

# Keeping your design system alive

@yaili

*[View Source](#), London, October 2017*

About me...

make us proud





  
Barbican  
Centre





ubuntu<sup>®</sup>



# Vanilla Framework

Vanilla is a simple extensible CSS framework,  
written in Sass, by the Ubuntu Web Team.

[See the docs](#)[Vanilla on GitHub](#)

## Lightweight

Vanilla contains a responsive CSS grid, basic style for HTML elements and a selection of key useful patterns and utility classes that you can extend.



## Composable

Vanilla is designed to be composable — you can include the whole framework to avail of all styles or you can use only what you need for your specific project.



## Open source

Anyone can contribute to Vanilla, improve it and extend it. All the code is available on GitHub and is licensed under LGPLv3 by Canonical.

## Quick start

The recommended method of including Vanilla Framework in your project is via NPM. You can then simply include the framework in your SCSS files and compile.

For other methods, please see the [advanced usage docs](#).

```
npm install --save-dev vanilla-framework
export SASS_PATH=`pwd`/node_modules:${SASS_PATH}

// Add to your main build scss file the following line
@import 'vanilla-framework/scss/build'
```

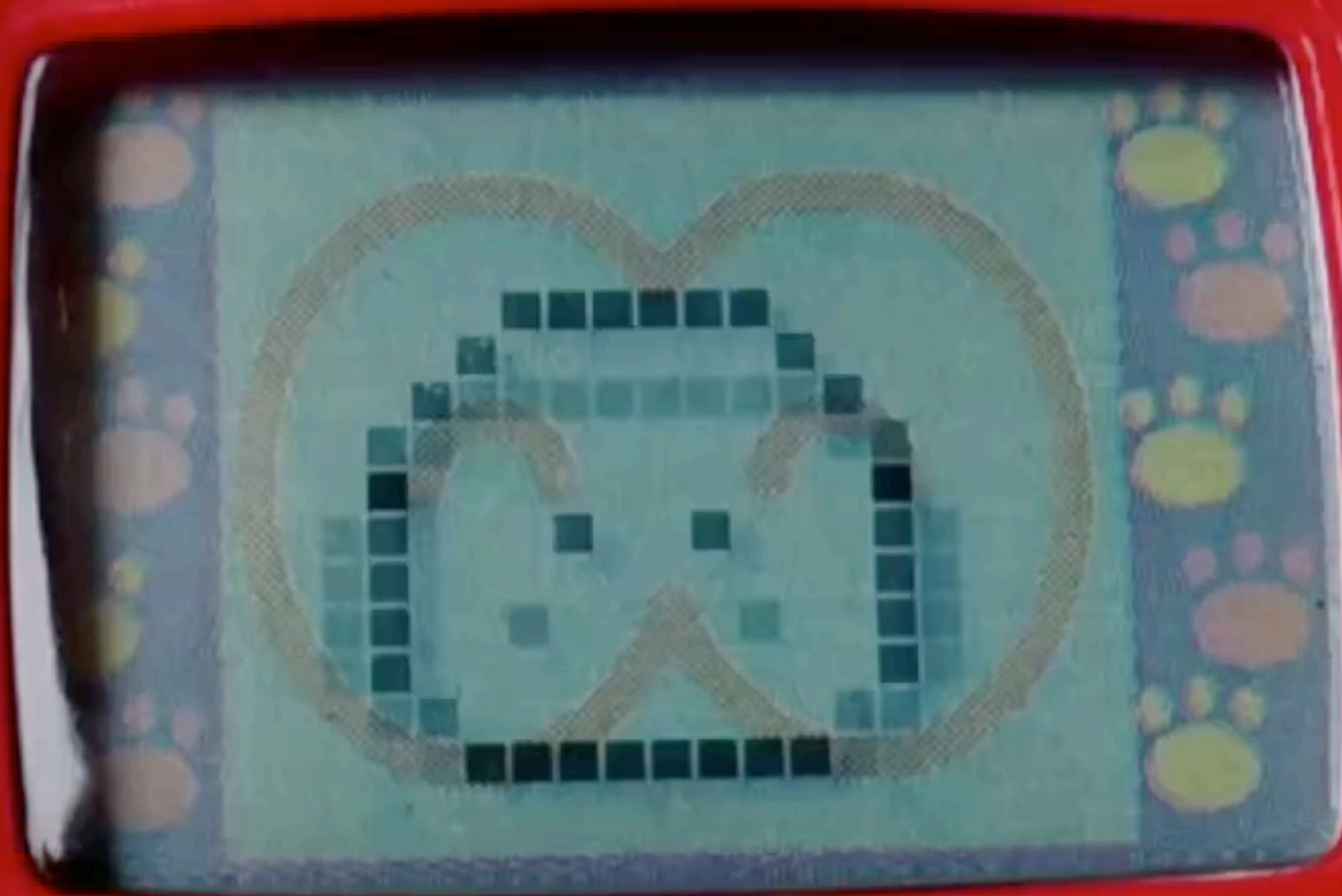
A quick intro



“design system”



RakuRaku DinoKun



ESC

Enter

Close

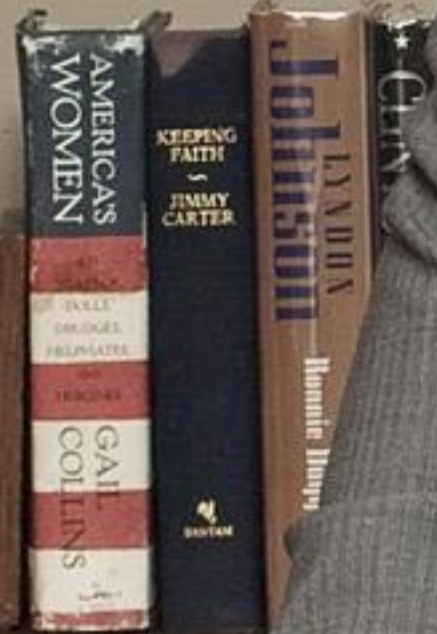
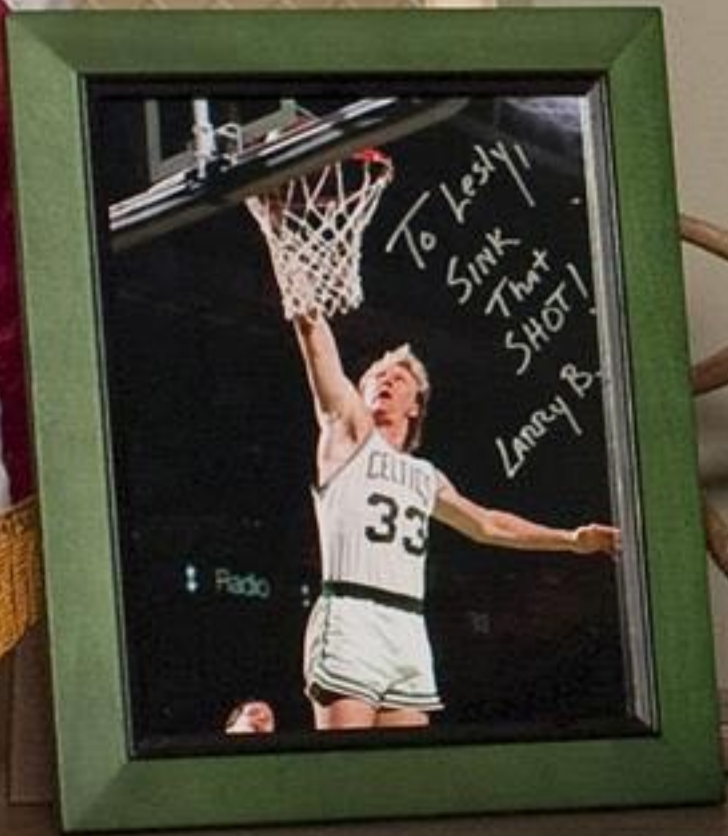






1. Put someone in charge







“System enthusiasts must become entrepreneurs, pitching and selling ideas that get a possibly resistant organization to commit.”

