

Как создать мультиплатформенную дизайн-систему на React

React

design system

Software Engineer & Co-founder

lessmess



github.com/lessmess-dev



[@lessmessdev](https://twitter.com/lessmessdev)



dev.to/lessmess

lessmess.agency

tver.io

Community Leader



[_tverio](#)



[TverIO](#)

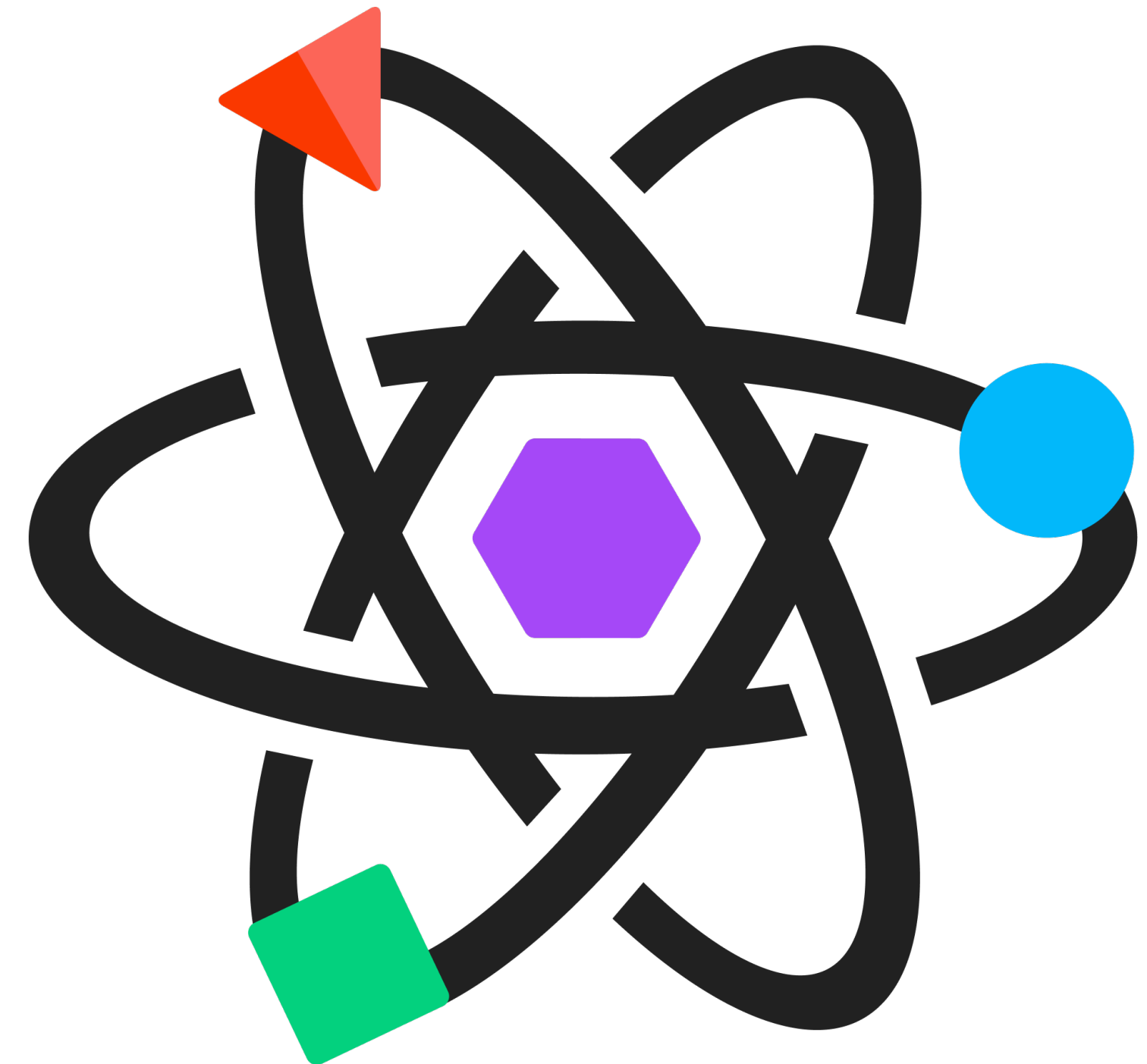
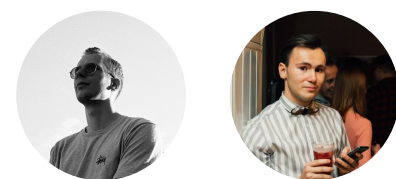


React Figma

PO & Main contributor

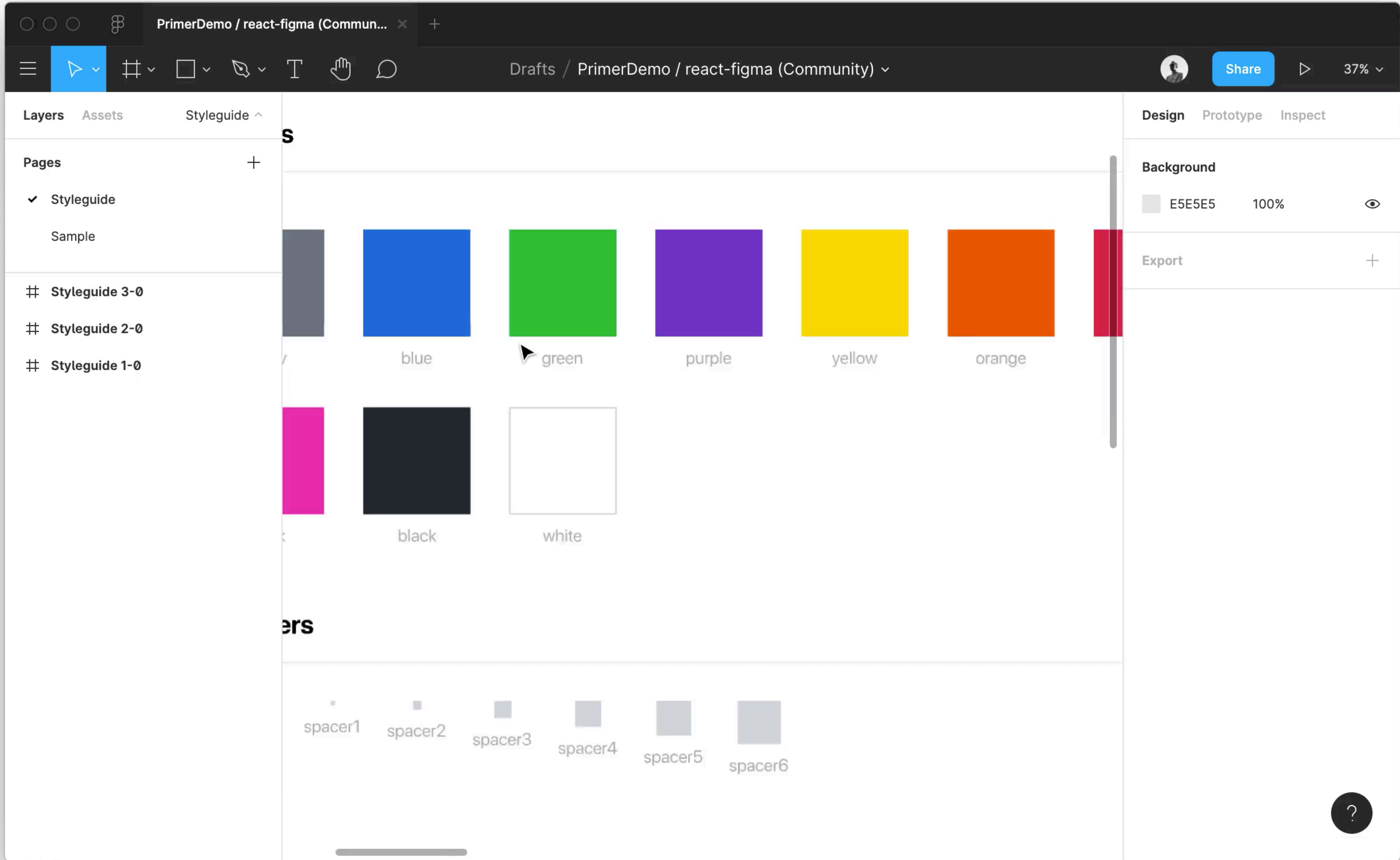
 github.com/react-figma

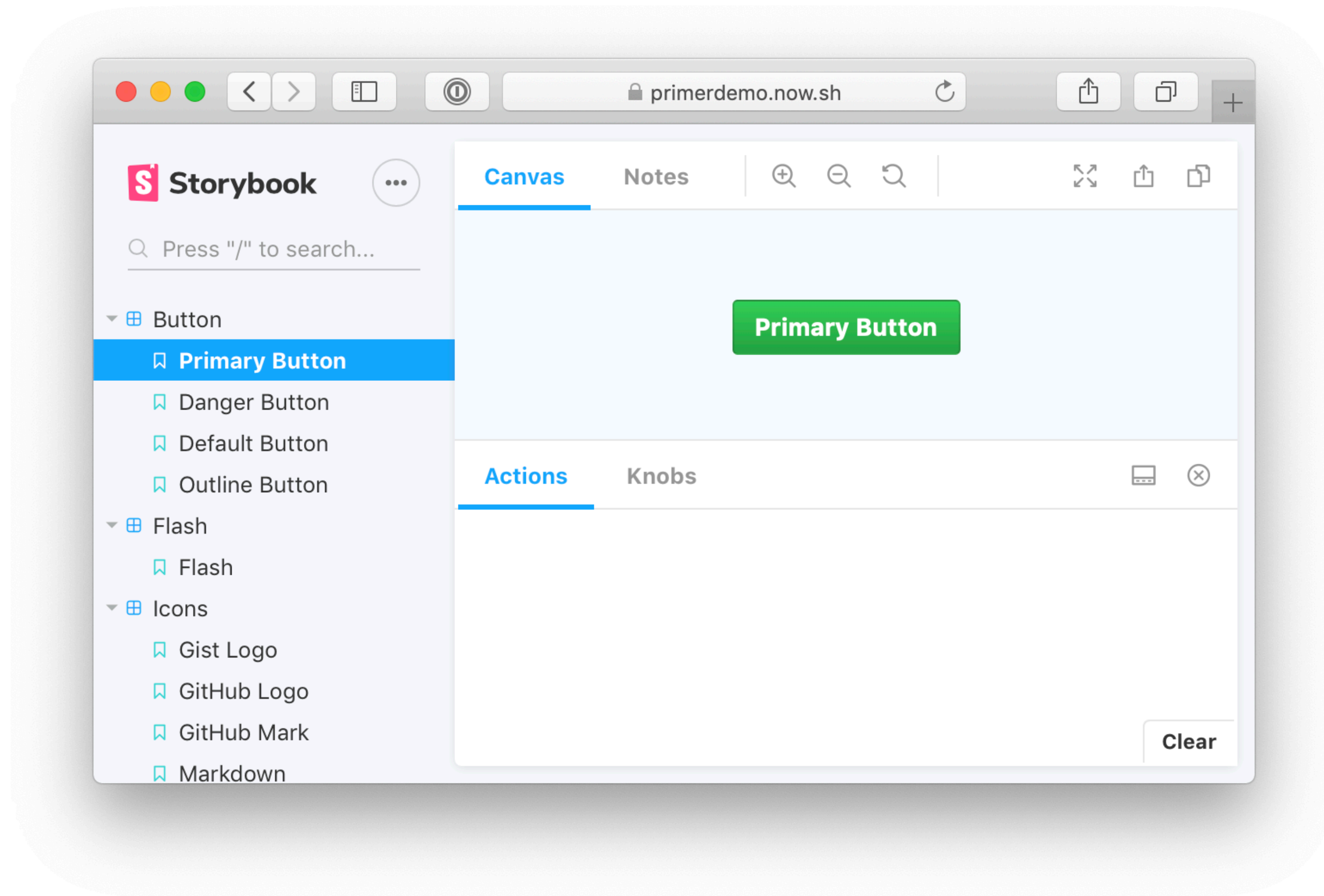
react-figma.dev



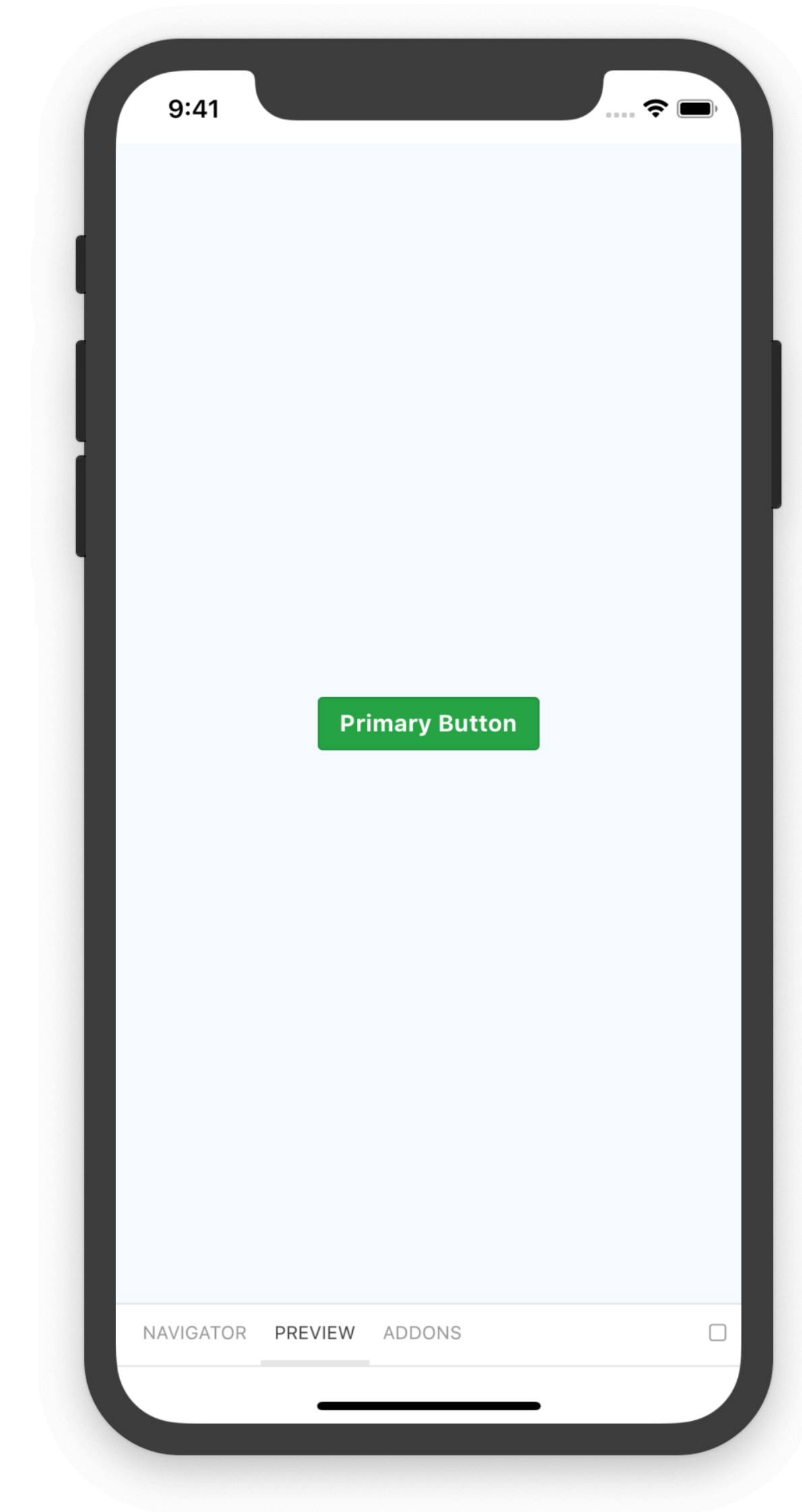
TL;DR

TL;DR





Веб



Мобайл

Проблема

Написали кучу кода на React под веб



Понадобилось мобильное приложение 😱

Проблема

Сделали кучу экранов и компонентов на дизайне



Трудно обеспечить **консистентность** 😱

План доклада

- Кроссплатформенность
- Дизайн-системы
- Пример
- Процесс + Рекомендации
- Будущие планы

Инструменты

- Figma
- React
 - React Native / react-native-web
 - React Figma
- Storybook

Кроссплатформенность



Можем использовать **JS**-код

для хранения элементов **дизайн-системы**

Design System

```
const designSystem = {
  fontSizes: [
    12, 14, 16, 20, 24, 32
  ],
  colors: {
    blue: '#07c',
    green: '#0fa',
  }
}
```

Неплохо, но хотим
переиспользовать элементы
более **высокого** уровня

Кросс-платформенный **React**

React

Веб 

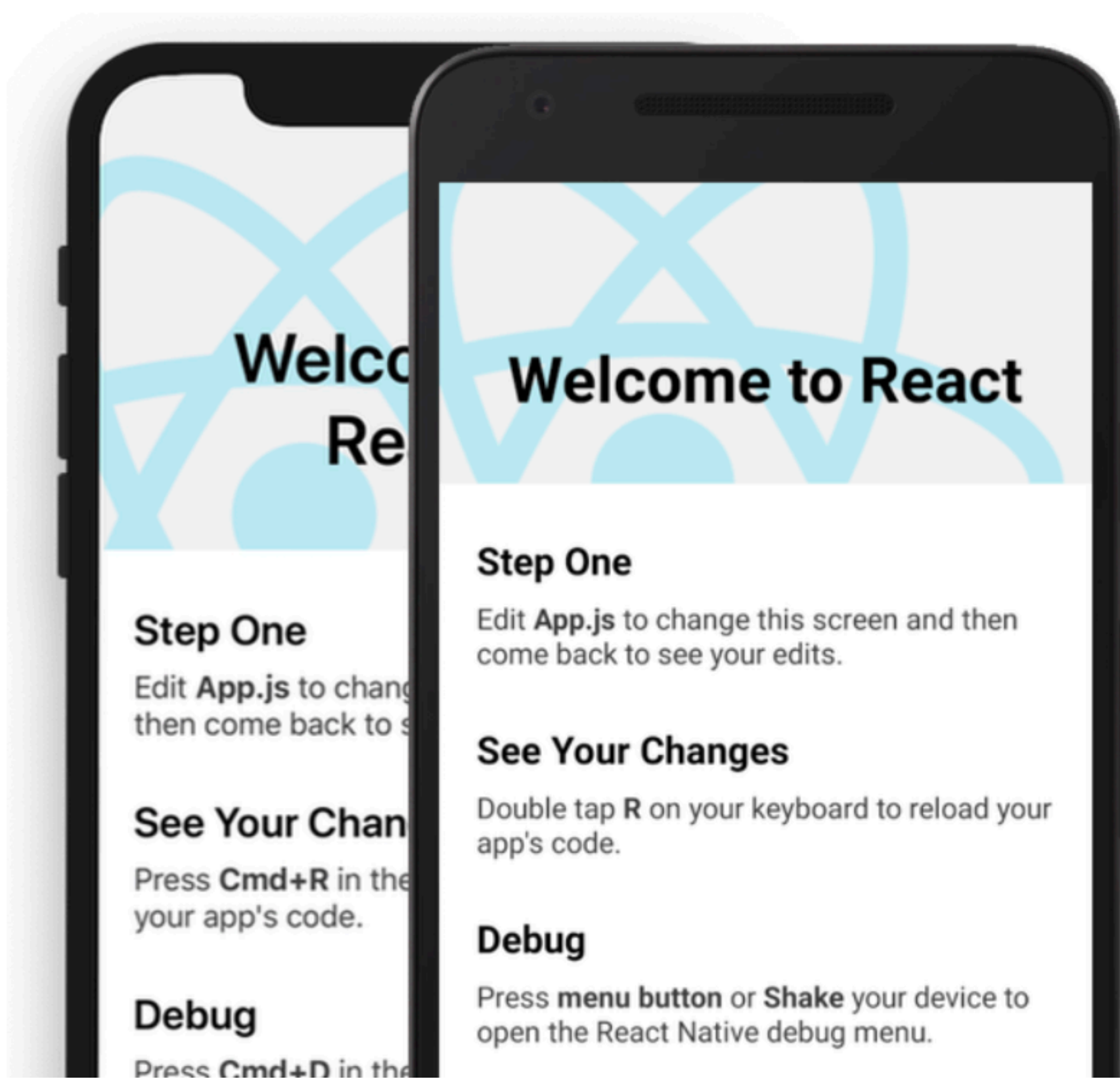
Web

```
const Component = () => {  
  return <div>Hello</div>  
}
```

React DOM

Все остальное 

- react-native



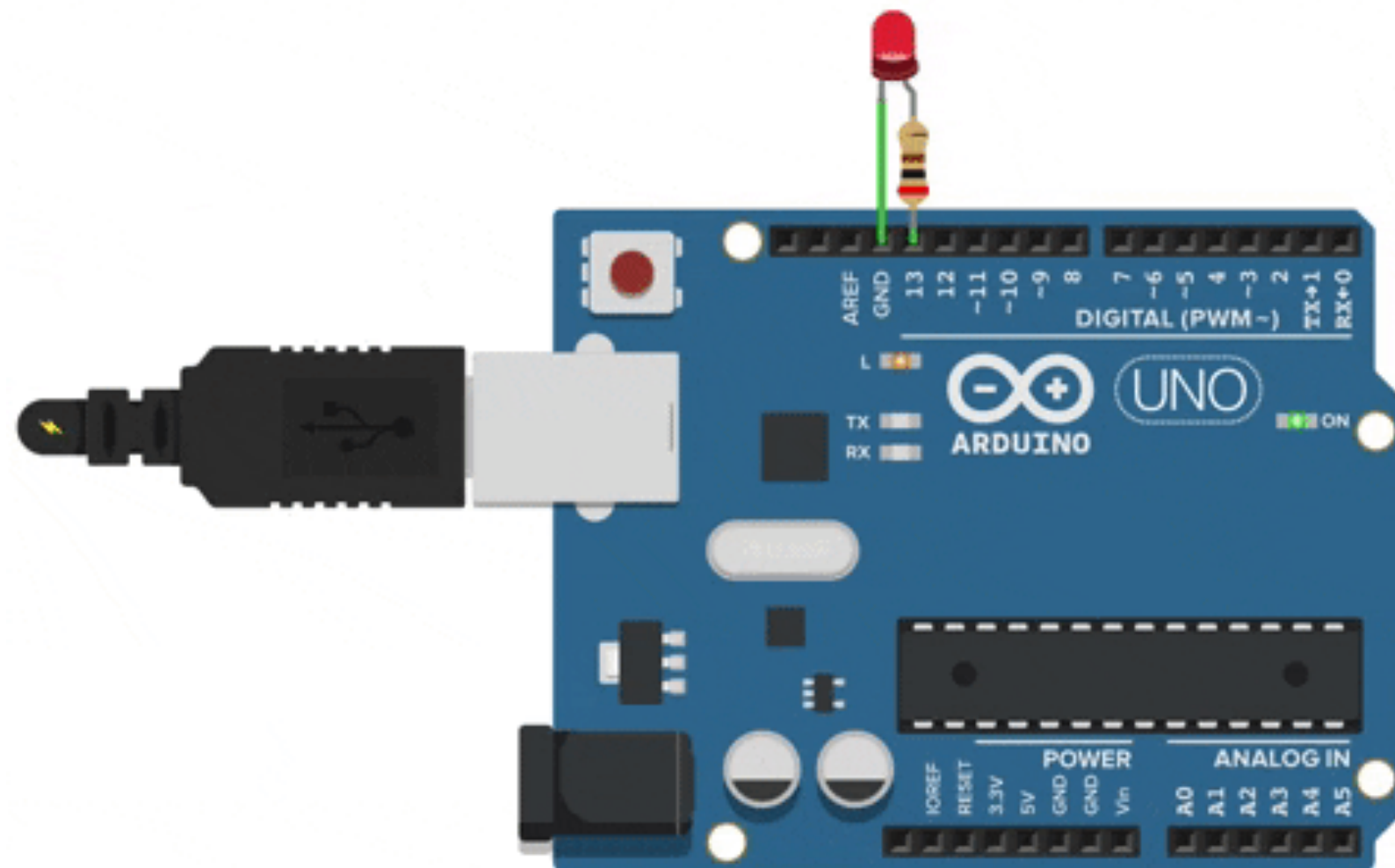
Create native apps for Android and iOS using React

React Native combines the best parts of native development with React, a best-in-class JavaScript library for building user interfaces.

