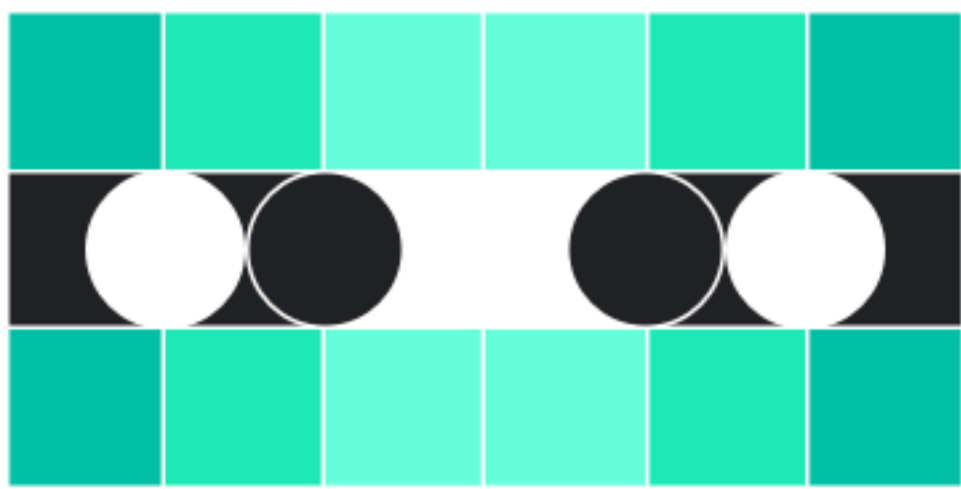
Helpful

Help users navigate data with context and affordances that emphasize exploration and comparison.

Scalable

Adapt visualizations for different device sizes, while anticipating user needs on data depth, complexity, and modality.

Material Colors

We used Material Design's colors for charts in aim to distinguishing categories from one another, representing quantity, highlighting specific data, expressing meaning.

Interaction Design

As charts are a very complex but fundamental topic, the related interactions must be precise and useful. This is why the different states must provide additional informations.

Picking the right chart

This document will help you to choose the right chart to represent your datas (also, keep in mind that combining related charts is one of the most efficient way to overview your datas). Deciding what type is best for visualizing the data being presented is an art unto itself. The right chart will not only make the data easier to understand, but also present it in the most accurate light. To make the right choice, consider what type of data you need to convey, and to whom it is being conveyed.

Bar Charts

Bar charts are meant to compare quantitative datas from many categories, and show significant changes. Those charts can be sorted by ascending or descending order, or grouped together so comparison can be done easier and faster. However, as values can be negative as well, it is a great way to highlight problems.

Line Charts

Line charts tend to show more easily a sequence of values other the time than other charts. When lines charts have more than two lines, an area chart should be used instead, as datas can be crossed. Also, while hovering a precise line, it should be highlighted so comparison can be done easier.

Pie Charts

Pie charts must be used exclusively to display relatives and proportional datas, which are expressed as percentages. Do not use more than five slices, as readability would be greatly affected. Also, do not force the user to convert pie charts into relevant datas, in which case essential datas would be ignored and interpretation would be overused.

Map Charts

Maps are very special charts that are used for one purpose only: geographic datas. They can be combined with other relevant datas so analysis can be pushed further, such as pie charts or scatterplot charts.

Colorimetry

Multi-Hue Palettes

Categorical palettes are best when you want to distinguish discrete categories of data that do not have an inherent correlation.

500 · Primary	#004480
500 · Secondary	#E67B38

500 · Alternative 1	#0084FF
500 · Alternative 2	#FEC55C
500 · Alternative 3	#95ABE6
500 · Alternative 4	#EDC6BE

500 · Semantic Error	#F44336
500 · Semantic Success	#4CAF50

500 · Neutral	#E9E9E9

Single-Hue Color Scales

Use light colors for low values and dark colors for high values.

Cool

Primary · Dark	#001E53
Primary · Main	#004480
Primary · Light	#476FB0
Primary · Pastel	#B3C7D9

Alternative 1 · Dark	#0058CB
Alternative 1 · Main	#0084FF
Alternative 1 · Light	#69B3FF
Alternative 1 · Pastel	#B3DAFF

Alternative 3 · Dark	#647CB4
Alternative 3 · Main	#95ABE6
Alternative 3 · Light	#C7DDFF
Alternative 3 · Pastel	#DFE6F8

Semantic Error · Dark	#BA000D
Semantic Error · Main	#F44336
Semantic Error · Light	#FF7961
Semantic Error · Pastel	#FCC7C3

Warm

Secondary · Dark	#AE4D05
Secondary · Main	#E67B38
Secondary · Light	#FFAB66
Secondary · Pastel	#F8D7C3

Alternative 2 · Dark	#C8952C
Alternative 2 · Main	#FEC55C
Alternative 2 · Light	#FFF88C
Alternative 2 · Pastel	#FFEECE

Alternative 4 · Dark	#BA958E
Alternative 4 · Main	#EDC6BE
Alternative 4 · Light	#FFF9F1
Alternative 4 · Pastel	#FAEEEC

Semantic Success · Dark	#5A9216
Semantic Success · Main	#8BC34A
Semantic Success · Light	#BEF67A
Semantic Success · Pastel	#DCEDC9

Components

Components for charts

Charts include many elements to complete themselves.

Title

- Caption   Value
- Caption   Value
- Caption   Value
- Caption   Value
- Caption   Value