—Nathan Curtis



## 2. Have a roadmap





A large whiteboard is covered with numerous colorful sticky notes, organized into two main sections: "EASY" (top left, marked with a smiley face) and "HARD" (top right, marked with a frowny face). The sticky notes are written in various colors (yellow, pink, blue, green, purple) and contain handwritten text, mostly questions and statements related to smoking, health, and personal challenges. Some notes are grouped together, while others are scattered. A woman in a red dress is pointing at a purple sticky note in the "EASY" section.

**EASY** (marked with a smiley face)

- How can I be more healthy? (yellow)
- He stopped smoking as he was about to get married (blue)
- Keep yourself hydrated (blue)
- NO Smoking (pink)
- What you can do to keep healthy (green)
- Are you alone in smoking? If you are, you are on your own! (yellow)
- How can you improve your relationship with family? (yellow)
- Important to gain confidence to communicate about condition, particularly if you have to travel abroad (blue)
- Don't smoke (blue)
- How he can quit smoking (yellow)
- NO SMOKING (yellow)
- What can you do to improve your health? (yellow)
- Keep a good diet (yellow)
- Don't smoke, damage your heart and health (blue)
- Any good at a healthy diet (yellow)
- Make sure you don't push yourself too hard (blue)
- Take every day as it comes (yellow)
- How poor hydration will affect how your heart works (blue)
- Are you a smoker? (purple)
- Can't do anything about smoking (yellow)
- I want to do a marathon for charity, can I? (pink)
- Can I go on a rollercoaster? (yellow)
- Run away from family... but to whom? Is it better or worse? (blue)
- Uncomfortable (yellow)
- You have to know if you can quit, or not. At a moment you will know (pink)
- Your family, they are your support and you are not the only one who is struggling (yellow)
- Hard to put yourself in a position where you are not (yellow)
- Is it the only way to quit? (yellow)
- It could depend on you as a person... how much you know yourself (yellow)
- Awkward topics (yellow)
- Socially acceptable (yellow)
- Peer pressure may force me to smoke - even though I shouldn't (pink)
- May be easier for others but not for you (yellow)
- Peer pressure (yellow)
- Sexual things - You don't have to tell your family... but if you should be a doctor (yellow)
- It's not the same as the new ones, and it's not the same as the old ones (purple)

**HARD** (marked with a frowny face)

- Check how much you drink (yellow)
- When will she realize that everyone needs someone? (yellow)
- Can I do sky diving and similar? (pink)
- Don't smoke (yellow)
- Feel confident to tell about your health condition (purple)
- Very good to know your limit (purple)
- How sexual urges may affect his heart rate (blue)
- Are you a smoker? (purple)
- Can I go on a rollercoaster? (yellow)
- Run away from family... but to whom? Is it better or worse? (blue)
- Uncomfortable (yellow)
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Boards

Trello

+

⌚

🔔

Vanilla framework high level roadmap

☆ | Private Team | 🌐 Public

👁️ [Subscribed](#)

⋮ [Show Menu](#)

Long-term goals

...

Do a talk on Vanilla at an event

Create Dashboard theme v1

Improve content of docs.vanillaframework.io

Improve docs.vanillaframework.io look and feel

Develop Vanilla Web Components

External accessibility audit

Build a service API

Add a card...

Current quarter (Q2 2017)

...

Publish Vanilla docs on docs.ubuntu.com

Publish Docs theme docs

Publish Brochure theme docs

Create Docs theme v1

Create Store theme v1

Add a card...

In progress

...

Design front end of Vanilla website

Release Vanilla website

Add a card...

Done

...

Design a logo

Create Brochure theme v1

Improve release process

👉 5/5

Provide a starter theme to extend VF

Investigate solution for visual regression testing over two repos

Create social channels

☰ 🗨 1 📧 3/4

Update Sketch library

Create Brochure theme

Create Docs theme

Setup Sketch library

Define accessibility standards

Conduct an accessibility audit

Clean up code to agreed code standards

☰

Audit of code to ensure no invisible styles

Finish interface inventory, inc. themes

Set up Metalsmith processes

Document workflow and process

🔗 1

Define browser support

Add a card...

