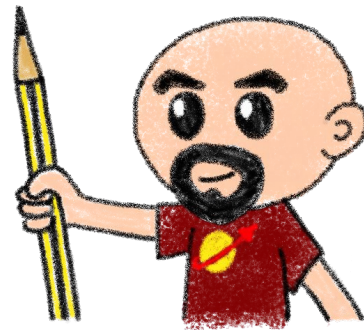


Ask the  
Expert

# Futureproof Design Systems with Web Components

Horacio Gonzalez

2020-06-22

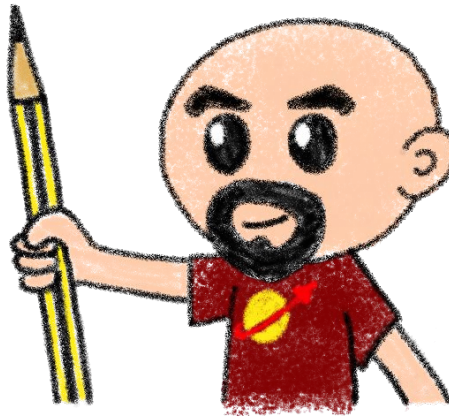


@LostInBrittany

# Who are we?

---

Introducing myself and  
introducing ~~OVH~~ OVHcloud

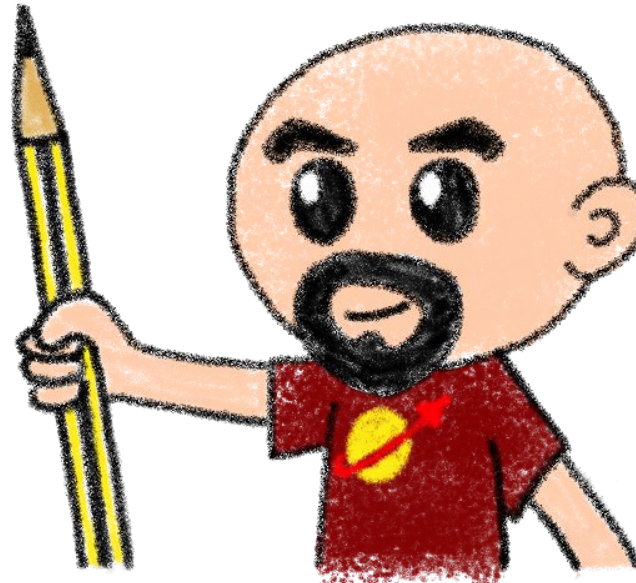


# Horacio Gonzalez



@LostInBrittany

Spaniard lost in Brittany,  
developer, dreamer and  
all-around geek

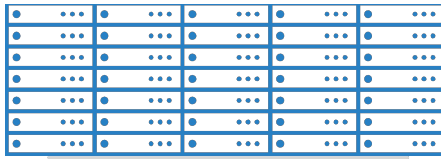


# OVHcloud: A Global Leader

200k Private cloud  
VMs running

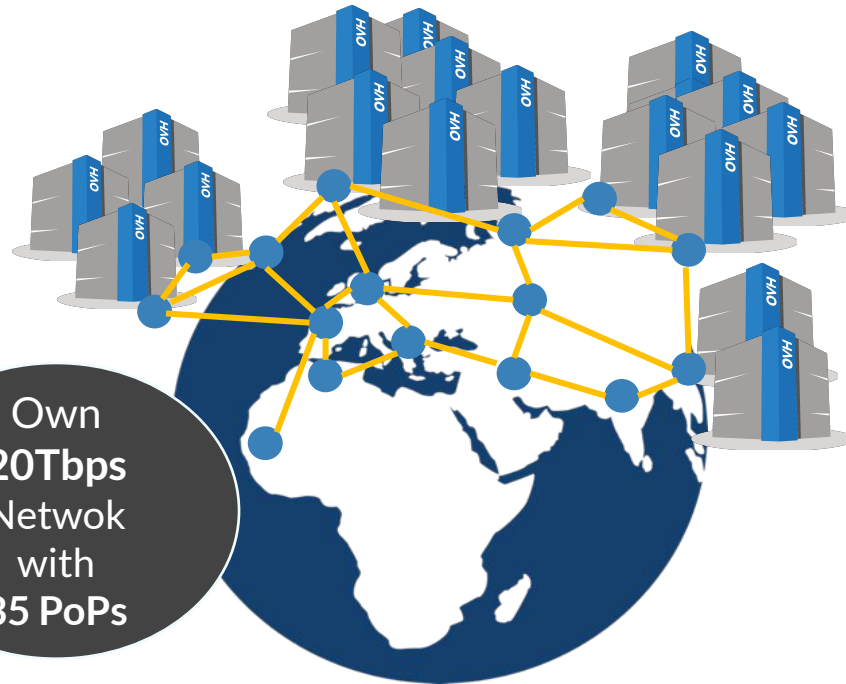


Dedicated IaaS  
Europe



Hosting capacity :  
1.3M Physical  
Servers

360k  
Servers already  
deployed



30 Datacenters

> 1.3M Customers in 138 Countries

# OVHcloud: 4 Universes of Products



## WebCloud

- Domain / Email**
  - Domain names, DNS, SSL, Redirect
  - Email, Open-Xchange, Exchange
  - Collaborative Tools, NextCloud
- PaaS for Web**
  - Mutu, CloudWeb
  - Plesk, CPANEL
  - PaaS with Platform.sh
- Virtual servers**
  - VPS, Dedicated Server
- SaaS**
  - Wordpress, Magento, Prestashop
  - CRM, Billing, Payment, Stats
  - MarketPlace
- Support, Managed**
  - Support Basic
  - Support thought Partners
  - Managed services

## Baremetal Cloud

- Standalone, Cluster**
  - General Purpose
  - SuperPlan
  - Game T2 >20e
  - Virtualization T3 >80e
  - Storage T4 >300e
  - Database T5 >600e
  - Bigdata 12KVA / 32KVA
  - HCI
  - AI
  - VDI Cloud Game
  - Network
- VPS aaS**
  - pCC DC
  - Virtuozzo Cloud
- Wholesales**
  - IT Integrators, Cloud Storage,
  - CDN, Database, ISV, WebHosting
  - High Intensive CPU/GPU,
- Encrypt**
  - KMS, HSM
  - Encrypt (SGX, Network, Storage)

## Public Cloud

- Compute**
  - VM K8S, IA IaaS
  - Baremetal PaaS for DevOps
- Storage**
  - File, Block, Object, Archive
- Databases**
  - SQL, noSQL, Messaging,
  - Dashboard
- Network**
  - IP FO, NAT, LB, VPN, Router,
  - DNS, DHCP, TCP/SSL Offload
- Security**
  - IAM, MFA, Encrypt, KMS
- IA, DL**
  - Standard Tools for AI, AI Studio,
  - IA IaaS, Hosting API AI
- Bigdata, ML, Analytics**
  - Datalake, ML, Dashboard

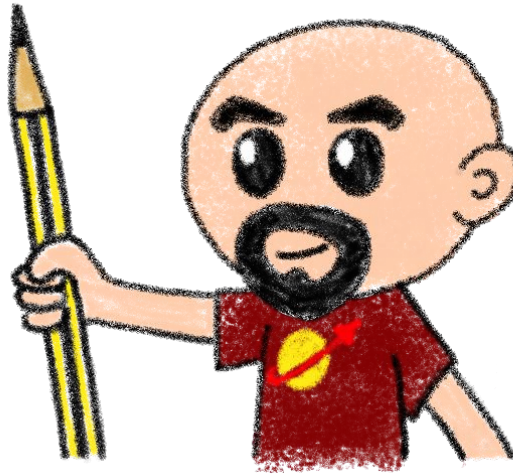
## Hosted Private Cloud

- Hosted Private Cloud**
  - VMware**
    - SDDC, vSAN 1AZ / 2AZ
    - vCD, Tanzu, Horizon, DBaaS, DRaaS
  - Nutanix**
    - HCI 1AZ / 2AZ, Databases, DRaaS, VDI
  - OpenStack**
    - IAM, Compute (VM, K8S)
    - Storage, Network, Databases
  - Storage**
    - Ontap Select, Nutanix File
    - OpenIO, MiniIO, CEPH
    - Zerto, Veeam, Atempo
  - AI**
    - ElementAI, HuggingFace,
    - Deepopmatic, Systran,
    - EarthCube
  - Bigdata / Analytics / ML**
    - Cloudera over S3, Dataiku,
    - Saagie, Tableau,
- Hybrid Cloud**
  - vRack Connect, Edge-DC, Private DC
  - Dell, HP, Cisco, OCP, MultiCloud
- Secured Cloud**
  - GOV, FinTech, Retail, HealthCare

# Disclaimer

---

Before going further...



# A talk for devs by a dev

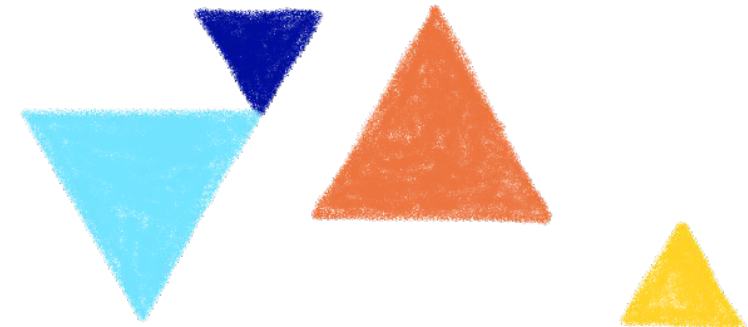


I am not a designer, neither I play one on TV...

# Design isn't only look and feel



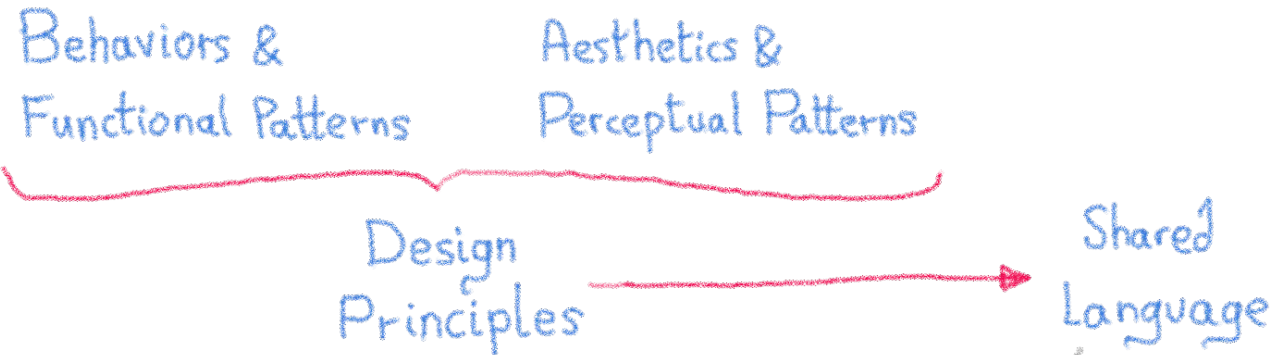
**Look and feel** must be a emanation of brand's **ethos, values** and **spirit**





# Example

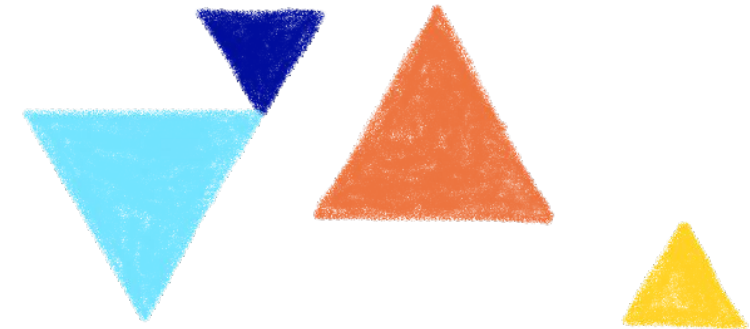
10 minutes  
delicious dinners



# Design principles



Grounding **principles** and **values** emanating from the **brand ethos**, **shared** by everybody around the **product**.



# Example of Design Principles: Pinterest



## 1. Lucid

*It's intuitive, not learned*

You understand how things work without any direct explanation.

*It makes the user feel powerful*

Nothing makes you feel uncomfortable or like you can't trust the system. The system provides you with the right components and asks you what to do next.

*It makes the content taste better*

The framework is totally seamless and hidden. You don't notice it until you interact with it. You get to decide what you want it to be, instead of us forcing it on you.