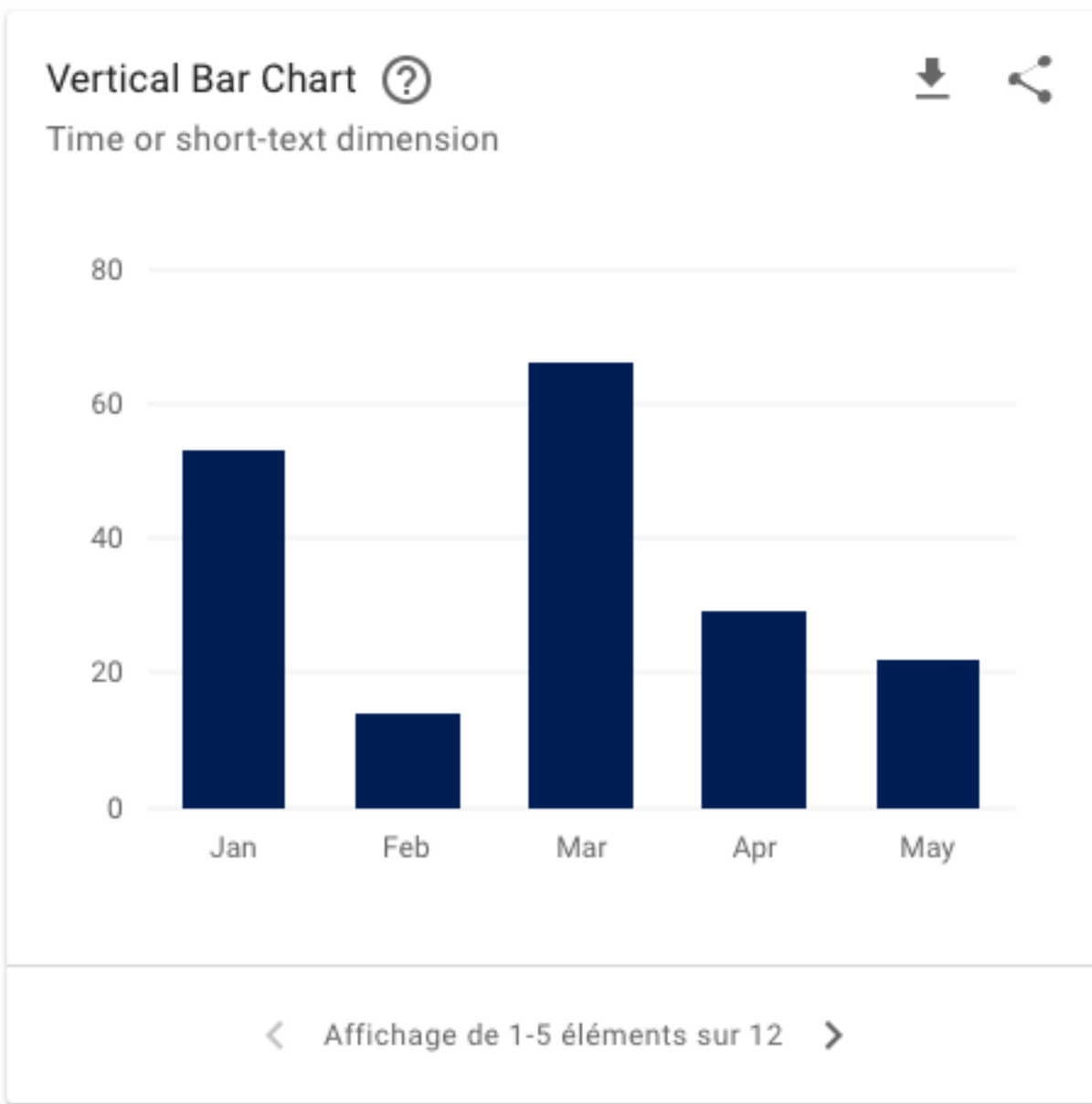Caption **Body 2**

Caption **Body 2**

■ Caption

Caption

Subtitle 1 ?	♥ ♥ ♥

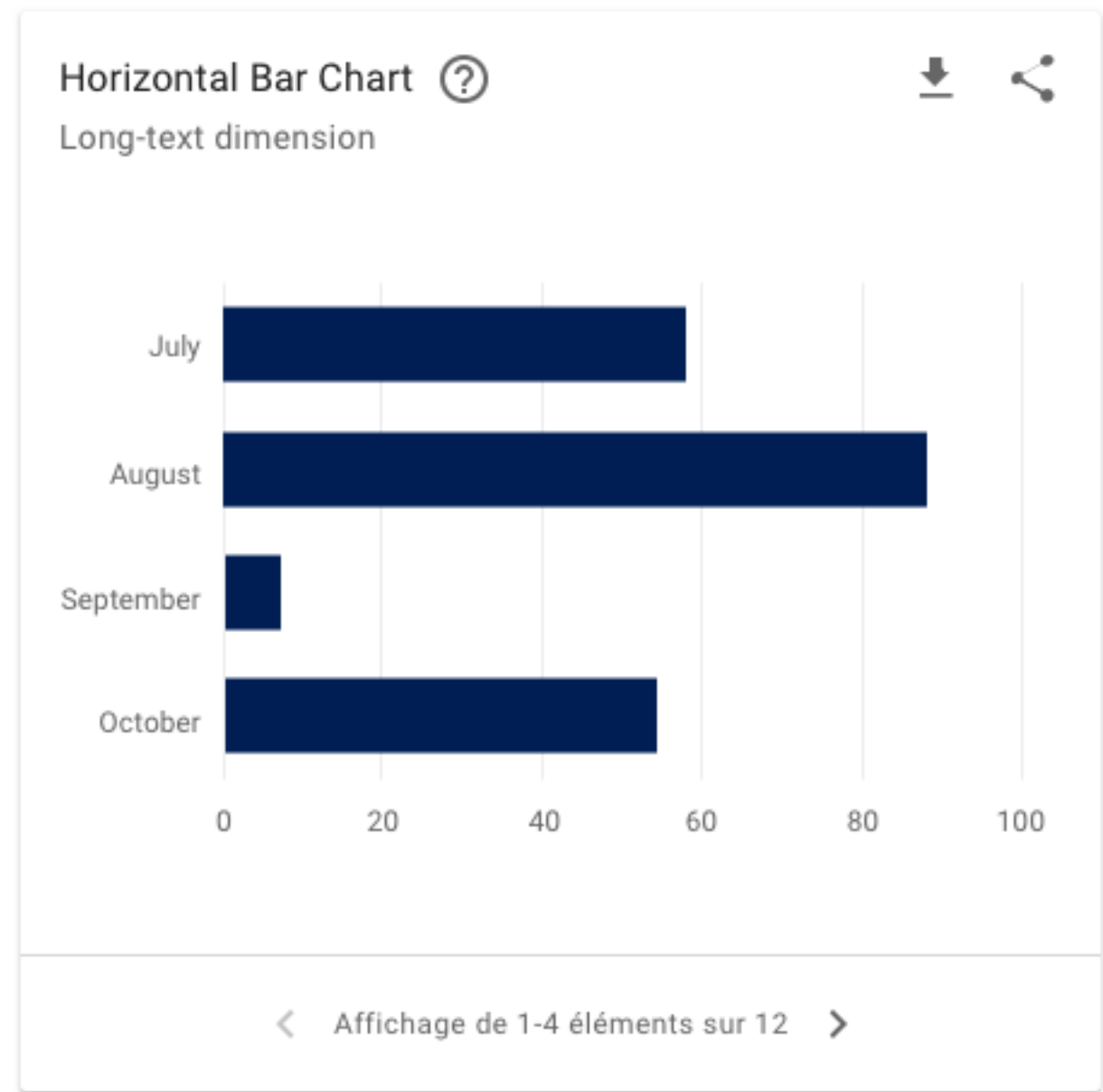‹   Affichage de 1-5 élements sur 13   ›
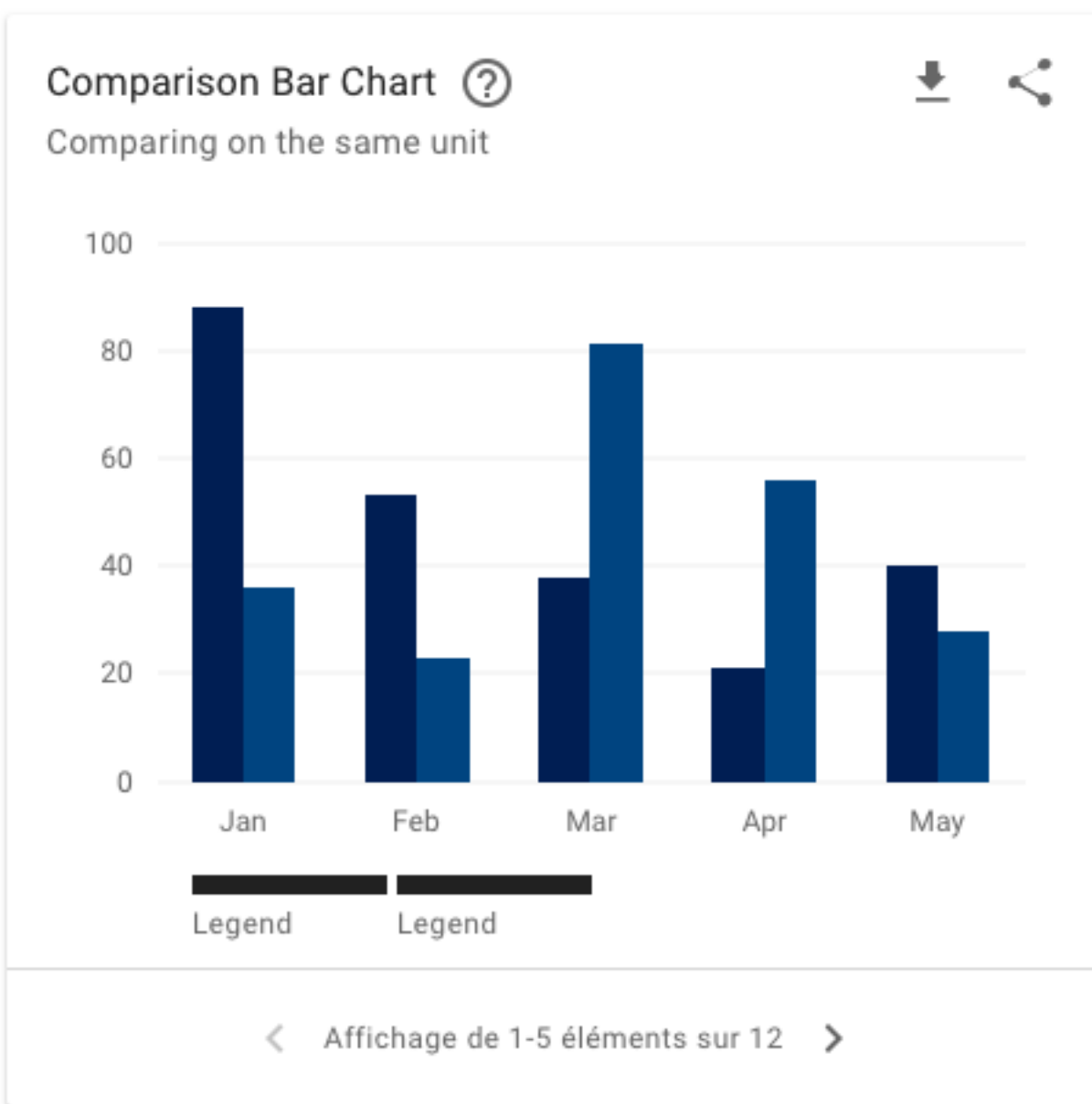
Bar Charts, Page 1

Comparison category

Comparison category charts compare data between multiple distinct categories.