Add a list...



3. Be open

Sergio

Networks:

☐ Joyent-SDC-Public

● NAT ● Fabric ● Public

Public networks with IP addresses routable over the internet

Joyent-SDC-Private

● Fabric ● Public

networks with non-routable IP addresses, shared by all customers

Gateway:

Subnet:

Resolvers:

☐ default

● NAT ● Fabric ● Public

☐ custom

● Fabric ● Public

Gateway:

Subnet:

Resolvers:





Show  
and tells





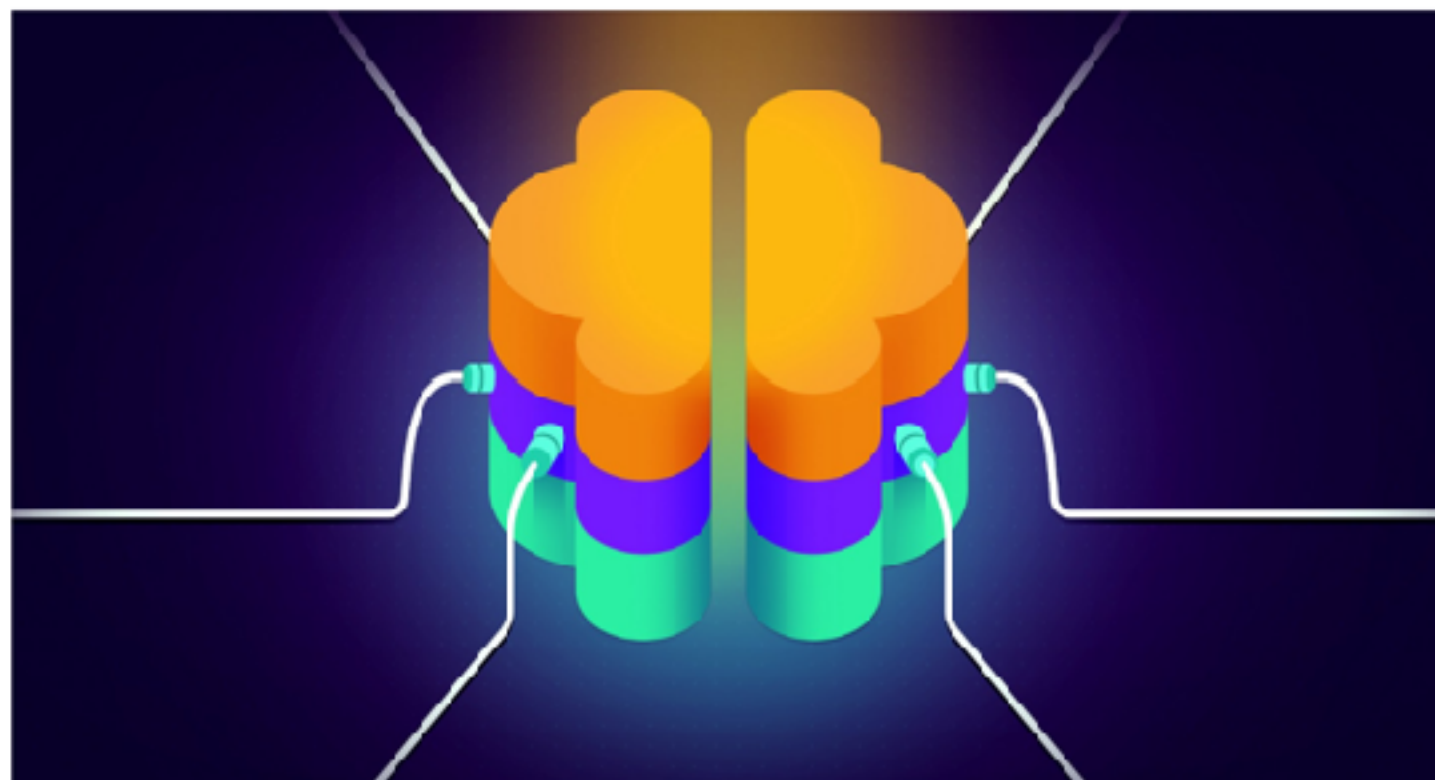


## Make Us Proud

Thoughts and ideas on technology and design from the Make Us Proud team



Follow



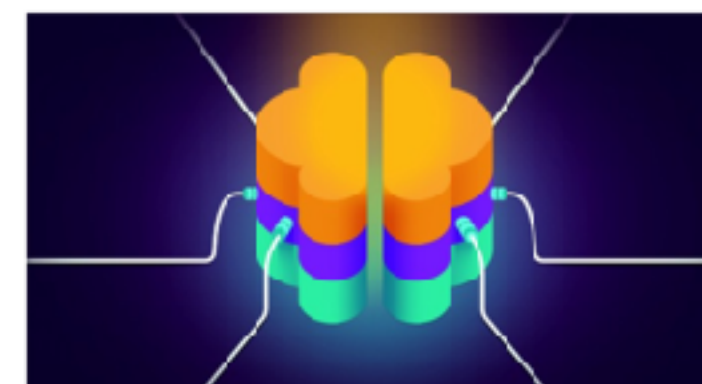
### Joyent CoPilot: Bringing Application Awareness to Cloud Infrastructure. Part III.