Use a little—or a lot. You can use React Native today in your existing Android and iOS projects or you can create a whole new app from scratch.

- react-tree-fiber
- react-360
- Ink
- react-hardware


```
App.js  
13 useFrame(() => {  
14   mesh.current.rotation.x = mesh.current.rotation.y += 0.01  
15 })  
16  
17 return (  
18   <mesh  
19     {...props}  
20     ref={mesh}  
21     scale={active ? [1.5, 1.5, 1.5] : [1, 1, 1]}  
22     onClick={() => setActive(!active)}  
23     onPointerOver={() => setHover(true)}  
24     onPointerOut={() => setHover(false)}  
25     <boxBufferGeometry attach="geometry" args={[1, 1, 1]} />  
26     <meshStandardMaterial attach="material" color={hovered ? '#666666'} />  
27   </mesh>  
28 )  
29 )  
30  
31 export default function App() {  
32   return (  
33     <Canvas colorManagement  
34       <ambientLight intensity={0.2} />  
35       <spotLight position={[10, 10, 10]} angle={0.15} penumbra={1} />  
36       <pointLight position={[-10, -10, -10]} />  
37       <Box position={[-1.2, 0, 0]} />  
38       <Box position={[1.2, 0, 0]} />  
39     </Canvas>  
40   )  
41 }  
42
```



```
~/Projects/ink  
> node media/example  
30 tests passed
```

- react-sketchapp
- react-figma
- react-xd
- ...

README.md



React Sketch.app

render React components to Sketch; tailor-made for design systems

[Quick-start](#) 🏃

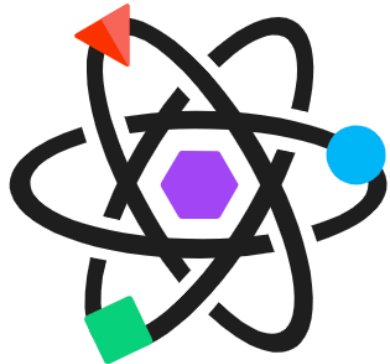
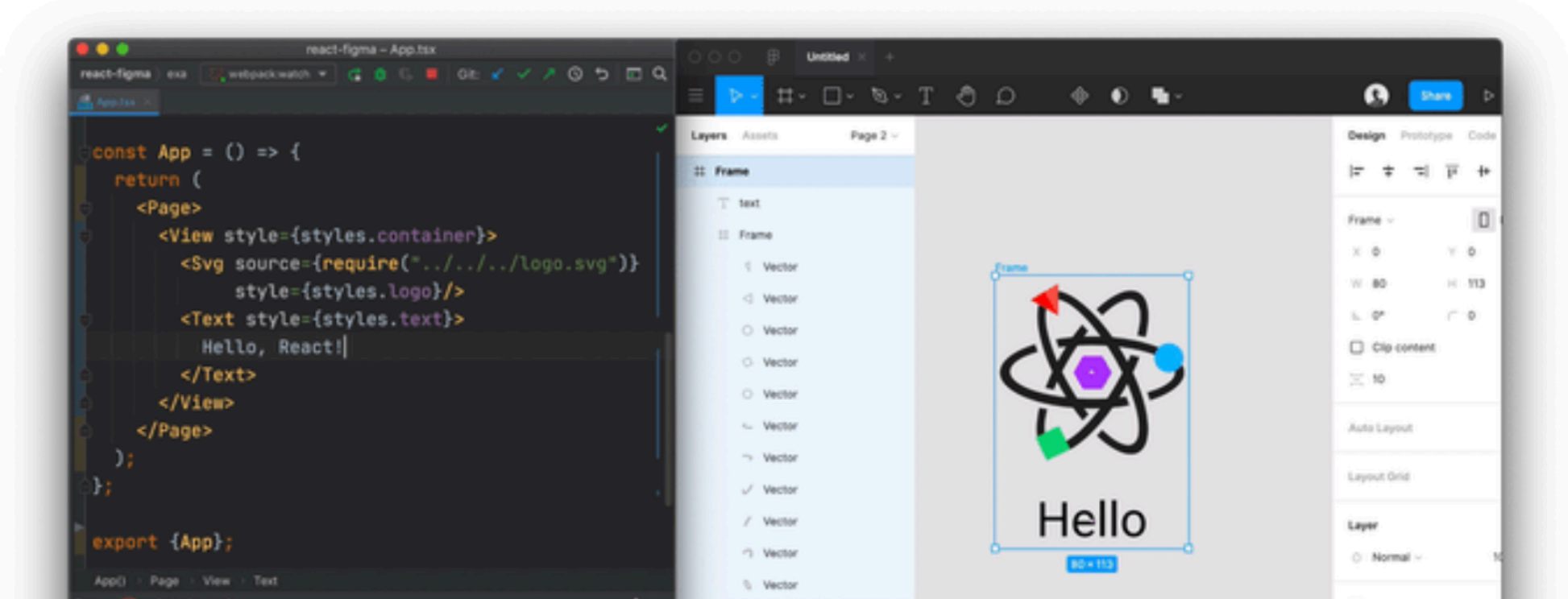
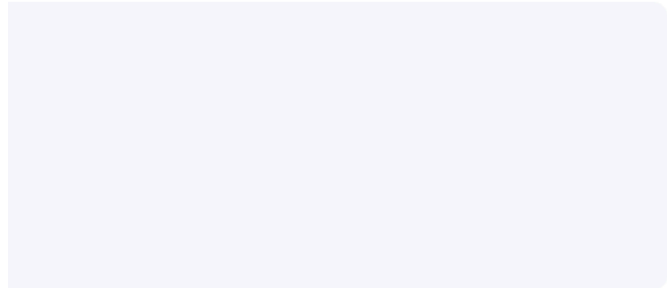
README.md

React Figma

all contributors 7 npm v0.1.17 circleci passing join the community on spectrum

A React renderer for [Figma](#). Use React components as a source for your designs.

- Compatible with [react-native](#), [react-sketchapp](#), [react-primitives](#) API.
- Flexible layouts support with [Yoga Layout](#).
- Hydration and [HMR](#) support.
- Built on [Figma Plugin API](#).
- **Is not a code generator.**

Почему React хорош для кросс-платформы?

Правильные абстракции!

react-reconciler

```
const Reconciler = require('react-reconciler');

const HostConfig = {
  // You'll need to implement some methods here.
  // See below for more information and examples.
};

const MyRenderer = Reconciler(HostConfig);

const RendererPublicAPI = {
  render(element, container, callback) {
    // Call MyRenderer.updateContainer() to schedule changes on the roots.
    // See ReactDOM, React Native, or React ART for practical examples.
  }
};

module.exports = RendererPublicAPI;
```

React Reconciler: как написать собственный рендерер

Ярослав Лосев



JavaScript JavaScript
JavaScript JavaScript
JavaScript JavaScript
JavaScript JavaScript



[О конференции](#)[Купить билет](#)[Спикеры](#)[Программа](#)[Программный комитет](#)[Партнеры](#)[Нормы поведения](#)[Архив](#)[EN](#)

React Reconciler: Как написать собственный рендерер

🌐 RU / 📅 День 1 / 🕒 10:45 / 📍 Зал 3

☆ В избранное

React — удивительно универсальная технология, прочно вошедшая в нашу жизнь. Применение React уже давно вышло за пределы веба, его используют в огромном множестве задач: от разработки мобильных приложений и до генерации макетов. Интересно ли вам, как такое стало возможно?

В ходе доклада мы разберем, что такое React Reconciler и как с его помощью создаются рендеры, напишем мини-версию привычного React DOM и увидим, как можно связать React с более экзотичными средами на примере отрисовки React-компонентов в Figma.

Доклад окажется полезным практикующим разработчикам и прольет свет на внутреннее устройство архитектуры React и React DOM.

Спикеры



Ярослав Лосев

Фронтенд-инженер. Контрибьютор проекта React Figma. Занимается разработкой еще со школы, а свой первый UI написал на Delphi. В настоящее время без ума от React.



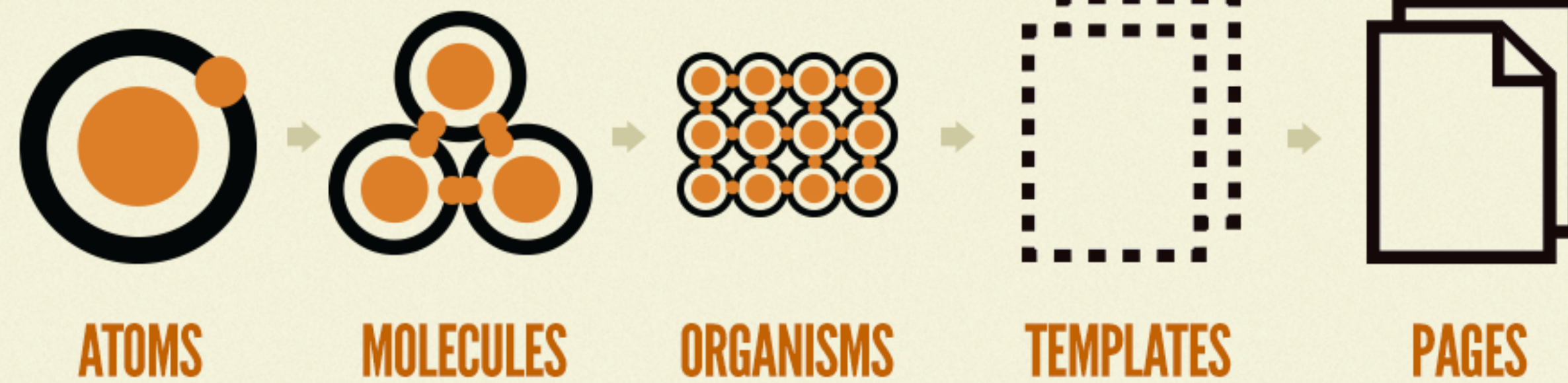
Кроссплатформенность возможна за счет:

- **JavaScript** (почти везде есть интерпретатор)
- **React** (react-reconciler)

Дизайн-системы

Atomic Design

by Brad Frost



От простого к сложному

Стайл-гайд

+

Визуальные элементы

Стайл-гайд 🎨

Стайл-гайд — это набор базовых значений

- Цвета
- Типографика
- Размеры/отступы

typography

HEADING 1

HEADING 2

HEADING 3

HEADING 4

Lead paragraph. We decided to skip this tournament due to objective obstacles that prevent us from gathering players at boot camp.

Body copy. The coronavirus has caused teams to limit travel and play from home, meaning that if certain players don't live near the team's training facility or even within the same region, it makes competing in high-level tournaments difficult. All of Gambit's players live within the CIS region, but it appears that the organization wants the team to practice more before competing in another event.

Body active style

UPPERCASE

UPPERCASE SMALL

Body small. 2019-2020 Gambit Gaming

colors



spacing



UI-КИТ

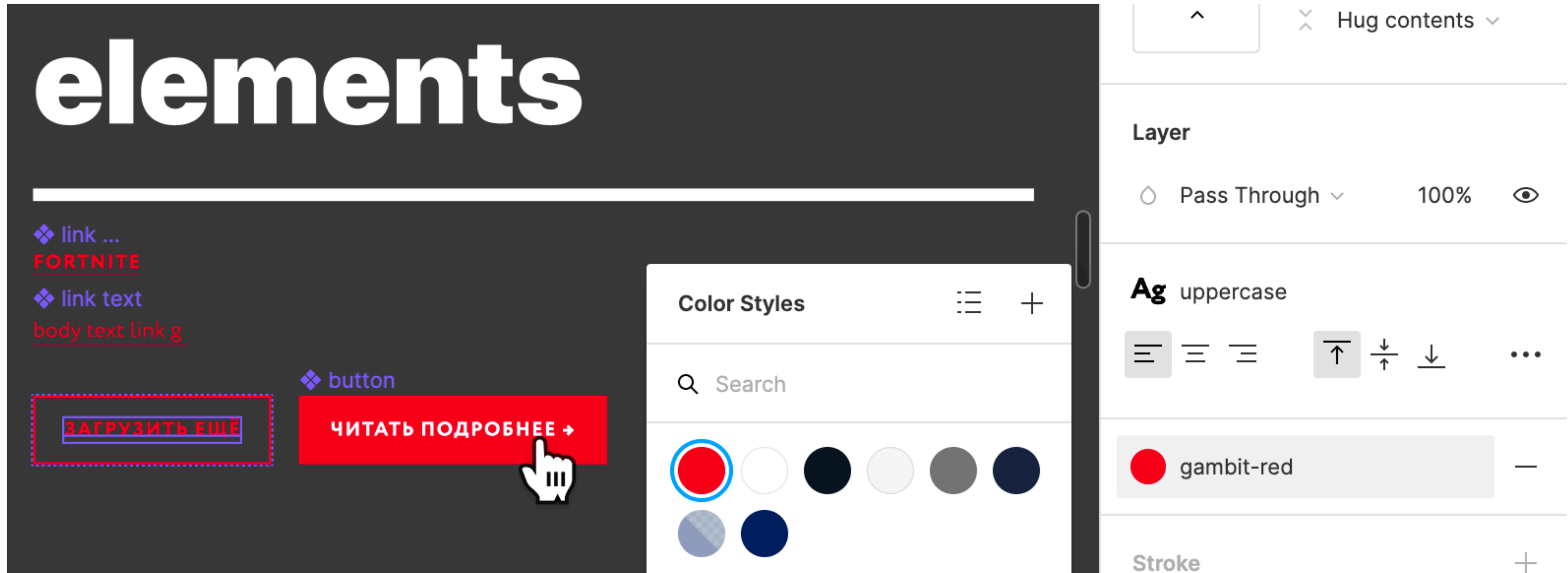
UI-kit

UI-кит — это набор визуальных элементов

- Иконки
- Кнопки
- Инпуты
- Тултипы
- ...

UI-kit

UI-КИТ **ИСПОЛЬЗУЕТ** стайл-гайд



gambit.gg - UI-kit

UI-кит содержит разные **состояния** элементов

Filled Buttons



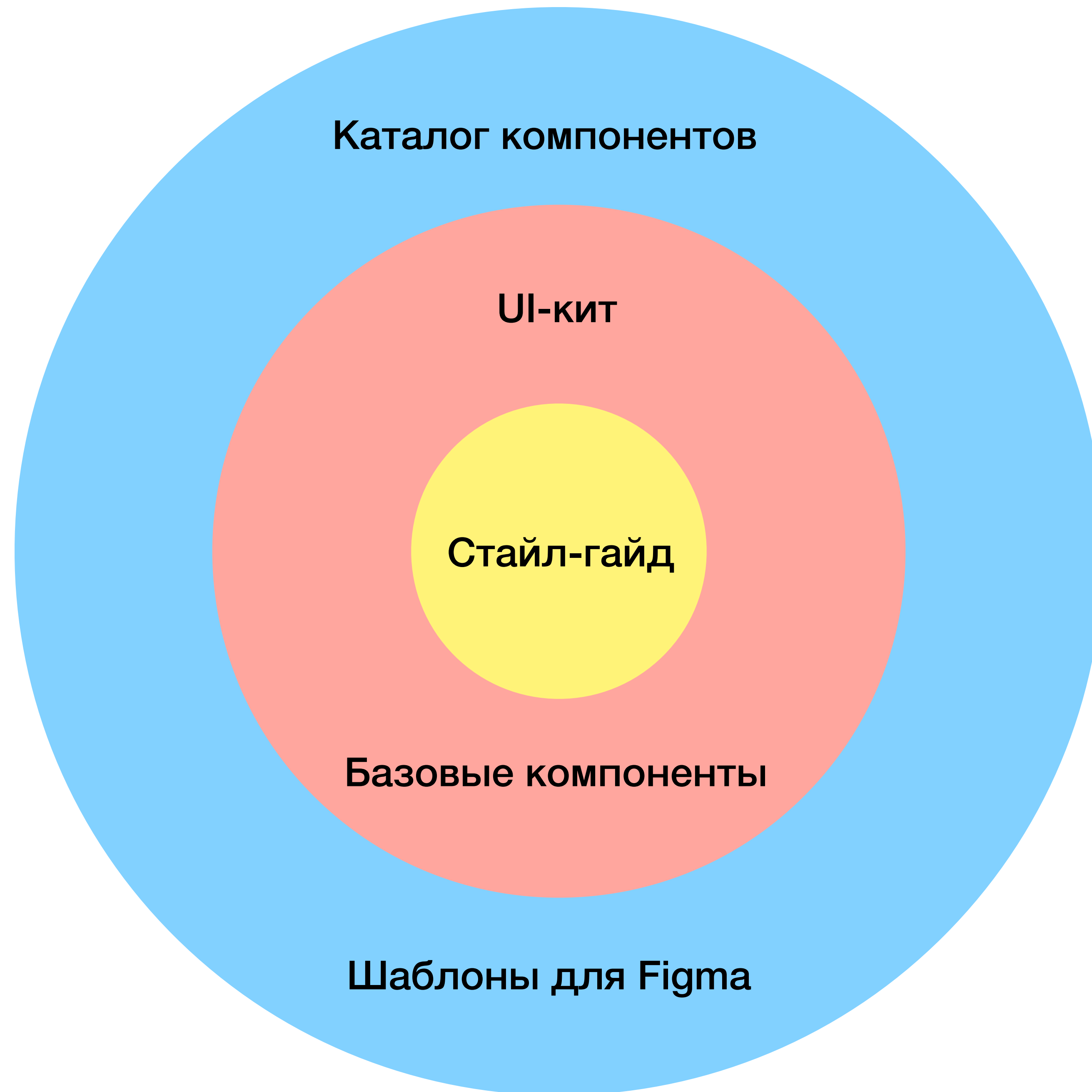
Setproduct Design System 2.0 - UI kit - Buttons

Checkboxes

<input type="checkbox"/> Unchecked Flat	<input type="checkbox"/> Checkbox Master	<input type="checkbox"/> Unchecked Flat	<input type="checkbox"/> Checkbox Master
<input type="checkbox"/> Onhovered Flat	<input type="checkbox"/> Checkbox Master	<input type="checkbox"/> Onhovered Flat	<input type="checkbox"/> Checkbox Master
<input checked="" type="checkbox"/> Checked Flat	<input checked="" type="checkbox"/> Checkbox Master	<input checked="" type="checkbox"/> Checked Flat	<input checked="" type="checkbox"/> Checkbox Master
<input type="checkbox"/> Disabled Flat	<input type="checkbox"/> Checkbox Master	<input type="checkbox"/> Disabled Flat	<input type="checkbox"/> Checkbox Master
<input type="checkbox"/> Unchecked Smooth	<input type="checkbox"/> Checkbox Master	<input type="checkbox"/> Unchecked Smooth	<input type="checkbox"/> Checkbox Master
<input type="checkbox"/> Onhovered Smooth	<input type="checkbox"/> Checkbox Master	<input type="checkbox"/> Onhovered Smooth	<input type="checkbox"/> Checkbox Master
<input checked="" type="checkbox"/> Checked Smooth	<input checked="" type="checkbox"/> Checkbox Master	<input checked="" type="checkbox"/> Checked Smooth	<input checked="" type="checkbox"/> Checkbox Master
<input type="checkbox"/> Disabled Smooth	<input type="checkbox"/> Checkbox Master	<input type="checkbox"/> Disabled Smooth	<input type="checkbox"/> Checkbox Master

Setproduct Design System 2.0 - UI kit - Checkboxes

Картина целиком



Все это может быть в **коде!**

По аналогии с Infrastructure as Code (IaC)

Design System as Code

Code

Но как отобразить дизайн-систему в **Figma**?

Figma

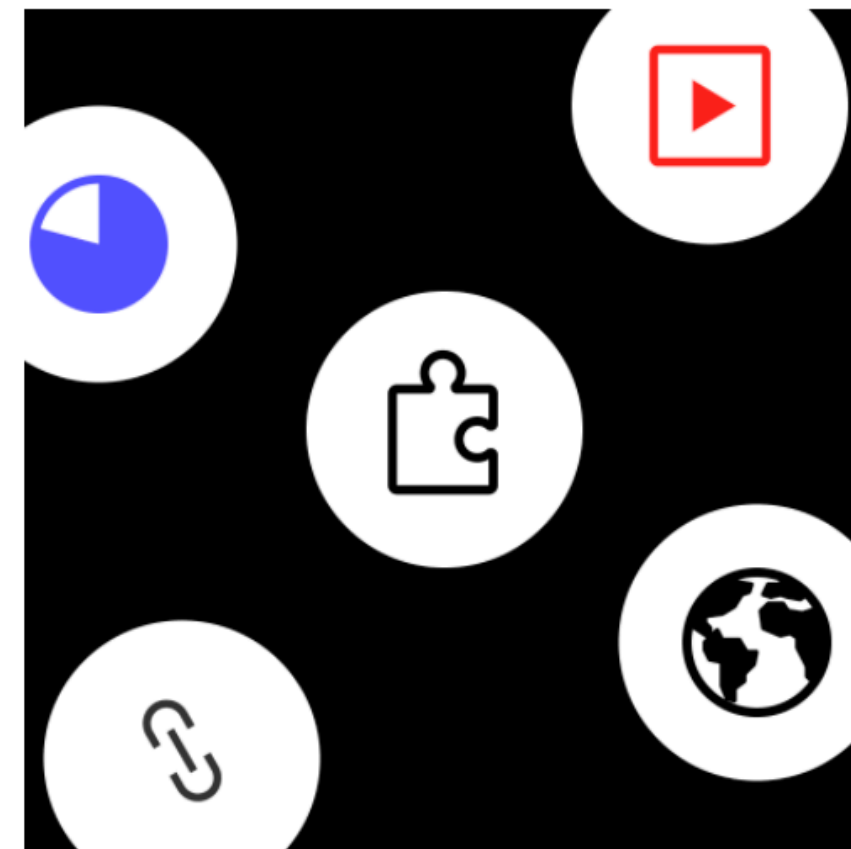
Только
на **ЧТЕНИЕ**



REST APIs

Tap into our REST APIs to bring Figma into your external tools and products.