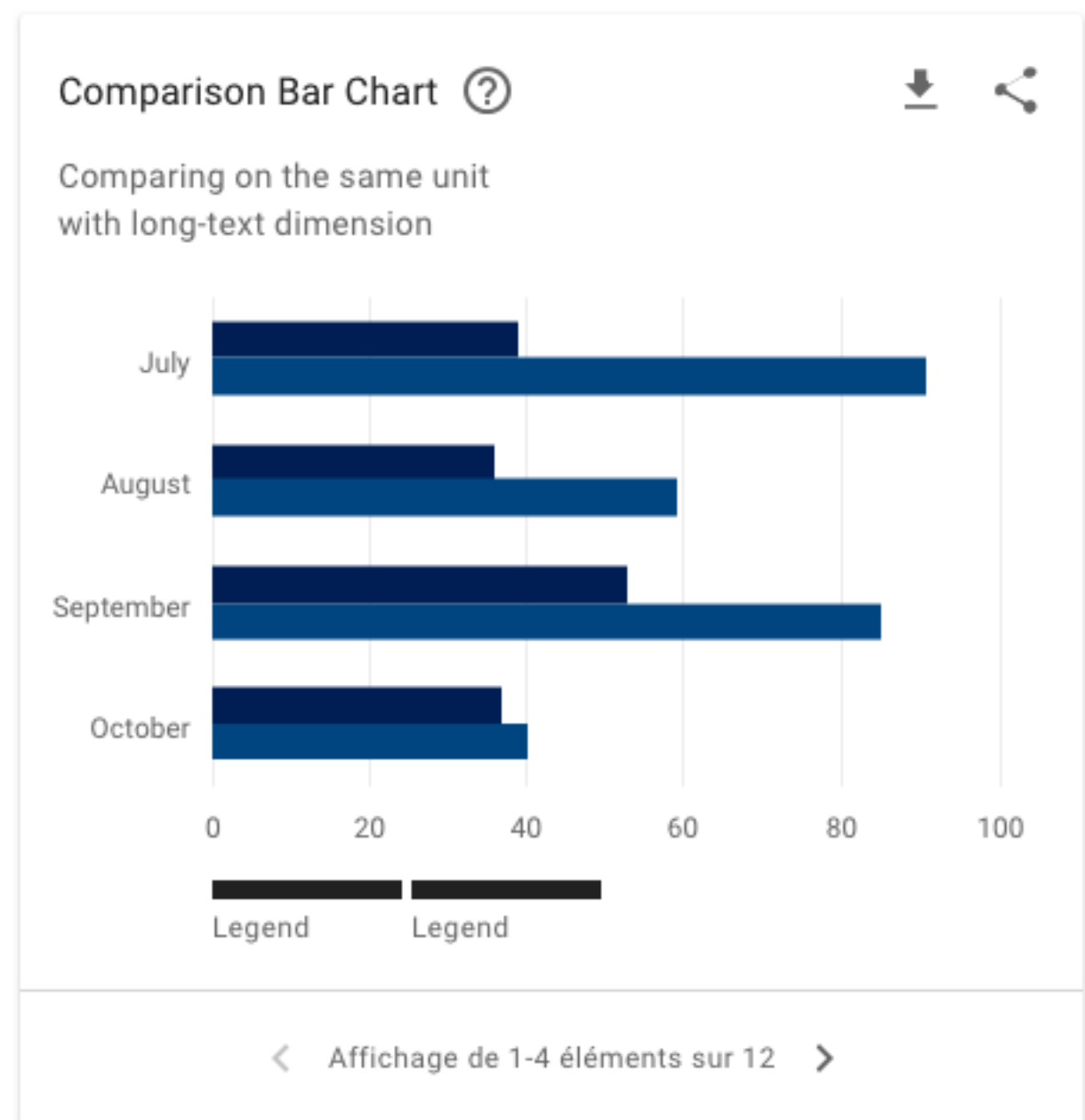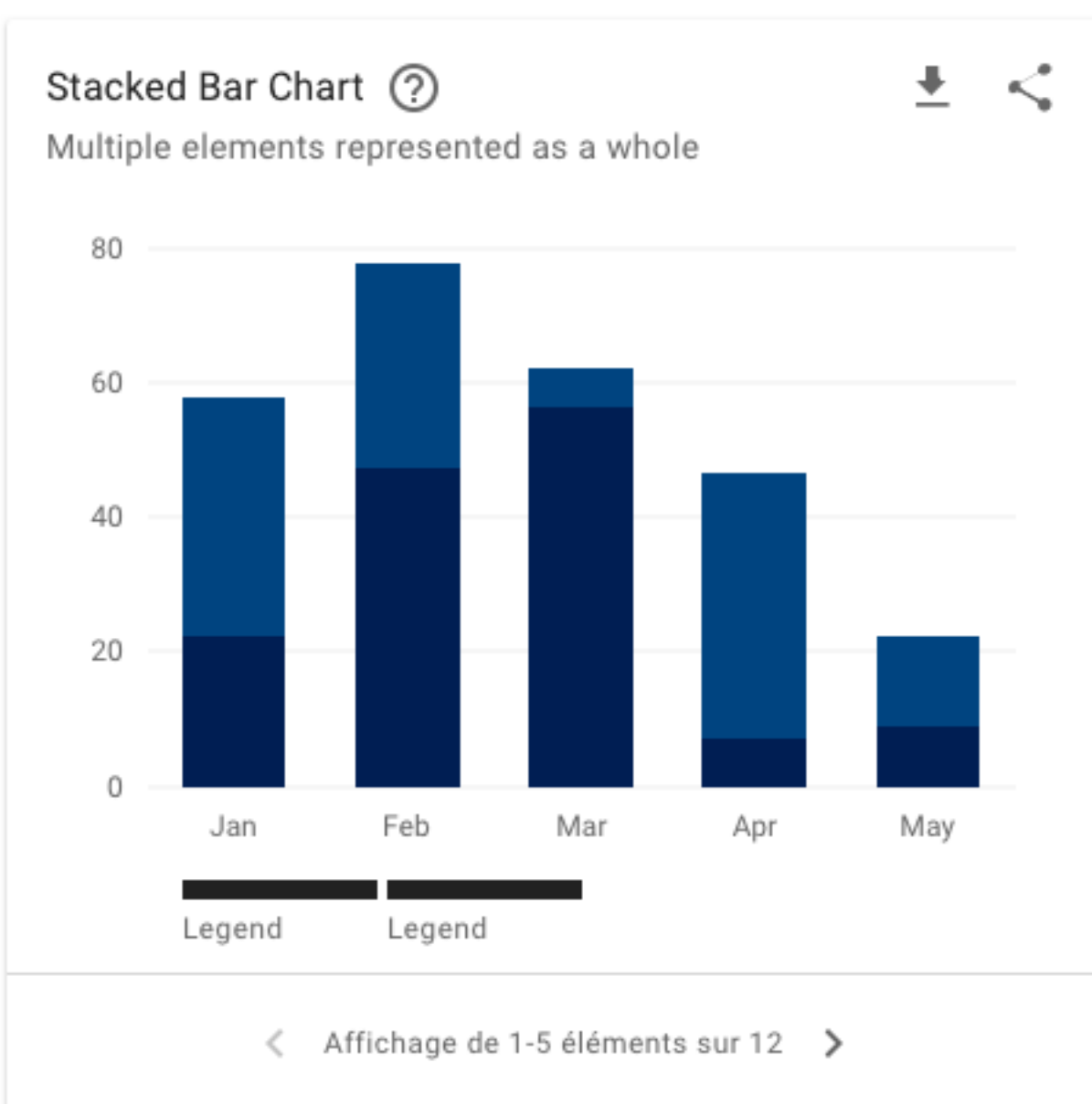### Vertical Bar Chart ?
Time or short-text dimension

80
60
40
20
0
Jan Feb Mar Apr May

‹ Affichage de 1-5 éléments sur 12 ›

Vertical Bar Chart

Horizontal Bar Chart ?
Long-text dimension

July
August
September
October

0   20   40   60   80   100

‹ Affichage de 1-4 éléments sur 12 ›

Horizontal Bar Chart

Comparison Bar Chart ?
Comparing on the same unit

100
80
60
40
20
0
Jan Feb Mar Apr May

Legend Legend

‹ Affichage de 1-5 éléments sur 12 ›

Comparison Bar Chart

Comparison Bar Chart ?
Comparing on the same unit
with long-text dimension

July
August
September
October

0   20   40   60   80   100

Legend Legend

‹ Affichage de 1-4 éléments sur 12 ›

Comparison Bar Chart

Stacked Bar Chart ?
Multiple elements represented as a whole

80
60
40
20
0
Jan Feb Mar Apr May

Legend Legend

‹ Affichage de 1-5 éléments sur 12 ›

Stacked Bar Chart

Stacked Bar Chart ?
Multiple elements represented as a whole
with long-text dimension