Story behind building an experimental  
application management platform



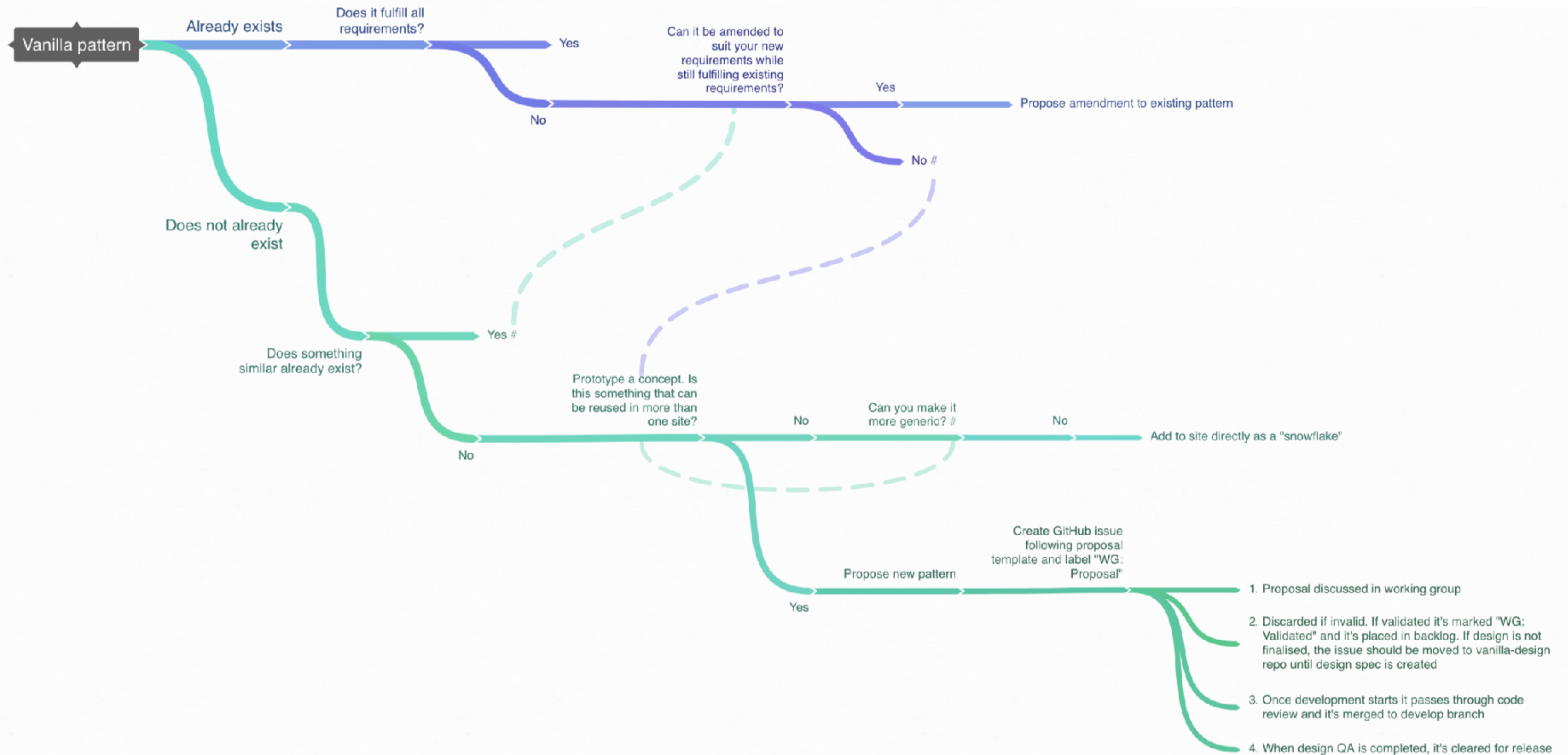
Antonas Deduchovas

Oct 10



## 4. Define contribution process






 yldio / joyent-portal 

Unwatch 13

★ Unstar 19

 Fork 2

<> Code

🔔 Issues 54

🔗 Pull requests 4

📊 Boards

📁 Reports

📁 Projects 1

**📖 Wiki**

📊 Insights

⚙️ Settings

# UI Toolkit: making and proposing changes

Edit

New Page

Inayaili de León Persson edited this page 5 days ago · 1 revision

1. The source of truth for the UI toolkit components is the Joyent Figma team library.  
**Remember:** Some components might have been updated in the Figma library but not yet moved into the codebase.
2. When creating new components, strive to be as modular as possible.
3. New components should have a design spec before they are added to the codebase  
**Remember:** Do not add a new component directly to the codebase.
4. Ideally, more than one team member agrees to that the component should be added to the toolkit.  
**Remember:** Not everything is a component. If a particular element is not yet proven to be useful in multiple places, it should live in the app where it was created.
5. When a new component is added to the codebase, it should be added with the appropriate level of documentation. At a minimum, documentation should include all React props with their type and description. Ideally, also include usage guidelines and good practices.
6. Variations of the same component should be displayed in different demos in the documentation.
7. New and existing components should be reviewed by the team, ideally on a demo link for easier testing (for example, deployed to <https://zeit.co/now>). Testing should include code, visual and interaction review.