## 2. Animated

*It's colorful*

The personality is bold and stands out.

*It's visually responsive*

The experience interactions in a physical way.

*It's unexpected*

The experience is playful and fun, but never overwhelming.

## 3. Unbreakable

*It's built for exploration*

Just like a children's toy, you want to try it out just to see what will happen. The more you investigate, the faster you learn and the more you get in return.

*It's impossible to mis-tap*

Everything is designed to help you navigate easily and do exactly what you had in mind.

*It's reversible*

If you accidentally do something that doesn't produce the results you were looking for, it's obvious how to correct it.

2.6K

41



<https://medium.com/@suprb/redesigning-pinterest-block-by-block-6040a00d80a3>

# Example of Design Principles: gov.uk



Guidance

## Government Design Principles

The UK government's design principles and examples of how they've been used.

---

Published 3 April 2012

Last updated 10 September 2019 — [see all updates](#)

From: [Government Digital Service](#)

Contents

- 1. Start with user needs
- 2. Do less
- 3. Design with data
- 4. Do the hard work to make it simple
- 5. Iterate. Then iterate again
- 6. This is for everyone
- 7. Understand context
- 8. Build digital services, not websites
- 9. Be consistent, not uniform
- 10. Make things open: it makes things better

---

### Related content

[Design: process and tools](#)

[Digital, Data and Technology Profession Capability Framework](#)

[Set up a spend controls assurance board](#)

[Social media playbook](#)

[Style guide](#)

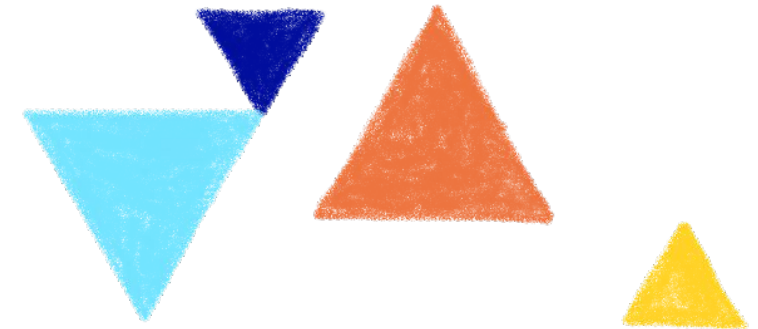
<https://www.gov.uk/guidance/government-design-principles>

# Functional Patterns

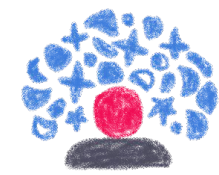


Functional patterns are the **building blocks** of the **user interface**.

They must **guide** and **facilitate** user's **behavior**.



# Functional Patterns Example: Netflix



Ask the Expert

**NETFLIX** Accueil Séries Films Nouveautés Ma liste

JEUNESSE

**SÉRIE**  
DREAMWORKS  
**KIPO** ET L'ÂGE DES ANIMONSTRES

Regardez la saison 2 maintenant

Après l'apocalypse, Las Vistas est une contrée sauvage peuplée d'animaux mutants que notre héroïne devra apprivoiser.

Lecture Plus d'infos

7+

Ma liste

THE ORDER TOP 10 NOUVEAUX ÉPISODES

13 REASONS WHY NOUVEAUX ÉPISODES

SABRINA

Rick et Morty TOP 10 NOUVEAUX ÉPISODES

Wolfen

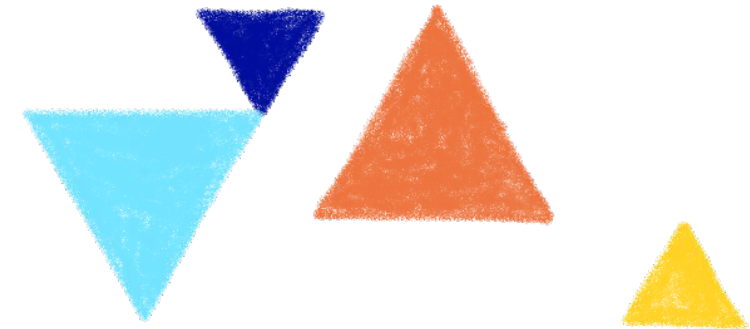
THE MIST STAR

# Perceptual Patterns



Perceptual patterns are **visual elements** defining the **look** of the product: typography, color palette, illustration styles, layout shapes, textures...

They should help to **express** the **brand image**.



# Perceptual Patterns Example: Slack



Search DevRel Collective and YOU CAN TOO

**DevRel Collective** Horacio Gonzalez

**All unreads**

- Threads
- Mentions & reactions
- Drafts
- Saved items
- Channel browser
- People
- Apps
- Files
- Show less

Channels

- # afunnythinghappened
- # **book-club**
- # botspam
- # burnout
- # cfp-feed
- # content-collab
- # content-share
- # cont...

More unreads

**#welcome** ☆

1,451 | 9 | Welcome new members, please read our Code of Conduct: <https://github.com/evangelistcollective/getting-started/blob/master/Co...> Details

**Friday, May 29th**

**Tim Davis** 8:01 PM  
Thanks, Leon!

**Alanna Burke (she/her)** 8:29 PM  
joined #welcome along with Michael Friedrich.

**Michael Friedrich** 8:48 PM  
Hi there, I'm Michael waving from Nuremberg, Germany. I've joined GitLab as a Developer Evangelist 3 months ago, lovely to be here and meet everyone 😊 In the past I've been active in community building & development on the Icinga monitoring project for 10+ years. On social media, I go with `@dnsmichi` 🕶️

👍 22 🌈 2 ❤️ 1 🗨️

**jorn** 8:49 PM  
Hello Michael!

👍 1 🌈 1 🗨️

**Monday, June 1st**

**Gift Egwuenu** 8:52 PM  
joined #welcome along with 3 others. Also, Ian Jennings left.

👍 3 🗨️

Message #welcome

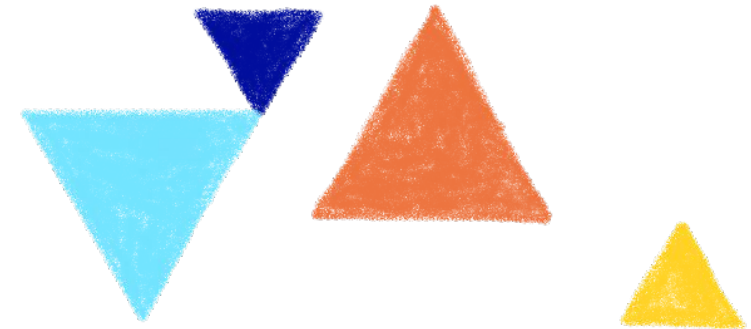
⚡ B I 🔒 <> 🔗 ☰ ☷ ☹️ 🗨️ Aa @ 😊 📎 ▶️



# Shared Languages



A product team need to **share a pattern language** based on **design principles**, to create a **coherent** set of **functional** and **perceptual patterns**.



# Shared Languages Example: Future Learn



Join now – starts 6 Jun



Boss button.



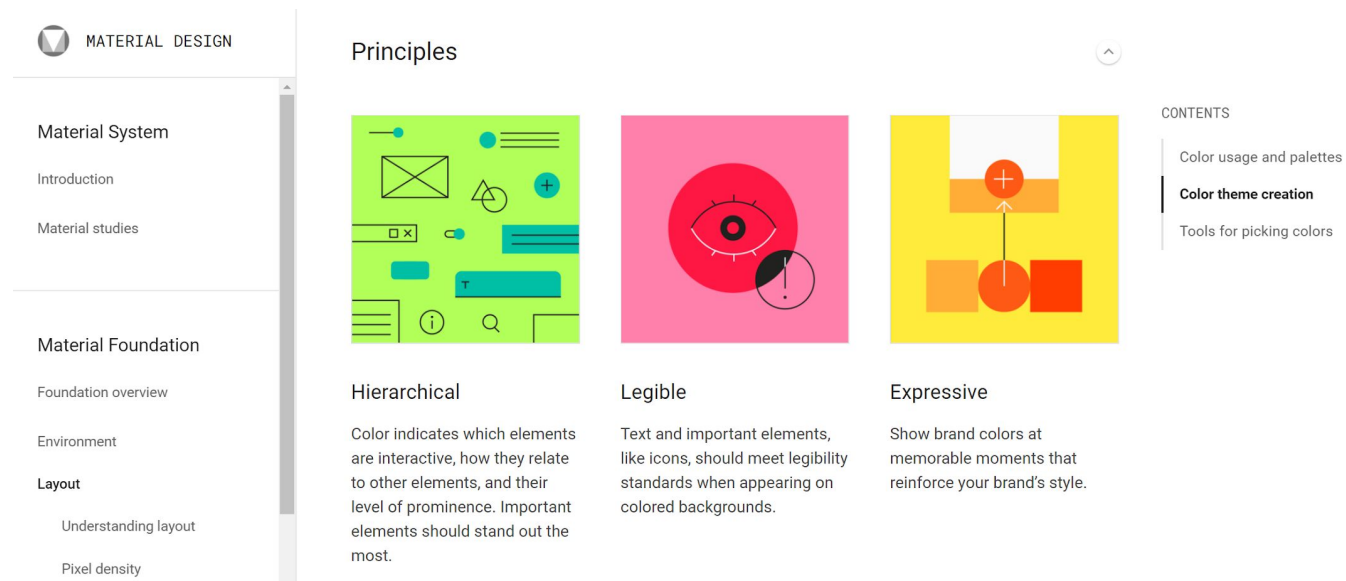
Minion buttons.

```
_button.scss
103
104 // Tiny button
105 // -----
106 .a-button--minion {
107   @include button-sizing("minion");
108 }
109
110
111 // Large button
112 // -----
113 .a-button--boss {
114   @include button-sizing("boss");
115 }
116
117
```

.minion and .boss class names in CSS.

# So, what are Design Systems?

## And why should I look at them?



The screenshot shows a design system documentation page for 'MATERIAL DESIGN'. The left sidebar contains a navigation menu with sections: 'Material System' (Introduction, Material studies), 'Material Foundation' (Foundation overview, Environment, Layout (Understanding layout, Pixel density)), and 'CONTENTS' (Color usage and palettes, Color theme creation, Tools for picking colors). The main content area is titled 'Principles' and features three columns:

- Hierarchical**: Color indicates which elements are interactive, how they relate to other elements, and their level of prominence. Important elements should stand out the most.
- Legible**: Text and important elements, like icons, should meet legibility standards when appearing on colored backgrounds.
- Expressive**: Show brand colors at memorable moments that reinforce your brand's style.