July
August
September
October

0   20   40   60   80   100

Legend Legend

‹ Affichage de 1-4 éléments sur 12 ›

Stacked Bar Chart

Horizontal Special Bar Chart ?
Another form for comparison

July
August
September
October

-40 -20   0   20   40   60

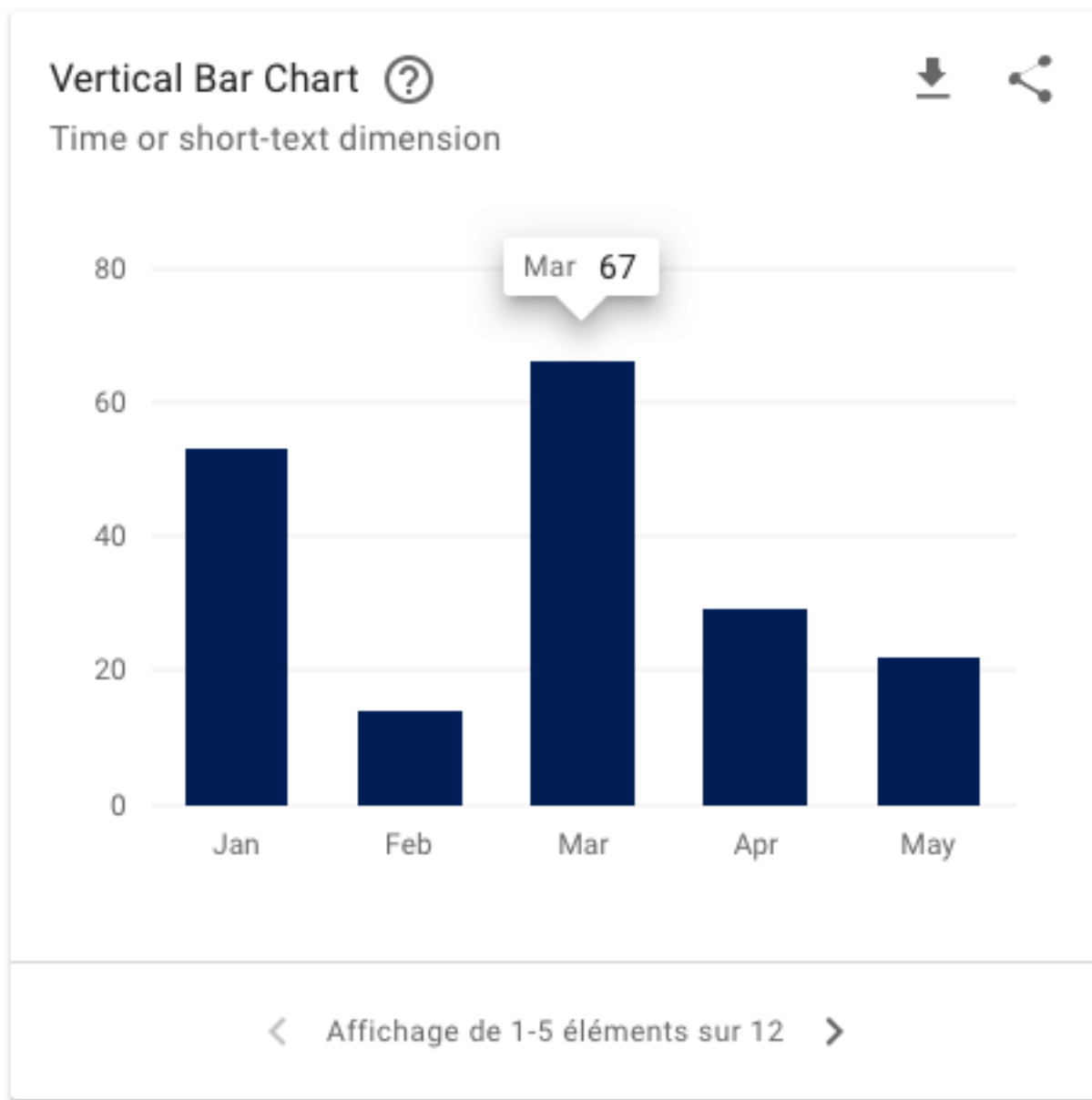Legend Legend

‹ Affichage de 1-4 éléments sur 12 ›
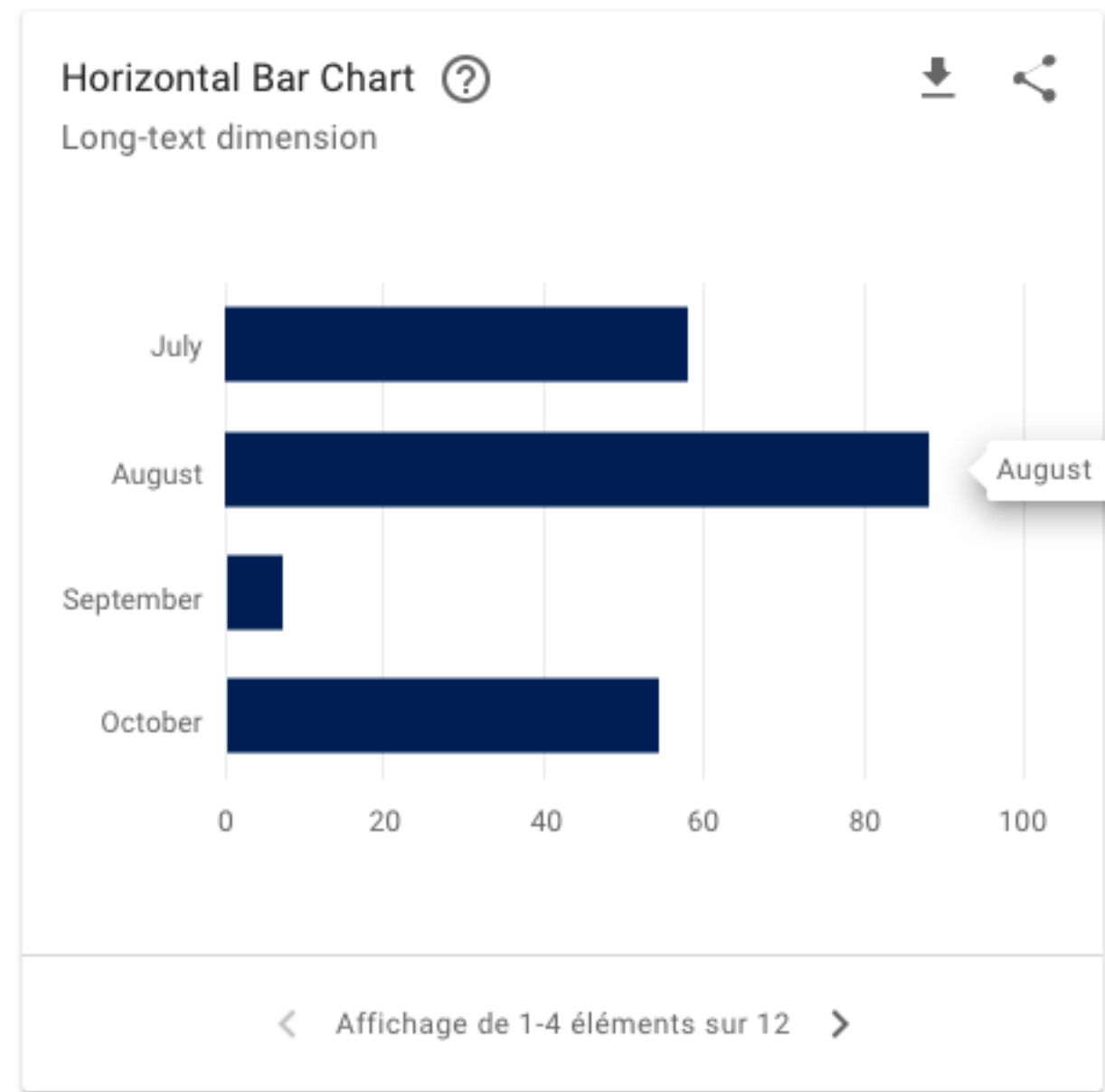
Horizontal Special Bar Chart

Bar Charts, Page 2

Interaction Design

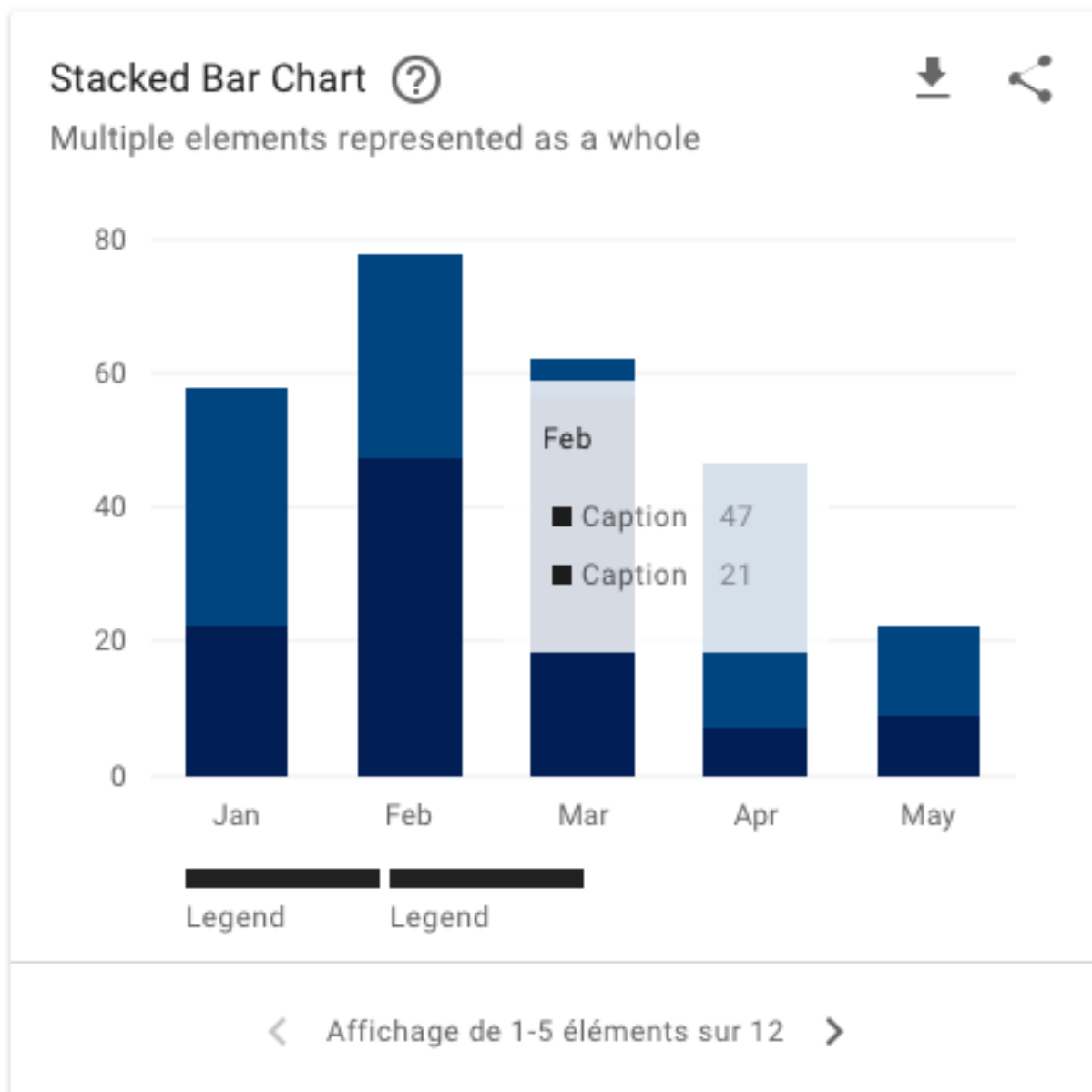How does the tooltip should react?

Vertical Bar Chart (?)
Time or short-text dimension

Mar 67

80
60
40
20
0

Jan Feb Mar Apr May

Affichage de 1-5 éléments sur 12

Vertical Bar Chart

Horizontal Bar Chart (?)
Long-text dimension

July
August | August 84
September
October

0 20 40 60 80 100

Affichage de 1-4 éléments sur 12

Horizontal Bar Chart

Comparison Bar Chart (?)
Comparing on the same unit

100
80
60
40
20
0

Jan Feb Mar Apr May

Feb
■ Caption 47
■ Caption 21

Legend Legend

Affichage de 1-5 éléments sur 12

Comparison Bar Chart

Comparison Bar Chart (?)
Comparing on the same unit
with long-text dimension

July
August
September
October

0 20 40 60 80 100

September
■ Caption 45
■ Caption 82

Legend Legend

Affichage de 1-4 éléments sur 12

Comparison Bar Chart

Stacked Bar Chart (?)
Multiple elements represented as a whole

80
60
40
20
0

Jan Feb Mar Apr May

Feb
■ Caption 47
■ Caption 21

Legend Legend

Affichage de 1-5 éléments sur 12

Stacked Bar Chart

Stacked Bar Chart (?)
Multiple elements represented as a whole
with long-text dimension