8. Requests for new components should be submitted in a GitHub issue. Anyone can submit requests for new components.  
**Remember:** Both design and engineering work should be outlined in GitHub issues.
9. Changes to, and bugs on, existing components should always be requested via, and


► Pages 3



Clone this wiki locally

<https://github.com/yldio/joyent-portal/wiki>



 Clone in Desktop



5. Look after the docs





GO TO SECTION

[Writing Goals and Principles](#)

[Voice and Tone](#)

[Writing About People](#)

[Grammar and Mechanics](#)

[Content Types](#)

[Web Elements](#)

[Writing Blog Posts](#)

[Writing Technical Content](#)

[Writing Legal Content](#)

[Writing Email Newsletters](#)

[Writing for Social Media](#)

[Writing for Accessibility](#)

[Writing for Translation](#)

GO TO SECTION

[Writing Goals and Principles](#)

[Voice and Tone](#)

[Writing About People](#)

[Grammar and Mechanics](#)

[Content Types](#)

# Welcome to the MailChimp Content Style Guide

This style guide was created for MailChimp employees, but we hope it's helpful for other content and communications teams too.

## If you work at MailChimp

This is our company style guide. It helps us write clear and consistent content across teams and channels. Please use it as a reference when you're writing for MailChimp.

This guide goes beyond basic grammar and style points. It's not traditional in format or content. We break a number of grammar rules for clarity, practicality, or preference.

We've divided the guide by topic based on the types of content we publish, so you can reference it as needed or browse in order. The entire guide is searchable, so you can go straight to the item you're looking for.