[Go to docs](#)

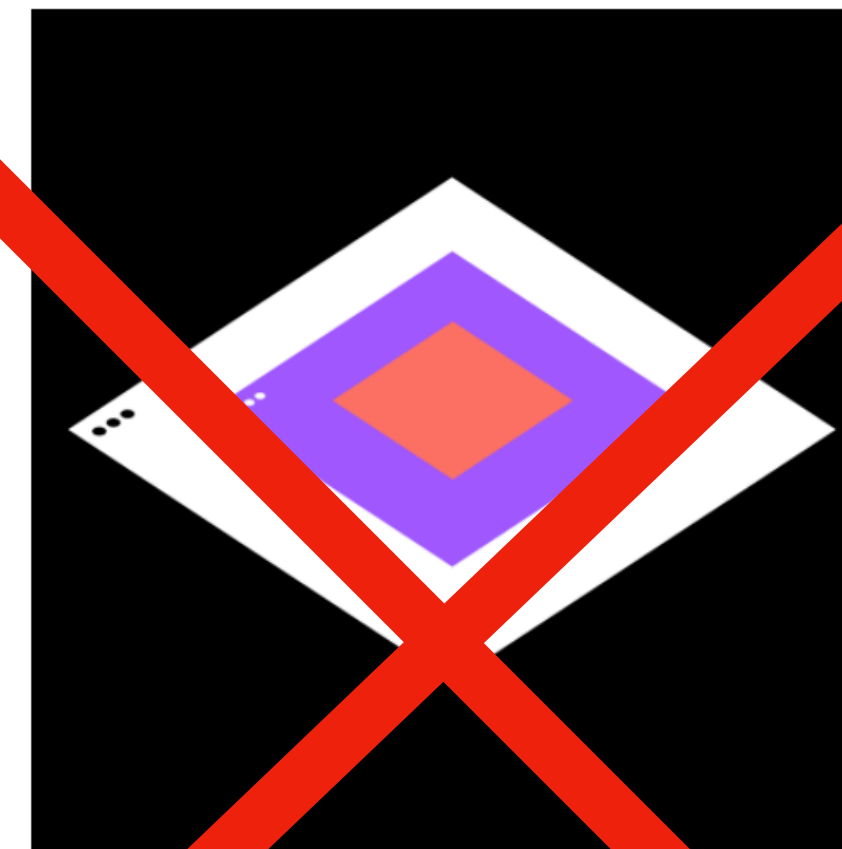


Plugins

Automate tasks and improve your workflow. Publish plugins for your team or to the world.

[See plugins](#)

Встраивание
в **iframe**

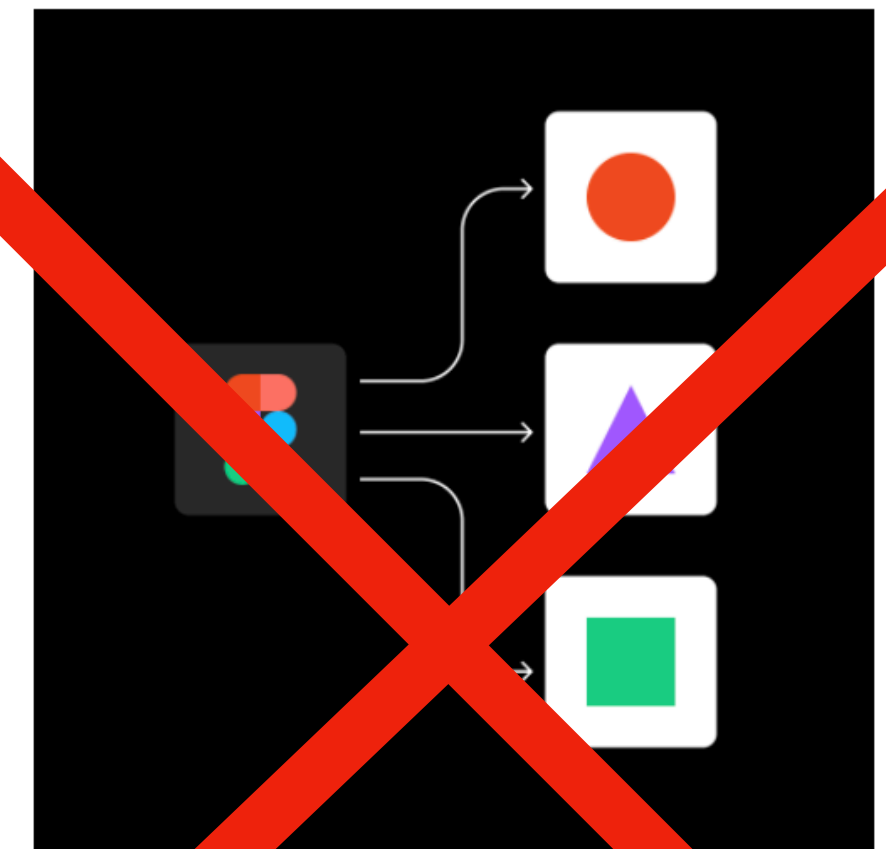


Embeds

Embed live Figma designs and prototypes wherever you need them.

[Add embeds](#)

Обертки над
REST API и
Эмбедами



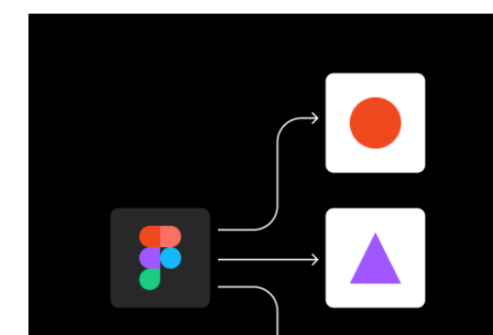
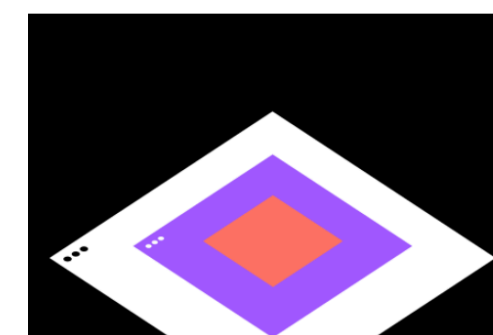
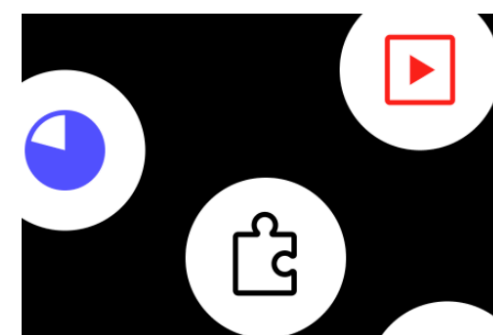
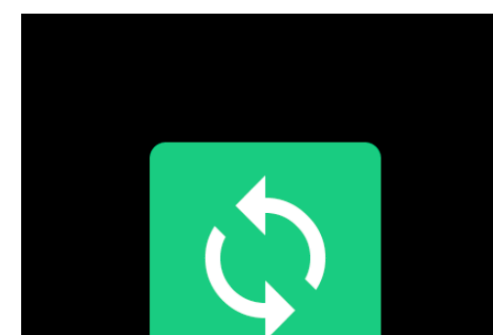
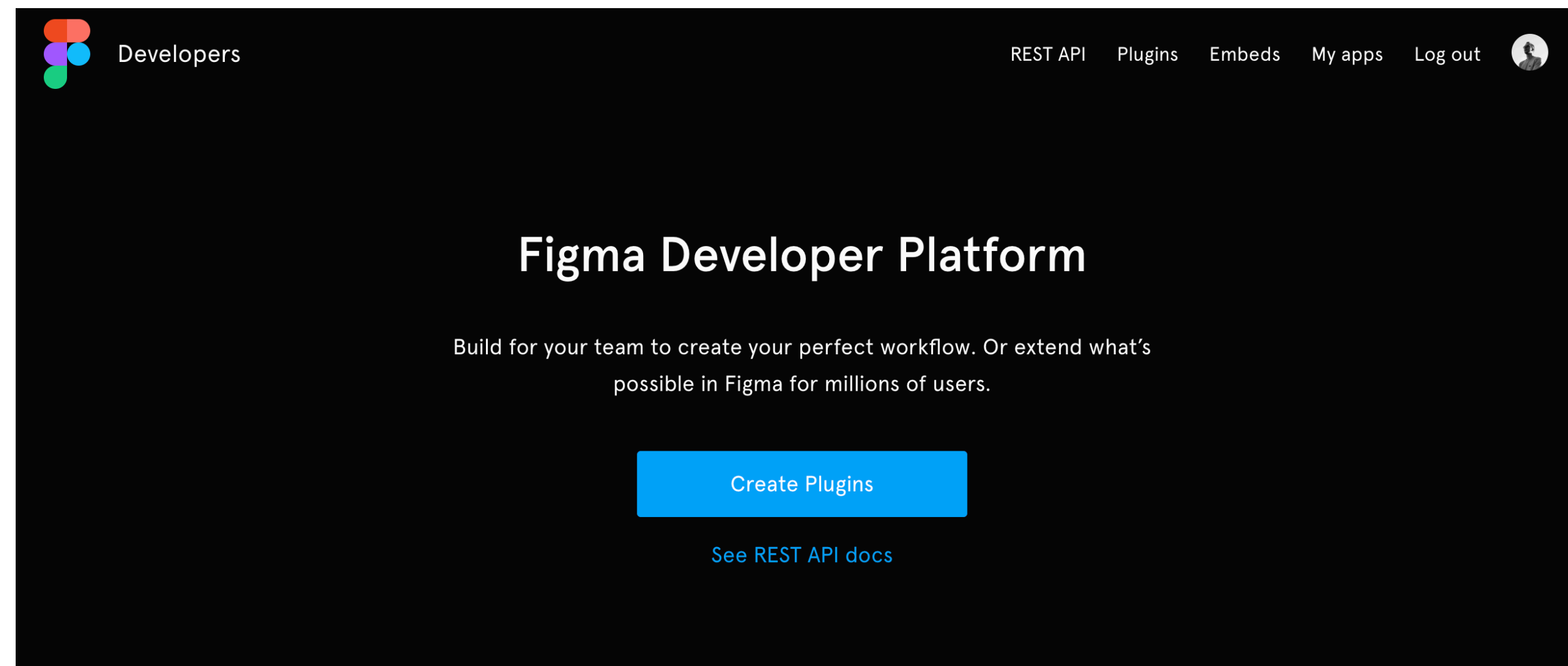
Integrations

Connect Figma with other tools in your design workflow. Collaborate better as a team.

[View integrations](#)

Источник: figma.com/developers

Figma Plugins API



Create a plugin

Generate from template

Name

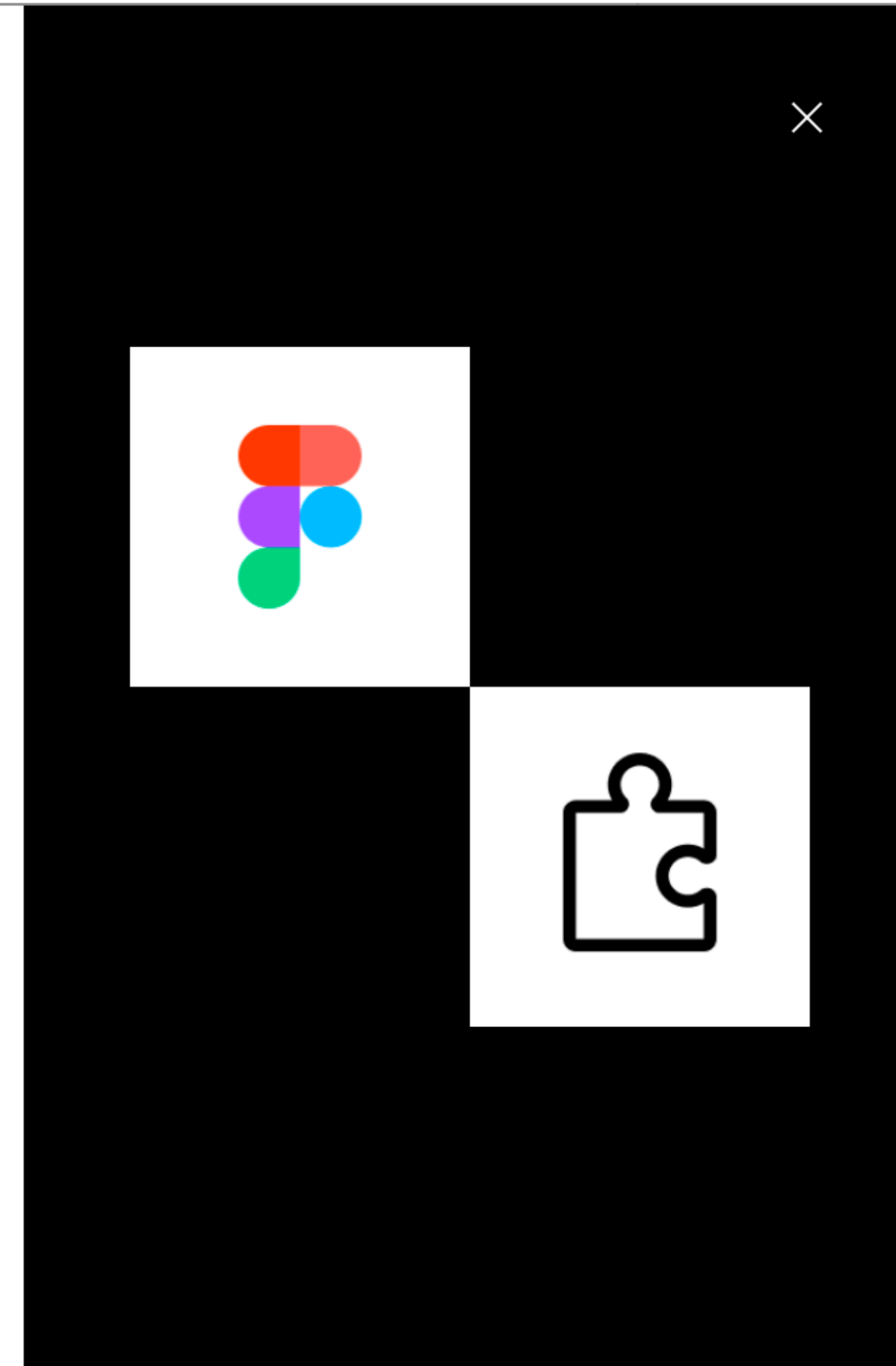
Continue ->

or

Link existing plugin



Click to choose a manifest.json file



manifest.json

```
{  
  "name": "Our design-system",  
  "id": "...",  
  "api": "1.0.0",  
  "main": "code.js",  
  "ui": "ui.html"  
}
```


Две точки входа

main

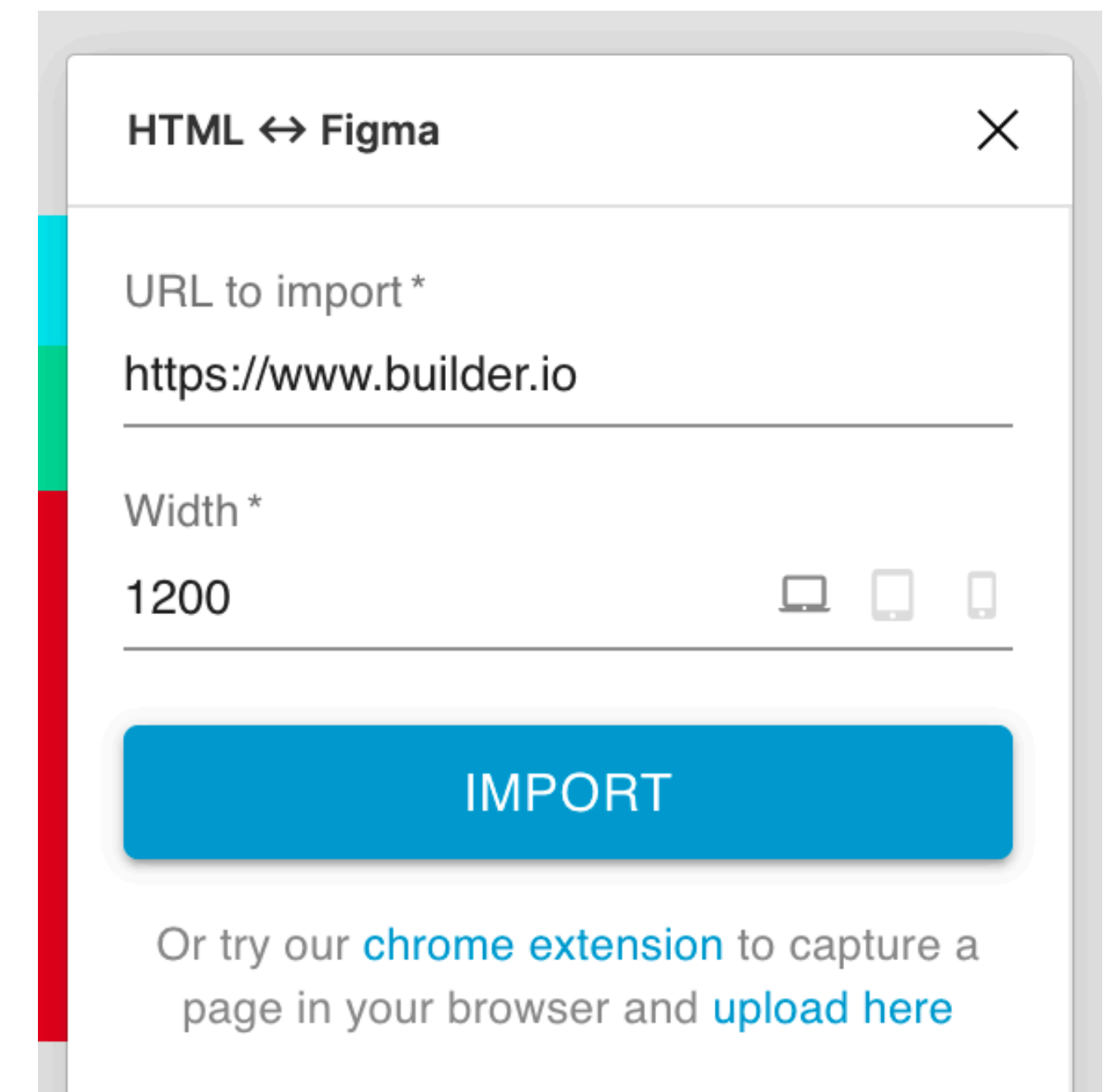
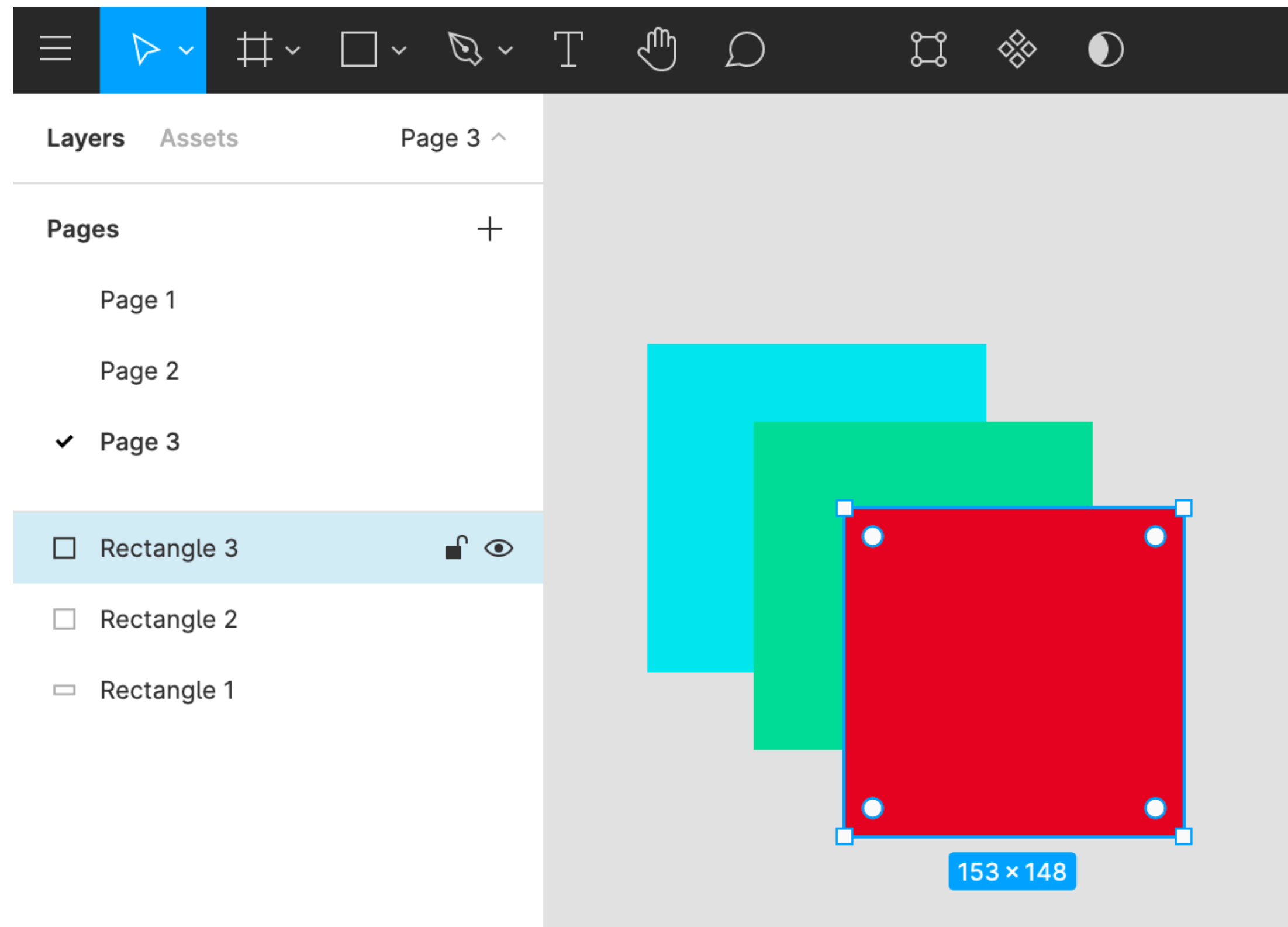
Сообщения



ui

Управление содержимым документа

Интерфейс плагина



В main-треде доступно **Figma Plugins API**

Код можно писать на ES6

```
const page = figma.createPage();  
const rect = figma.createRectangle();  
rect.x = 10;  
rect.y = 10;  
rect.resize(50, 50);  
page.appendChild(rect);
```

Код можно бандлить — **Webpack**

И использовать **react-figma** вместо чистого API

Тот же самый код, только на **react-figma**:

```
<Page>  
  <Rectangle x={10} y={10} width={50} height={50} />  
</Page>
```