# The same or different?



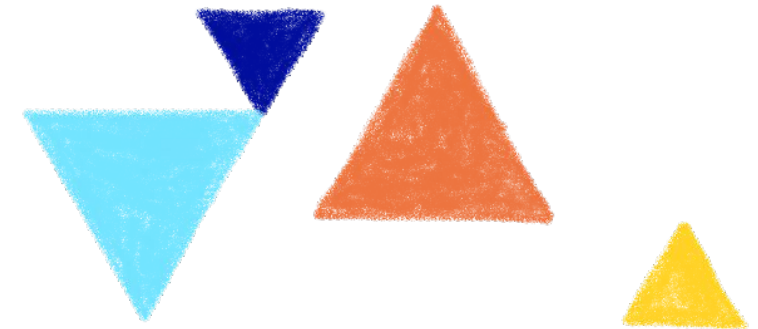
Design System

Component Catalog

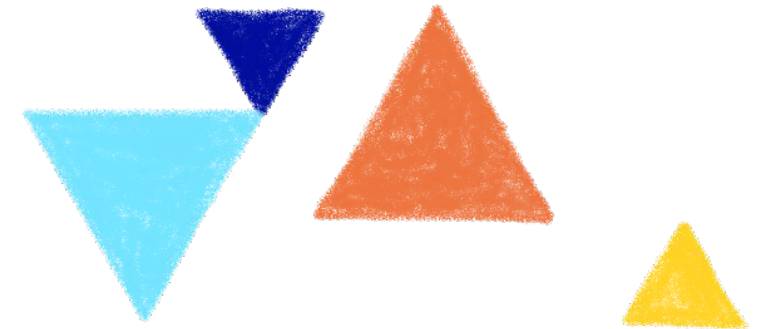
Style Guide



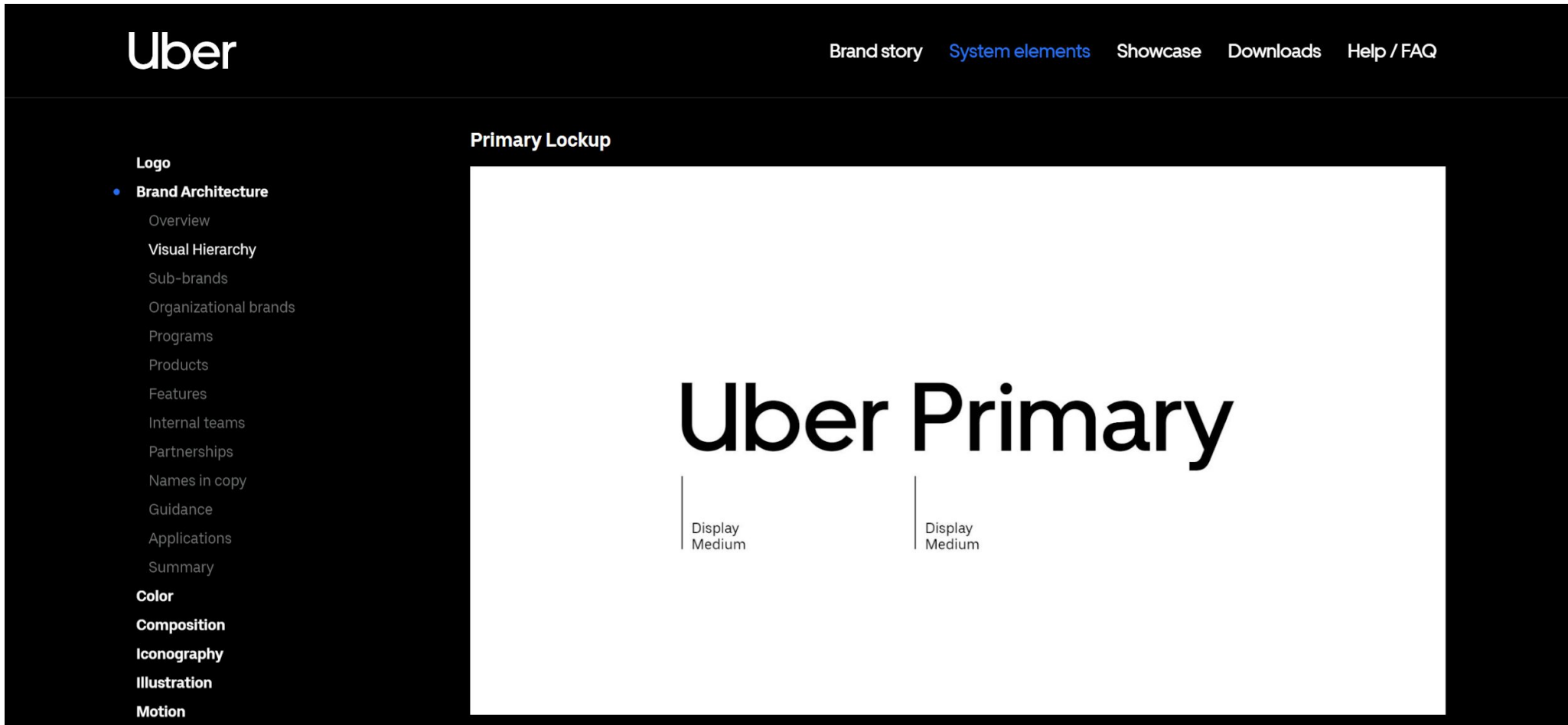
A **document** listing the **styles**, **patterns**, **practices**,  
and **principles** of a brand **design standards**



Style guides define the **application's look and feel**

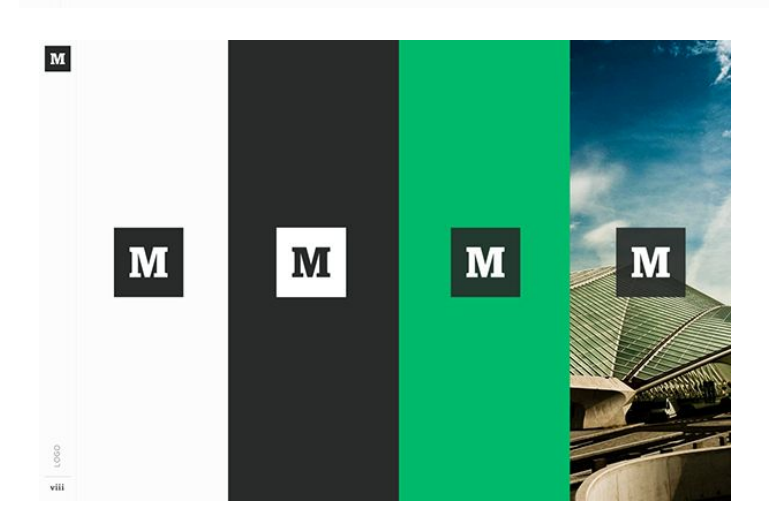
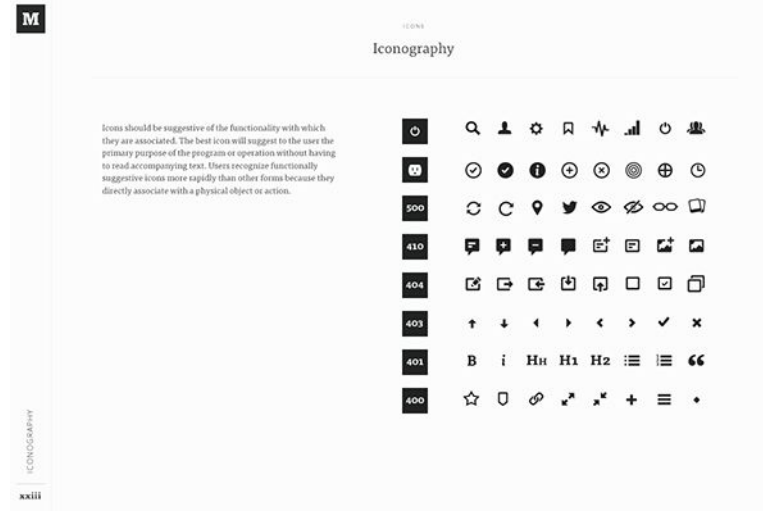
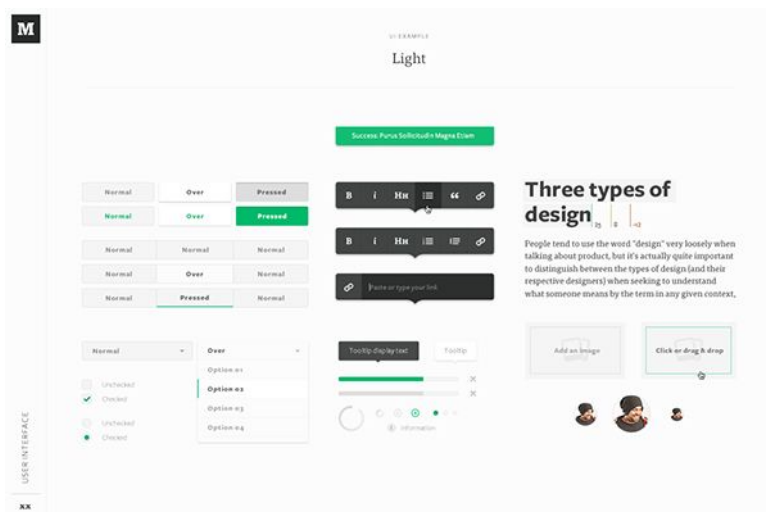
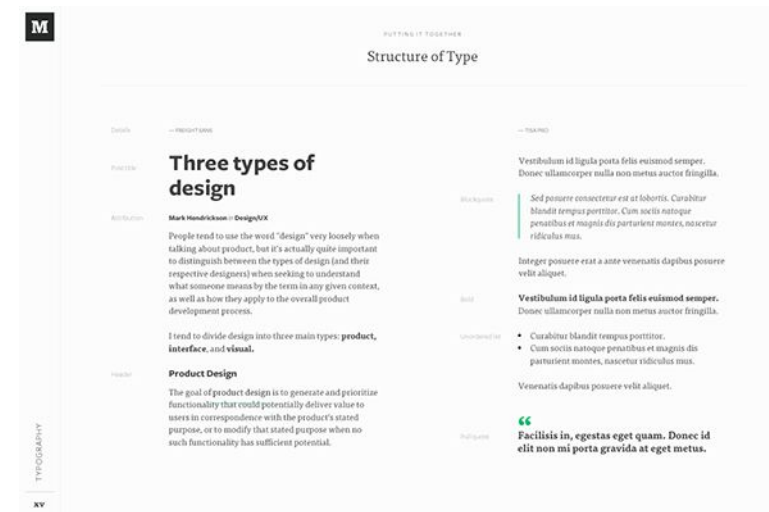
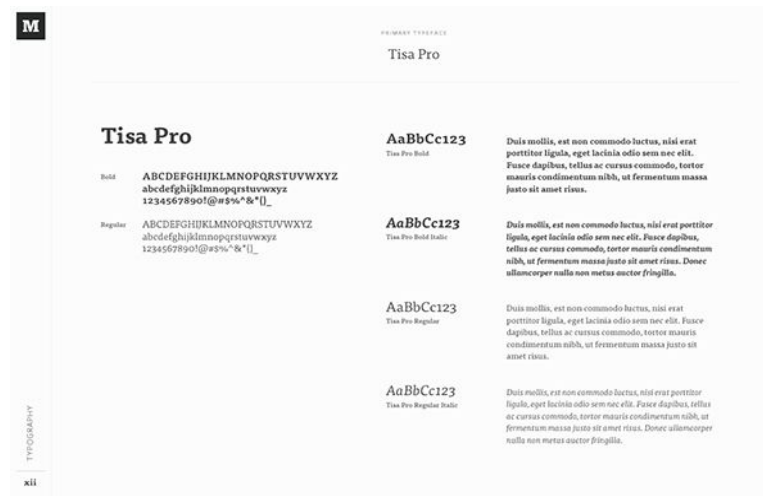


