

Design Systems & Components

UI/UX Design Guide · Module 4 of 7 · CHERIEDU Dev Series

1. What is a Design System?

A design system is a collection of reusable components, guided by clear standards — colours, typography, spacing, icons. It ensures your product looks and behaves consistently everywhere.

2. Colour System

Category	Purpose	Example
Primary	Main brand colour, CTAs	#6366f1 (Indigo)
Secondary	Supporting accent	#10b981 (Teal)
Neutral	Text, backgrounds, borders	#1e293b, #f8fafc
Semantic	Success, warning, error	#10b981, #f59e0b, #ef4444

3. Typography System

Level	Size	Weight	Use
Display	48–72px	700 Bold	Hero headings
H1	36–48px	700 Bold	Page titles
H2	28–36px	600 SemiBold	Section titles
H3	20–24px	600 SemiBold	Card titles
Body	16px	400 Regular	Paragraphs
Caption	12–14px	400 Regular	Labels, notes

4. Component Anatomy — The Button

- Variants: Primary, Secondary, Outline, Ghost, Destructive (red).
- States: Default, Hover, Active, Disabled, Loading.
- Sizes: Small (32px), Medium (40px), Large (48px).
- Each variant × each state × each size = a complete button component.

5. Well-Known Design Systems to Study

System	Company	Key Strength
Material Design 3	Google	Adaptive, accessible, comprehensive
Fluent Design 2	Microsoft	Clean, professional, enterprise
Ant Design	Alibaba	Data-heavy apps, complex tables
Shadcn/ui	Community	Modern React + Tailwind components

PROJECT

Create a mini design system in Figma for CHERI SMS: define colour tokens, typography scale, and 5 components (Button, Input, Card, Nav Bar, Badge). Export as a shareable Figma library.