Преимущества **react-figma** перед Figma Plugins API

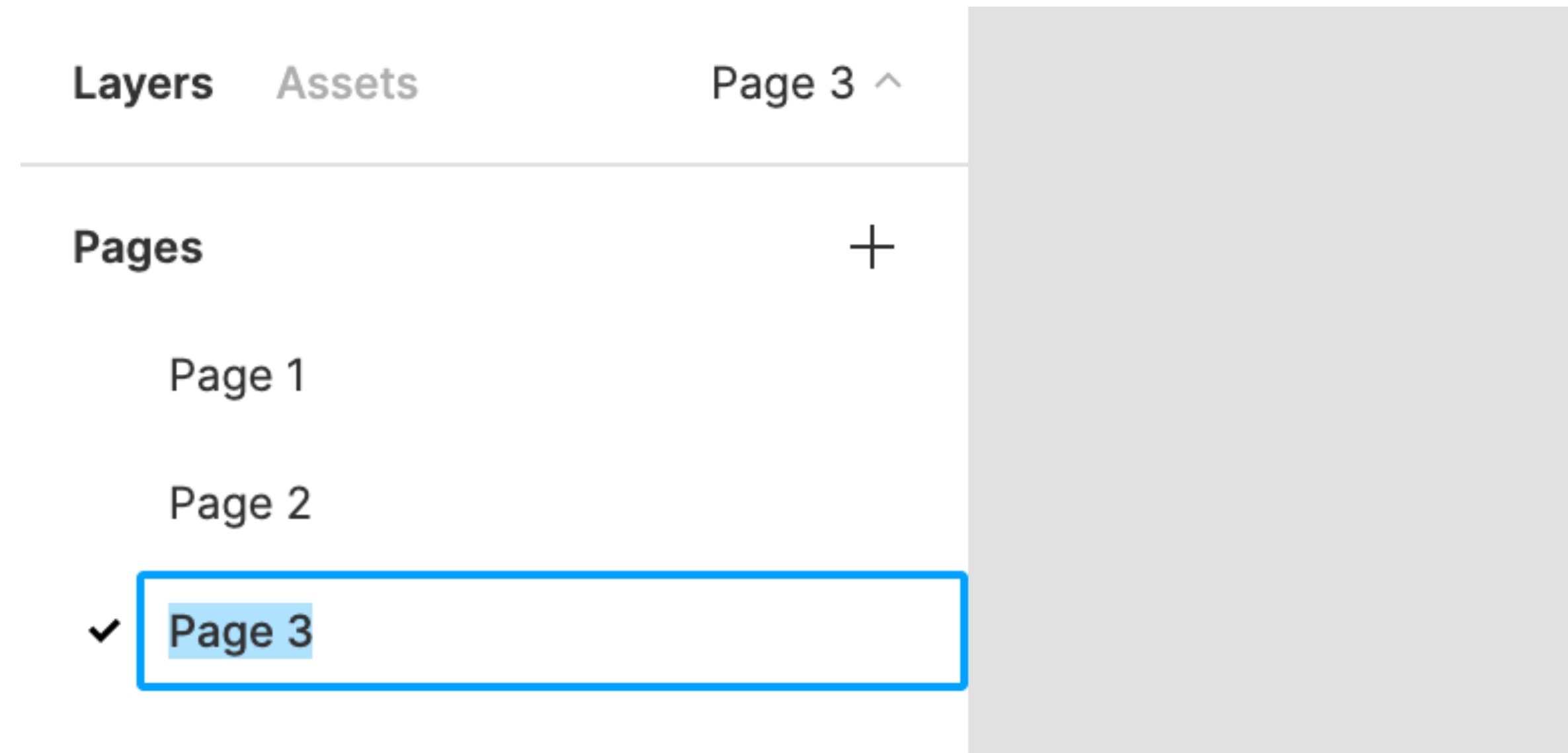
- Декларативный подход
- Все фичи React: хуки, стейт
- **Кроссплатформенность** + Yoga Layout
- DX: Гидратация, HMR, React DevTools
- Интегрируется с множеством других инструментов

Примитивы **react-figma**

react-figma

<Page />

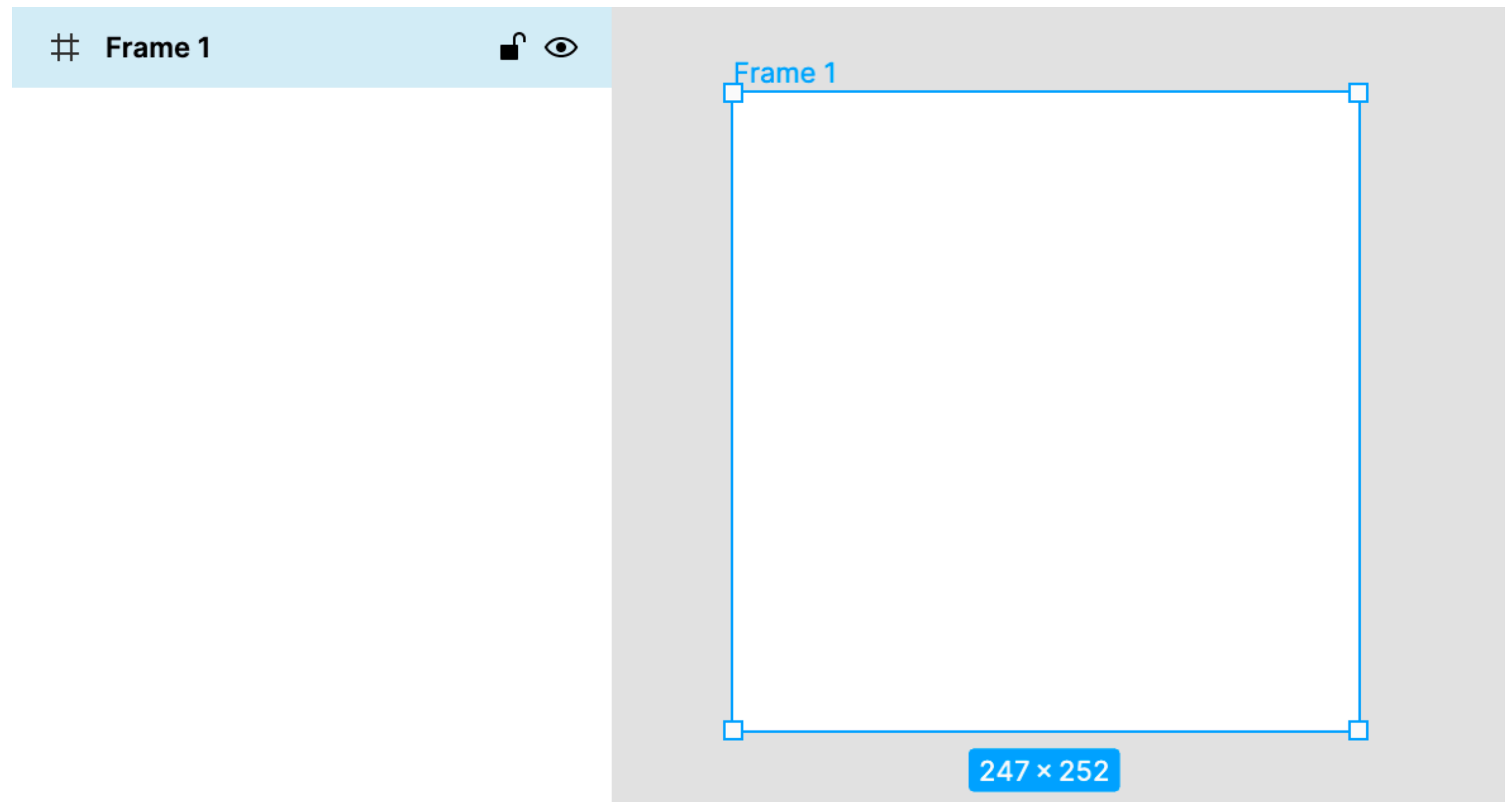
figma.createPage()



<Frame />

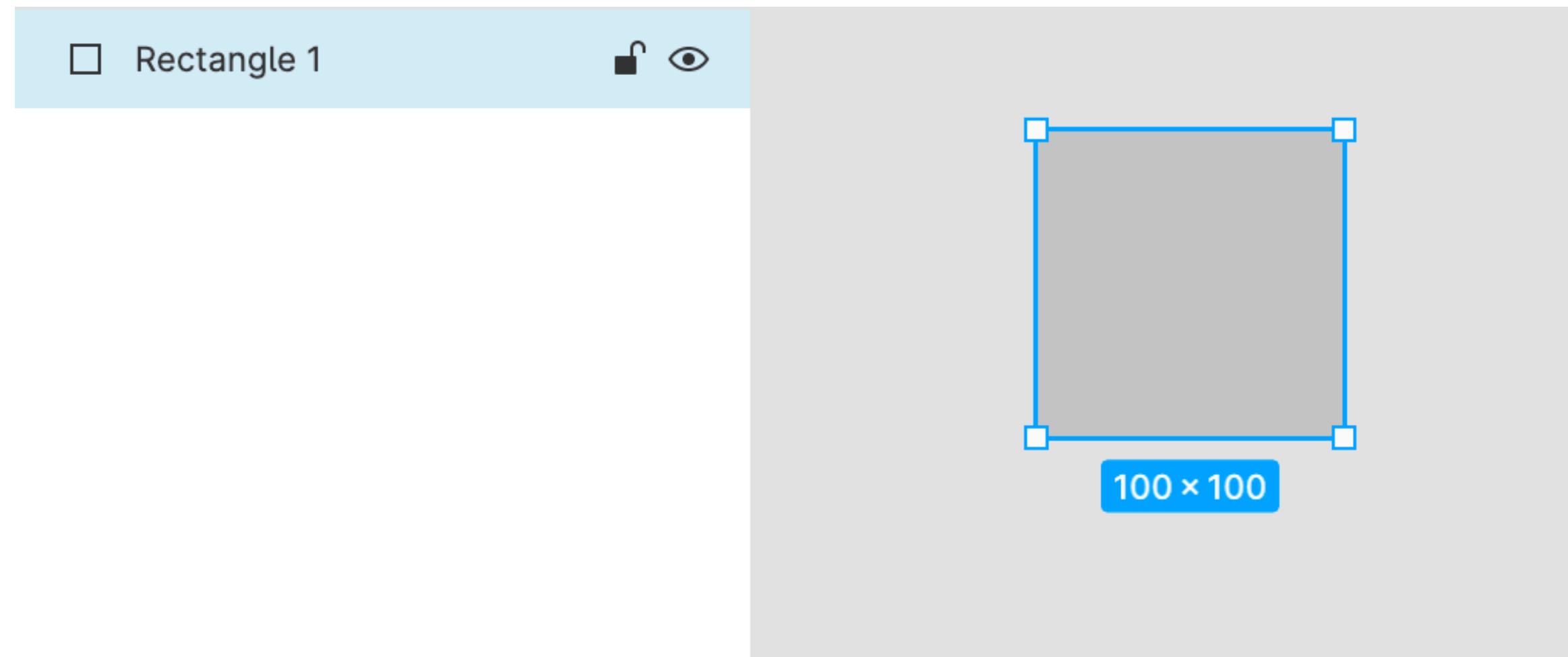
`figma.createFrame()`

Основной блок Figma



<Rectangle />

`figma.createRectangle()`

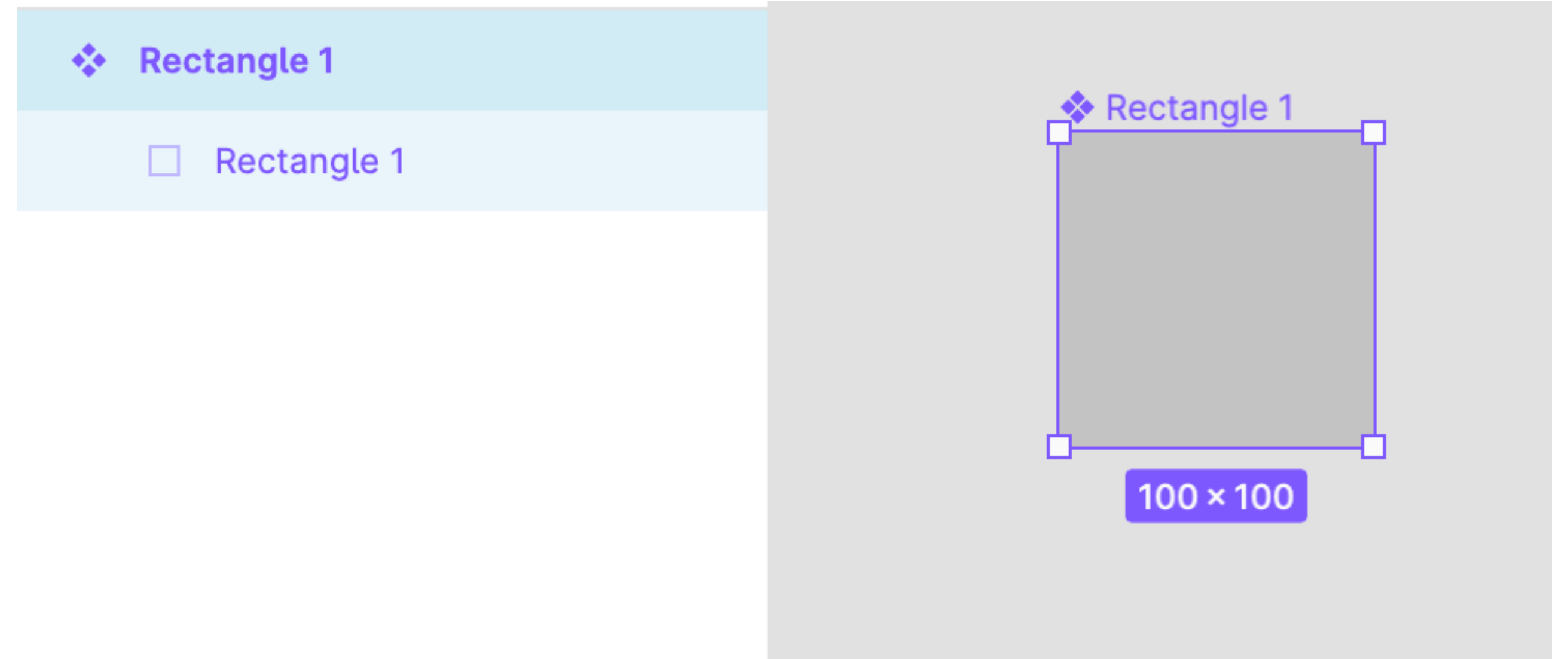


<Component>

...

</Component>

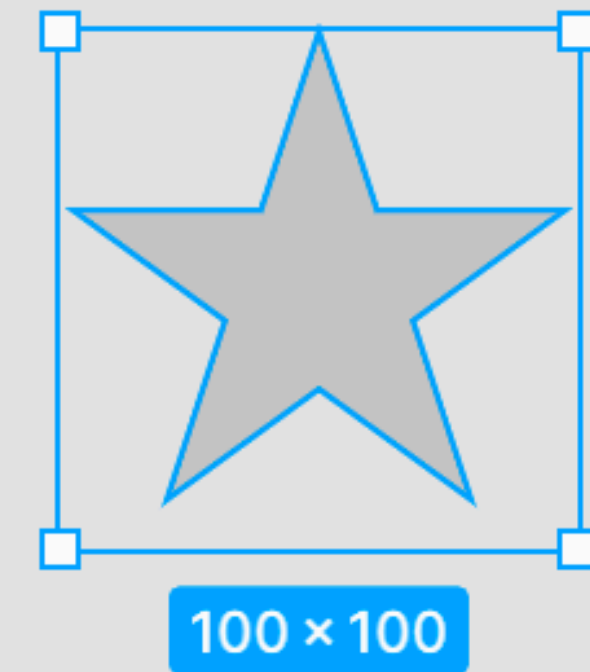
`figma.createComponent()`



<Star />

figma.createStar()

☆ Star 1



UI примитивы

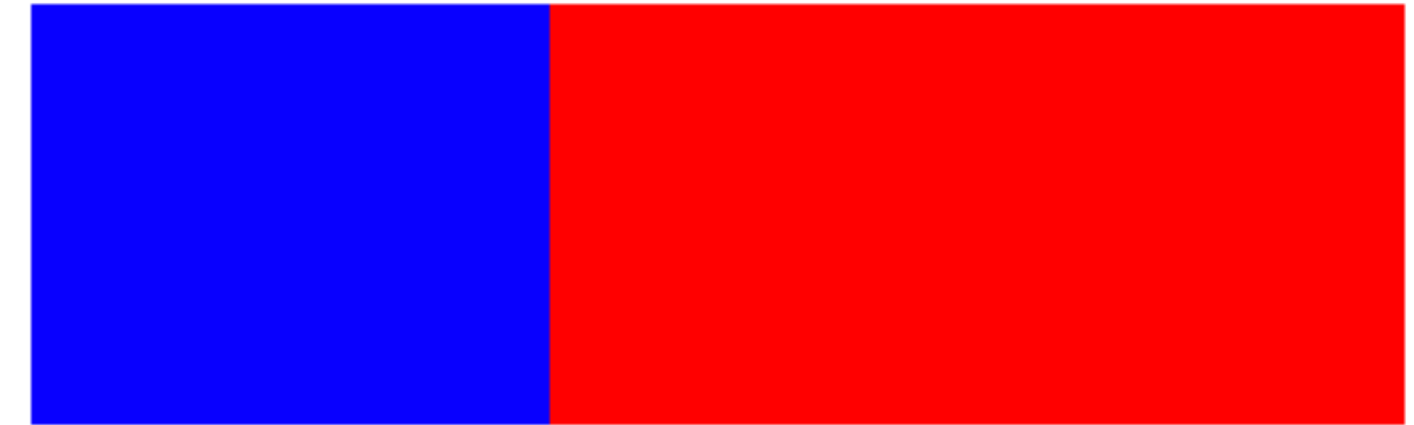
Совместимы с react-native / react-native-web / ...

View — фундаментальный компонент для построения UI

```
import React from "react";
import { View } from "react-native";

const ViewBoxesWithColor = () => {
  return (
    <View
      style={{
        flexDirection: "row",
        height: 100,
        padding: 20
      }}
    >
      <View style={{ backgroundColor: "blue", flex: 0.3 }} />
      <View style={{ backgroundColor: "red", flex: 0.5 }} />
    </View>
  );
};

export default ViewBoxesWithColor;
```



Text — отображение текста

Hello, World!

```
import React from "react";
import { Text } from "react-native";

const SomeText = () => {
  return (
    <Text>
      Hello, World!
    </Text>
  );
};

export default SomeText;
```


StyleSheet — абстракция, *похожая* на CSS StyleSheets

```
const App = () => (  
  <View style={styles.container}>  
    <Text style={styles.title}>React Native</Text>  
  </View>  
);
```

```
const styles = StyleSheet.create({  
  container: {  
    flex: 1,  
    padding: 24,  
    backgroundColor: "#eaeaea"  
  },  
  title: {  
    marginTop: 16,  
    paddingVertical: 8,  
    borderWidth: 4,  
    borderColor: "#2032a",  
    borderRadius: 6,  
    backgroundColor: "#61dafb",  
    color: "#2032a",  
    textAlign: "center",  
    fontSize: 30,  
    fontWeight: "bold"  
  }  
});
```



React Native

Почему не Веб-based?

Хотим писать `<div className="alert" />`

Проблемы:

Обработка CSS

CSS ::after, ::before

CSS ::hover, ::focus

CSS Grid, etc.

Поддерживается **styled-components** 🖌️

```
const SwatchTile = styled.View`
  height: 250px;
  width: 250px;
  border-radius: 4px;
  margin: 4px;
  background-color: ${props => props.hex};
  justify-content: center;
  align-items: center;
  ${props => (props.hex === '#ffffff' ? `border-width: 2px;\nborder-color: black;\nborder-style: solid;` : '')}
`;
```

github.com/react-figma/react-figma/blob/master/examples/styled-components/

- Стайлгайд — JS-конфиг
- Базовые элементы — React (в react-native стиле)
- Шаблоны для Figma и каталог - тоже в коде!

Пример?

Primer!

Primer

Primer

Design, build, and create with
GitHub's design system

Primer was created for GitHub by GitHub. We love it so much, we chose to open-source it to allow the community to design and build their own projects with Primer.

[About](#) · [Open-source](#) · [Community](#)



Интерфейс GitHub — на Primer

The screenshot displays the GitHub interface for the **react-figma** organization. The top navigation bar includes the GitHub logo, a search bar, and links for Pull requests, Issues, Marketplace, and Explore. The left sidebar shows the organization name, a 'View organization' button, a 'Repositories' section with a 'New' button, and a list of repositories including PrimerDemo, react-figma, react-primitives-box, code-generator, react-figma-boilerplate, react-primitives, webpack-config, figma-api-stub, message-promise, and primer-demo.

Recent activity

- Supporting Version 1, Update 19 new APIs** (complexity: medium, priority: medium, topic: figma api) - react-figma/react-figma · You opened this issue 4 days ago
- getRange... setRange... methods** - react-figma/figma-api-stub · You commented 7 days ago

All activity

- vercel bot** commented on commit `react-figma/PrimerDemo@0b525fa0f2` 2 hours ago
 - vercel commented 2 hours ago: Successfully deployed to the following URLs: `primerdemo.react-figma.vercel.app` `primerdemo-git-master.react-figma.vercel.app` `primerdemo.now.sh` `prim...`
- ilyalesik** pushed to `react-figma/PrimerDemo` 2 hours ago
 - 1 commit to `master`
 - `0b525fa` Fix build
- ilyalesik** closed a pull request in `react-figma/PrimerDemo` 10 hours ago
 - Add fork button #6** (+106 -86, 1 comment)
- vercel bot** commented on pull request `react-figma/PrimerDemo#6` 10 hours ago
 - vercel commented 10 hours ago: This pull request is being automatically deployed with Vercel ([learn more](#)). To see the status of your deployment, click below or on the icon next t...