## If you work at another organization

We invite you to use and adapt this style guide as you see fit. It's completely public and available under a Creative Commons Attribution-NonCommercial 4.0 International license. All we ask is that you credit MailChimp.

We welcome any feedback for improving the guide.

[MailChimp Content Style Guide on GitHub](#)





**BETA** This is new guidance. Complete our quick 5-question survey to [help us improve it](#).

[Service manual](#) > [Design](#) > Form structure

Design

[Give feedback about this page](#)

# Form structure

Published by: [Design community](#)  
Last updated: 10 months ago

## Page contents:

- **Meeting the Digital Service Standard**
- [Don't treat online forms like paper forms](#)
- [Know why you're asking every question](#)
- [Design for the most common scenarios first](#)
- [Start with one thing per page](#)
- [Structure your form to help users](#)

## Page contents:

- [Meeting the Digital Service Standard](#)
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- [Start with one thing per page](#)
- [Structure your form to help users](#)
- [Discuss online forms](#)

This guide explains how to structure online forms.

## Meeting the Digital Service Standard

To pass [point 13 \(make the user experience consistent with GOV.UK\)](#) in your [service assessments](#), you must use GOV.UK design patterns and guidance.

Read the guide on [using, adapting and creating patterns](#) before you start designing or building anything.

## Don't treat online forms like paper forms

Don't assume you should create a digital version of an existing paper form. Paper forms are a product of a pre-digital era and are subject to different constraints than digital services.

Consider the service as a whole.

## Know why you're asking every question







6. Make things easy to find





Getting Started

Platforms

Guidelines

Overview

Animation

Color

Data Entry

Displaying Data

Layout

Loading

Localization

Markup and Style

Messaging

Navigation

Typography

# Getting Started

The Salesforce Lightning Design System includes the resources to create user interfaces consistent with the Salesforce Lightning principles, design language, and best practices. Rather than focusing on pixels, developers can focus on application logic, while designers can focus on user experience, interactions, and flows.

This site provides a range of resources for designers and developers, which includes:

- semantic and accessible component markup.
- cross-browser compatible CSS.
- icons, font, and design guidelines.

## Developers

Familiarize yourself with the following:

1. Get an overview of our [Markup and Style](#) guidelines including the class naming conventions used in our CSS.
2. Review the Components; each component provides semantically

## Designers

Start with the following:

1. Explore the [Guidelines](#) to learn the Salesforce product design patterns and principles.
2. Review the Components section, to familiarize yourself with the



**Carbon** Design System

Search

**Getting Started**

Designers

Developers

**FAQ**

**Guidelines**

Accessibility

Content

Bluemix Brand

Principles

**Style**

**Components**

**Component Status**

**Resources**

**Themes**

Design Kit



GitHub Repo



GETTING STARTED

# FAQ

## Commonly asked questions

**Who works on the Carbon Design System?**

**How can I contribute and/or propose new components/ideas?**

**Which browsers are supported?**

**What language are the components written in?**

**I see a bug, how do I report it?**

**Why hasn't my bug been fixed yet?**

**Where do I go if I've read everything and still have an issue/question?**


## Answers

## 7. Plan maintenance



“A system isn’t a project with an end, it’s the origin story of a living and evolving product that’ll serve other products.”

—Nathan Curtis



This repository

Search


Pull requests


Issues

Marketplace

Explore

+



 vanilla-framework / vanilla-framework

⋮

Watch

23

Unstar

145

Fork

27

Code

Issues 28

Pull requests 0

Boards

Reports

Projects 0

Wiki

Insights

Filters

label:"WG: Proposal" is:closed

Labels

Milestones

New issue

✕ Clear current search query, filters, and sorts

0 Open

✓ 15 Closed

Author

Labels

Projects

Milestones

Assignee

Sort

🔒

Navigation pattern needs to show current highlighted page and rollover state

WG: Proposal

4

#1269

by barrymcgee

was closed on 15 Aug

🔒

Include CSS variables into our SCSS variables

Type: Enhancement

WG: Proposal

1

#1242

by richmccartney

was closed on 7 Aug

🔒

[Proposal] Improve re-usability of mixins and patterns.

