Calico - Material UI

My Experience

About Me

- My name is Xavier Bryson and I’m 20 years old.
- I’m a recent Computer Science Graduate at the University of the West Indies.
- I’m driven and inspired to become competent in my field.
- I’m an avid lover of games, design, art and philosophy.

What did I do for Calico?

In short.....

I WORKED ON MATERIAL UI

- I created 3 new components for it:
  - Toggle Buttons
  - App Icons
  - Bottom Sheets

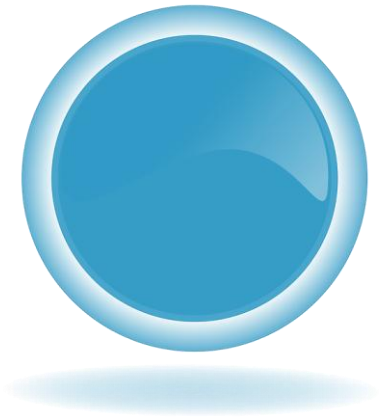
WHAT IS MATERIAL UI?

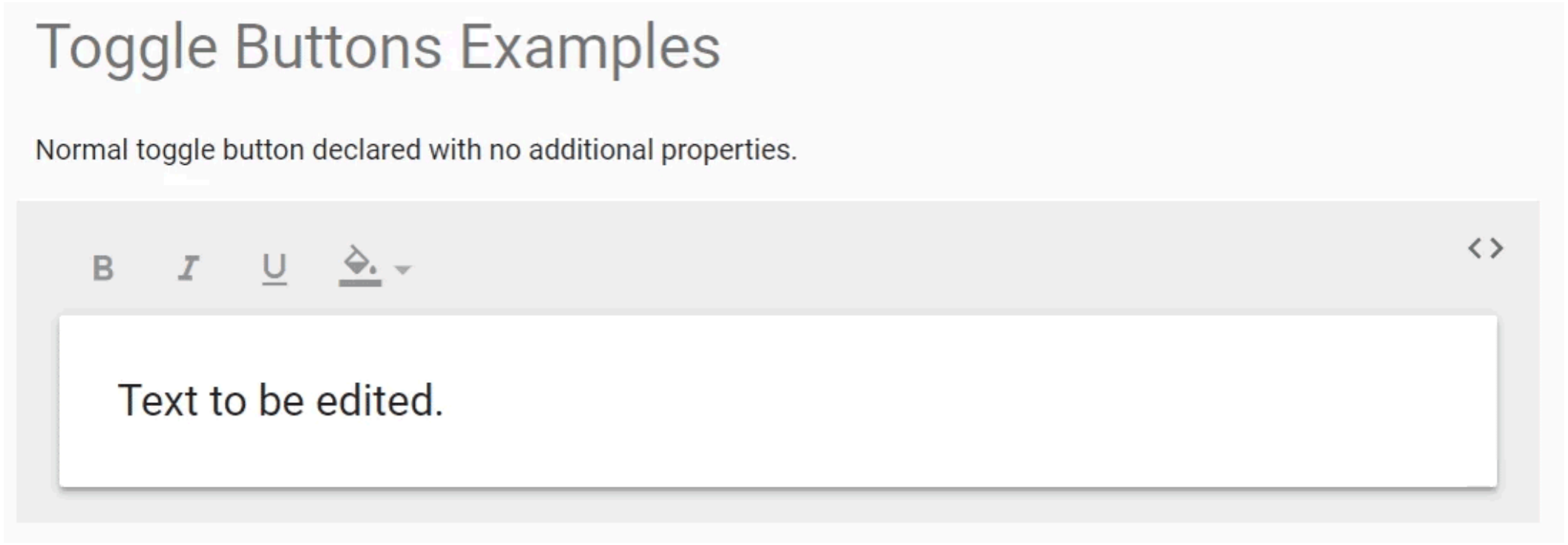
- Developed using a JavaScript library called React.
- Material UI is a set of components that developers can use within there web applications.
- This is to give those applications a standard Material Design look that Google outlines in the link below:
- https://material.io/guidelines/

Toggle Buttons

USAGE

- Toggle buttons may be used to group related options.
- Similar to the buttons used to bold, italicise and underline text within editors such as Microsoft Word.



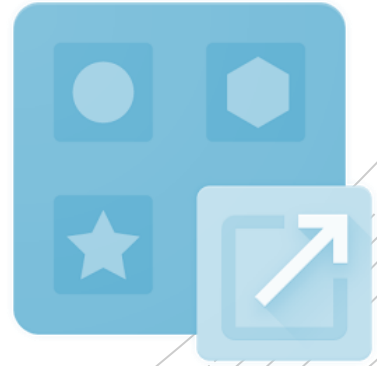


TOGGLE BUTTONS

App Icons

USAGE

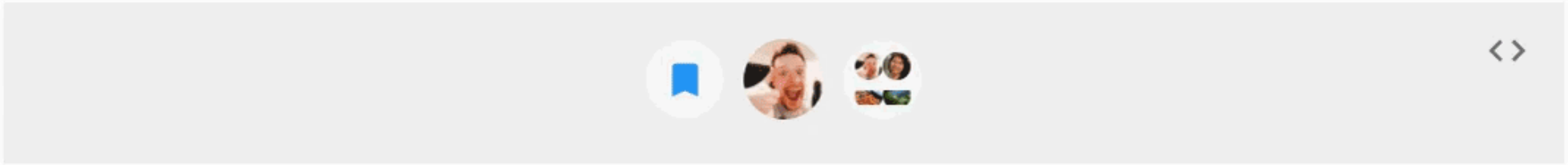
- App shortcuts give users quick, easy access to up to four of your app's actions. Each action can also be added to the home screen.
- If you have Android Oreo it's similar to the options that appear after long pressing an icon on the Home Screen.