Member statuses

- macintoshhelper** Learning vim and C
- ilyalesik**
- LosYear**
- zqwitt** Slow and steady

В Primer есть:

- UI-kit под Веб
- Шаблоны Sketch/Figma
- Octicons


Нет:

- UI-kit на **react-native**
- Консистентности*

Сделаем кросс-платформенный вариант

Нет задачи повторить полностью

Создадим **react-native** проект

+ react-figma-boilerplate 

После генерации

- *android* - gradle project for React Native app
- *assets* - React Native app assets
- *ios* - iOS project for React Native app
- *src*
 - *components*
 - *App.tsx* - React Figma app
 - *code.tsx* - entry point for Figma plugin Main-thread
 - *ui.html* - entry point for Figma plugin UI-thread
 - *ui.tsx*
- *app.json* - react-native config file
- *babel.config.js* - babel config for react-native
- *figma.d.ts* - figma plugin typings
- *figma.webpack.configi.js* - Webpack config for react-figma
- *manifest.json* - Figma plugin manifest
- *metro.config.js* - config for Metro bundler
- *package.json*
- *tsconfig.json*
- *yarn.lock*

Цвета 🎨

Colors

Color system

● Stable

[<> View source](#)

Color palette



```
export const colors = {  
  gray: "#6a737d",  
  blue: "#0366d6",  
  green: "#28a745",  
  purple: "#6f42c1",  
  yellow: "#ffd33d",  
  orange: "#f66a0a",  
  red: "#d73a49",  
  pink: "#ea4aaa",  
  black: "#24292e",  
  white: "#ffffff"  
};
```


Отообразим **цвета** в Figma



Стили

```
import * as React from "react";
import {StyleSheet, Text, View} from "react-figma";

const styles = StyleSheet.create({
  container: {
    alignItems: "center"
  },
  rect: {
    width: 100,
    height: 100
  },
  text: {
    marginTop: 10
  }
});
```

Компонент

...

```
export const StyleguideColor = (props) => {
  const {color, withBorder, name} = props;
  return <View name="Color container" style={[styles.container, props.style]}>
    <View style={[
      styles.rect,
      {backgroundColor: color},
      withBorder && {borderColor: "#c8c8c8", borderWidth: 1}
    ]} />
  </View>
};
```

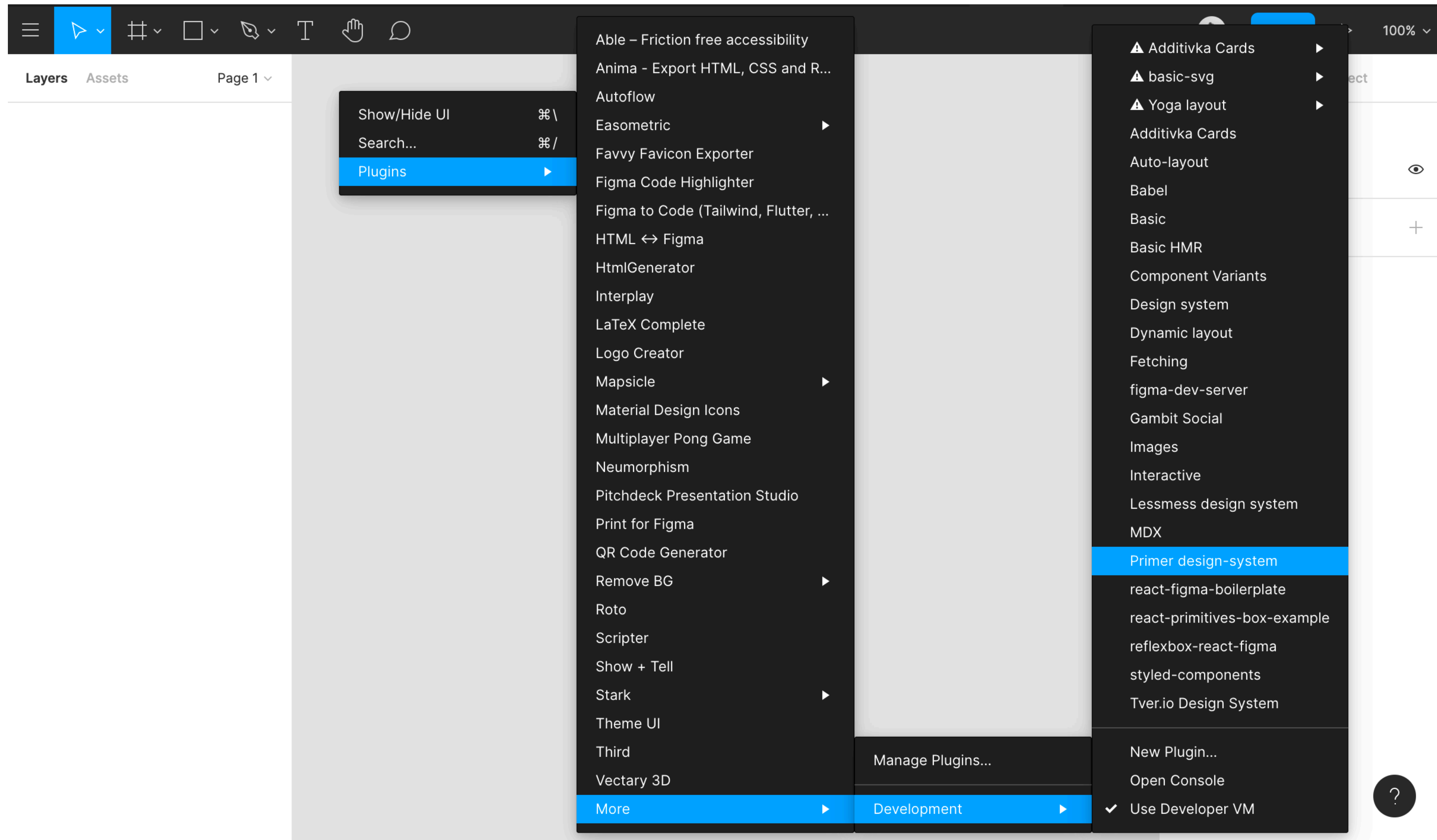
Собираем цвета на одном фрейме

```
import * as React from "react";
import {StyleSheet, Frame, View, Text} from "react-figma";
import {colors} from "../../tokens/colors";
import {StyleguideColor} from "../../components/styleguide-color/StyleguideColor";

export const Styleguide10 = (props) => {
  return <Frame name="Styleguide 1-0" style={[styles.frame, props.style]}>
    <View>
      <View style={styles.colorsContainer}>
        <StyleguideColor name="gray" color={colors.gray} style={styles.colorWrapper}/>
        <StyleguideColor name="blue" color={colors.blue} style={styles.colorWrapper}/>
        <StyleguideColor name="green" color={colors.green} style={styles.colorWrapper}/>
        <StyleguideColor name="purple" color={colors.purple} style={styles.colorWrapper}/>
        <StyleguideColor name="yellow" color={colors.yellow} style={styles.colorWrapper}/>
        <StyleguideColor name="orange" color={colors.orange} style={styles.colorWrapper}/>
        <StyleguideColor name="red" color={colors.red} style={styles.colorWrapper}/>
        <StyleguideColor name="pink" color={colors.pink} style={styles.colorWrapper}/>
        <StyleguideColor name="black" color={colors.black} style={styles.colorWrapper}/>
        <StyleguideColor name="white" color={colors.white} style={styles.colorWrapper}/>
      </View>
    </View>
  </Frame>
}
```

После того как добавим **Figma** плагин

Выбор из меню плагинов



Untitled • +

Drafts / Untitled ▾

Share 35% ▾

Layers Assets Styleguide ▾

- Color container
 - orange
 - Rectangle
- Color container
 - yellow
 - Rectangle
- Color container
 - purple
 - Rectangle
- Color container
 - green
 - Rectangle
- Color container
 - blue
 - Rectangle
- Color container
 - gray
 - Rectangle
- Rectangle
- Colors

Styleguide 1-0

gray	blue	green	purple	yellow	orange	red
pink	black	white				

Running Primer design-system (Developer VM) Cancel

Design Prototype Inspect

Background


E5E5E5	100%	👁
--------	------	---

Export +

?



The image shows a design tool interface with two main panels. On the left is a color picker window titled "Solid" with a red-to-black gradient. Below the gradient are a color bar, a grayscale bar, and a hex input field containing "000000" and "100%". At the bottom of the color picker is a "Document Colors" section with a grid of color swatches. On the right is a properties panel with sections for "Layer", "Text", "Fill", "Stroke", "Effects", and "Export". The "Layer" section shows "Pass Through" at 100%. The "Text" section shows "SF Pro Display", "Bold", "24", "108%", and "-0.11 px". The "Fill" section shows a black square, "000000", and "100%". The "Stroke" and "Effects" sections have plus signs. The "Export" section has a question mark icon.

Gray		
<code>\$gray</code>	<code>#6a737d</code>	
<code>\$gray-000</code>	<code>#fafbfc</code>	
<code>\$gray-100</code>	<code>#f6f8fa</code>	
<code>\$gray-200</code>	<code>#e1e4e8</code>	
<code>\$gray-300</code>	<code>#d1d5da</code>	
<code>\$gray-400</code>	<code>#959da5</code>	
<code>\$gray-500</code>	<code>#6a737d</code>	
<code>\$gray-600</code>	<code>#586069</code>	
<code>\$gray-700</code>	<code>#444d56</code>	
<code>\$gray-800</code>	<code>#2f363d</code>	
<code>\$gray-900</code>	<code>#24292e</code>	

```
export const colors = {  
  // Gray  
  gray: "#6a737d",  
  gray000: "#6a737d",  
  gray100: "#f6f8fa",  
  gray200: "#e1e4e8",  
  gray300: "#d1d5da",  
  gray400: "#959da5",  
  gray500: "#6a737d",  
  gray600: "#586069",  
  gray700: "#444d56",  
  gray800: "#2f363d",  
  gray900: "#24292e",  
  ...  
}
```

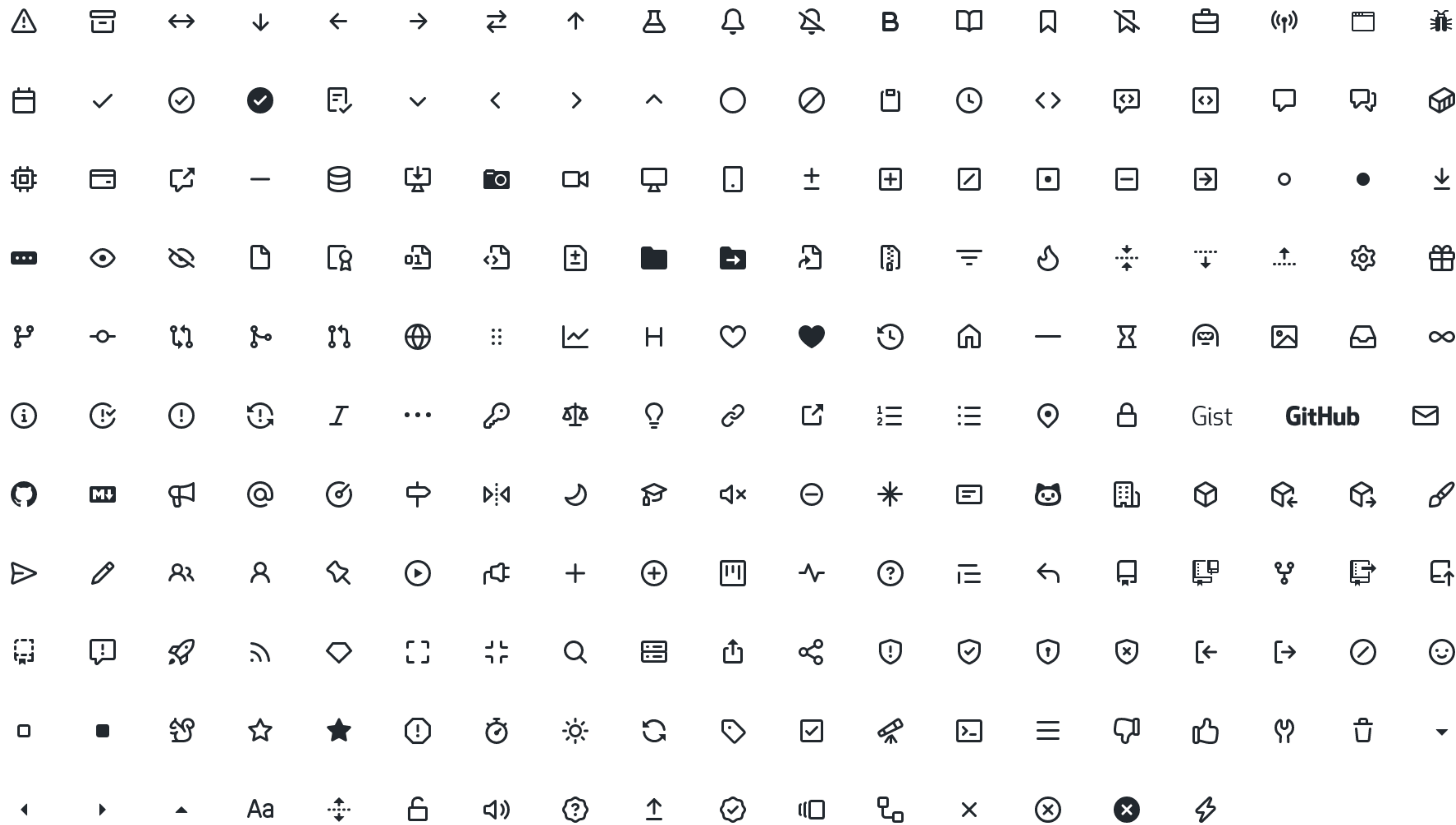
Стайл-гайд



Код становится **single source of truth** для
дизайн-системы

Octicons

Octicons



Создадим компонент `<Icon />` для иконки

`<Icon />`

iOS + Android

```
import * as React from "react";
import { SvgXml } from 'react-native-svg';

export const Icon = (props) => {
  const {src: source, height = 16, width, ratio = 1, ...otherProps} = props;

  return <SvgXml xml={source} height={height} width={width || Math.round(height * ratio)} {...otherProps} />;
};
```


Web

```
import * as React from "react";

export const Icon = (props) => {
  const {src, height = 16, width, ratio = 1, ...otherProps} = props;
  return <img src={src} style={{height, width: width || ratio * height}} {...otherProps} />
};
```

Figma

```
import * as React from "react";
import {Svg} from "react-figma";

export const Icon = (props) => {
  const {src: source, height = 16, width, ratio = 1, ...otherProps} = props;
  return <Svg source={source} height={height} width={width || Math.round(height * ratio)} {...otherProps} />
};
```

figma.createNodeFromSvg(svg: string)

Создадим компонент под **каждую** иконку

- ▼ icons
 - broadcast.svg
 - browser.svg
 - circuit-board.svg
 - code.svg
 - database.svg
 - dependent.svg
 - diff.svg
 - diff-added.svg
 - diff-ignored.svg
 - diff-modified.svg
 - diff-removed.svg
 - diff-renamed.svg
 - eye.svg
 - eye-closed.svg
 - file.svg
 - file-binary.svg
 - file-code.svg
 - file-directory.svg
 - file-media.svg
 - file-pdf.svg
 - file-submodule.svg
 - file-symlink-directory.svg
 - file-symlink-file.svg
 - file-zip.svg

icons/logo-github.svg



```
import * as React from "react";
import icon from "./icons/logo-github.svg"
import {Icon} from "../../wrappers/icon/Icon"; 🤔

export const GitHubLogo = (props) => {
  return <Icon ratio={45.0/16} src={icon} {...props} />
};
```

Покажем все иконки на фрейме

Frame

```

<View style={{marginTop: 69}}>
  <StyleguideSeparatorWrapper>
    <StyleguideLabel text="Logos" />
  </StyleguideSeparatorWrapper>
  <View style={styles.iconsLine}>
    <Component name="logo-gist-5" style={styles.iconComponent5}>
      <GistLogo height={spacer5} />
    </Component>
    <Component name="logo-github-5" style={styles.iconComponent5}>
      <GitHubLogo height={spacer5} />
    </Component>
    <Component name="logo-github-mark-5" style={styles.iconComponent5}>
      <GitHubMark height={spacer5} />
    </Component>
    <Component name="logo-markdown-5" style={styles.iconComponent5}>
      <Markdown height={spacer5} />
    </Component>
    <Component name="logo-octoface-5" style={styles.iconComponent5}>
      <Octoface height={spacer5} />
    </Component>
    <Component name="logo-paintcan-5" style={styles.iconComponent5}>
      <Paintcan height={spacer5} />
    </Component>
  </View>
  <View style={styles.iconsLine}>
    <Component name="logo-gist-3" style={styles.iconComponent3}>
      <GistLogo height={spacer3} />
    </Component>
    <Component name="logo-github-3" style={styles.iconComponent3}>
      <GitHubLogo height={spacer3} />
    </Component>
  </View>

```

- # Styleguide 3-0
- # Styleguide 2-0
- # Styleguide 1-0

Styleguide 3-0

Logos

Gist **GitHub** 🗨️ 📄 🐱 🗑️

Gist **GitHub** 🗨️ 📄 🐱 🗑️

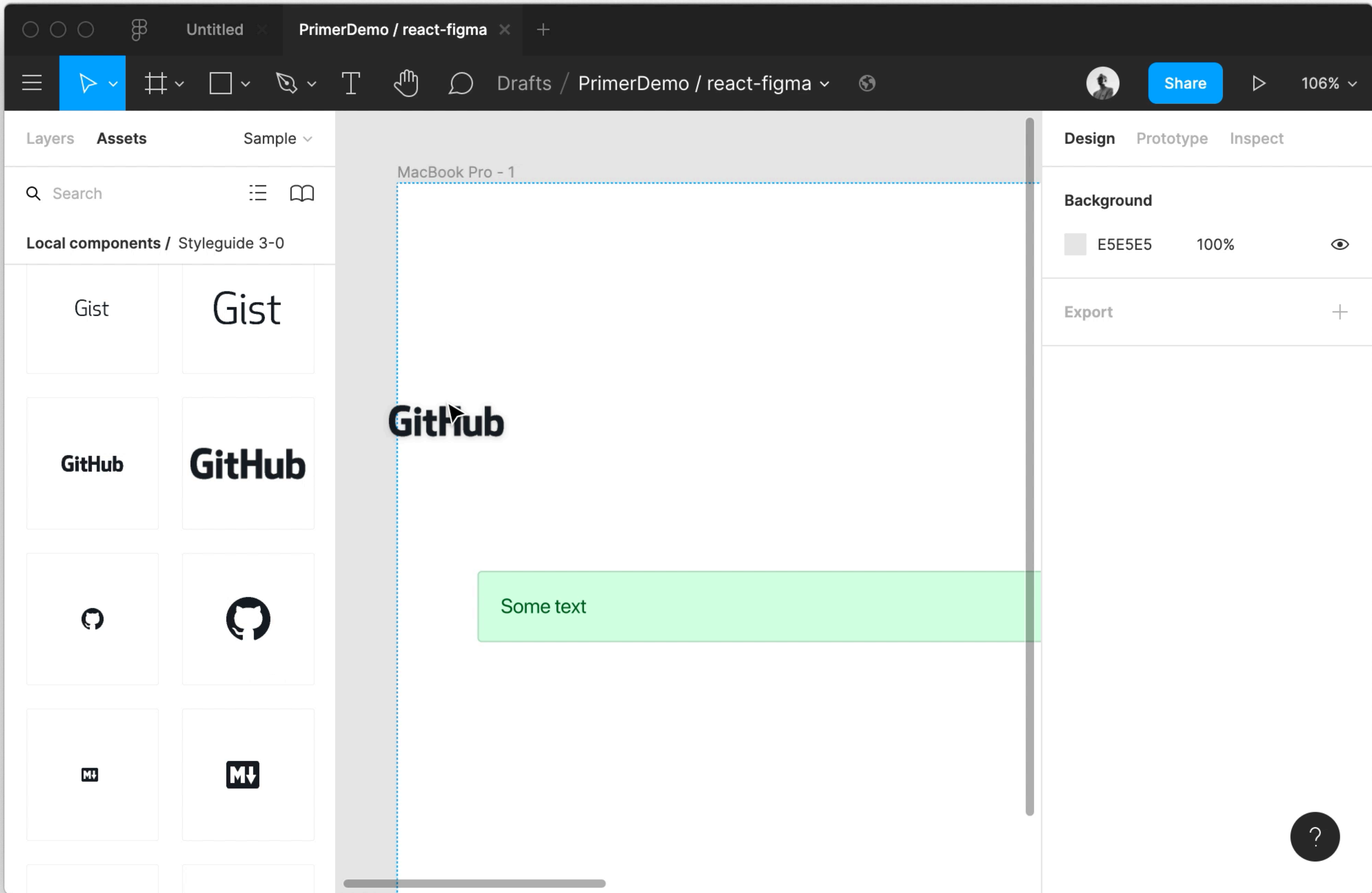
People

🗨️ 😊 🏠 👍 📧 👥 👤 👁️ 🔪 🗑️

🗨️ 😊 🏠 👍 📧 👥 👤 👁️ 🔪 🗑️

Developer

<> + ✎ 📄 📁 - 🔗 ⏪ 🔁 📄
 🔗 🔗 🗄️ 🔗 🕒 ⚠️ 🕒 🗄️ 🔗 🗑️ 🗑️
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Что-то более сложное?

Кнопка!

Button

Button

Button button

Link button

```
<button class="btn" type="button">Button button</button>  
<a class="btn" href="#url" role="button">Link button</a>
```



You can find them in two sizes: the default `.btn` and the smaller `.btn-sm`.

Button

Small button

```
<button class="btn" type="button">Button</button>  
<button class="btn btn-sm" type="button">Small button</button>
```



Primary button

Primary buttons are green and are used to indicate the *primary* action on a page. When you need your buttons to stand out, use `.btn.btn-primary`. You can use it with both button sizes—just add `.btn-primary`.

Primary button

Small primary button

```
<button class="btn btn-primary" type="button">Primary button</button>  
<button class="btn btn-sm btn-primary" type="button">Small primary button</button>
```



Danger button

Danger buttons are red. They help reiterate that the intended action is important or potentially dangerous (e.g., deleting a repo or transferring ownership). Similar to the primary buttons, just add `.btn-danger`.

Danger button

Small danger button

```
<button class="btn btn-danger" type="button">Danger button</button>  
<button class="btn btn-sm btn-danger" type="button">Small danger button</button>
```



Удобнее всего начать писать код на **react-native**

API **react-native** поддерживается на остальных платформах

Но не наоборот!

