Components

What is a Fluid Component?

Fluid components are **reusable user interfaces** that take the hard work out of supporting rich interaction in a Web application. Components are often larger than familiar widgets in a UI toolkit, taking into account **user workflows** and sequences.

Production-Level

These components support A-Grade browsers and are stable for production usage across a wide range of applications and use cases.

- **List Reorderer**
- **Grid Reorderer**
- **Image Reorderer**
- **Layout Reorderer**
- **Simple Text Inline Edit**
Preview

These components are still growing, but with broad browser support. Expect new features in upcoming releases.

Pager

Progress

Uploader

(Floe) UI Options (2008-2009)
Sneak-Peek

These components are still in development: APIs will change. Share your feedback, ideas, and code with us!

Dropdown Inline Edit

Rich Text Inline Edit

Image not Available

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Component Designs
These components have had significant work put into their design, but have not yet been developed.

**Date Time Picker**

**Hidden Content Inline Edit**

**Date Inline Edit**

**Component Ideas**

These are some ideas for new components.

**Content by label**

There is no content with the specified labels

**Thoughtfully Designed. Technically Friendly.**

Fluid components are built from the beginning to be **accessible and highly flexible**. They can be adapted and modified to suit a particular use case or institutional requirement. They can also be styled and adapted at runtime to meet unique accessibility needs, allowing users to specify personal UI preferences.

From a technical perspective, fluid components are built using JavaScript, DHTML, and CSS. They cooperate with the server, embracing **unobtrusive markup and graceful degradation**. Fluid components often take a "decorative" or markup-driven approach, in which they enhance semantic HTML delivered from the server with greater richness and interactivity. Fluid components are built in configurable units, allowing them to be easily modified and customized.

**What is the Component Library?**

Over time, this component library will serve as a trusted source of reliable, inclusive, and easy to use interfaces that can be expanded and contributed to by all.

Components are reusable chunks of UI real estate that can be plugged into compatible web applications. They will be supported by the underlying **Infusion Framework**, which is comprised of a number of low-level UI services intended to make user interface development in JavaScript and DHTML significantly easier. Framework services will include drag-and-drop support, reusable AJAX connection strategies, DOM manipulation, keyboard handlers, and more.