

# Design System

Introduction

**GeneXus™**

# Web app

DESIGN

DEVELOPMENT

The screenshot shows the 'Attraction' form in the GeneXus Travel Agency web app. The form has a dark blue header with the 'GeneXus' logo and 'Travel Agency' title. A sidebar on the left contains a 'MENU' with links to 'Attractions', 'Categories', and 'Countries'. The main form area is titled 'Attraction' and contains several input fields: 'Id' (with a value of 0), 'Name' (with a text input), 'Country Id' (with a dropdown and a checkmark icon), 'Country Name', 'Category Id' (with a dropdown and a checkmark icon), 'Category Name', 'Photo' (with a 'CHANGE' button), and 'City Id' (with a dropdown and a checkmark icon). At the bottom right, there are 'CONTINUE' and 'CANCEL' buttons.

The screenshot shows the 'Attractions' list in the GeneXus Travel Agency web app. The table has a dark blue header with the 'GeneXus' logo and 'Travel Agency' title. A sidebar on the left contains a 'MENU' with links to 'Attractions', 'Categories', and 'Countries'. The main table area is titled 'Attractions' and has a search bar at the top right. The table contains the following data:

Id	Name	Country Name	Category Name	Photo	City Name	
4	Christ the Redeemer	Brazil	Monument		Rio de Janeiro	UPDATE DELETE
6	Colosseum	Italy	Monument		Rome	UPDATE DELETE
3	Eiffel Tower	France	Monument		Paris	UPDATE DELETE
8	Forbidden City	China	Tourist Site		Beijing	UPDATE DELETE
1	Louvre Museum	France	Museum		Paris	UPDATE DELETE
5	Museo del Prado	Spain	Museum		Madrid	UPDATE DELETE
7	St. Peter's Basilica	Italy	Tourist Site		Vatican	UPDATE DELETE
2	The Great Wall	China	Tourist Site		Beijing	UPDATE DELETE

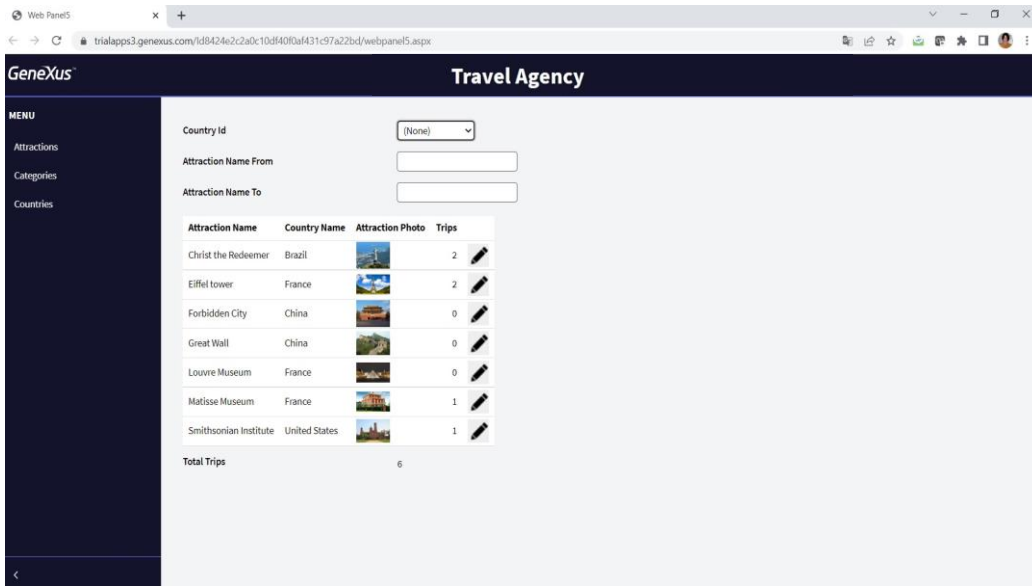
So far, in our concern about developing the basic functionalities of web applications, we have overlooked the design implied.

We have mostly settled for the screens that GeneXus offers us (for example, those relative to transactions, as well as those set up by the Work With pattern).