Базовые стили для кнопки

```
export const commonButtonStyle = {
  container: {
    justifyContent: "center",
    alignItems: "center",
    height: 32,
    borderRadius: 3,
    borderWidth: 1,
    borderColor: "rgba(27,31,35,0.2)",
  },
  text: {
    fontFamily: "SF Pro Text",
    fontWeight: "bold",
    fontSize: typeScale.size5,
    textAlign: "center",
    zIndex: 1,
    marginLeft: 12 + borderWidth,
    marginRight: 12 + borderWidth
  }
};
```



```
export const commonButtonSmallStyle = StyleSheet.create({
  container: {
    height: 28
  },
  text: {
    fontSize: typeScale.size6,
    lineHeight: 20,
    marginLeft: 10 + borderSize,
    marginRight: 10 + borderSize
  }
});
```

Default

Button

Default Button

```
const styles = StyleSheet.create({
  container: {
    backgroundColor: colors.gray100,
    backgroundImage: `linear-gradient(-180deg, ${colors.gray100} 0%, ${colors.gray300} 90%)`,
  },
  text: {
    color: colors.gray900,
  }
});
```

Пользуемся значениями из стайл-гайда

```

export const DefaultButton = (props) => {
  const { style, children, isHover, isFocus, isSmall } = props;
  return (
    <View
      style={[
        commonButtonStyle.container,
        styles.container,
        isHover && hoverStyles.container,
        isFocus && focusStyles.container,
        isSmall && commonButtonSmallStyle.container,
        style,
      ]}
    >
      <Text
        style={[
          commonButtonStyle.text,
          styles.text,
          isSmall && commonButtonSmallStyle.text,
        ]}
      >
        {children}
      </Text>
    </View>
  );
};

```

Покажем разные состояния кнопки на фрейме

```
<View style={styles.buttonsLine}>
  <Component name="button-default">
    <DefaultButton>Button</DefaultButton>
  </Component>
  <Component name="button-default-hover" style={styles.buttonMargin}>
    <DefaultButton isHover >Hovered button</DefaultButton>
  </Component>
  <Component name="button-default-focus" style={styles.buttonMargin}>
    <DefaultButton isFocus >Focused button</DefaultButton>
  </Component>
  <Component name="button-default-small" style={styles.buttonMargin}>
    <DefaultButton isSmall >Small button</DefaultButton>
  </Component>
</View>
```

Layers Assets Styleguide ^

Pages +

✓ Styleguide

Sample

Styleguide 3-0

Styleguide 2-0

Group

Styleguide 1-0

Styleguide 2-0

Design Prototype Inspect

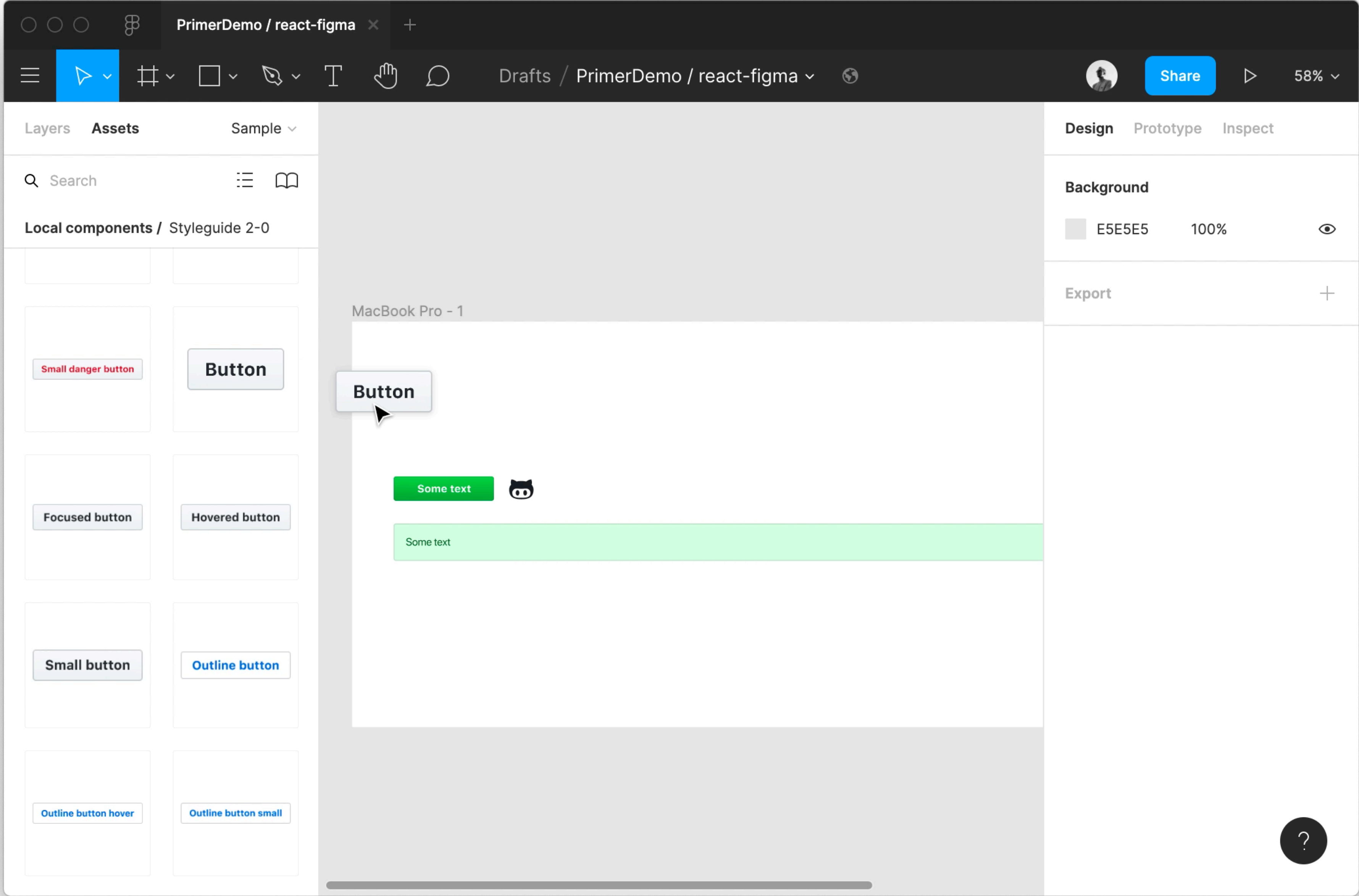
Background

E5E5E5 100%

Export +

Buttons





Можем использовать ту же самую кнопку в **вебе!**

И в **мобильных приложениях**

Но:

- Нужна обработка нажатия - она **разная** на разных платформах
- Нужно обеспечить доступность (**a11y**)

Для этого сделаем компонент-обертку!

Be6

```
const style = {
  background: "none",
  border: "none",
  padding: 0
};

export default function Button(props: ButtonProps) {
  const {children, onClick} = props;
  const [isHover, hoverHandlers] = useHover();
  const [isFocus, focusHandlers] = useFocus();
  return <button style={style} onClick={onClick} {...hoverHandlers} {...focusHandlers}>
    {children({isHover, isFocus})}
  </button>
}
```








iOS

```
export default function Button(props: ButtonProps) {  
  const {children, onClick} = props;  
  const [isFocus, focusHandlers] = useFocus();  
  return <TouchableHighlight onPress={onClick} {...focusHandlers}>  
    {children({isFocus})}  
  </TouchableHighlight>;  
}
```

Android

```
export default function Button(props: ButtonProps) {  
  const {children, onClick} = props;  
  const [isFocus, focusHandlers] = useFocus();  
  return <TouchableNativeFeedback onPress={onClick} {...focusHandlers}>  
    {children({isFocus})}  
  </TouchableNativeFeedback>;  
}
```

Хотим обрачивать удобно

- ▼  wrappers
 - ▼  button
 -  Button.android.tsx
 -  Button.ios.tsx
 -  Button.tsx
 -  Button.web.tsx
 -  ButtonProps.ts

iOS и Android

Это работает с коробки!

Для всего остального -

Вебпак-алиасинг!

Be6

```
module.exports = configure({
  resolve: {
    extensions: ['.web.tsx', '.web.ts', '.tsx', '.ts', '.jsx', '.js'],
    alias: {
      'react-native$': 'react-native-web'
    }
  }
});
```

Figma

```
module.exports = configure({  
  resolve: {  
    extensions: ['.figma.tsx', '.figma.ts', '.tsx', '.ts', '.jsx', '.js'],  
    alias: {  
      'react-native$': 'react-figma'  
    }  
  }  
});
```

```
import Button from "../..wrappers/button/Button";

export default (props: { onClick?: () => void }) => (
  <Button onClick={props.onClick}>
    ({ isHover, isFocus }) => (
      <DefaultButton {...props} isFocus={isFocus} isHover={isHover} />
    )
  </Button>
);
```

Каталог компонентов



Storybook

localhost:9001/?path=/story/components-button--basic

Canvas Notes

Button

Primary Secondary Alternative Success Warning

Accessibility Tests Knobs

1 Violations 6 Passes

> Ensures the contrast between foreground and background colors meets WCAG 2 AA contrast ratio thresholds

Rerun tests

- @storybook/react
- @storybook/react-native
- @storybook/addons

- `.storybook` - `@storybook/react` configuration
- `.storybook-native` - `@storybook/react-native` configuration
- `android` - gradle project for React Native app
- `assets` - React Native app assets
- `ios` - iOS project for React Native app
- `src`
 - `components`
 - `App.tsx` - React Figma app
 - `code.tsx` - entry point for Figma plugin Main-thead
 - `ui.html` - entry point for Figma plugin UI-thead
 - `ui.tsx`
- `app.json` - react-native config file
- `babel.config.js` - babel config for react-native
- `figma.d.ts` - figma plugin typings
- `figma.webpack.configi.js` - Webpack config for react-figma
- `manifest.json` - Figma plugin manifest
- `metro.config.js` - config for Metro bundler
- `package.json`
- `tsconfig.json`
- `yarn.lock`


```
import * as React from 'react';
import {storiesOf} from "@storybook/react-native";
import {boolean, withKnobs, text} from "@storybook/addon-knobs";
import {defaultBackground} from "../storybook-decorators/DefaultBackground";
import { action } from '@storybook/addon-actions';
import DefaultButton from "../default-button/DefaultButton";
```

```
storiesOf('Button', module)
  .addDecorator(withKnobs)
  .addDecorator(defaultBackground)
  .add('Default Button', () =>
    <DefaultButton onClick={action('click')}
      isSmall={boolean("isSmall", false)}>
      {text("children", "Danger Button")}
    </DefaultButton>
  );
```

primerdemo.now.sh

Storybook

Press "/" to search...

- Button
 - Primary Button
 - Danger Button
 - Default Button**
 - Outline Button
- Flash
- Icons

Canvas Notes

Default Button

Actions **Knobs**

isSmall

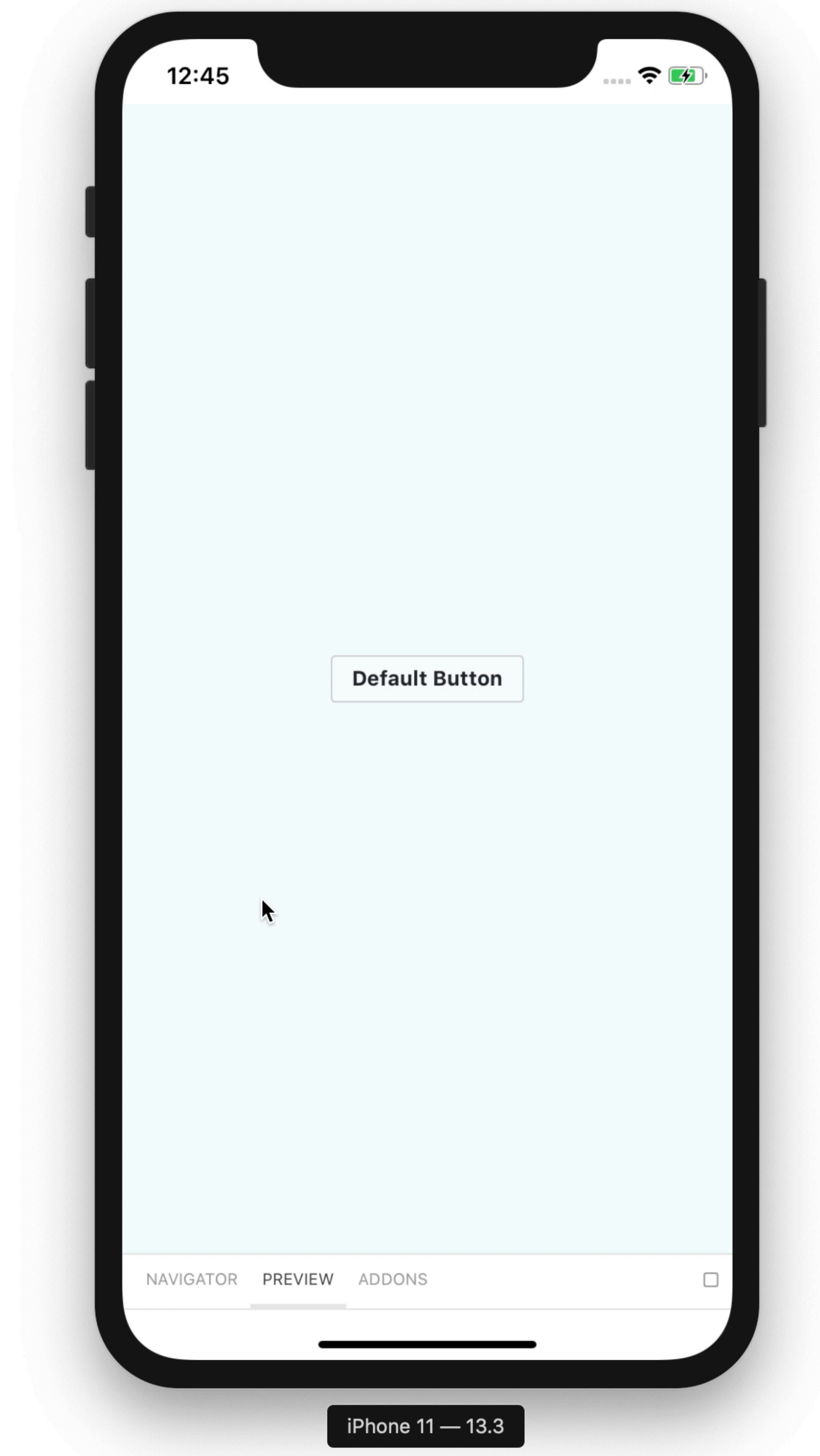
children

Copy Reset

<pre> <!DOCTYPE html> <html lang="en"> <head>...</head> <body class="sb-show-main"> <div class="sb-nopreview sb-wrapper">...</div> <div class="sb-errordisplay sb-wrapper">...</div> <div id="root"> <div class="css-view-1dbjc4n r-alignItems-1awozwy r- backgroundColor-13xq1r5 r-flex-13awgt0 r-justifyContent-1777fci r- padding-x5mtel"> <button style="background: none; border: none; padding: 0px;"> <div class="css-view-1dbjc4n r-alignItems-1awozwy r- backgroundColor-rlv977 r-backgroundImage-db388g r-borderColor- 14ew95v r-borderRadius-cdmcib r-borderWidth-rs99b7 r- flexDirection-18u37iz r-height-mabqd8 r-justifyContent-1777fci r-paddingLeft-1pvhfgn r-paddingRight-1ba89he">...</div> </div> </button> </div> </div> <div id="docs-root"></div> <script src="runtime~main.f479efe...bundle.js"></script> <script src="vendors~main.f479efe...bundle.js"></script> <script src="main.f479efe...bundle.js"></script> <div style="display: none;"></div> </body> </html> </iframe> </div> </div> </div> <div class="css-12bmc4q" style="height: 340px; left: 0px; top: 518px; width: 1460px;">...</div> </div> </div> ... div.css-view-1dbjc4n.r-alignItems-1awozwy.r-backgroundColor-rlv977.r-backgroundImage-db388g.r-bc ... </pre>		Styles Computed Event Listeners DOM Breakpoints >>
	Filter :hov .cls +	
	<pre> element.style { } </pre>	
→	<pre> .r-backgroundImage-db388g { background-image: linear-gradient(-180deg, rgb(250, 251, 252) 0%, rgb(239, 243, 246) 90%); } </pre>	
→	<pre> .r-backgroundColor-rlv977 { background-color: rgb(250, 251, 252); } </pre>	
→	<pre> .r-paddingRight-1ba89he { padding-right: 13px; } </pre>	
→	<pre> .r-paddingLeft-1pvhfgn { padding-left: 13px; } </pre>	
→	<pre> .r-height-mabqd8 { height: 32px; } </pre>	
→	<pre> .r-flexDirection-18u37iz { -webkit-box-direction: normal; -webkit-box-orient: horizontal; flex-direction: row; } </pre>	
	<pre> .r-justifyContent-1777fci { -webkit-box-pack: center; justify-content: center; } </pre>	
	<pre> .r-alignItems-1awozwy { -webkit-box-align: center; } </pre>	

Тот же самый код будет работать и на **react-native**

iOS-симулятор



iPhone 11 — 13.3

Композиция элементов

elements

composition



Fork

```

export const DefaultButton = (props: IDefaultButton) => {
  const { style, children, isHover, isFocus, isSmall, icon } = props;
  return (
    <View
      style={[
        styles.container,
        isHover && hoverStyles.container,
        isFocus && focusStyles.container,
        isSmall && commonButtonSmallStyle.container,
        style,
      ]}
    >
      {icon}
      <Text style={[styles.text, isSmall && commonButtonSmallStyle.text]}>
        {children}
      </Text>
    </View>
  );
};

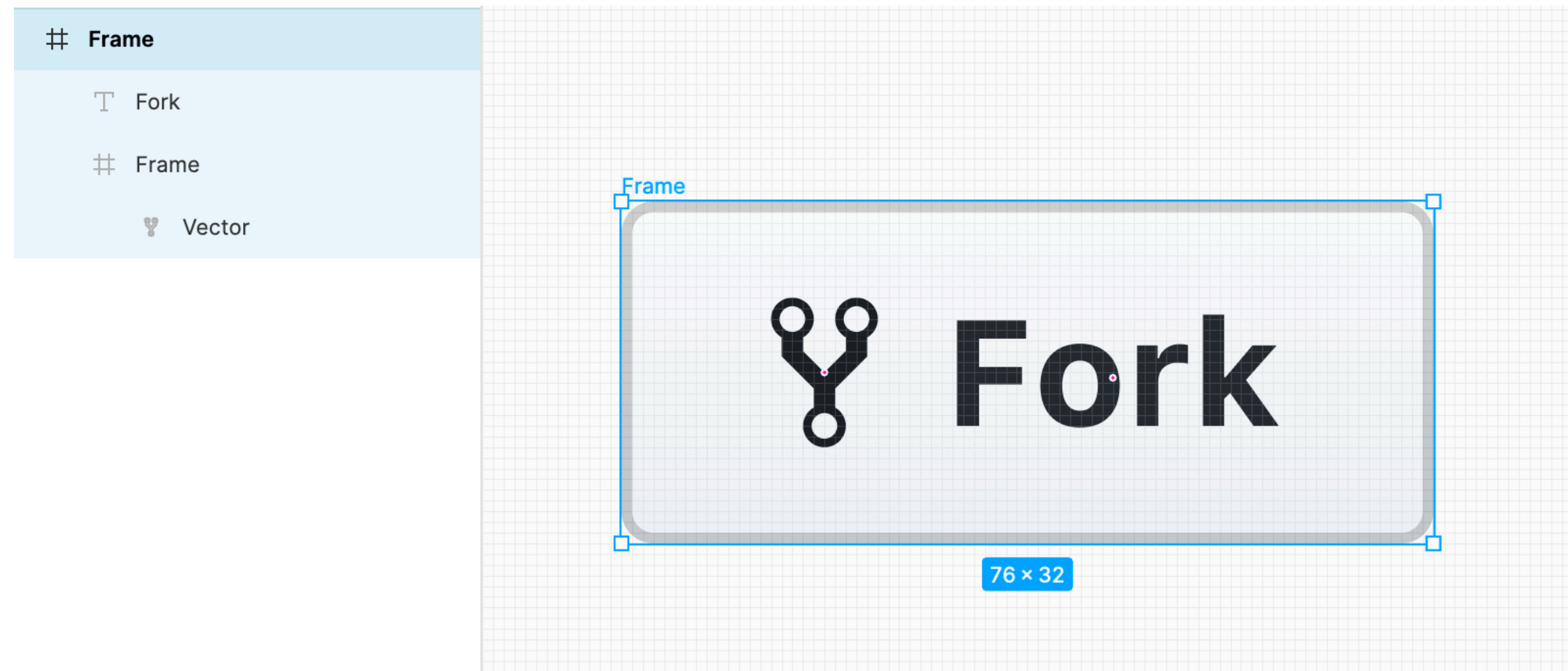
```



```
import {DefaultButton} from "../components/default-button/DefaultButton";  
import {RepoForked} from "../components/icons/RepoForked";
```

```
const App = () => {  
  return (  
    <Page>  
      <DefaultButton icon={<RepoForked style={{marginRight: 6}} />}>  
        Fork  
      </DefaultButton>  
    </Page>  
  );  
};
```

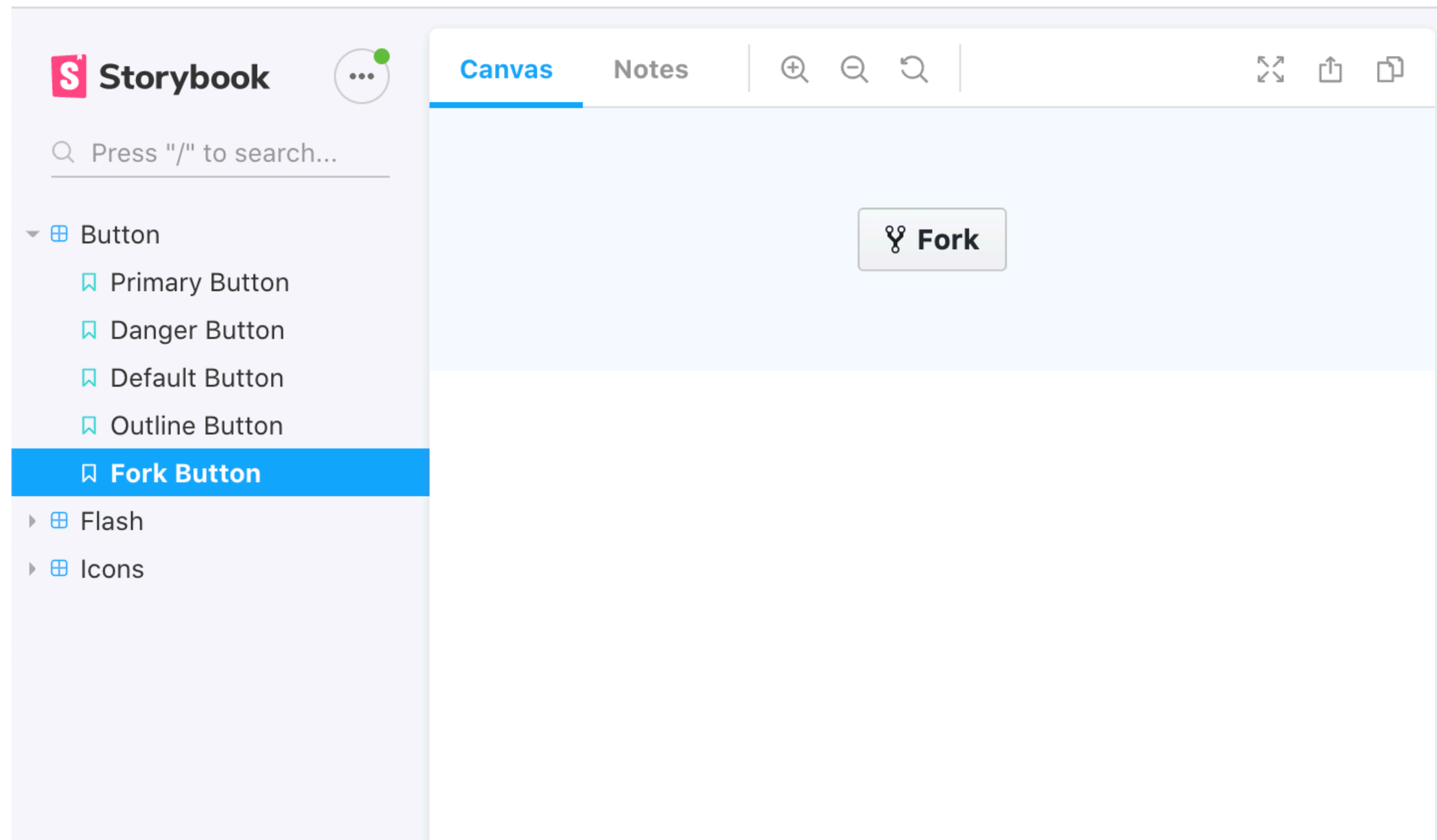
Отобразим в Figma:



Отообразим в Storybook

```
.add('Fork Button', () => <DefaultButton icon={<RepoForked style={{marginRight: 6}} />}>  
  Fork  
</DefaultButton>);
```

