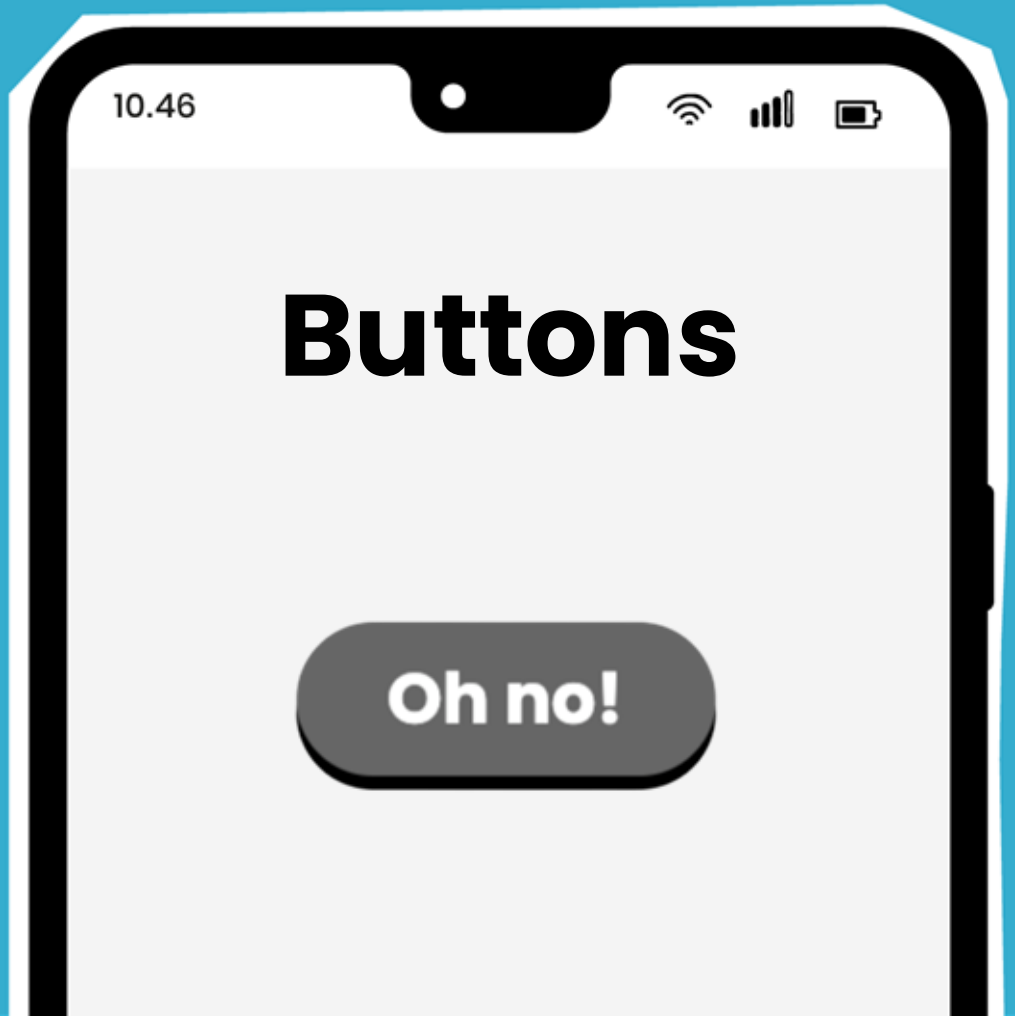

10.46
Buttons
Oh no!

# How easy are buttons?




If you have no accessibility needs, a standard button is pretty easy. Just a simple read and a click and you're on your way!

How about if you're visually impaired? What about if you have a motor skills disability? What if you've broken your mouse or touchpad? What if your cat is sat on your keyboard AGAIN?!

We design our buttons with these users in mind.



# Accessibility (A11y)

## Temporary

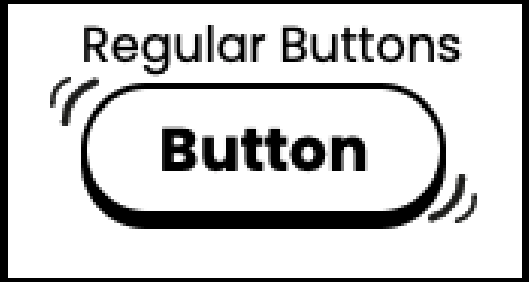
- Broken limb
- Broken mouse or equipment
- Distractions (children, pets, partners)
- Screen glare
- Slow internet
- Under the influence

## Permanent

- Cognitive impairments
- Blindness
- Quadriplegia
- Deafness
- Motor Skill Impairment (tremors)