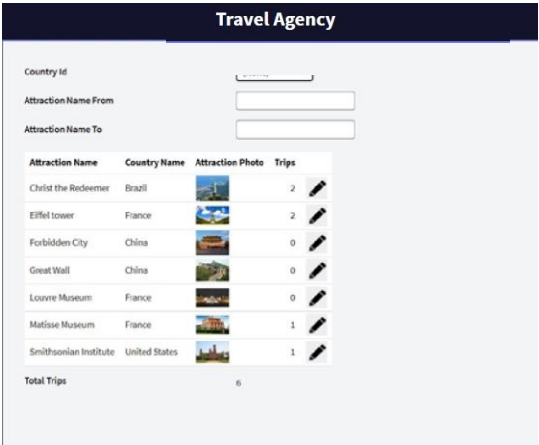
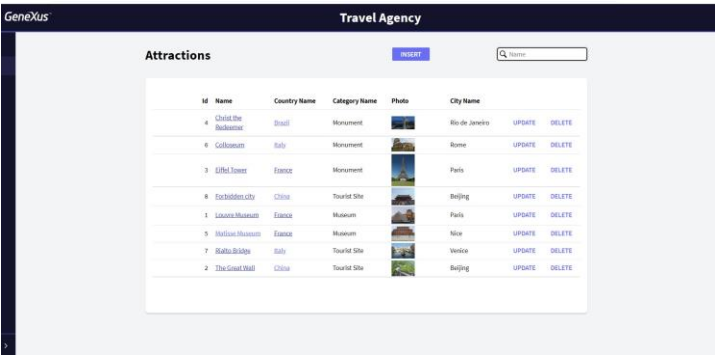
(We have added further attractions and we replaced the images with others with higher quality in order to defined a more appealing front end for the Customer-facing application, as we will see further ahead.)

We did make a customization, which was relative to the master page and allowed us to change what was shown in this top bar.

## Web app



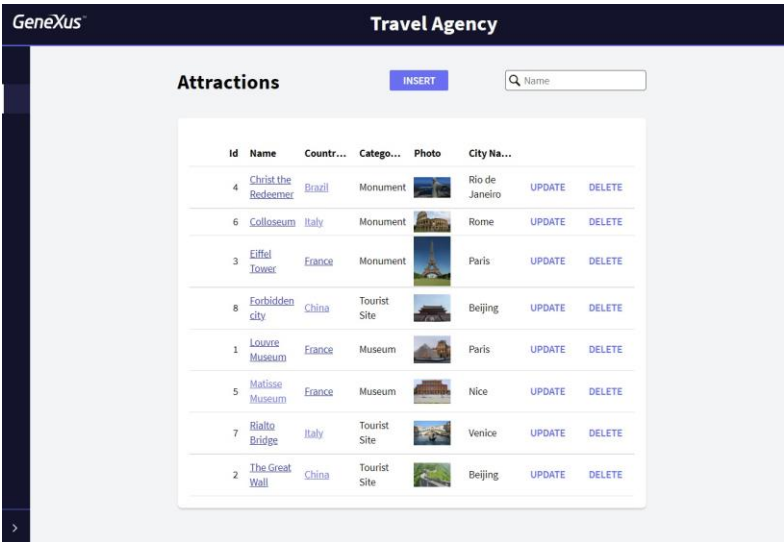
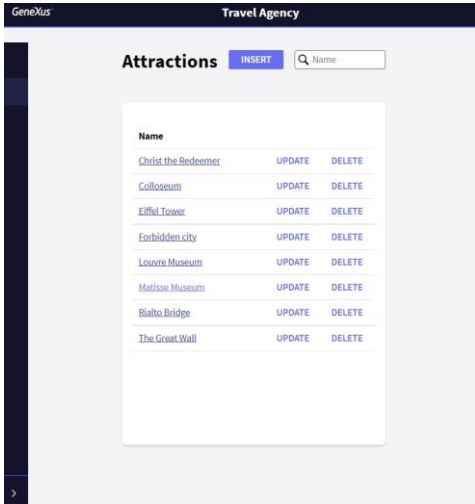
In designing our own web panels, we use the controls that we inserted in the form with their predetermined features, but we pay no attention to the design. And we should actually admit that, those screens really have a poor appearance.



We have only begun to pay attention to following a unified approach to the ways in which the user interacts with the application and the different screens with each other, when we change the classes of this control, all of which is also considered as part of the **solution's** design.