# Style Guide Example: Uber



<https://brand.uber.com/>

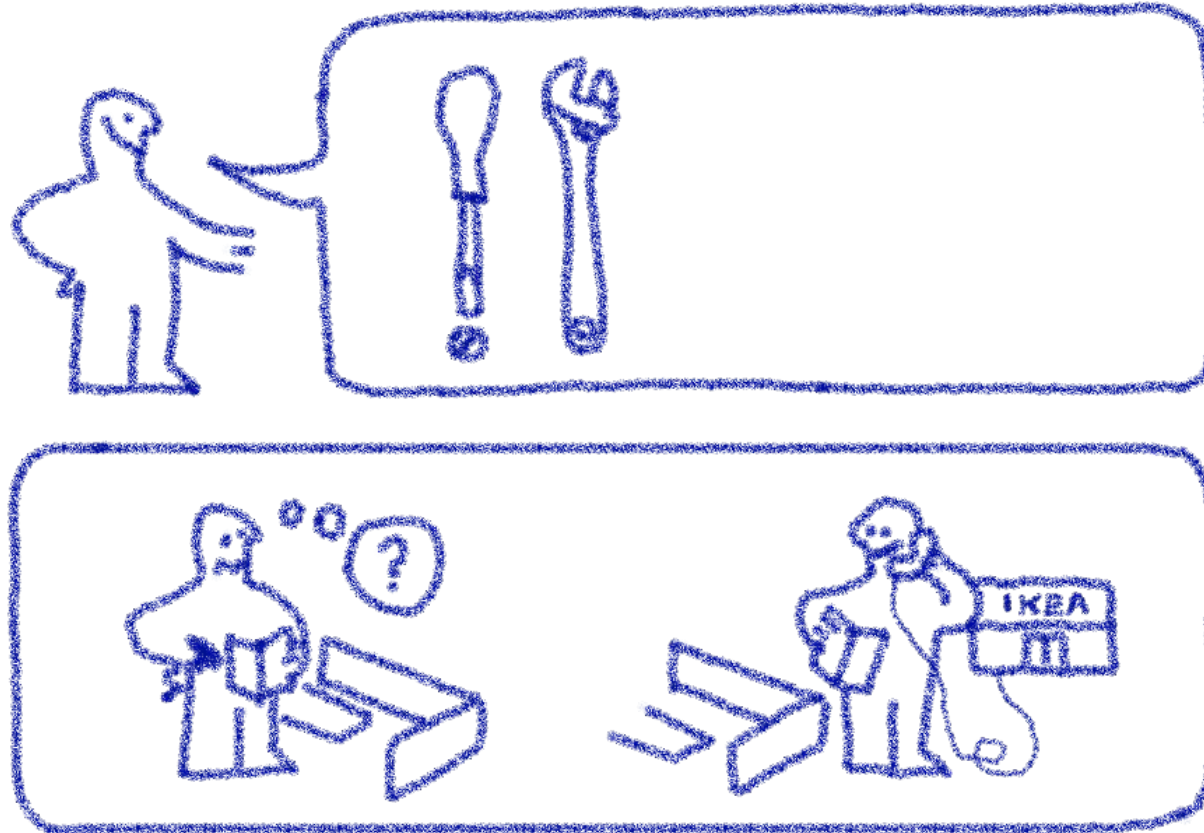
# Style Guide Example: Medium



<https://www.behance.net/gallery/7226653/Medium-Brand-Development>



# Style Guides alone are ambiguous

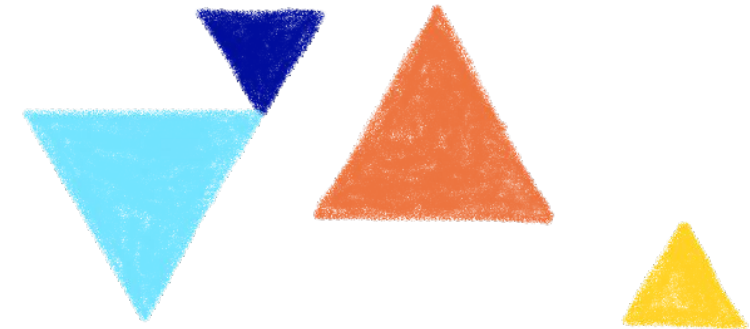


Interpretation needed to adapt the preconisation to the use case

# Component Catalogs



A **component catalog** is a **repository** of components, with one or several **implementations**, code **examples** and **technical documentation**



# Component Catalog example: Bootstrap



A simple primary alert—check it out!

A simple secondary alert—check it out!

A simple success alert—check it out!

A simple danger alert—check it out!

A simple dark alert—check it out!

```
<div class="alert alert-primary" role="alert">
  A simple primary alert—check it out!
</div>
<div class="alert alert-secondary" role="alert">
  A simple secondary alert—check it out!
</div>
<div class="alert alert-success" role="alert">
  A simple success alert—check it out!
</div>
```



<https://getbootstrap.com/>

# Component Catalog Example: ING's Lion

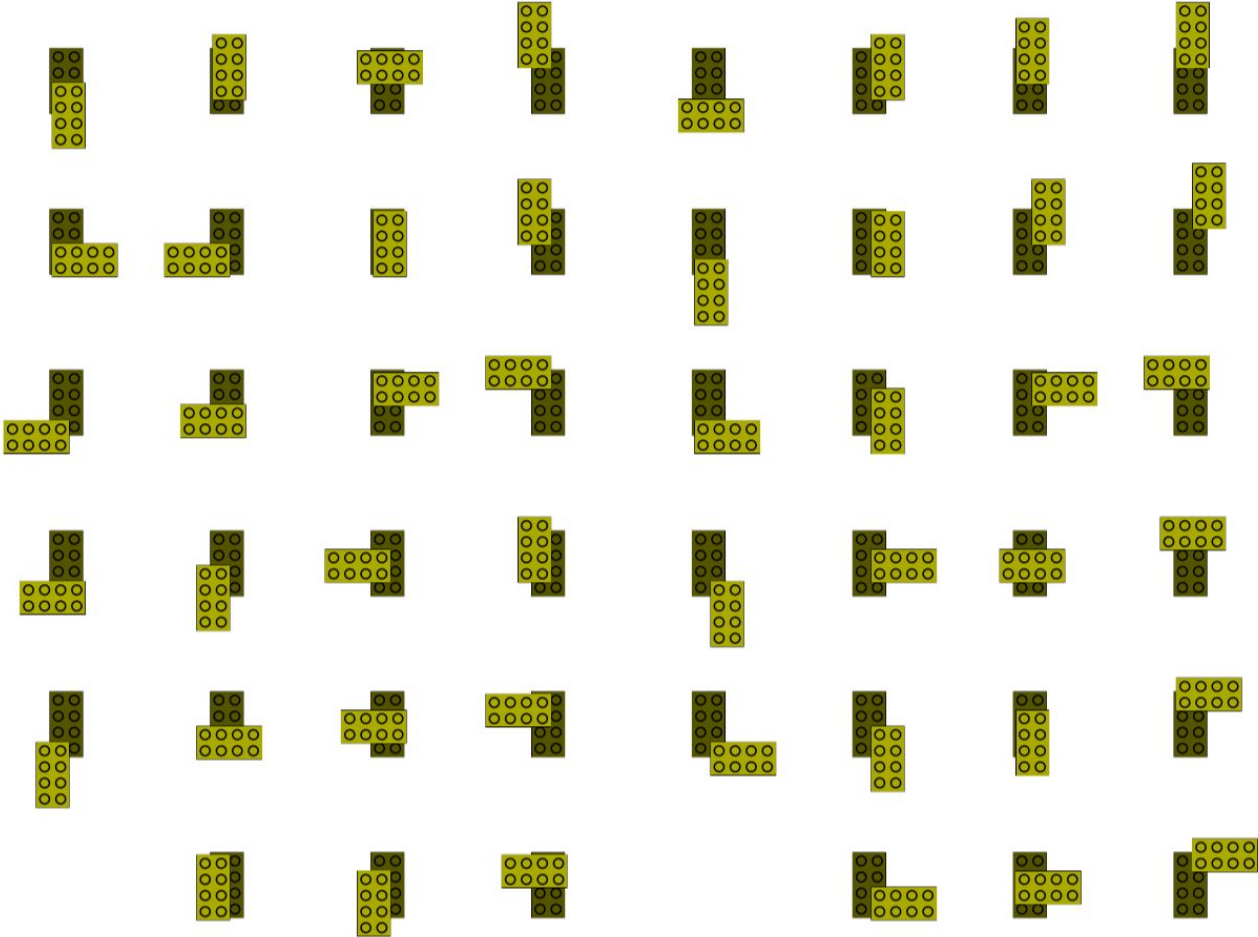


The screenshot shows the Storybook interface for the 'Date' component. The left sidebar contains a search bar and a list of components under 'INTRO' and 'FORMS'. Under 'FORMS', the 'Input Datepicker' category is expanded, showing a 'Main' sub-category with several options. The main canvas displays a 'Date' component, which is a calendar for June 2020. The calendar has a heading 'Date' and a close button 'x'. Below the heading are navigation arrows and the text 'June 2020'. The calendar grid shows days of the week (Sun to Sat) and dates. The date '22' is highlighted with a green border.

Sun	Mon	Tue	Wed	Thu	Fri	Sat
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	<u>22</u>	23	24	25	26	27
28	29	30	1	2	3	4

<https://lion-web-components.netlify.app/>

# Component Catalogs alone create inconsistency

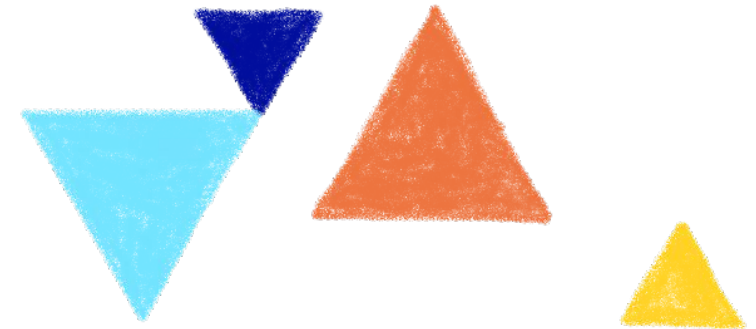


Like using the same LEGO bricks to create very different objects

# Design Systems



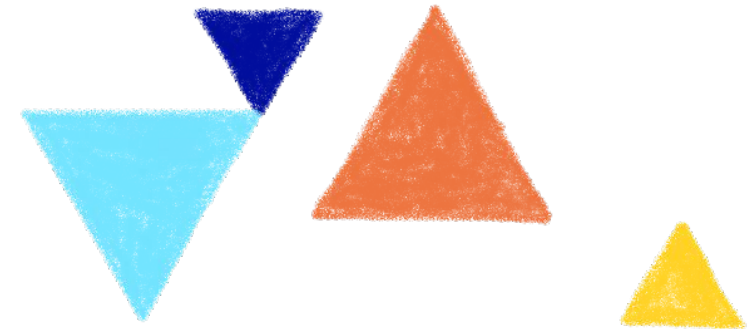
A Design System is like a **common visual language** for **product teams**



# Design systems



A Design System is a set of **design standards**, **documentations**, and **principles**, alongside with the toolkit (**UI patterns** and **code components**) to achieve those standards



# Design systems



Design System  $\approx$   
Style Guide + Component Catalog





# Example: Carbon Design System



Carbon Design System

- Get started ^
- About Carbon
- Design
- Develop
- Tutorial v
- Guidelines v
- Components v
- Patterns v
- Data visualization v
- Resources
- How to contribute v
- Updates v
- Help v
- Community v

---

- Design kit
- GitHub ↗

## About Carbon

Carbon is IBM's open source design system for digital products and experiences. With the IBM Design Language as its foundation, the system consists of working code, design tools and resources, human interface guidelines, and a vibrant community of contributors.

- ↳ Introduction
- ↳ Guiding principles
- ↳ Governance
- ↳ Certificate of Originality

<https://www.carbondesignsystem.com/>

# Example: Firefox's Photon Design System



## Photon Design System

### Photon Design

- Principles
- Getting started
- Design for Scale
- Design for Performance
- Design for Inclusion

### Visuals

### Motion

### Copy

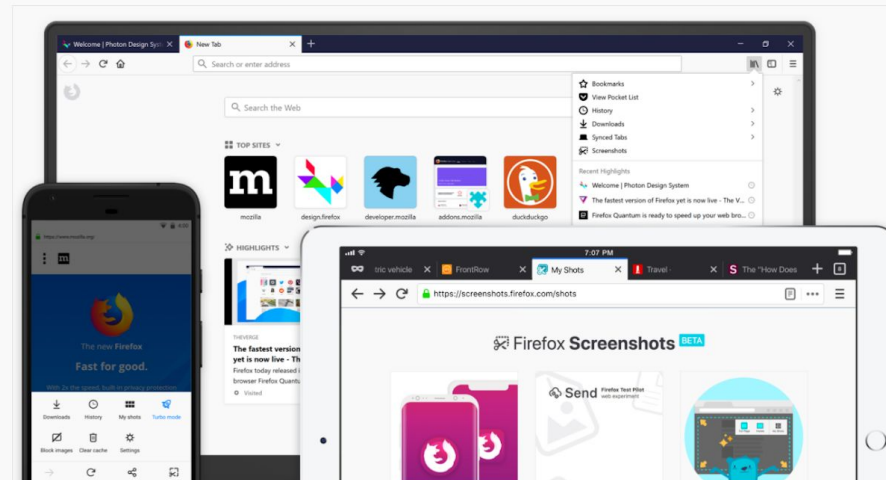
### Patterns

### Components

### Resources

## Photon Design System

Launch recognizable, enjoyable Firefox products and features faster.



Photon is the Firefox design language to build modern, intuitive, delightful experiences, for products across all platforms – from mobile to desktop, from TV to the next big thing.