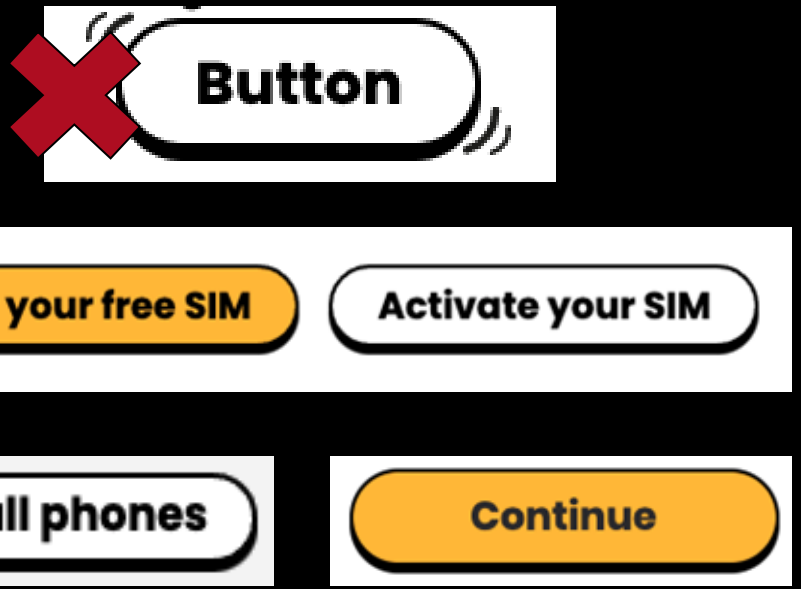
# Basic Buttons

- Button content
- Aria-labelledby
- Aria-label & icons
- Tap target size - 48px x 48px
- <button> vs. <a>
- :focus and :hover
- :before and :after



# Button Content

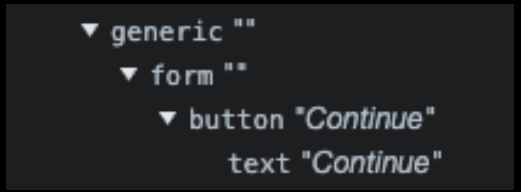
- **Button content**
- Aria-labelledby
- Aria-label & icons
- Tap target size - 48px x 48px
- <button> vs. <a>
- :focus and :hover
- :before and :after



# Aria-labelledby

- Button content
- **Aria-labelledby**
- Aria-label & icons
- Tap target size
- <button> vs. <a>
- :focus and :hover
- :before and :after

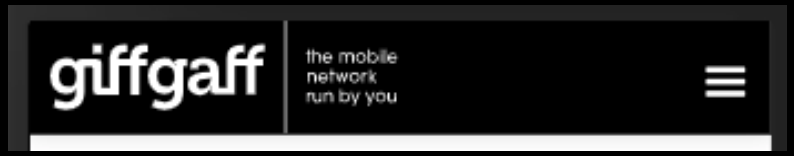


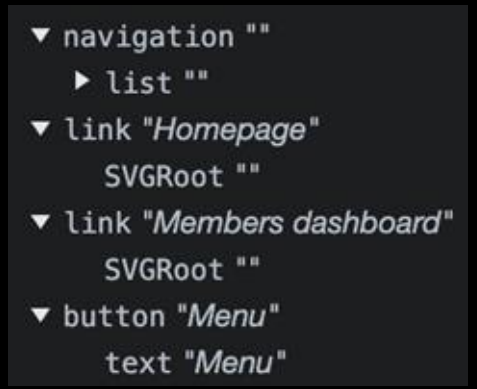




```
<button class="gg-c-btn">
  <span id="continue-btn" class="gg-u-screen-reader-only">Continue with your purchase</span>
  <span class="gg-c-btn__switch" aria-hidden="true" aria-labelledby="continue-btn">Continue</span>
</button>
```

# Aria-label

- Button content
- Aria-labelledby
- **Aria-label & icons**
- Tap target size
- <button> vs. <a>
- :focus and :hover
- :before and :after

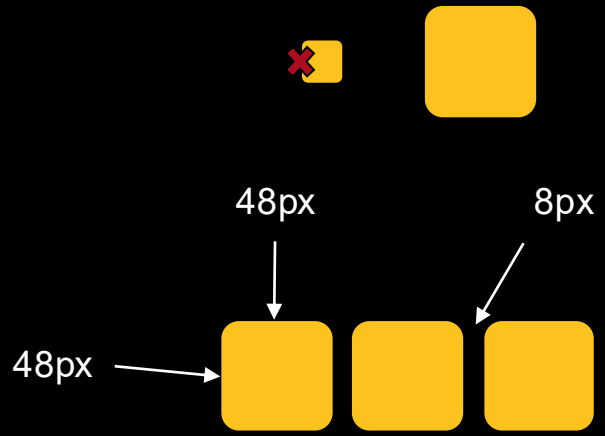



```
<button class="gg-c-btn" aria-label="menu icon">
  <span class="gg-c-btn__switch" aria-hidden="true"><svg></svg></span>
</button>
```