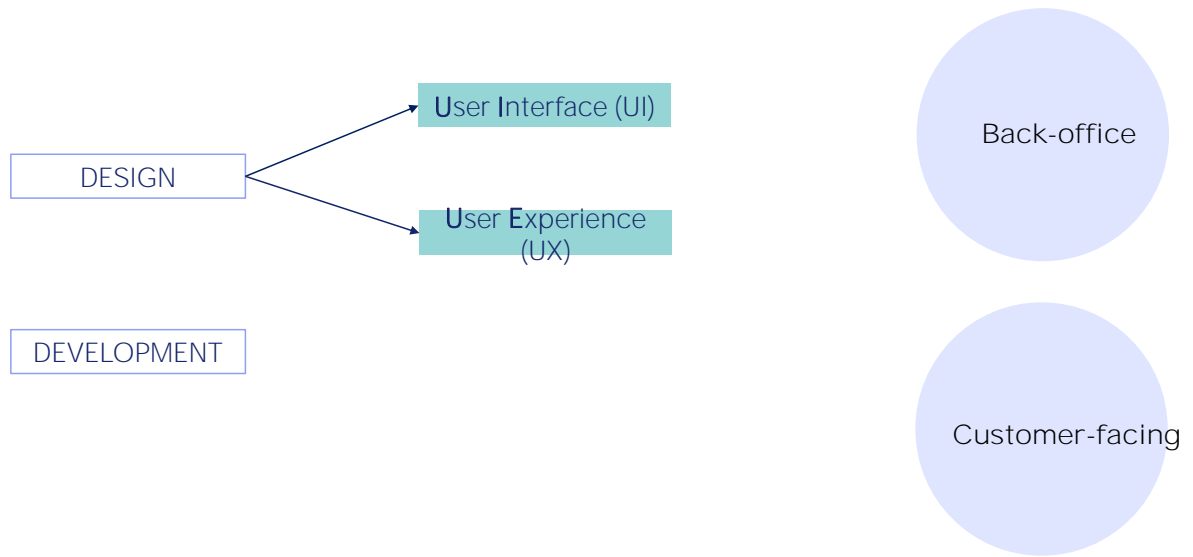
This means that the design includes not only aesthetic aspects but the flow of interactions as well, including clarity and coherence.

# Web app



All this applies to the various screen sizes and the different platforms (such as Android phones and Apple tablets, among others). The application should look the same and stay uniform in any screen.

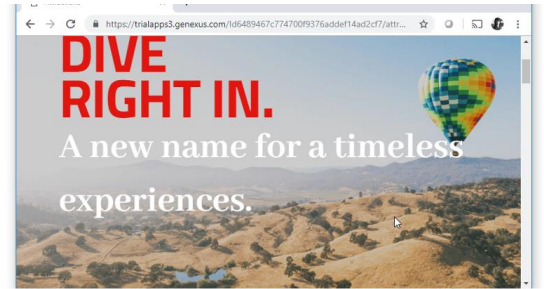
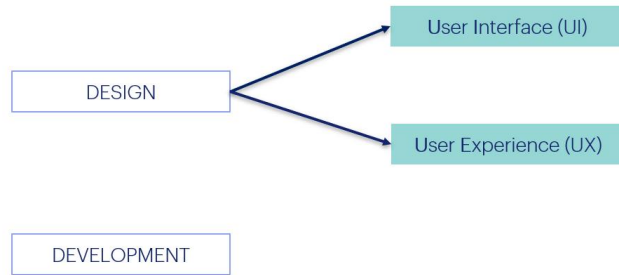
## Web app



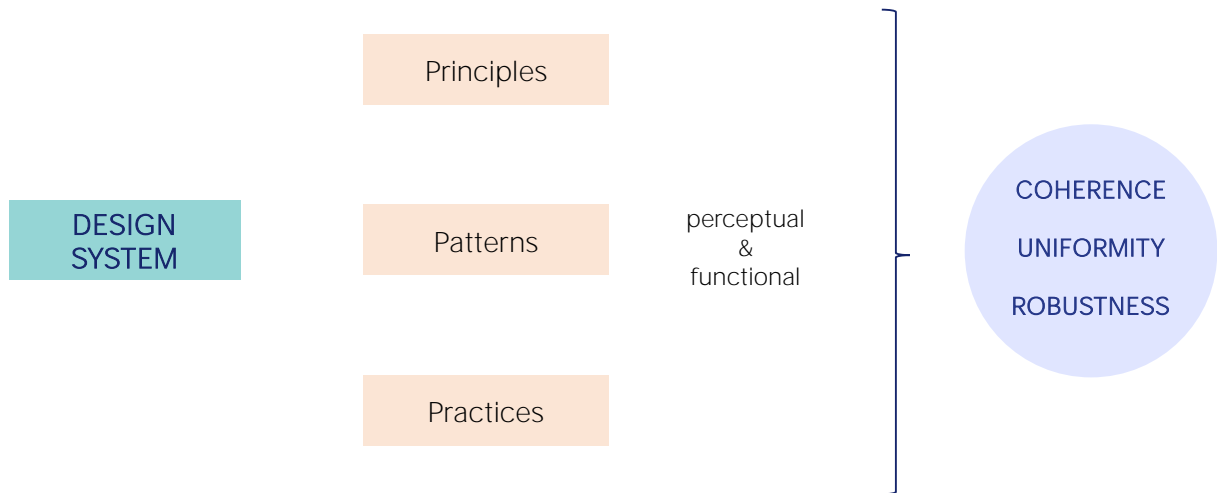
**That's** why we speak not only about User Interface (UI), but also, in a broader sense, about User Experience (UX).