July
August
September
October

0 20 40 60 80 100

September
■ Caption 45
■ Caption 82

Legend Legend

Affichage de 1-4 éléments sur 12

Stacked Bar Chart

Horizontal Special Bar Chart (?)
Another form for comparison

July
August
September
October

-40 -20 0 20 40 60

September
■ Caption 45
■ Caption 82

Legend Legend

Affichage de 1-4 éléments sur 12
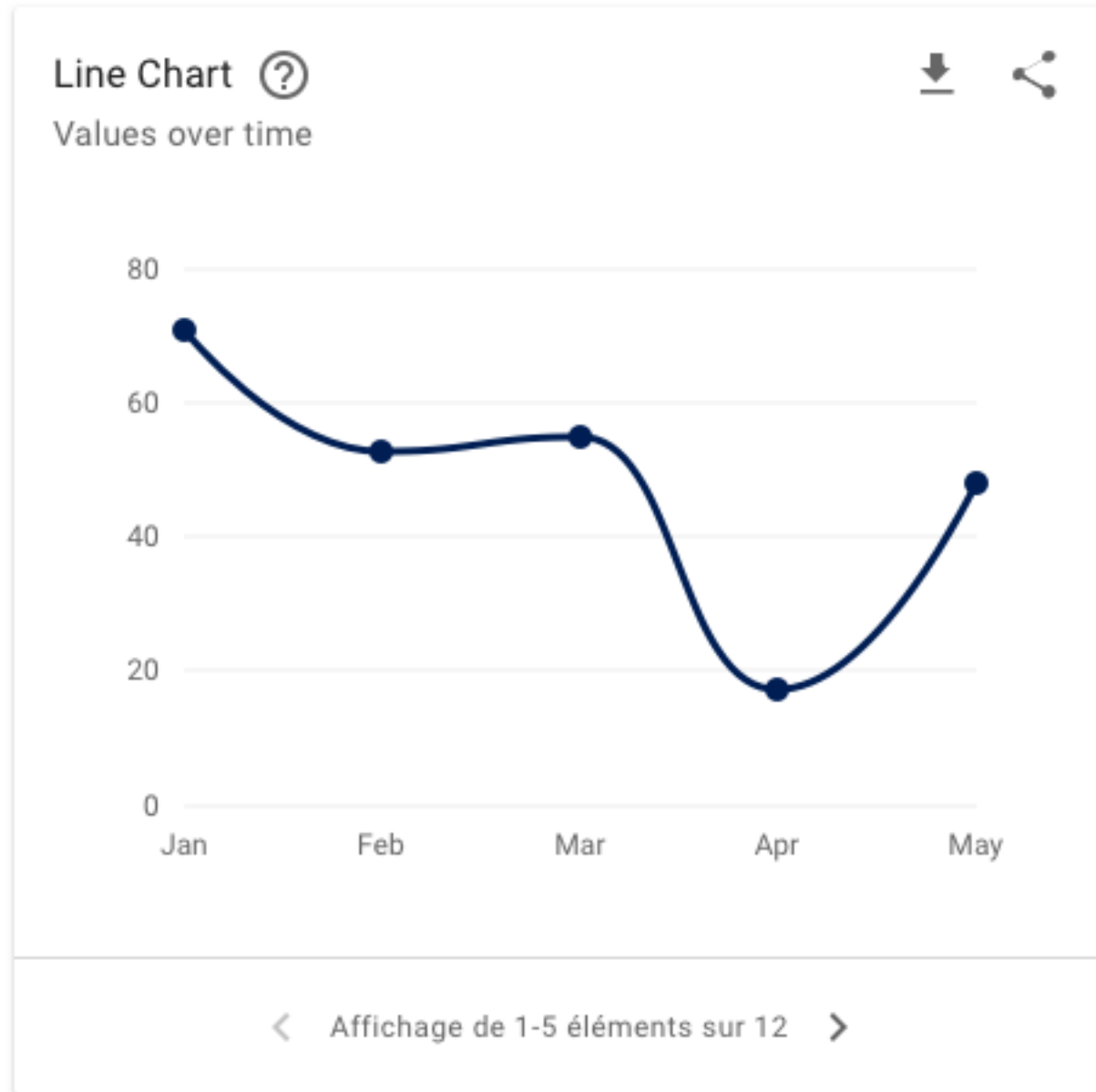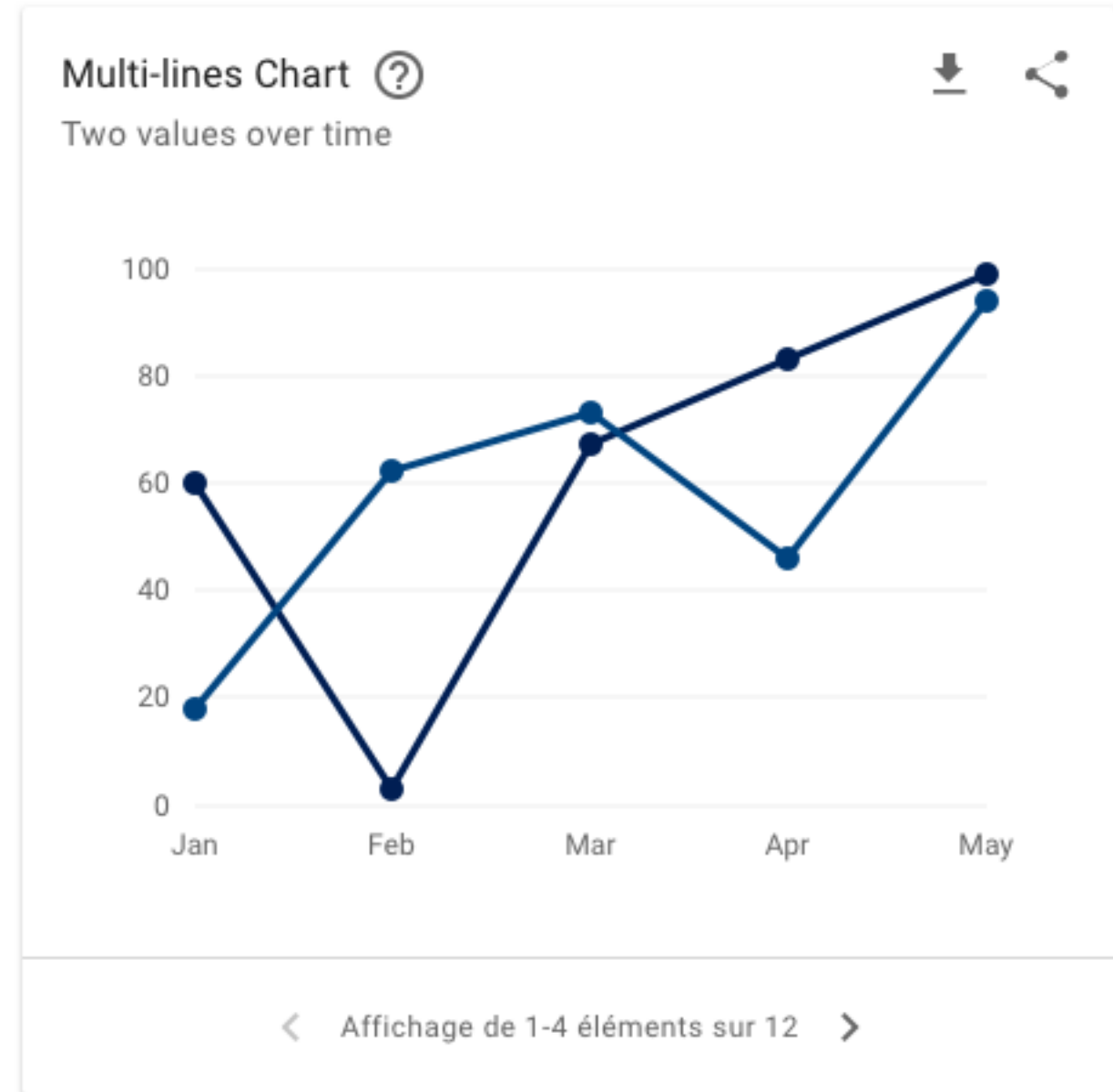
Horizontal Special Bar Chart

Line Charts, Page 1

Comparison category

Comparison category charts compare data over time.
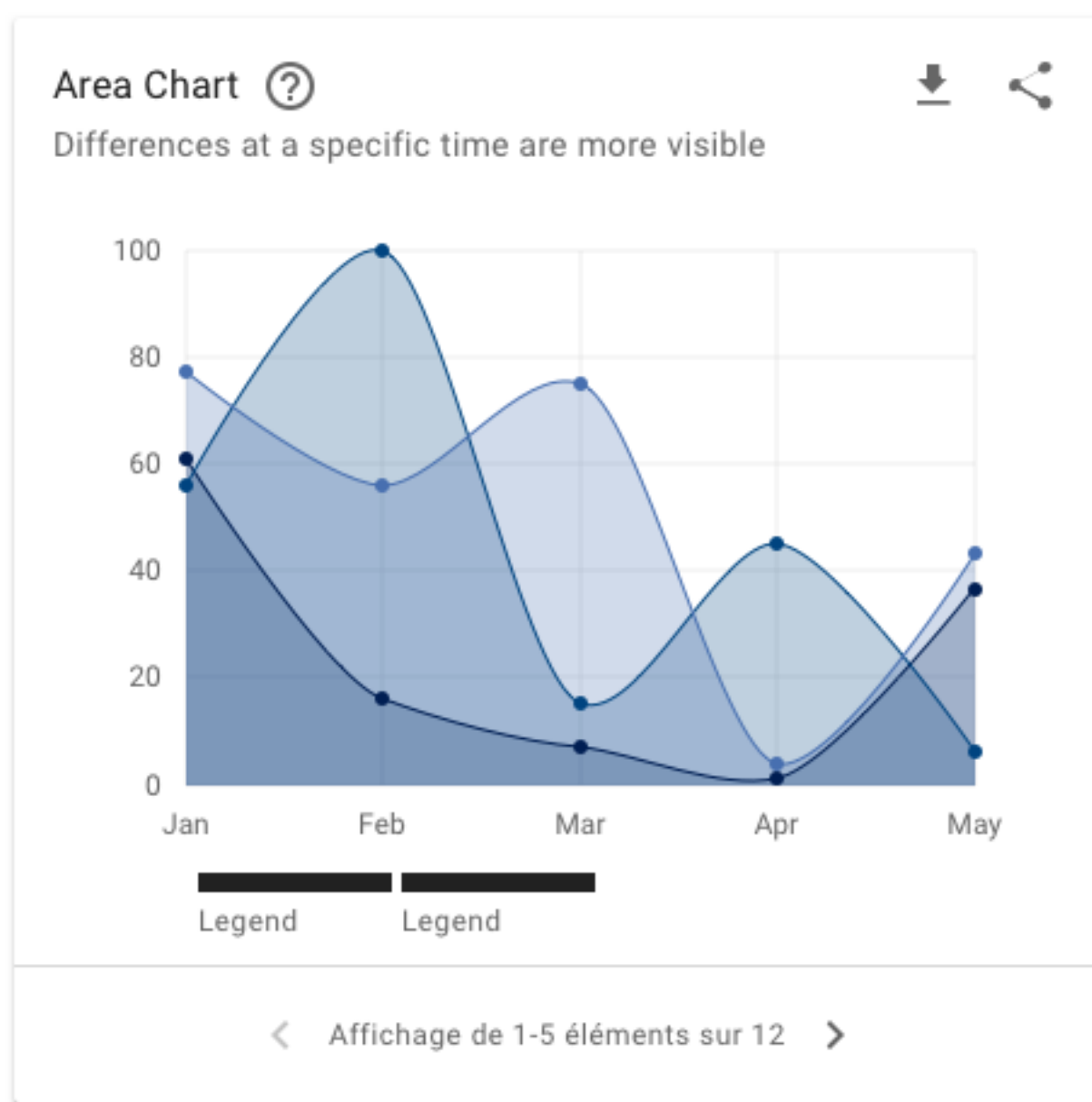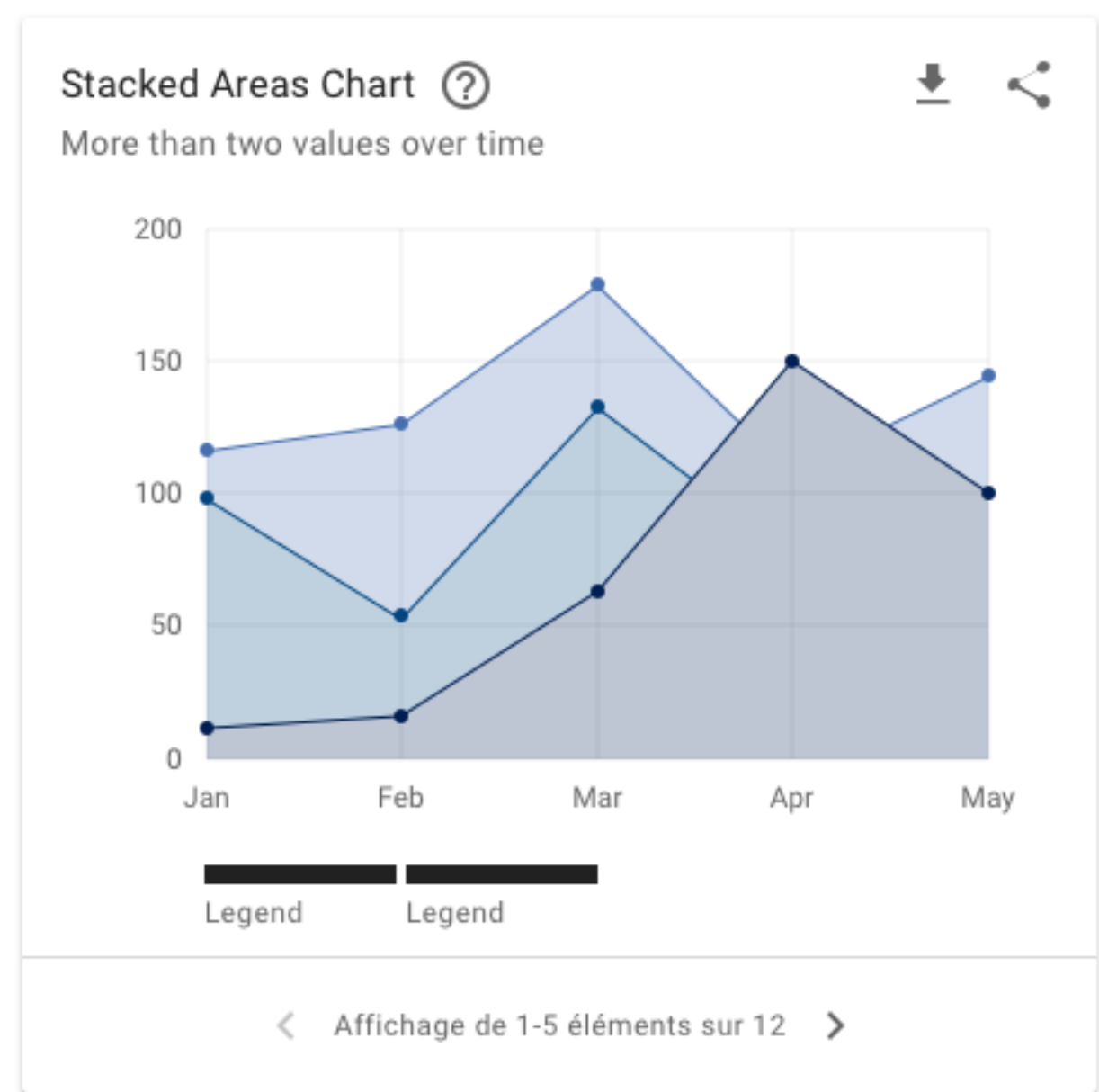(Note: All the lines can either be straightened or curved, but not both on the same graph.)