# Tap-target size

- Button content
- Aria-labelledby
- Aria-label & icons
- **Tap target size**
- <button> vs. <a>
- :focus and :hover
- :before and :after



# <button> vs. <a>

- Button content
- Aria-labelledby
- Aria-label & icons
- Tap target size
- **<button> vs. <a>**
- :focus and :hover
- :before and :after








# :focus & :hover

- Button content
- Aria-labelledby
- Aria-label & icons
- Tap target size
- <button> vs. <a>
- **:focus and :hover**
- :before and :after

```
@include focus-hover;
```






# :focus & :hover

- Button content
- Aria-labelledby
- Aria-label & icons
- Tap target size
- <button> vs. <a>
- **:focus and :hover**
- :before and :after

```
@include focus-hover;
```

```
@mixin focus-hover() {
  &:focus,
  &:hover,
  &:active {
    outline: solid 2px getColour(light-blue);
    outline-offset: 0;
  }
}
```



# :before & :after

- Button content
- Aria-labelledby
- Aria-label & icons
- Tap target size
- <button> vs. <a>
- :focus and :hover
- **:before and :after**

```
<button class="gg-c-btn" aria-label="Button"> flex
  ::before
  <span class="gg-c-btn__switch" aria-hidden="true"> flex
    ::before
    "Button"
    ::after == $0
  </span>
</button>
```

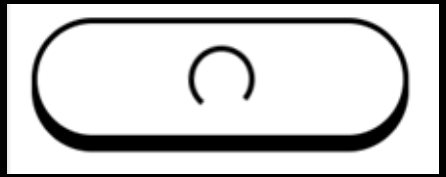
```
.gg-c-btn__switch:after,
.gg-c-btn__switch:before {
  background-size: 100%;
  content: "";
  display: block;
  height: 16px;
  opacity: 0;
  position: absolute;
  width: 16px;
}
```

# Our buttons

Destructive buttons




Loading buttons



Disabled buttons



Coloured buttons




prefers-reduced-motion

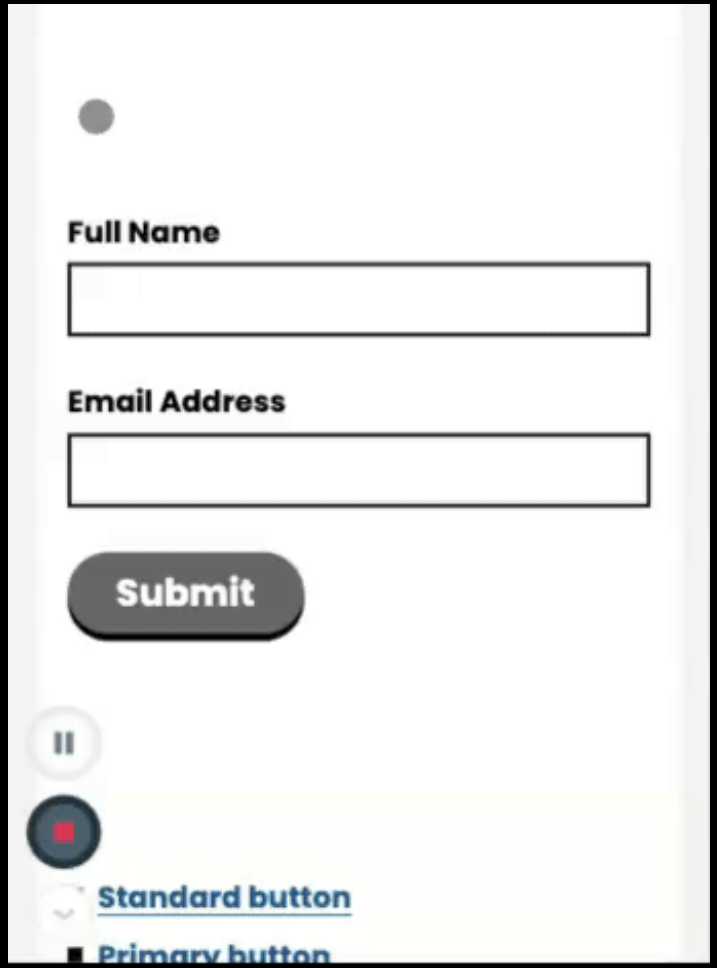


# Disabled buttons



# Disabled buttons





# Thanks for listening to me ramble about buttons...





# References


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