App Icons

App Icons give users quick, easy access to up to four of your app's actions.

Example

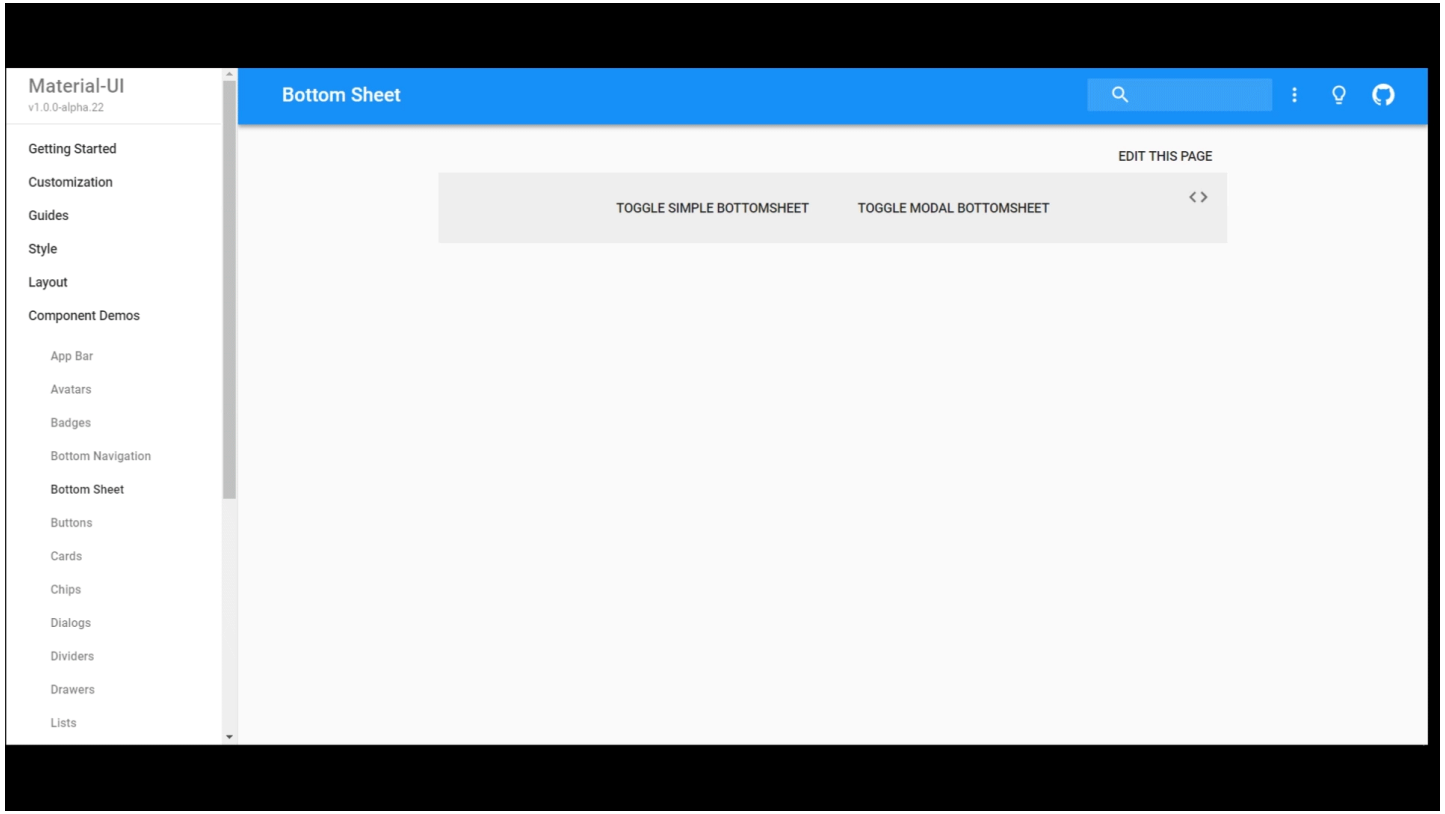


APP ICONS

Bottom Sheets

USAGE

- Bottom sheets slide up from the bottom of the screen to reveal more content.
- Well let’s look at the demo.

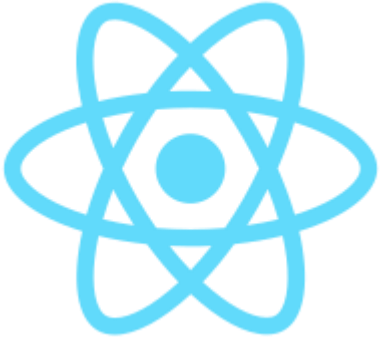


Bottom Sheet

How was it?

Well...

- I had a blast learning the technologies required to create the components you saw before.
  - Some of which were React and Enzyme.
- I also learned a lot from the Open Source community as well as my mentor and his team.
- Finally I developed some valuable relationships.



Thank You

https://github.com/zabieru96/material-ui