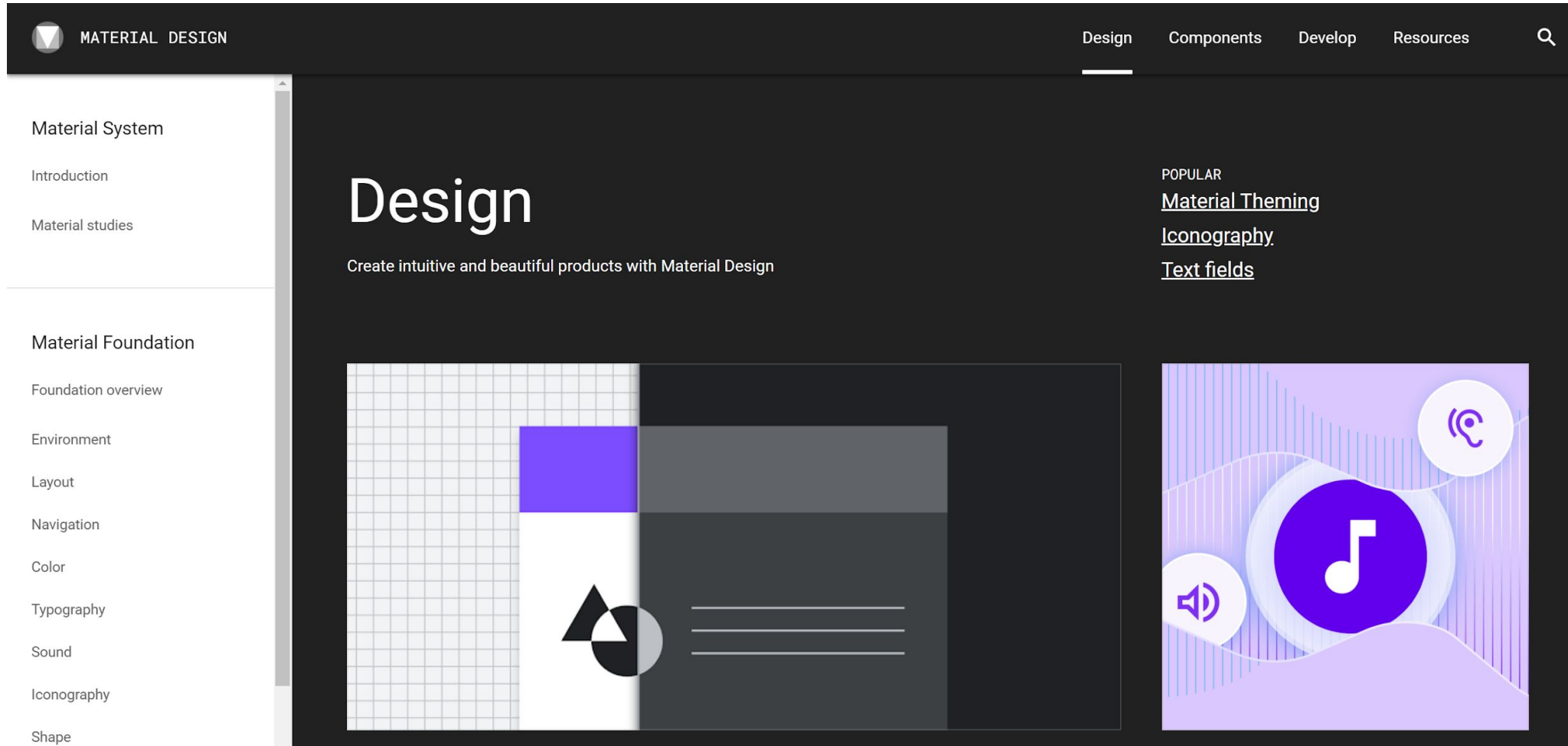
The Photon Design System houses guidelines, reusable UI components, templates, and other resources to help you create products for Firefox users. It is flexible and always evolving to serve the best Firefox experience for every situation.

Using this system will help make your work more efficient, and our products more consistent, while still looking, feeling, and sounding uniquely Firefox.

You can help us improve the system and ensure it remains current and relevant.

<https://design.firefox.com/photon/>

# Example: Material Design



<https://material.io/>

# The component catalog

---

The poor relative of the Design System family

# Let's choose a simple example

A simple primary alert—check it out!

A simple secondary alert—check it out!

A simple success alert—check it out!

A simple danger alert—check it out!

A simple dark alert—check it out!

```
<div class="alert alert-primary" role="alert">
  A simple primary alert—check it out!
</div>
<div class="alert alert-secondary" role="alert">
  A simple secondary alert—check it out!
</div>
<div class="alert alert-success" role="alert">
  A simple success alert—check it out!
</div>
```



## Bootstrap based component catalogs







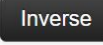

# A long time ago



## Buttons

### Default buttons

Button styles can be applied to anything with the `.btn` class applied. However, typically you'll want to apply these to only `<a>` and `<button>` elements for the best rendering.

Button	class=""	Description
	<code>btn</code>	Standard gray button with gradient
	<code>btn btn-primary</code>	Provides extra visual weight and identifies the primary action in a set of buttons
	<code>btn btn-info</code>	Used as an alternative to the default styles
	<code>btn btn-success</code>	Indicates a successful or positive action
	<code>btn btn-warning</code>	Indicates caution should be taken with this action
	<code>btn btn-danger</code>	Indicates a dangerous or potentially negative action
	<code>btn btn-inverse</code>	Alternate dark gray button, not tied to a semantic action or use
	<code>btn btn-link</code>	Deemphasize a button by making it look like a link while maintaining button behavior



Bootstrap

Components were defined in HTML, CSS and some jQuery

# Then it was AngularJS time...



UI Bootstrap Directives Getting started Previous docs

# UI Bootstrap

Bootstrap components written in pure AngularJS by the AngularUI Team

[Code on Github](#) [Download \(2.5.0\)](#) [Create a Build](#)

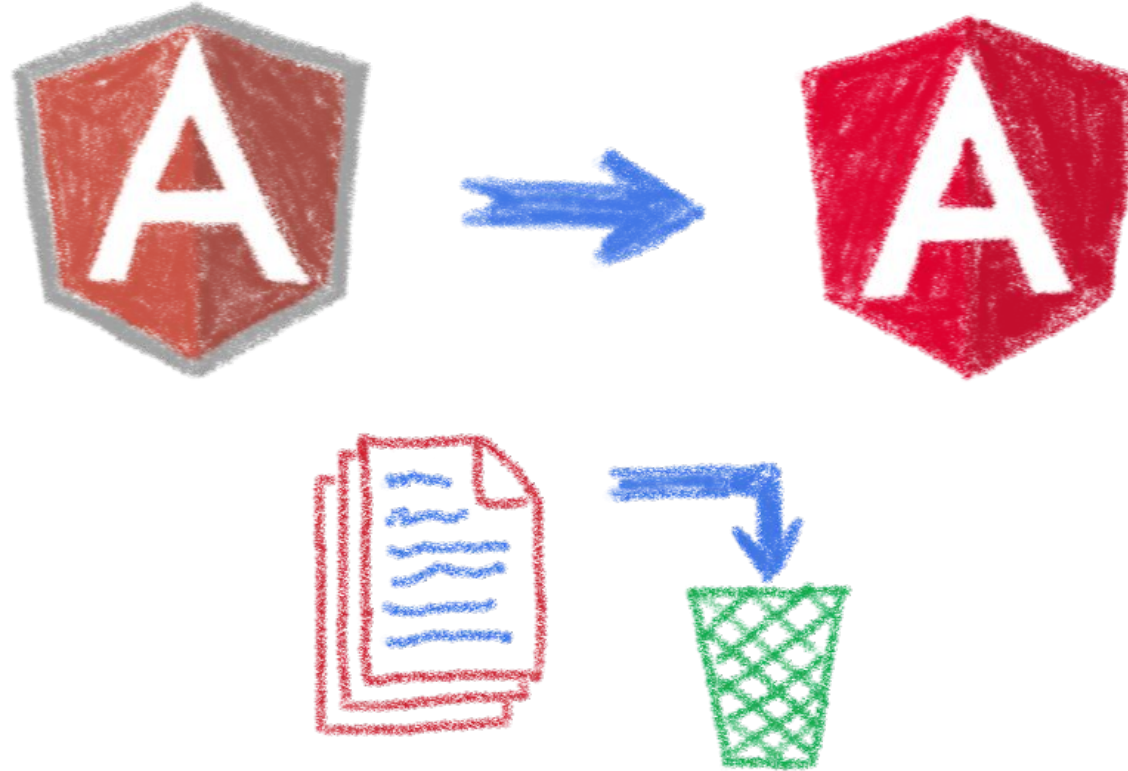
[Star 14,640](#) [Fork 7,184](#) [Tweet](#)



Getting started

## And new reference implementations were needed

# But you know the sad story...



All UI Bootstrap based catalogs woke up with an obsolete implementation



# Worry no more, let's do Angular!



Home Getting Started Components

1240,914  
npm



## Bootstrap widgets

### The angular way

Angular widgets built from the ground up using only Bootstrap 4 CSS with APIs designed for the Angular ecosystem.

No dependencies on 3rd party JavaScript.

[Demo](#)

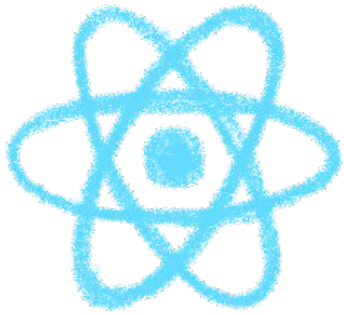
[Installation](#)

Currently at v6.1.0



# ng-bootstrap to the rescue

# But times had changed...



In 2017 Angular is only one more in the clique



# React is the new Big Thing™



Black Lives Matter. [Support the Equal Justice Initiative.](#)


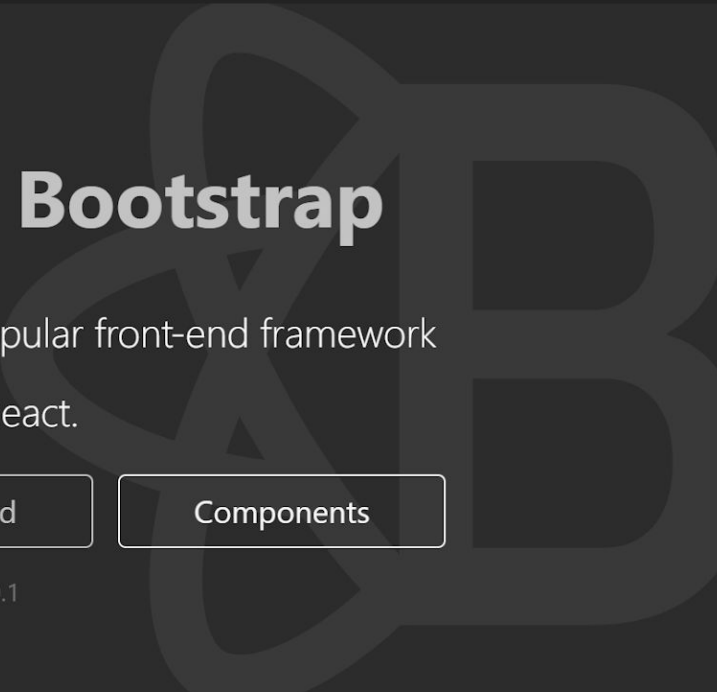
Home Getting Started Components v1.0.1 (Bootstrap 4.5)

## React Bootstrap

The most popular front-end framework  
Rebuilt for React.