Line Chart ?
Values over time

‹ Affichage de 1-5 éléments sur 12 ›

Line Chart

Multi-lines Chart ?
Two values over time

‹ Affichage de 1-4 éléments sur 12 ›

Multi-lines Chart

Area Chart ?
Differences at a specific time are more visible

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›

Area Chart

Stacked Areas Chart ?
More than two values over time

Legend   Legend
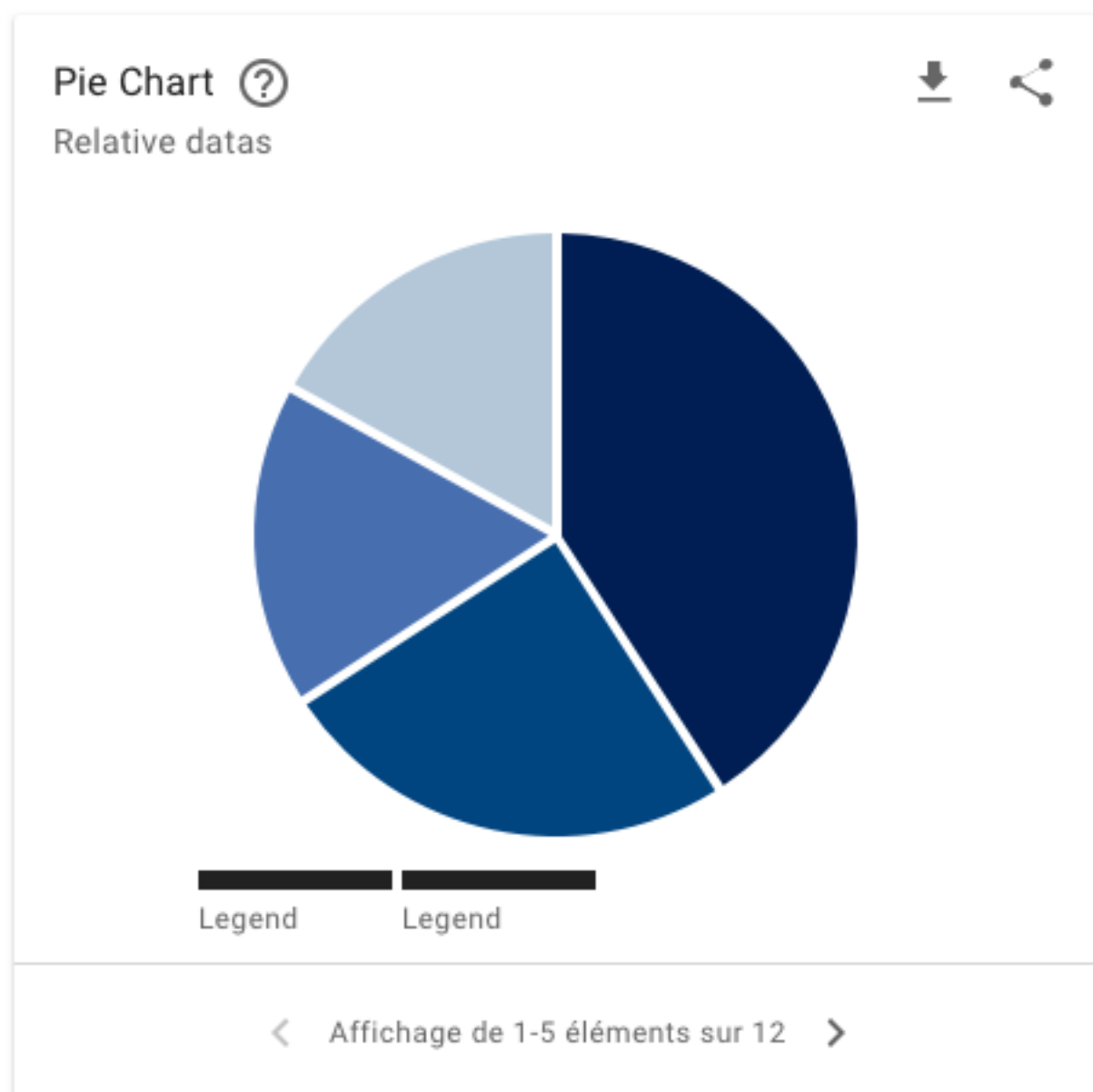
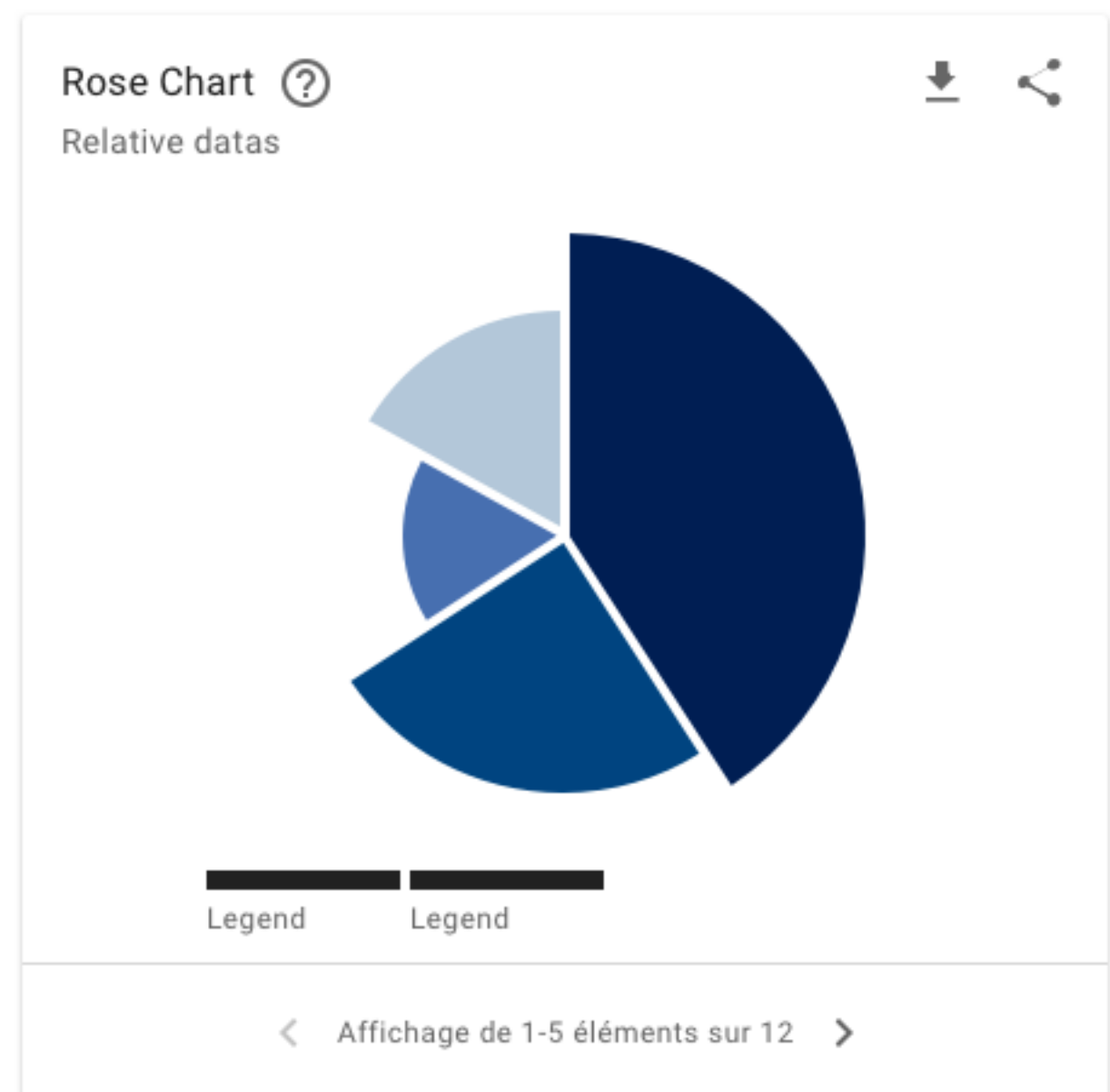‹ Affichage de 1-5 éléments sur 12 ›