WG: Proposal

#1147

by richmccartney

was closed on 10 Jul

🔒

create a compact pull-quote variation

WG: Proposal

3

#1108

by pmahnke

was closed on 27 Jun


🔒

Build is-crossed state for list items

Priority: Medium

Type: Enhancement

WG: Proposal



5

#1101

by anthonydillon

was closed on 26 Jun

🔒

Review vertical space between Headings and containers

WG: Proposal

3

#1077

by joanasa89

was closed on 26 Jun

🔒

[Proposal] Create a "Design" and "Development" label in GitHub

WG: Proposal

7

#1019

by yaili

was closed on 20 Apr

🔒

Add p-strip--light

Type: Question

WG: Proposal

13

#966

by anthonydillon

was closed on 24 Mar

🔒

Do we need index.md in docs root?

Type: Question

WG: Proposal

#862

by yaili

was closed on 27 Feb

🔒

Review equal height util across breakpoints

WG: Proposal

1

#771


by barrymcgee

was closed on 27 Mar

🔒

[Proposal] Utility naming conventions and breakpoints

WG: Proposal



5

#745


by richmccartney

was closed on 20 Mar

🔒

[Proposal] Minor grid improvements

WG: Proposal



8

#733

by yaili


was closed on 27 Jan

🔒

[Proposal] Update notifications design based on new designs

Status: Blocked

Type: Enhancement



1

#641


by yaili

was closed on 17 Sep 2016

🔒

[Proposal] Hide blockquote page from docs

WG: Proposal






Standards for table patterns #1355

New issue

📄 Open

nottrobin opened this issue 23 days ago · 1 comment

 nottrobin commented 23 days ago 

Owner + 🗨

Bartek created a new pattern for snapcraft-flask, `p-table-key-value`, which follows precedent from existing table patterns in Vanilla pretty well. However, I'm not too happy about this precedent:

- there is one actual pattern, `p-table-expanding`, and two modifiers for "p-table" - `p-table--sortable` and `p-table--mobile-card`
- all three patterns actually target `td` and `tr` elements directly

I thought it was policy not to target elements directly. And so these should ideally be targeting e.g. `.p-table-expanding-row` and `.p-table-expanding-cell` instead of `tr` and `td`. I think these patterns may be out-of-date because they were imported from themes with less strict standards, but I just wanted to confirm if my understanding of the ideal implementation is correct or not.

I don't think modifiers based on a `p-table` pattern should exist if the `p-table` pattern does not itself exist. And so e.g. `p-table--sortable` should really be `p-table-sortable`.


This brings up the issue that `p-table-expanding` in fact looks incredibly similar to `p-table--sortable`, even though the former is a pattern rather than a modifier. One could be forgiven for confusing patterns named like this with modifiers.

So I'd also like to suggest that when we create *patterns* with adjectives in the name, we consider using the more natural form of `p-{adjective}-{noun}` rather than `p-{noun}-{adjective}`, to clearly distinguish them from modifiers. Then `p-expanding-table` would be clearly of a different type than `p-table--sortable`. Thoughts?

Standards for table patterns has no dependencies

🔗

 nottrobin added `Don't merge` `Duplicate` `WG: Proposal` and removed `Don't merge` `Duplicate` labels 23 days ago

 anthonydillon commented 12 days ago 

Owner + 🗨

Approved in the working group.

Areas of work:

- Audit the table pattern and come up with a naming convention
- Rename deprecate old pattern names
- Consider combining patterns if required

Pipeline

New issues

Assignees

No one assigned

Labels

WG: Validated

Projects

None yet

Milestone

No milestone

Estimate

No estimate yet

Releases

Not inside a Release

Epics



Not inside an Epic

Notifications

🔔 Subscribe

You're not receiving notifications from this thread.

2 participants

📦 Move Issue

1. Put someone in charge
2. Have a roadmap
3. Be open
4. Define contribution process
5. Look after documentation
6. Make things easy to find
7. Plan maintenance



@yaili

github.com/yaili/speaking

—

designers: bit.ly/mup-jobs

developers: bit.ly/yld-jobs

Thank you!