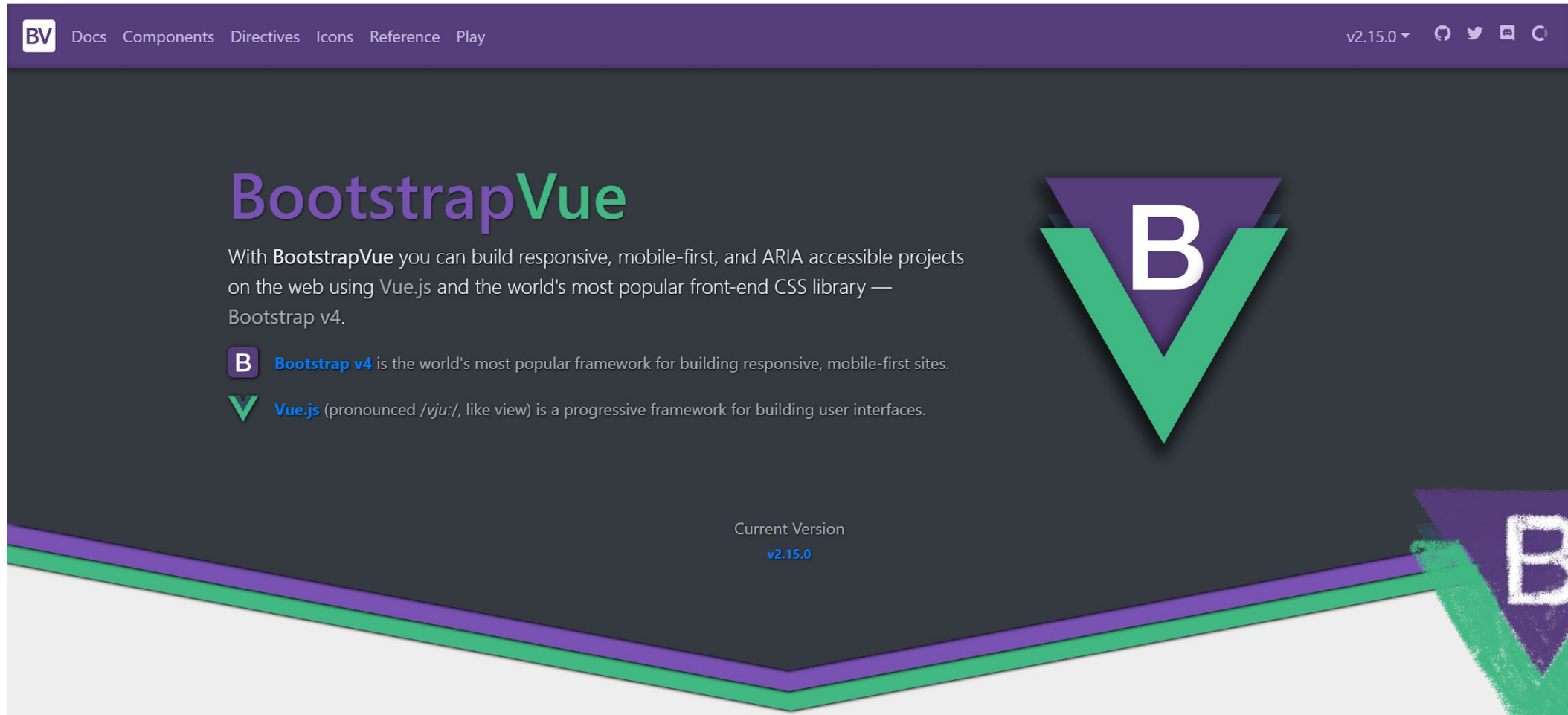
[Get started](#) [Components](#)

Current version: 1.0.1



So let's build React Bootstrap...

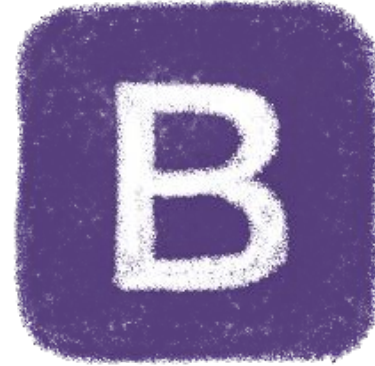
# Wait, what about ue?



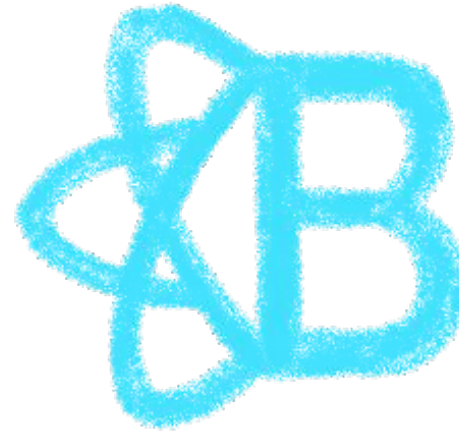
The screenshot shows the BootstrapVue documentation page. At the top, there is a navigation bar with 'BV' and links for 'Docs', 'Components', 'Directives', 'Icons', 'Reference', and 'Play'. The version 'v2.15.0' is displayed in the top right corner. The main heading is 'BootstrapVue'. Below it, a paragraph states: 'With BootstrapVue you can build responsive, mobile-first, and ARIA accessible projects on the web using Vue.js and the world's most popular front-end CSS library — Bootstrap v4.' There are two callout boxes: one with a 'B' icon for 'Bootstrap v4' and one with a 'V' icon for 'Vue.js'. At the bottom of the page, it says 'Current Version v2.15.0'. The page is overlaid with a large, stylized 'B' and 'V' logo.

We also need BootstrapVue

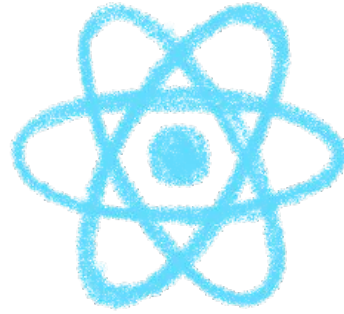
# OK, I think you see my point...



Bootstrap

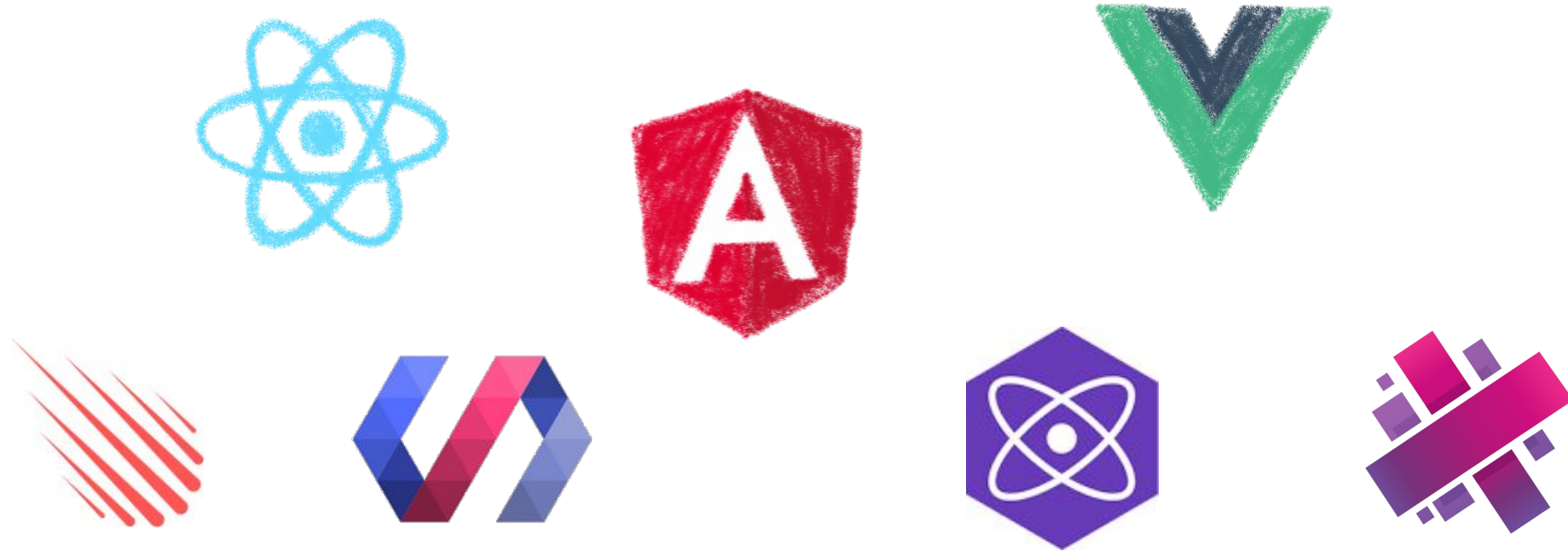


# Most Design System do a choice



Either they choose a by canonical implementation or they ship and maintain several implementations

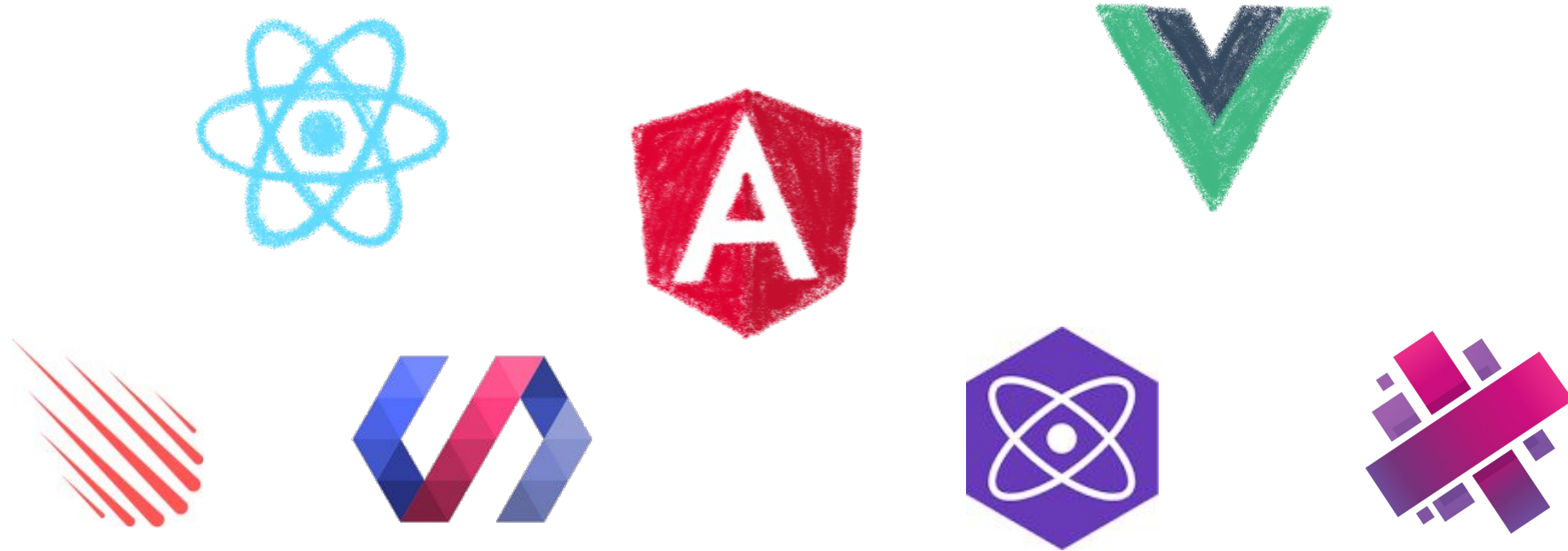
# Both choices are problematic



Shipping only one implementation:

Web dev ecosystem changes quickly and almost nobody keeps the same framework for years...

# Both choices are problematic

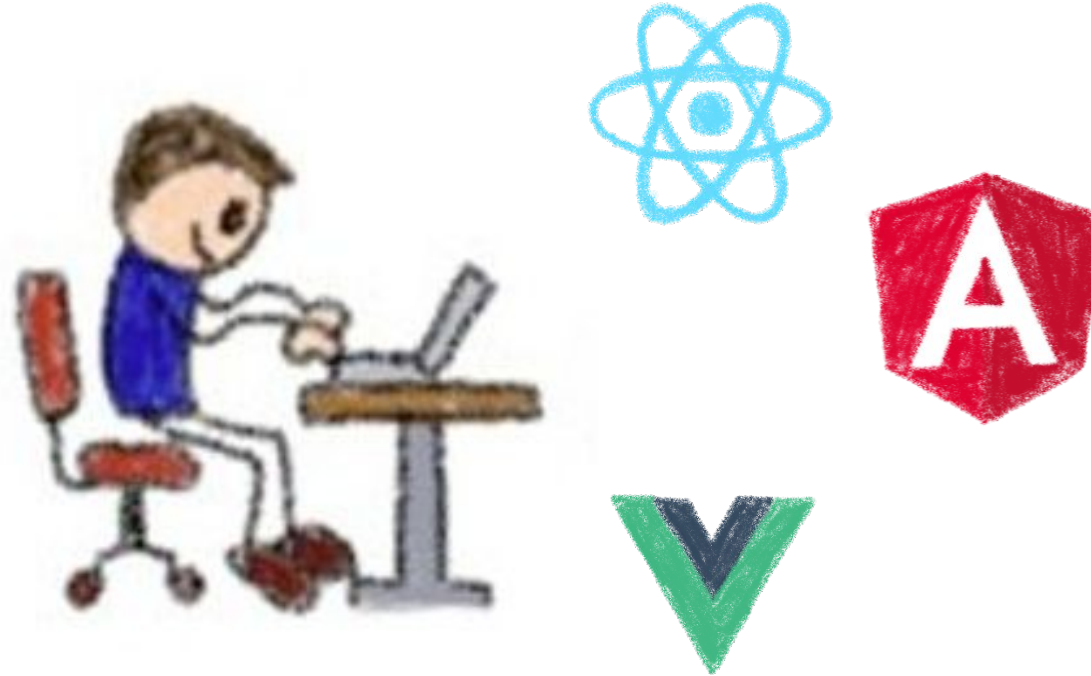


Shipping several implementations:

You need to maintain all the implementation...  
and you still miss some others



# Incomplete catalogs are problematic



People will need to recode the components  
in their chosen framework...  
Coherence is not guaranteed!!!