Until now, we **weren't** much concerned with this because we considered the app from the code development viewpoint. We even dealt with the fact that most screens with which we work are more related to the **app's** Back-office, which usually **doesn't** imply UI or UX requirements as demanding as in the case of the Customer-facing, that is, the product that we want our customers to use, in addition to our own staff.

## Web app



However, more and more back-office users are also expecting a high quality user experience.



Today, when we talk about a DESIGN SYSTEM we are referring to a group of:

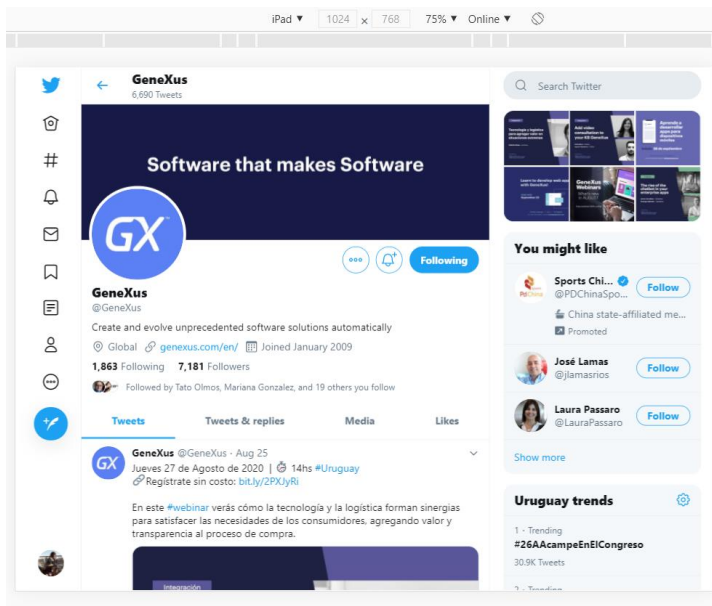
- Principles (that define what a good design is in our industry. Such as, for example, one that is mostly clear above all other aspects, followed by efficiency, consistency and appearance in the last place),
- Patterns (not in the sense of the GeneXus patterns but rather perception patterns –such as typography, the colors to be used for different parts, and so on- and functional patterns –like the division into components that may be assembled as puzzles to make up the screens and thus convey the idea of an organic app, free from all chaos)
- Practices (like the tools with which we develop/design, and how we do it, among other things).

This set of principles, patterns and practices are oriented at building a digital product that is coherent, uniform and robust.

Design systems are not universal. Even when they share consensus, they are defined for each digital product or family of digital products.

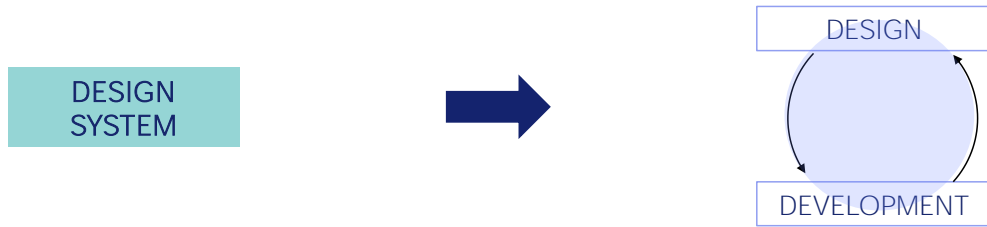


## Ejemplos...



Just by simply observing the apps that we use on a daily basis we will identify some of their aspects that make it easy for us to intuitively interact with them, since their viewing and their type of interaction are the same, regardless of platforms and screen sizes, all of this together allows us to recognize them at a glance.

We want to seduce users and make them love our app, so we have a growing need for defining DESIGN SYSTEMS.



---

All these aspects lead us to consider the applications of today not only as the result of the exclusive work of software developers but also the product of teams that also (and strongly) include graphic designers.

## Design System in GeneXus?

---

How does GeneXus help in the use of a Design System for our application?

# *GeneXus*<sup>TM</sup>

[training.genexus.com](http://training.genexus.com)  
[wiki.genexus.com](http://wiki.genexus.com)