Stacked Areas Chart

Pie Charts, Page 1

Repartition category

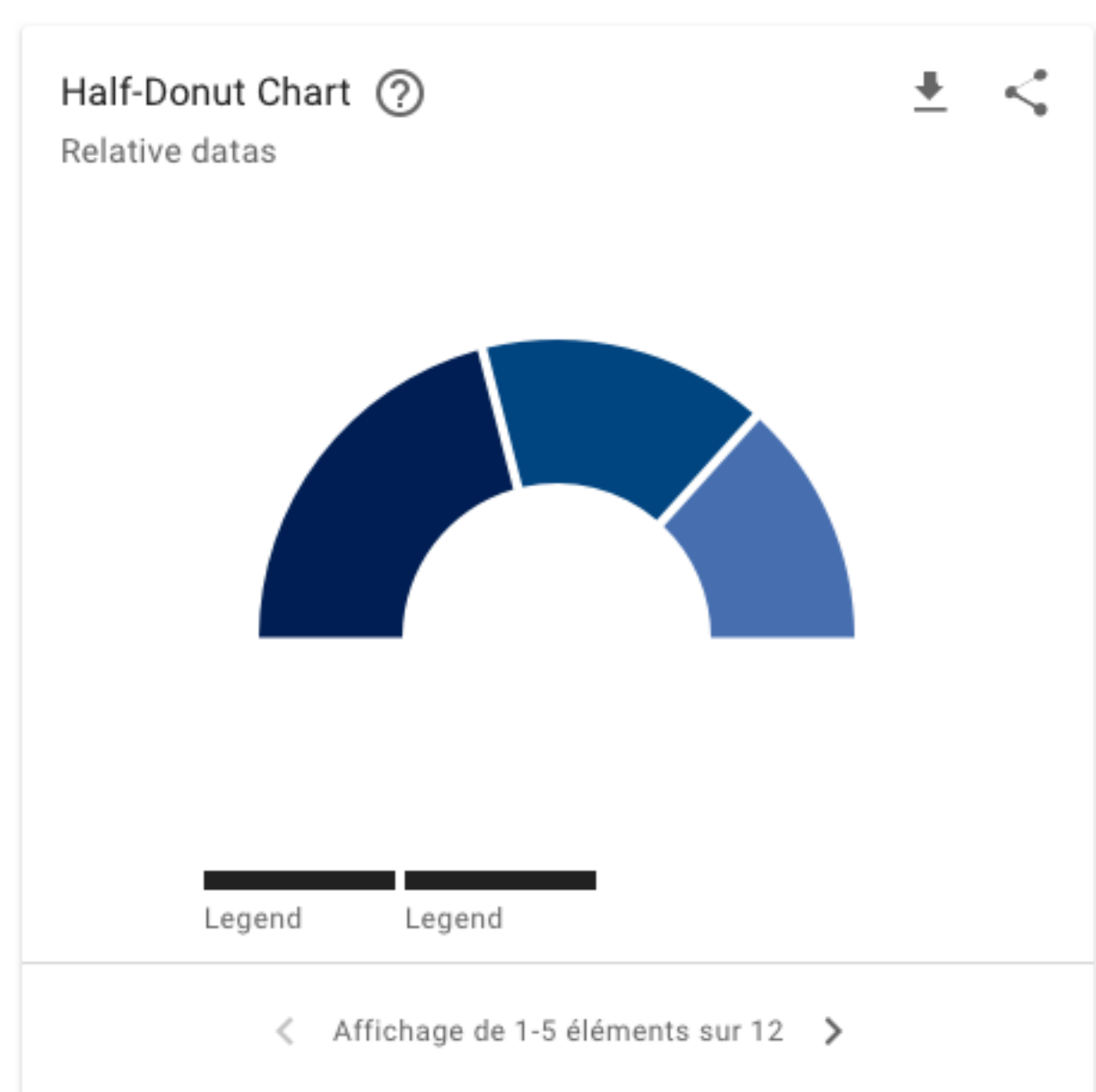Repartition charts used for relative and proportional datas.

Pie Chart ⑦
Relative datas

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›

Pie Chart

Rose Chart ⑦
Relative datas

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›

Rose Chart

Donut Chart ⑦
Relative datas

Legend   Legend

‹ Affichage de 1-4 éléments sur 12 ›
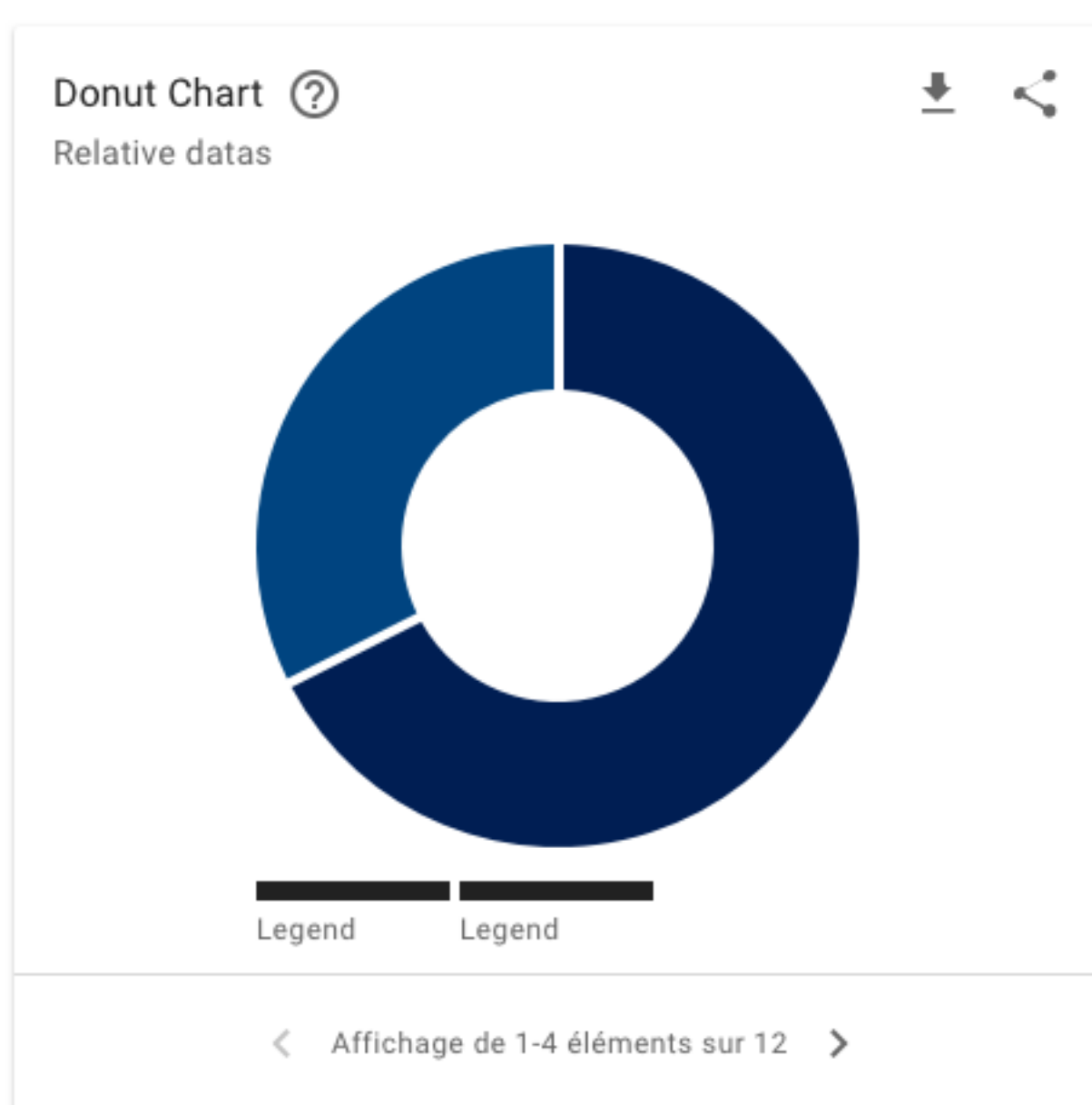
Donut Chart