# Example: Carbon Design System



Carbon Design System

- Get started
- About Carbon
- Design
- Develop
- Tutorial
- Guidelines
- Components
- Patterns
- Data visualization
- Resources
- How to contribute
- Updates
- Help
- Community

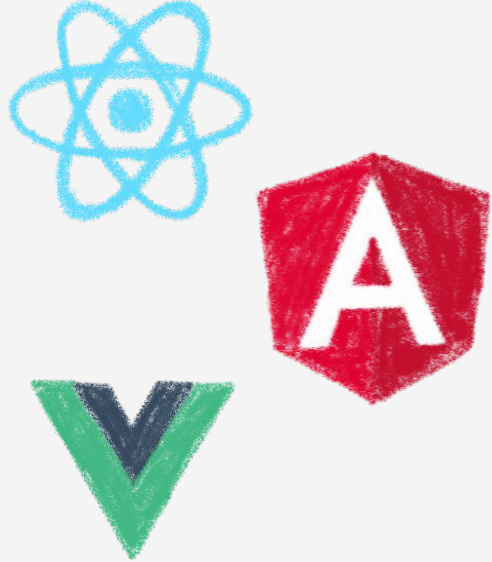
---

- Design kit
- GitHub

## About Carbon

Carbon is IBM's open source design system for digital products and experiences. With the IBM Design Language as its foundation, the system consists of working code, design tools and resources, human interface guidelines, and a vibrant community of contributors.

- ↳ Introduction
- ↳ Guiding principles
- ↳ Governance
- ↳ Certificate of Originality



# The 3 minutes context

---

What the heck are web component?



# Web Components



Web standard W3C

# Web Components



Available in all modern browsers:  
Firefox, Safari, Chrome

# Web Components



Create your own HTML tags  
Encapsulating look and behavior

# Web Components



Fully interoperable

With other web components, with any framework

# Web Components



CUSTOM ELEMENTS



SHADOW DOM



TEMPLATES



# Custom Element



To define your own HTML tag

```
<body>
  ...
  <script>
    window.customElements.define('my-element',
      class extends HTMLElement {...});
  </script>
  <my-element></my-element>
</body>
```

# Shadow DOM



To encapsulate subtree and style in an element

```
<button>Hello, world!</button>
```

```
<script>
```

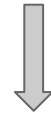
```
var host = document.querySelector('button');
```

```
const shadowRoot = host.attachShadow({mode: 'open'});
```

```
shadowRoot.textContent = 'こんにちは、影の世界!';
```

```
</script>
```

Hello, world!



こんにちは、影の世界!

# Template



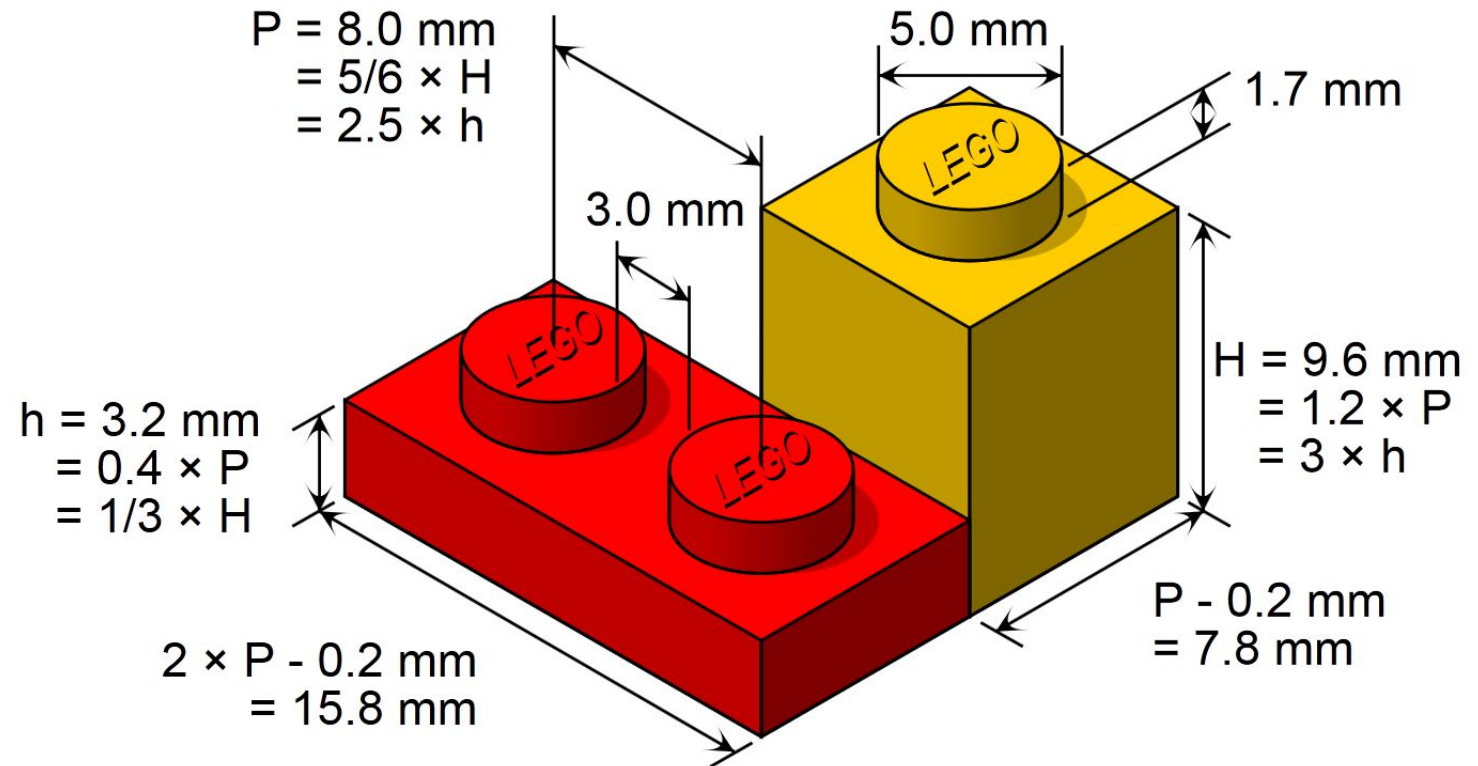
To have clonable document template

```
<template id="mytemplate">  
  <img src="" alt="great image">  
  <div class="comment"></div>  
</template>
```

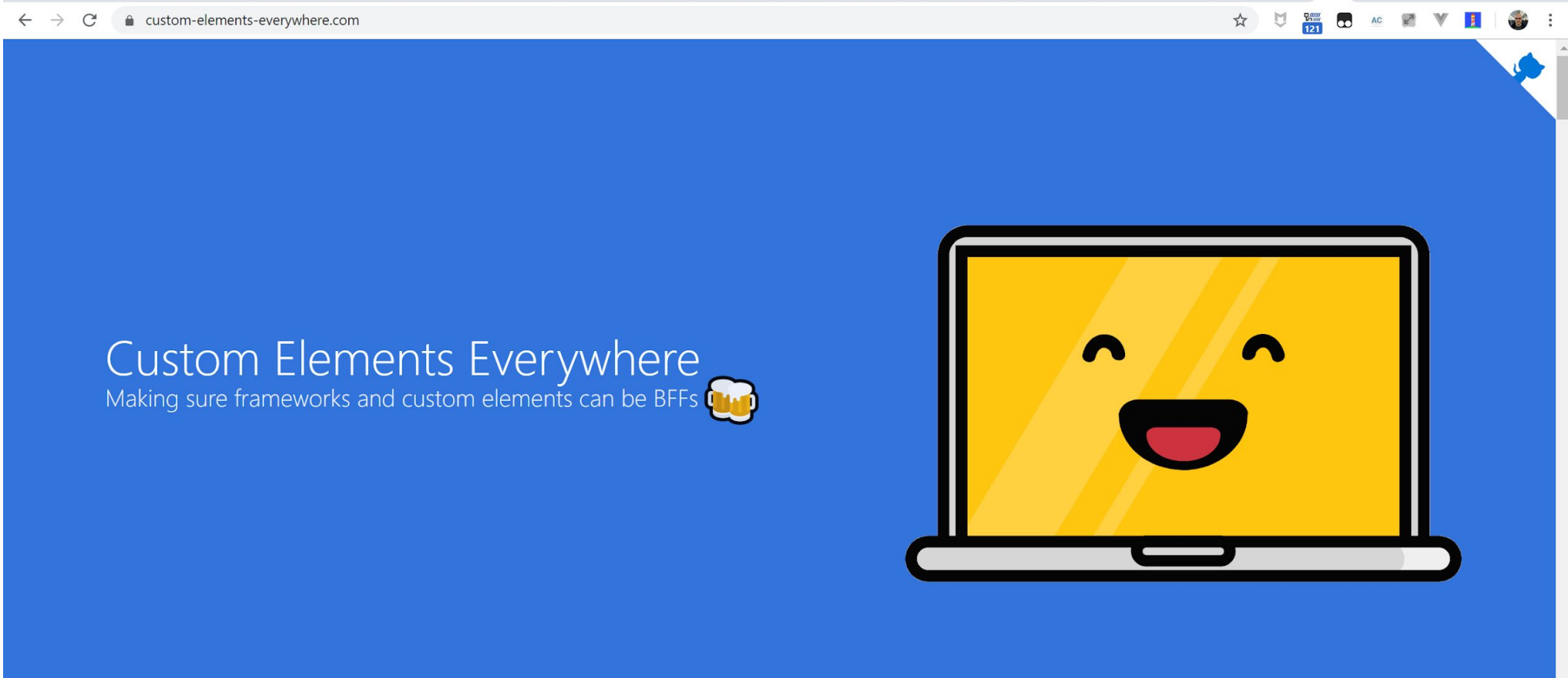
```
var t = document.querySelector('#mytemplate');  
// Populate the src at runtime.  
t.content.querySelector('img').src = 'logo.png';  
var clone = document.importNode(t.content, true);  
document.body.appendChild(clone);
```