Отообразим в Storybook



Таким образом можно собирать сколь угодно сложные элементы

Полный код примера есть на GitHub:

github.com/react-figma/PrimerDemo

Сделали пример мульти-платформенной дизайн системы

- Стайл-гайд в коде
- UI-кит в коде
- Отображение в Figma
- Каталог компонентов в Storybook

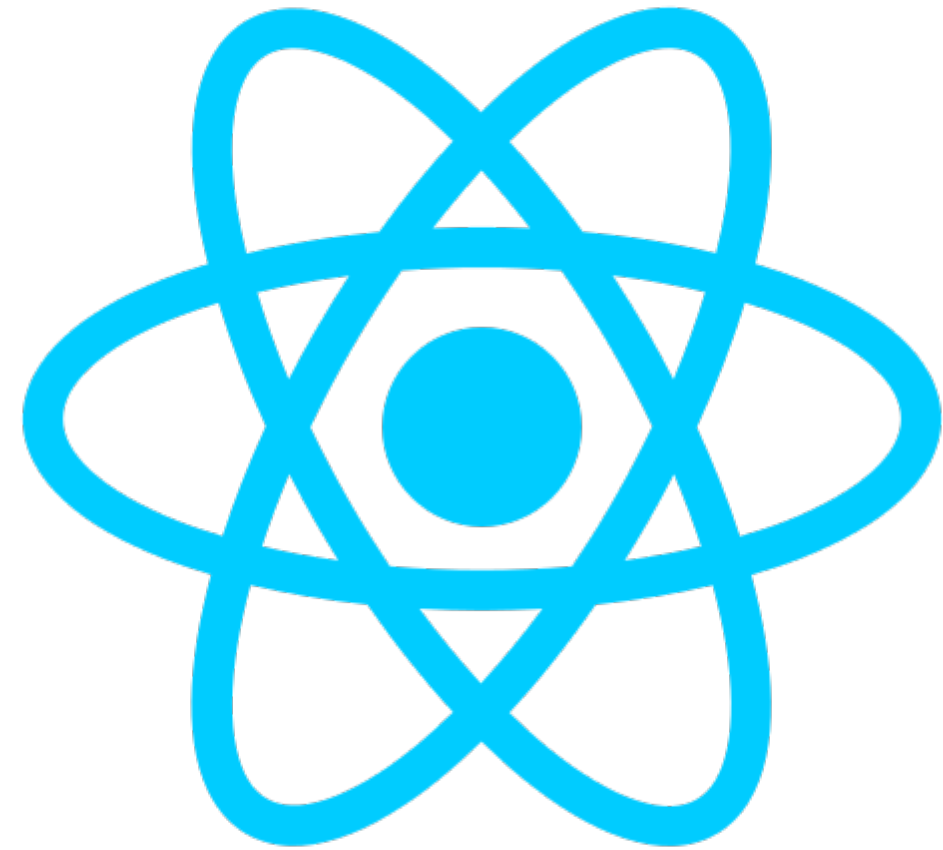
Процесс 🛶

processes

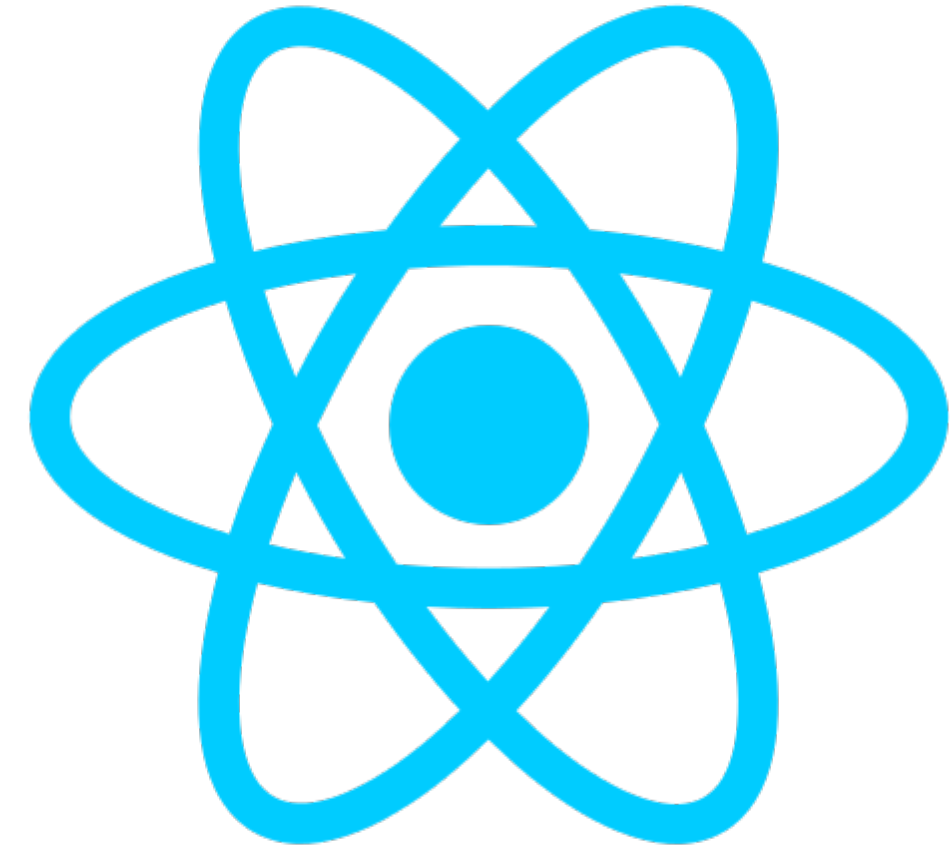
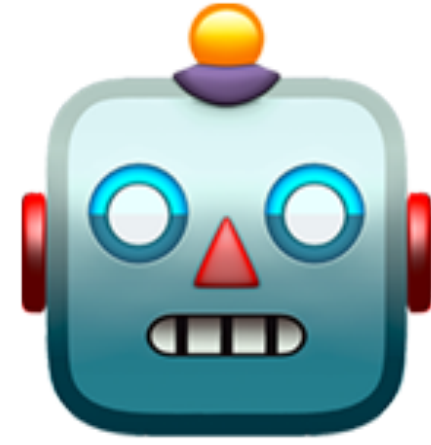
Интуитивный процесс

process

intuitive



Хочется **автоматизировать** процесс

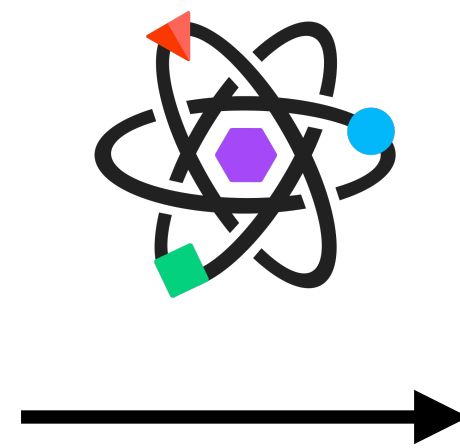
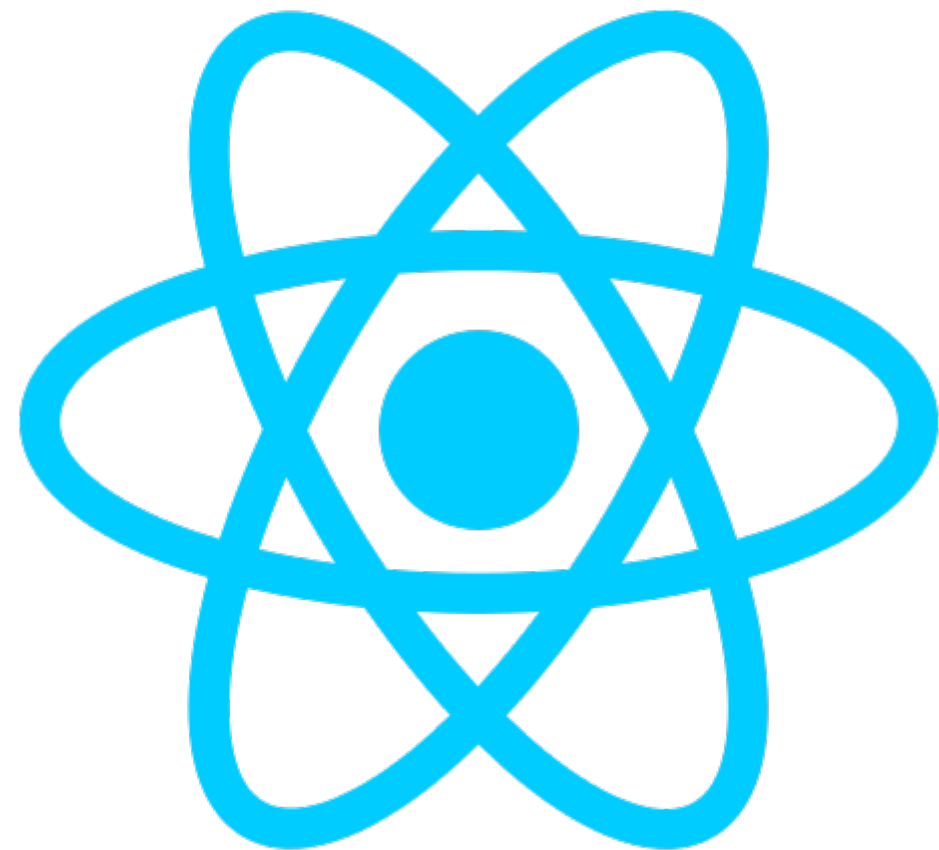


Но у нас другой подход

A React renderer for [Figma](#). Use React components as a source for your designs.

- 🎨 Compatible with [react-native](#), [react-sketchapp](#), [react-primitives](#) API.
- 🦄 Flexible layouts support with [Yoga Layout](#).
- ♻️ Hydration and [HMR](#) support.
- ⚙️ Built on [Figma Plugin API](#).
- 🚫 **Is not a code generator.**





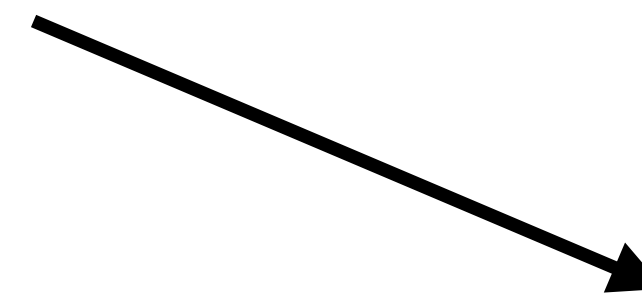
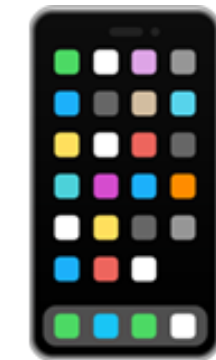
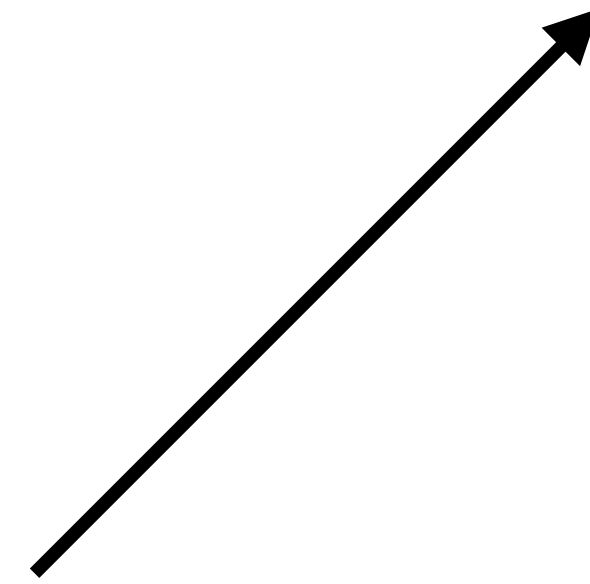
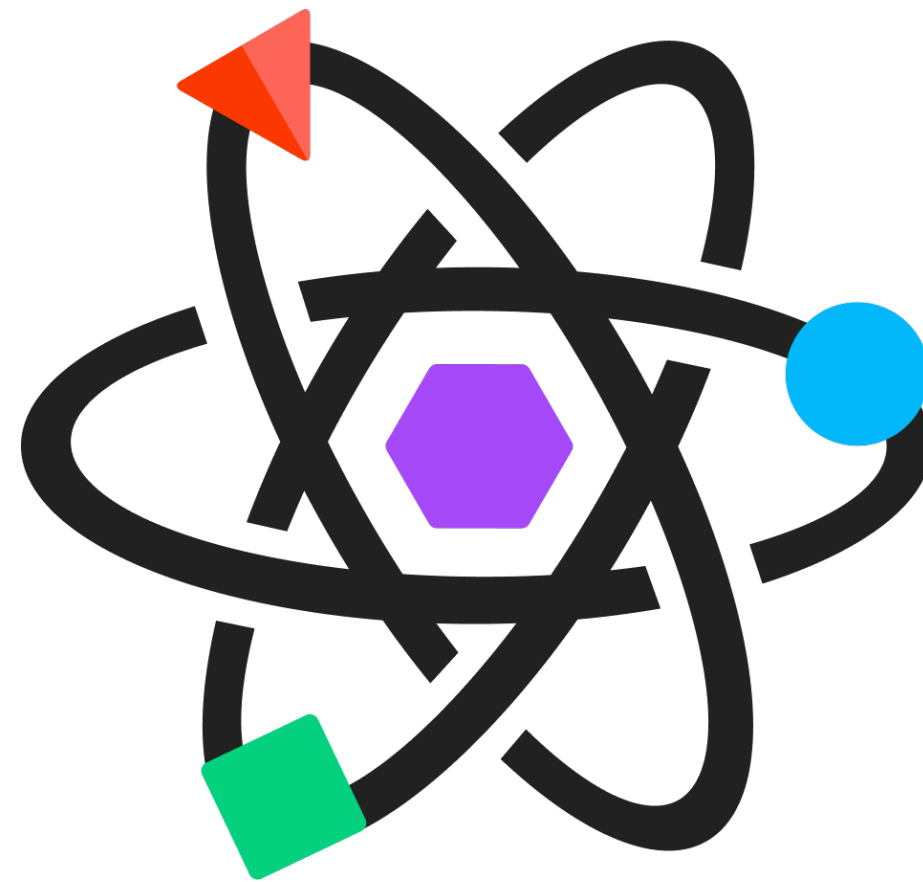
Подход кажется **КОНТРИНТУИТИВНЫМ**

Но лишь потому, что разработчикам **хочется чуда**



- Генераторы кода пока слишком **не совершенны**
- Лучший код можно написать только **вручную**
- Можно положить дизайн-систему в **VCS**
- Консистентность

Но подход **усложняется**

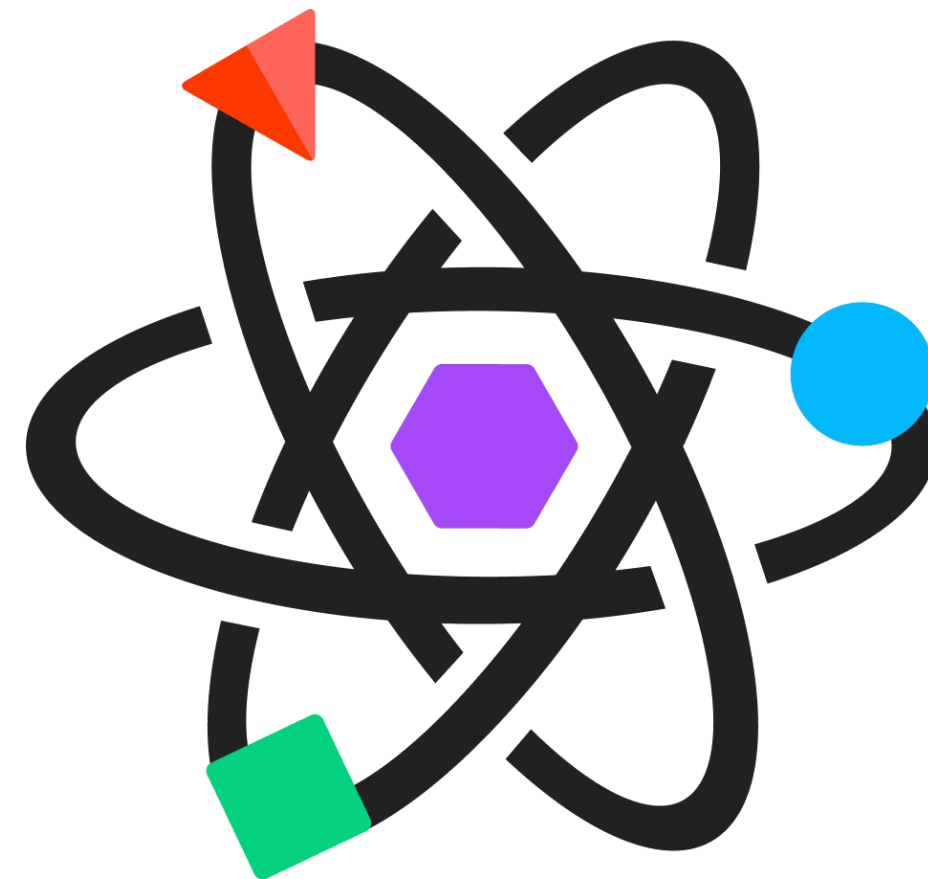


А если хотим внести изменения в **дизайн-систему**?

Рисует новый вариант



Вносит изменения



Используют
исправленную
дизайн-систему

При этом возможно совмещение роли **дизайнера** и **разработчика**

Код дизайн-системы понятный

Дизайнеры могут делать в нее MR

Дизайнер в продукте должен быть **ТЕХНОЛОГИСТОМ**

В **большой** компании

Дизайн-система 🎨



Свои преимущества:

- Проще управлять процессом внесения изменений в дизайн-систему
- Безопасность: код находится у вас
- Проще запускать новые продукты

Рекомендации

Для стайл-гайда лучше использовать

System UI Theme Specification

system-ui.com/theme

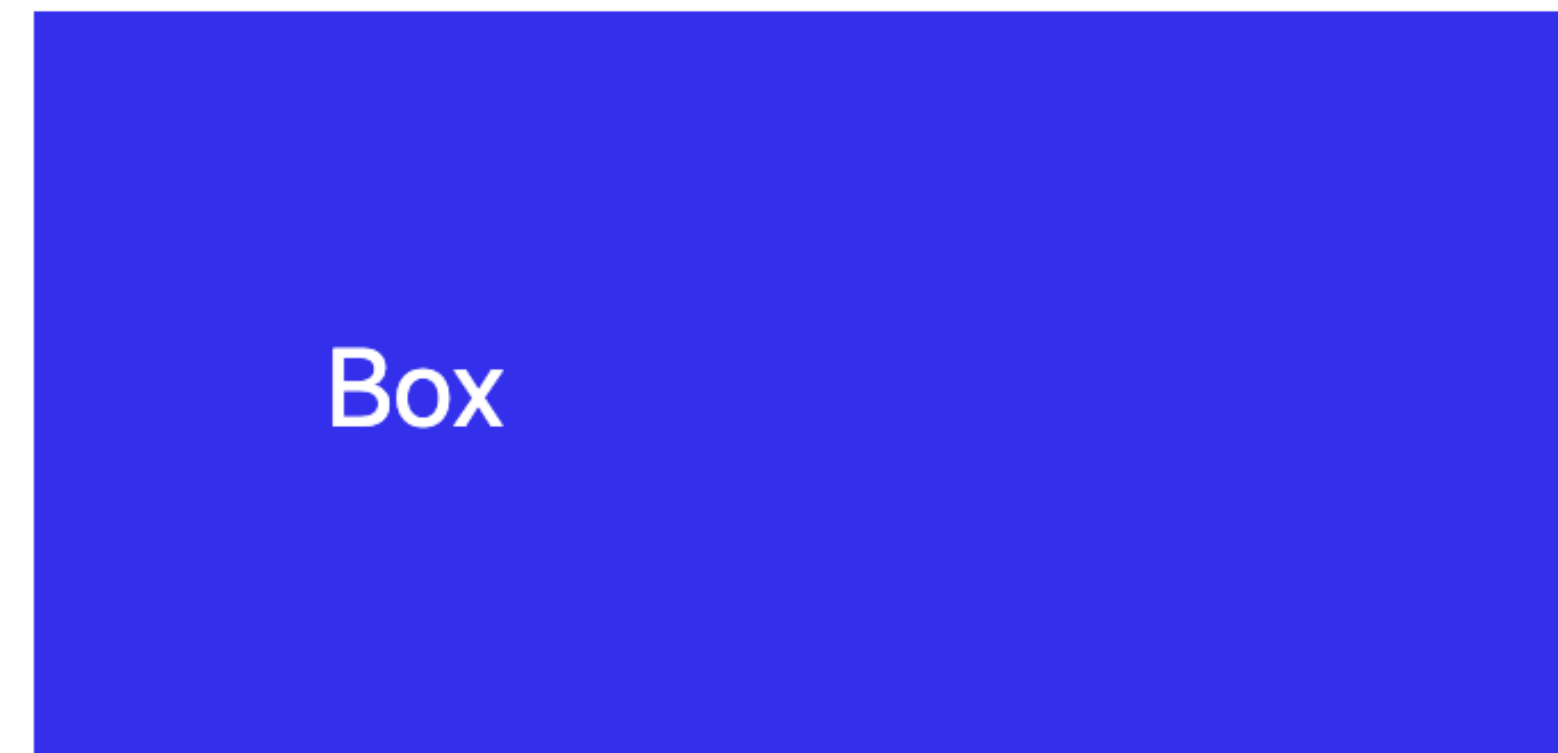
Универсальный формат конфига стайл-гайда

Определяем тему

```
const theme = {
  breakpoints: ['40em', '52em', '64em'],
  fontSizes: [
    12, 14, 16, 20, 24, 32, 48, 64
  ],
  colors: {
    blue: '#07c',
    lightgray: '#f6f6ff'
  },
  space: [
    0, 4, 8, 16, 32, 64, 128, 256
  ],
  fonts: {
    body: 'system-ui, sans-serif',
    heading: 'inherit',
    monospace: 'Menlo, monospace',
  },
  fontWeights: {
    body: 400,
    heading: 700,
    bold: 700,
  },
  buttons: {
    primary: {
      color: 'white',
      bg: 'primary',
    }
  }
}
```

Пользуемся значениями темы

```
<Box  
  p={5}  
  fontSize={4}  
  width={[ 1, 1, 1/2 ]}  
  color='white'  
  bg='primary'>  
  Box  
</Box>
```



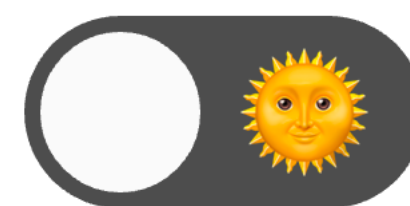
Theme Specification совместим со множеством библиотек

Who's Using this Specification

The following design systems and libraries currently adhere to the specification. If you'd like to add your project to this list, please [open a PR](#).