Half-Donut Chart ⑦
Relative datas

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›

Half-Donut Chart

Radials Circles Chart ⑦
Relative datas

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›
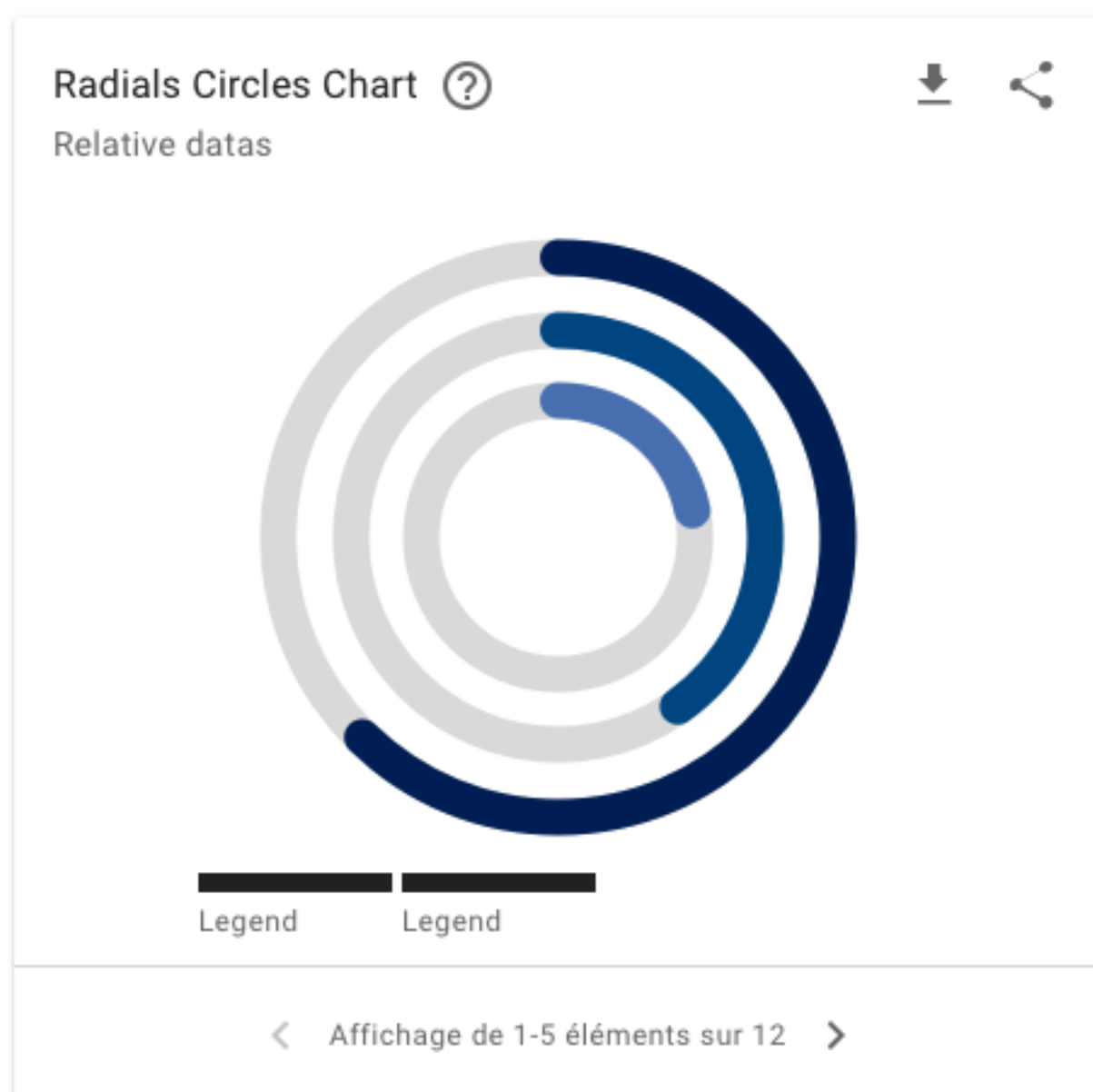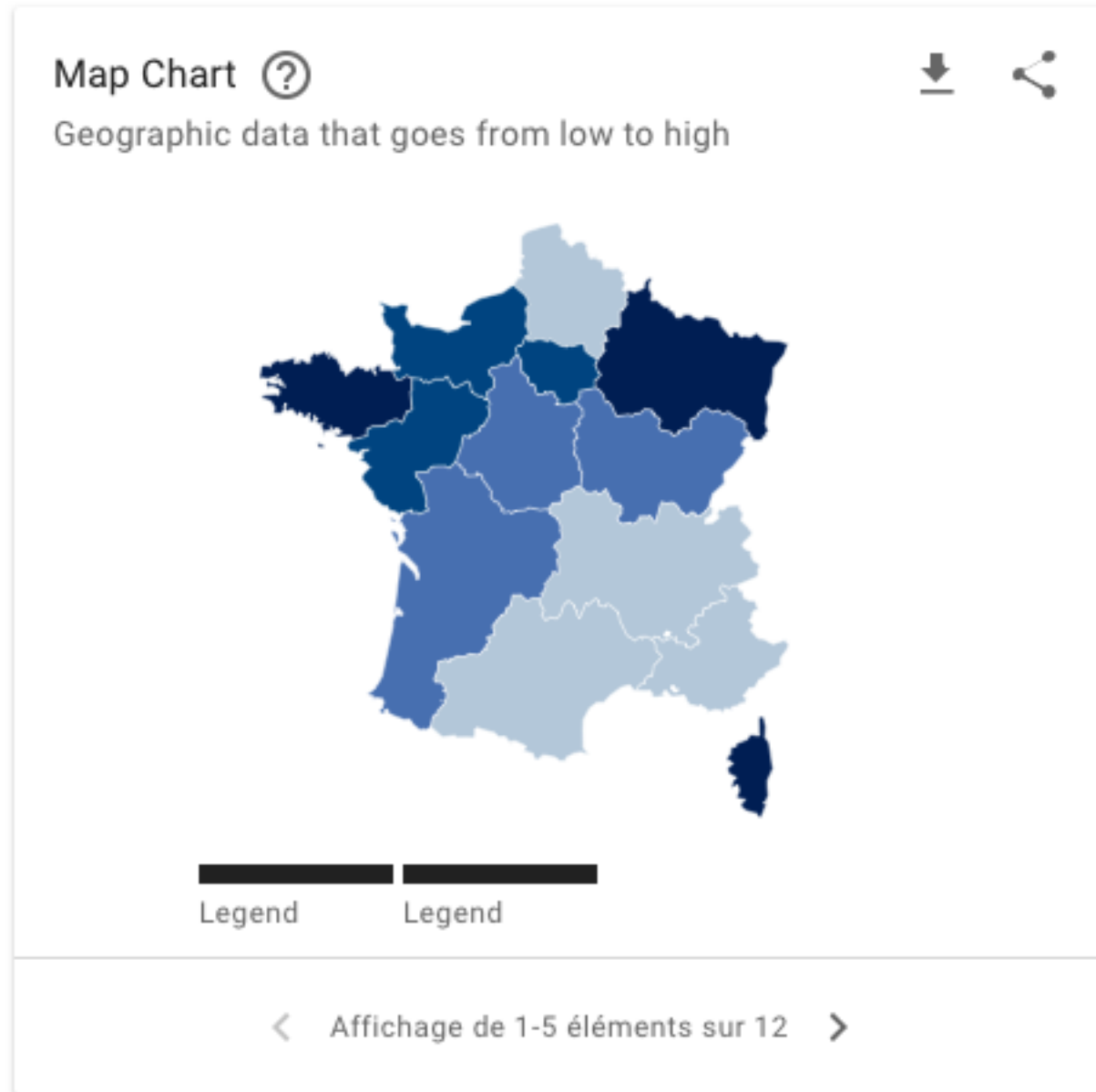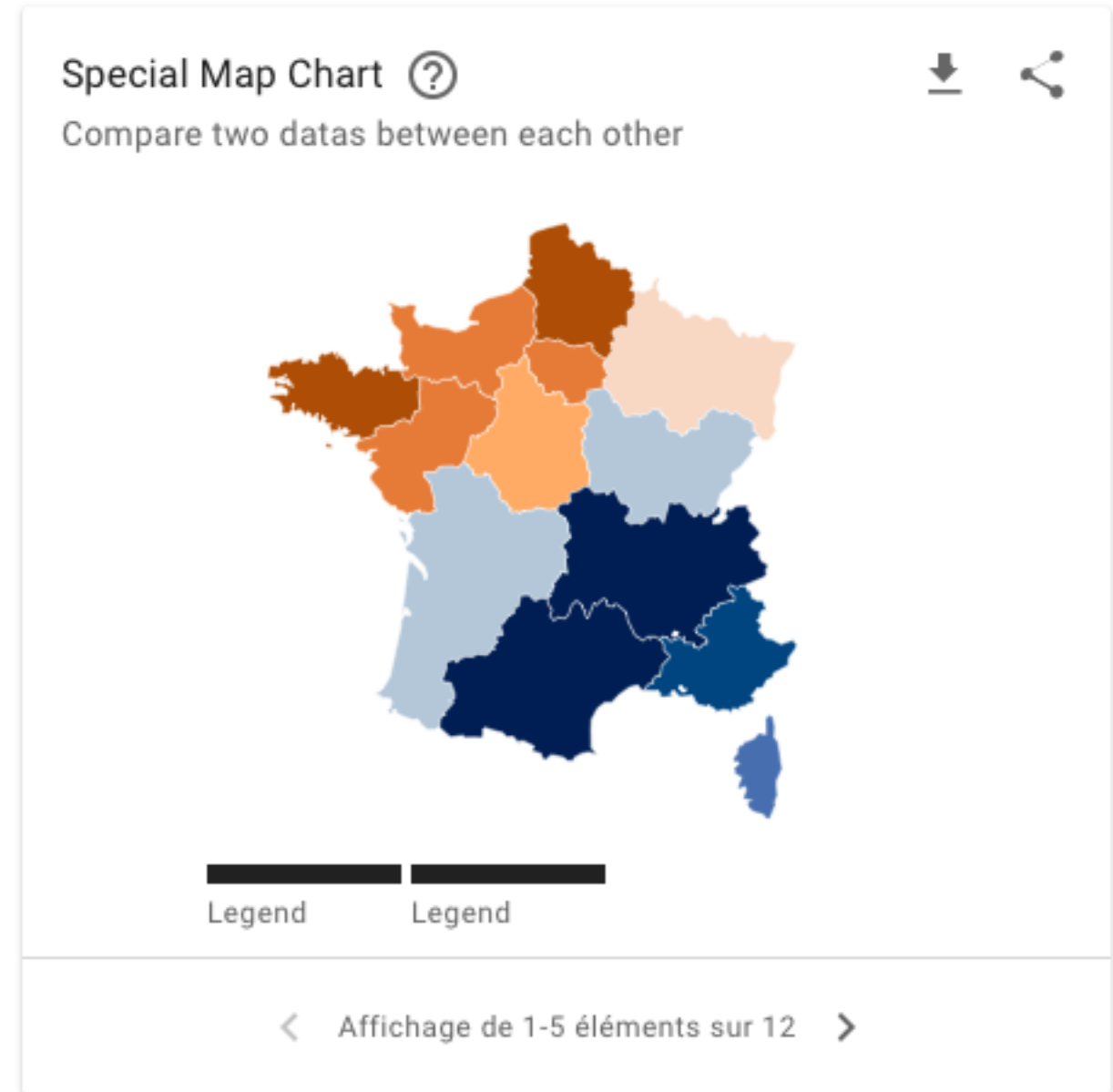
Radials Circles Chart

Map Charts, Page 1

Geographic category

Map chart that have a specific use: show geographic datas.

Map Chart ⑦
Geographic data that goes from low to high

⬇ ⬁

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›

Map Chart

Special Map Chart ⑦
Compare two datas between each other

⬇ ⬁

Legend   Legend

‹ Affichage de 1-5 éléments sur 12 ›

Special Map Chart