# But in fact, it's just an element...

- Attributes
- Properties
- Methods
- Events

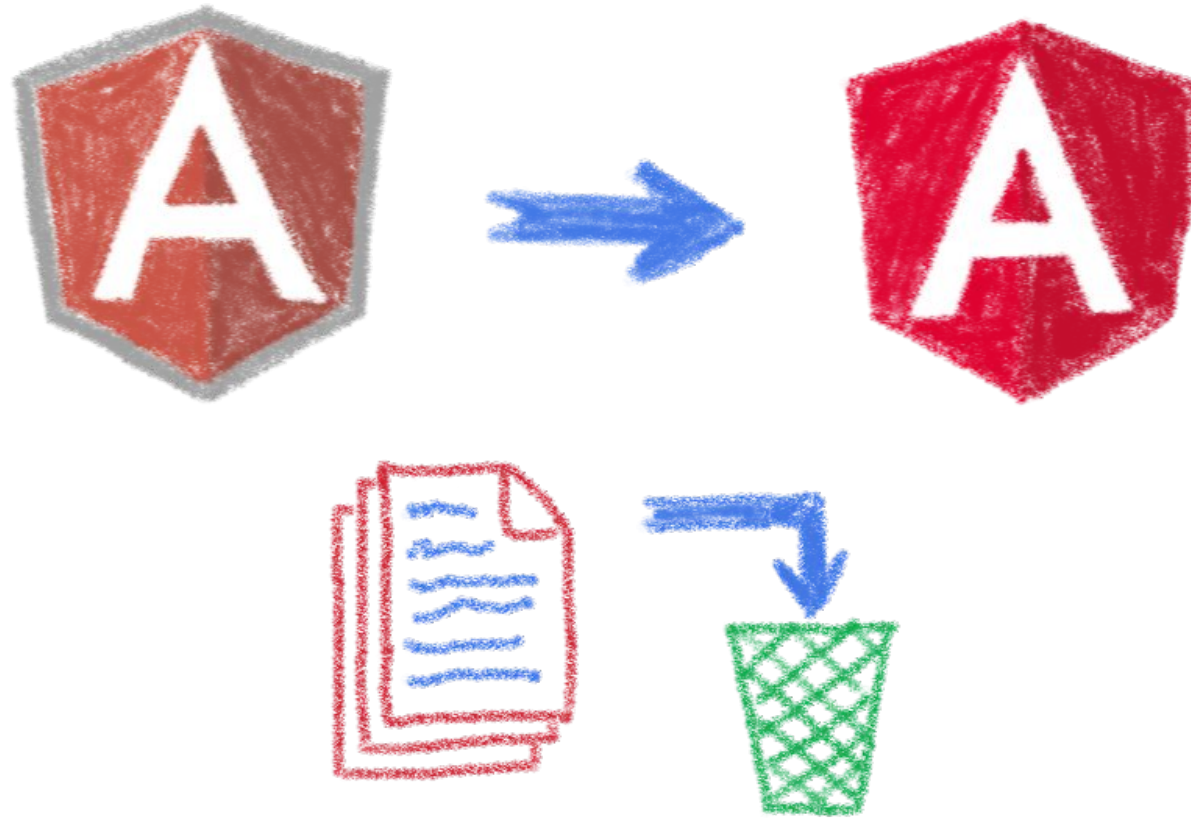


# Web Components are a web standard



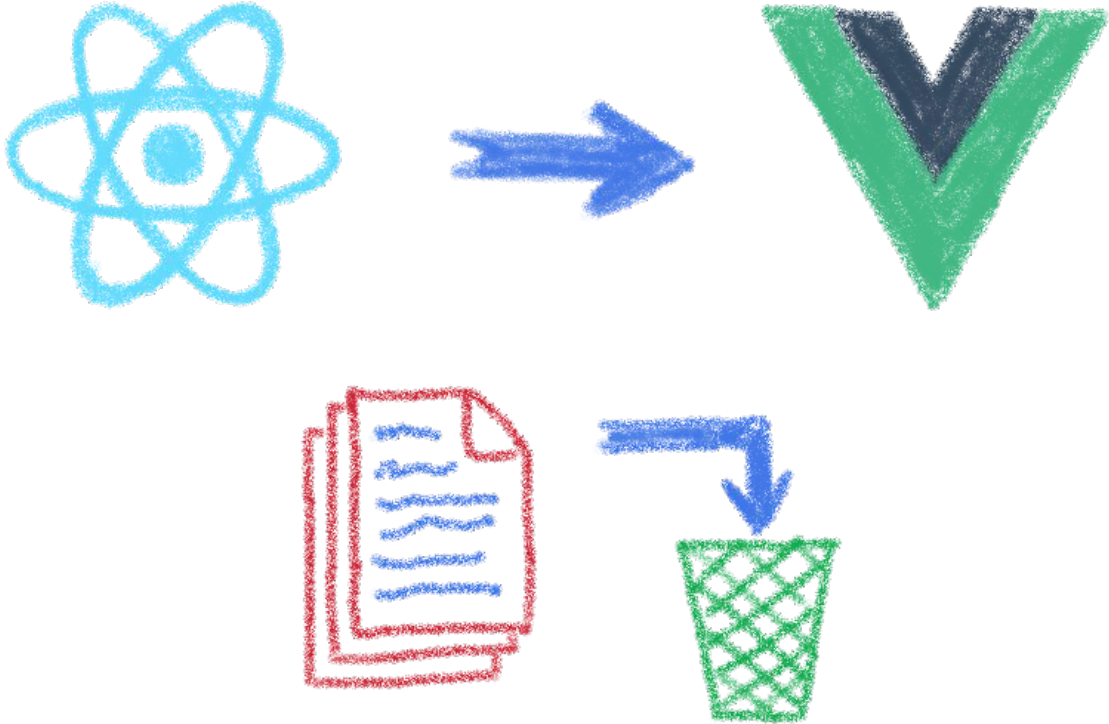
Web Components everywhere, baby!

# Do you remember AngularJS?



And all the code put in the trash bin  
when Angular arrived...

# The pain of switching frameworks?



Rewriting once again your code...

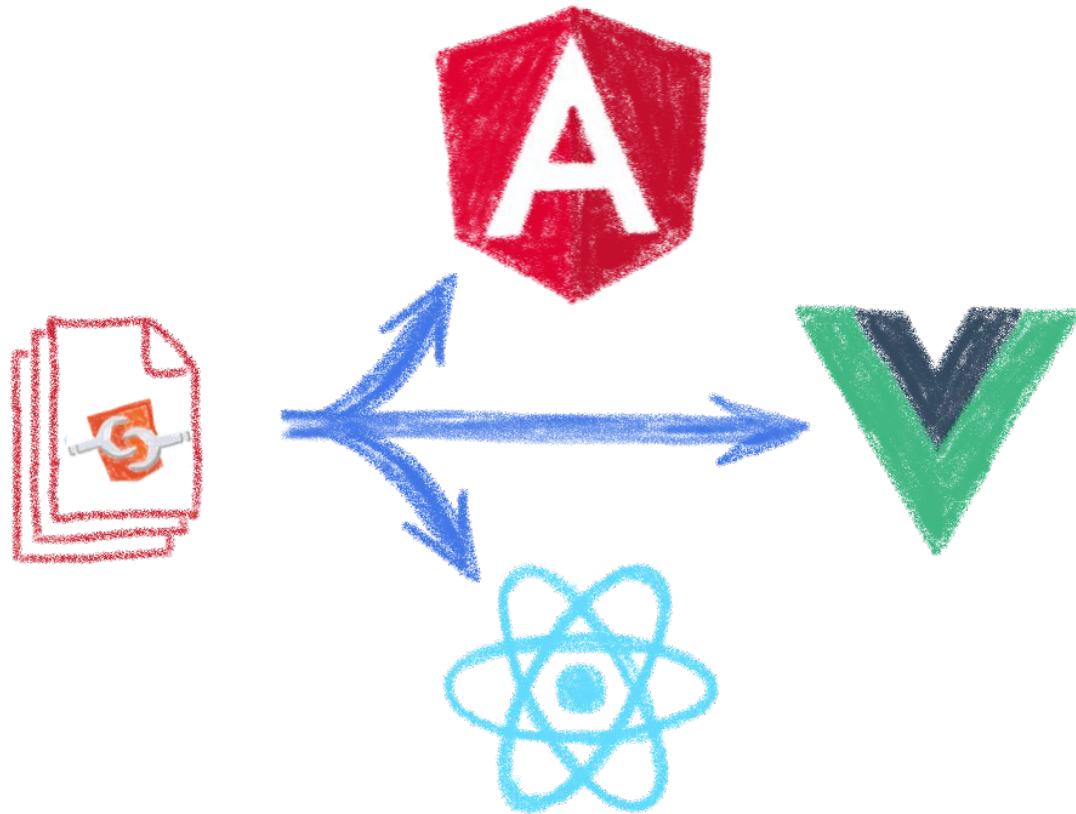
# The impossibility of sharing UI code?



Between apps written with different frameworks



# Web Components change that



In a clean and standard way

# They are truly everywhere



↑ **spacexfsw**   102 points · 15 days ago

↓ The Crew Displays onboard Dragon runs Chromium with HTML, Javascript & CSS. We don't use LESS. - Sofian

We follow an agile process, we have high bar for unit test coverage and we have integration tests that runs with and without flight hardware. We also take a lot of pride in manually verifying and documenting our new features to make sure they work as intended and we have no regression. - Sofian

We use Web Components extensively. - Sofian

We use a reactive programming library that we developed in house. - Sofian

Different team members uses different editors, I use VSCode but I might be just a little bit biased :) - Sofian

I will have to get back but overall code is our craft here and we make sure it's clean and tidy. I wouldn't expect something too outrageous. Fair warning, we have linters on everything. - Sofian

 Even in the spaaaaaaace 

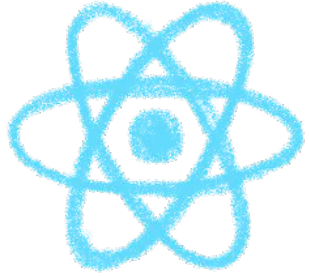
# Web Components & Design Systems

---

A match made in heaven



# You can have a single implementation



And it simply works everywhere

# When you need interoperability



Nothing beats the standard

# One more thing...\*

---

## Let's copy from the master

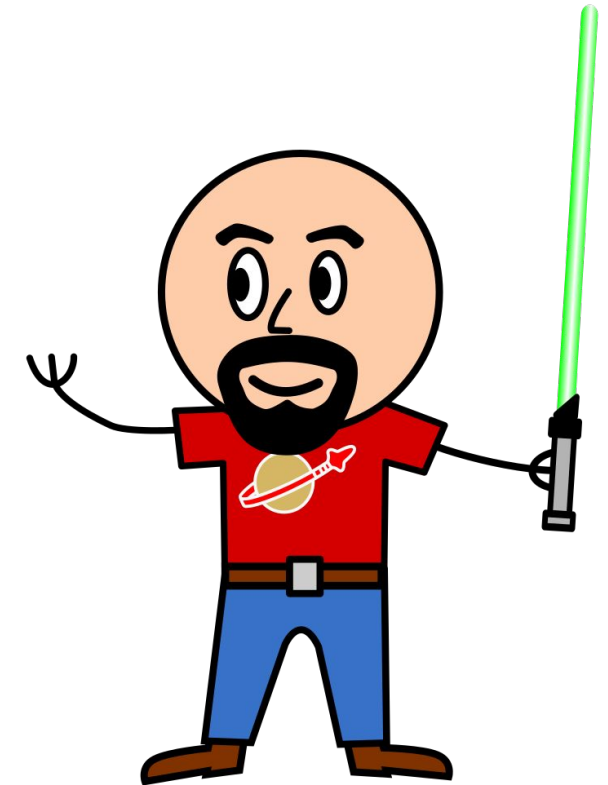
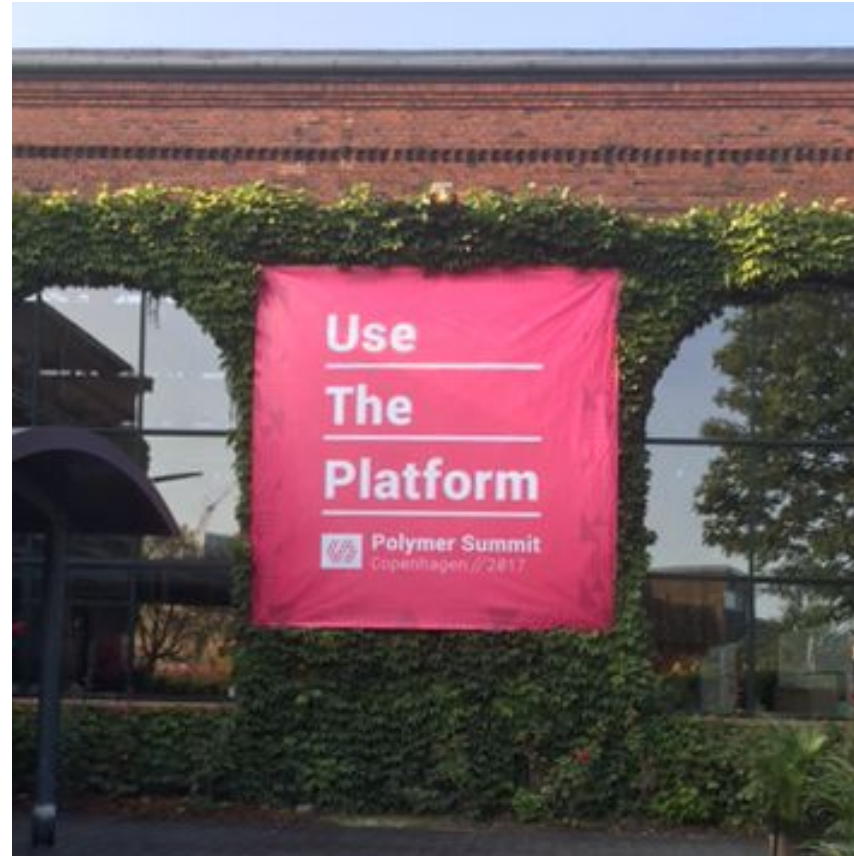


# Stencil is not so important



WebComponents ARE

# Use the Platform, Luke...



WebComponents ARE native



# Do you love your framework?



Oh yeah, we all do

# Would you marry your framework?



Like until death...

# How much does cost the divorce?



Do you remember when you dropped AngularJS for Angular?

# Why recode everything again?



Reuse the bricks in your new framework

# Lots of web components libraries



LitElement



snuggsi ツ



# And some good news



Angular Elements



Vue Web Component  
Wrapper

Frameworks begin to understand it

# So for your next app



Choose a framework, no problem...

But please, help your future self

# Use Web Components!