- [GitHub's Primer Components](#)
- [Artsy's Palette](#)
- [Sprout Social's Seeds](#)
- [Modulz Radix](#)
- [Priceline Design System](#)
- [Styled System](#)
- [Theme UI](#)
- [Rebass](#)
- [Styled System HTML](#)
- [xstyled](#)

+ Темизация из коробки



- react-primitives-box — универсальная реализация

React Primitives Box

 Ergonomic, responsive React layout and grid system built on [Styled System](#), [Theme Specification](#), [React Primitives](#) and [styled-components](#).

ci/circleci success npm v0.0.1 license MIT system-ui theme

- Primitive styled components for all your layout needs
- Customize styles inline with the `sx` prop
- Ergonomic responsive array-based values
- Support for component variants
- [Styled System](#) props
- Themeable and compatible with the [Theme Specification](#)
- Built with [Styled System](#)
- Works with [Theme UI](#)
- Built with [Styled Components](#)

```
const theme = {
  colors: {
    text: "#000",
    background: "#fff",
    primary: "#07c",
  },
  space: [0, 4, 8, 16, 32, 64, 128, 256],
  fonts: {
    roboto: "Roboto",
  },
  fontSizes: [12, 16, 18, 20, 24, 32, 40, 64, 96],
  text: {
    heading1: {
      fontFamily: "roboto",
      fontSize: 5,
      color: "background",
    },
  },
};
```

```
<ThemeProvider theme={theme}>
  <Box
    sx={{
      p: 4,
      bg: "primary",
    }}
  >
    <Text variant={"heading1"}>Hello</Text>
  </Box>
</ThemeProvider>
```

The image shows the Figma design tool interface. At the top is a dark toolbar with various icons for navigation and editing. Below the toolbar, the interface is divided into several panels:

- Left Panel:** Contains a 'Layers' tab with a tree view showing 'Page X' selected, which contains a 'Frame' layer with a text layer 'Hello' inside it.
- Center Canvas:** Displays a blue rectangular frame with the word 'Hello' in white text. The frame is labeled 'Frame' and has a dimension indicator '138 x 102' at the bottom.
- Right Panel:** Contains the 'Design' and 'Inspect' panels. The 'Design' panel shows alignment and distribution tools. The 'Inspect' panel shows the frame's bounding box (X: -50, Y: -16, W: 138, H: 102) and other properties like 'Clip content', 'Auto Layout', 'Layout Grid', 'Layer' (Normal, 100%), 'Fill' (0077CC, 100%), and 'Stroke'.

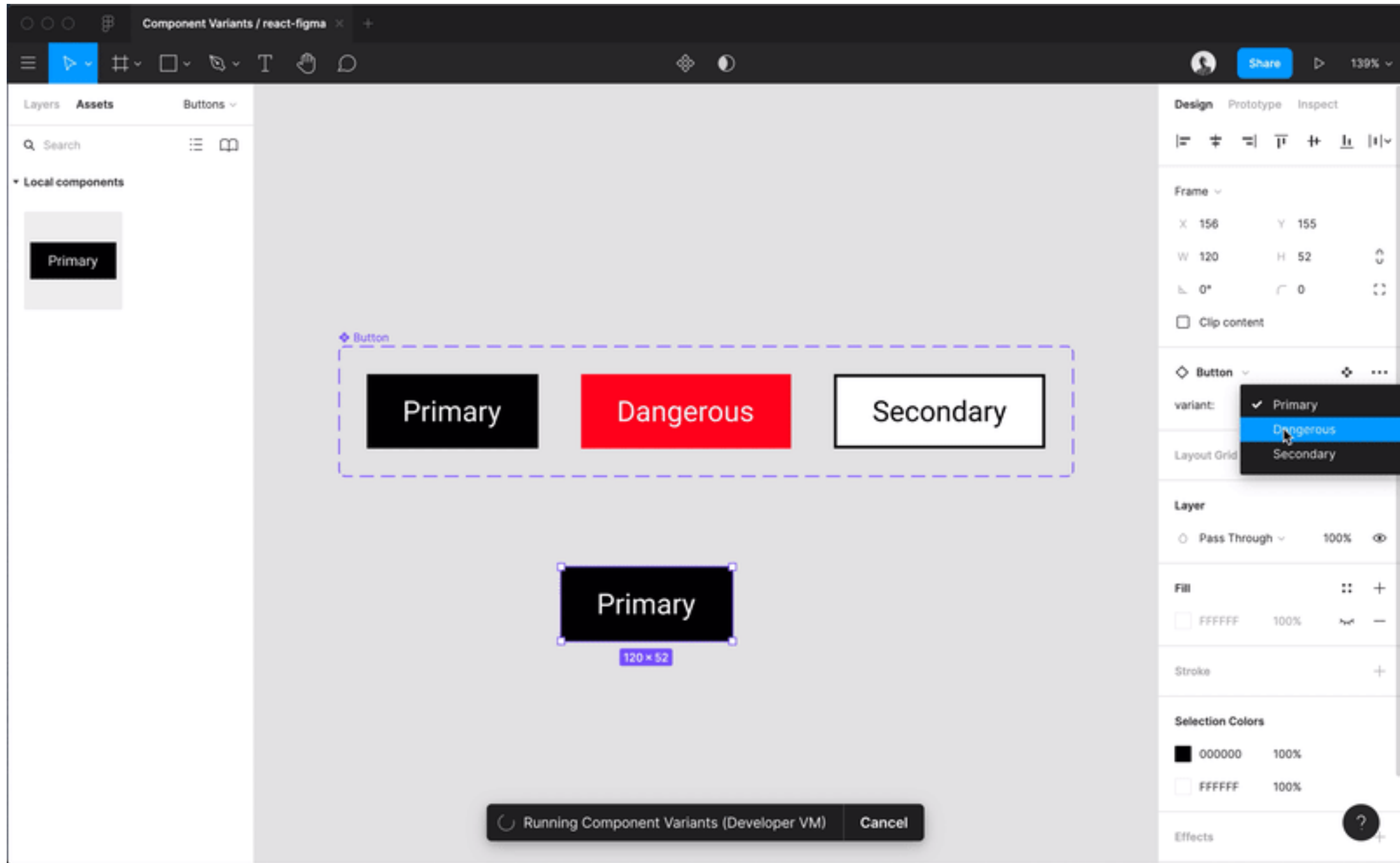
At the bottom of the canvas, there is a dark overlay with a loading spinner and the text 'Running react-primitives-box-example' and a 'Cancel' button.

Component

Variants

Component Variants

Разные состояния можно объединять во **варианты**



MDX

MDX

MDX

readme.md



MDX: Markdown for the component era

 CI **failing**  chat  discussions

MDX is an authorable format that lets you seamlessly use JSX in your markdown documents. You can import components, like interactive charts or notifications, and export metadata. This makes writing long-form content with components a blast.

Example

See MDX in action:

```
import { Chart } from '../components/chart'  
  
# Here's a chart  
  
The chart is rendered inside our MDX document.  
  
<Chart />
```

```
# Hello, world!
```

MDX is an authorable format that lets you seamlessly write JSX in your Markdown documents.

It allows for displaying something unique from your design system. E.g., colors:

```
<Row>  
  <Color value="#6A737D" />  
  <Color value="#0366D6" />  
  <Color value="#28A745" />  
  <Color value="#6F42C1" />  
  <Color value="#FFD33D" />  
  <Color value="#F66A0A" />  
  <Color value="#D73A49" />  
</Row>
```

B Figma:

Frame

Hello, world!

MDX is an authorable format that lets you seamlessly write JSX in your Markdown documents. It allows for displaying something unique from your design system. E.g., colors:



Дальнейшие планы

plans

Набор универсальных компонентов

Для стандартных вещей

Button

SVG

...

Адаптер react-figma для **Storybook**

Storybook

react-figma

```
storiesOf('Button', module)
  .addDecorator(withKnobs)
  .addDecorator(defaultBackground)
  .add('Default Button', () =>
    <DefaultButton onClick={action('click')}
      isSmall={boolean("isSmall", false)}>
      {text("children", "Danger Button")}
    </DefaultButton>
  );
```

Добавить фрейм


```
storiesOf('Button', module)
  .addDecorator(withKnobs)
  .addDecorator(defaultBackground)
  .add('Default Button', () =>
    <DefaultButton onClick={action('click')}
      isSmall={boolean("isSmall", false)}>
      {text("children", "Danger Button")}
    </DefaultButton>
  );
```

Добавить в UI плагины контролы

Респонсив

responsive

responsive

Все тянется за счет Yoga, но

В react-native есть **Dimensions API**

Dimensions

`useWindowDimensions` is the preferred API for React components. Unlike `Dimensions`, it updates as the window's dimensions update. This works nicely with the React paradigm.

```
import { Dimensions } from 'react-native';
```

You can get the application window's width and height using the following code:




```
const windowWidth = Dimensions.get('window').width;  
const windowHeight = Dimensions.get('window').height;
```

Although dimensions are available immediately, they may change (e.g due to device rotation, foldable devices etc) so any rendering logic or styles that depend on these constants should try to call this function on every render, rather than caching the value (for example, using inline styles rather than setting a value in a `StyleSheet`).




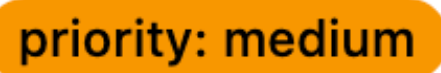


If you are targeting foldable devices or devices which can change the screen size or app window size, you can use the event listener available in the `Dimensions` module as shown in the below example.

Implement Dimensions API #321

 **Open** ilyalesik opened this issue on 30 Jun · 1 comment

 ilyalesik commented on 30 Jun Member  

[React Native Dimensions](#)

 ilyalesik added      labels on 30 Jun

Кодогенерация

code generation

github.com/react-figma/code-generator

README.md

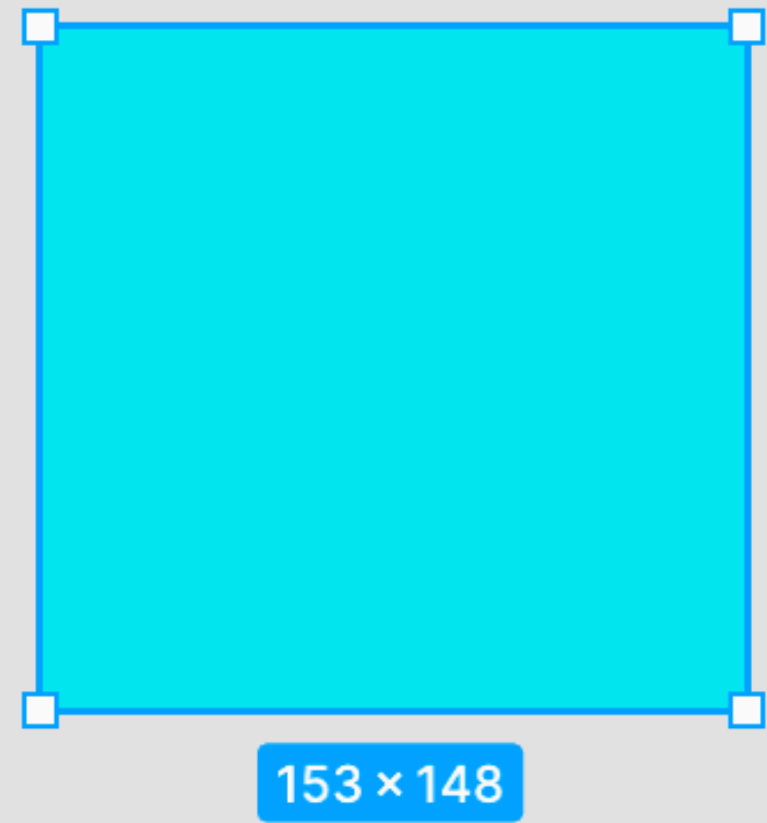


[WIP] Figma Code Generator Plugin

Pipeline

- Serialize Figma node tree to plain JS-object snapshot
- Transform plain JS-object snapshot to AST (via [@babel/types](#))
- Transform AST to code (via [@babel/generator](#))
- Format code (via [Prettier](#))
- Show code with syntax highlighting (via [Monaco Editor](#))

Rectangle 1



Babel (Developer VM)

```
1 import * as React from "react";  
2 import { View } from "react-figma";  
3 export const Component = () => {  
4   return <View width={153} height={148} />;  
5 };  
6
```

Export

README.md



Figma to Code

CI passing codecov 98% Twitter @bernaferrari



github.com/bernaferrari/FigmaToCode

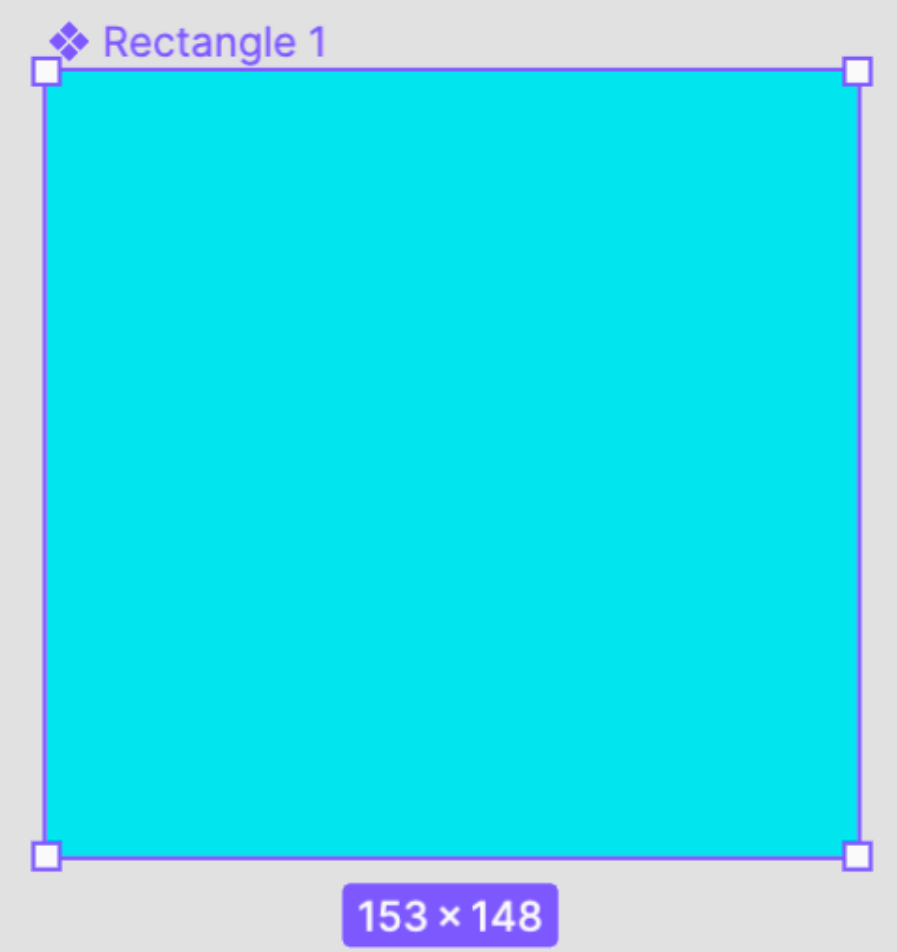
Layers Assets Page 3 ^

Pages +

- Page 1
- Page 2
- ✓ Page 3


▾ Rectangle 1

- Rectangle 1



Figma to Code (Tailwind, Flutter, SwiftUI) X

Tailwind Flutter SwiftUI About

 Flutter Flutter is Google's UI toolkit for building applications for **mobile, web, and desktop from a single codebase**. You can test your creations by pasting them here:

Flutter on CodePen

Code Copy to Clipboard

```
Container(width: 153, height: 148, color: C
```

Material

Colors

3be3ee

FAIL 1.56 AAA 13.44

react-native / react-figma / react-primitives supporting #11

Open

ilyalesik opened this issue 4 days ago · 4 comments



ilyalesik commented 4 days ago · edited



Proposal: react-native / react-figma / react-primitives supporting

The react-primitives family has several universal interfaces:

- View
- Text
- StyleSheet (with [Yoga Layout](#)-like properties)
- Platform



bernaferri commented 4 days ago

Owner



My biggest issue is that I don't know react native. How do I make rectangles, flex, etc in it? If you are willing to help, we can do it. It is not hard, there are just too many details.



1



1

Сложности

Этап конвертации Figma-дерева в **AST**

Как работать с изменениями (например, **props** у компонентов)

Все хотят **разного**

OpenAI GPT-3

GPT-3

GPT-3

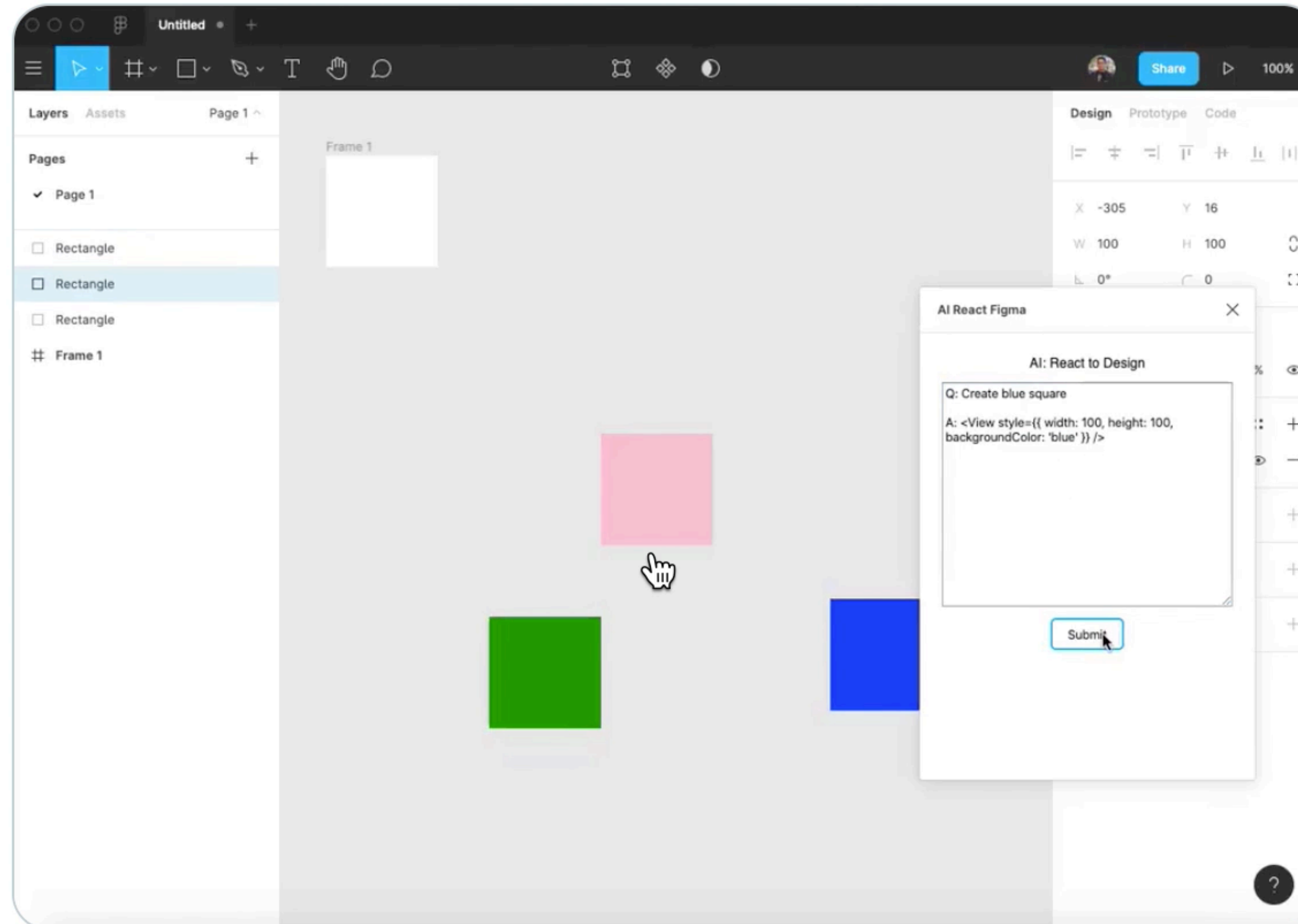


Sonny Lazuardi
@sonnylazuardi



experimenting @openAI to @reactjs component to @figmadesign

Перевести ТВИТ



Мы открыты для:

Новых контрибуторов

Для early adopters

welcome

Выводы

Принцип от простого - к сложному

У хранения дизайн-системы в коде есть **преимущества**

Пишите **кроссплатформенно** и процветайте!

Thanks

Спасибо за внимание!

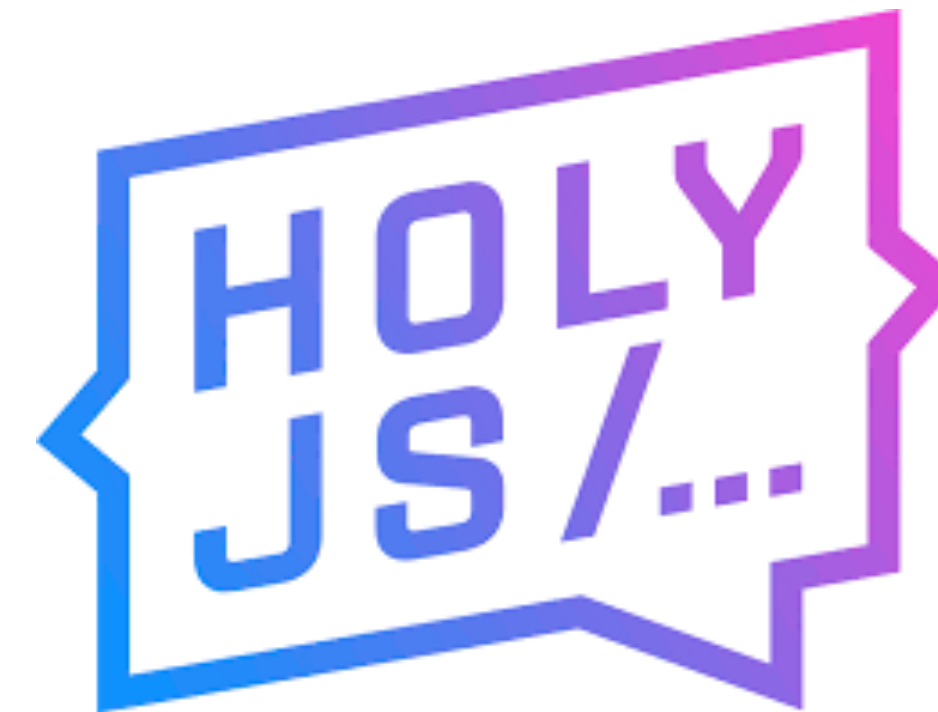
Особая благодарность



Александра Калинина

Nix

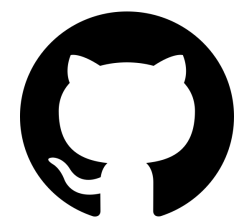
 [korey](#)



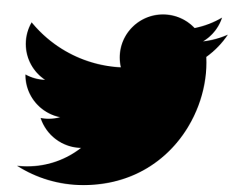
Kudos



 [ilyalesik/multiplatform-design-systems-talk](https://github.com/ilyalesik/multiplatform-design-systems-talk)



[@ilyalesik](https://github.com/ilyalesik)



[@ilialesik](https://twitter.com/ilialesik)

lesik.dev