

A hand holding a small globe of the Earth against a scenic background of mountains and a body of water. The globe is held in the center, with the hand visible from the wrist up. The background shows a vast landscape with green hills, a body of water, and distant mountains under a clear sky. The text 'World Domination 101' is overlaid in large white letters.

World Domination 101

Why Living Designs Systems rule and how you can rule
with them!

Who am i?

Kathrin @thecakedesk

Frontend Engineer

- living in Berlin
- studied applied computer science
- web developer since 10+ years
- frontend engineer since 5+ years
- currently working @Outfittery



Why Living design systems rule



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Search

```
<button class="myButton" />
```

```
<button class="myButton primary" />
```

```
<button class="myButton secondary" />
```

```
<button class="myButton primary  
special mp-0 card__button--special  
pull-right md-6 js-runFunction" />
```


How can we end the madness?



Promise of Living Design Systems

```
<Button type="call-to-action" onClick="myFunction" />
```

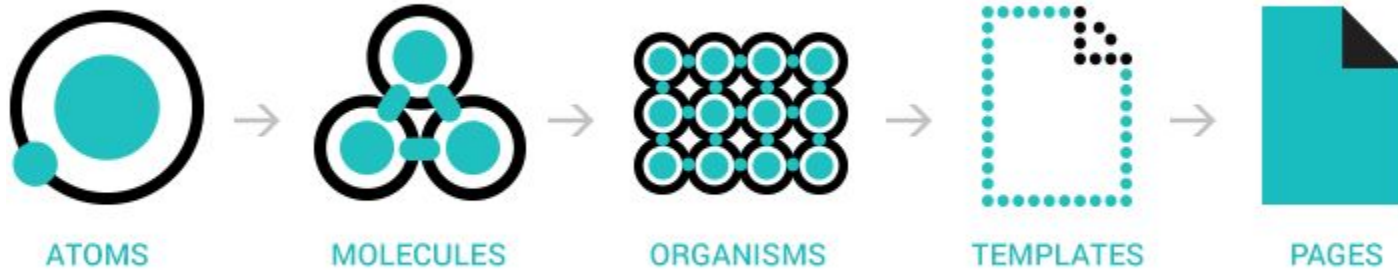
```
<Card>
```

Lorem Ipsum

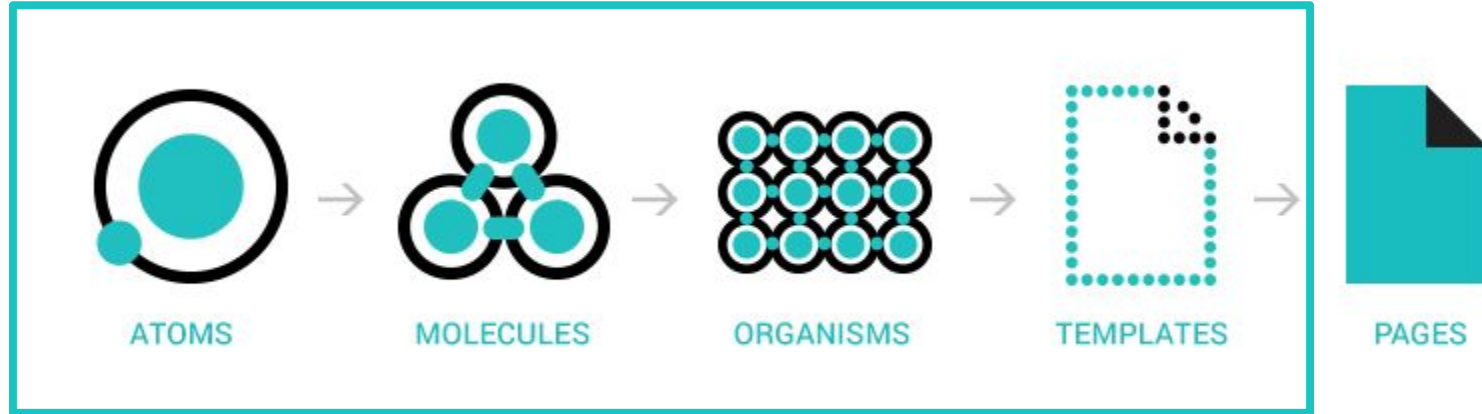
```
  <Card.Button type="secondary" onClick="myFunction" />
```

```
</Card>
```

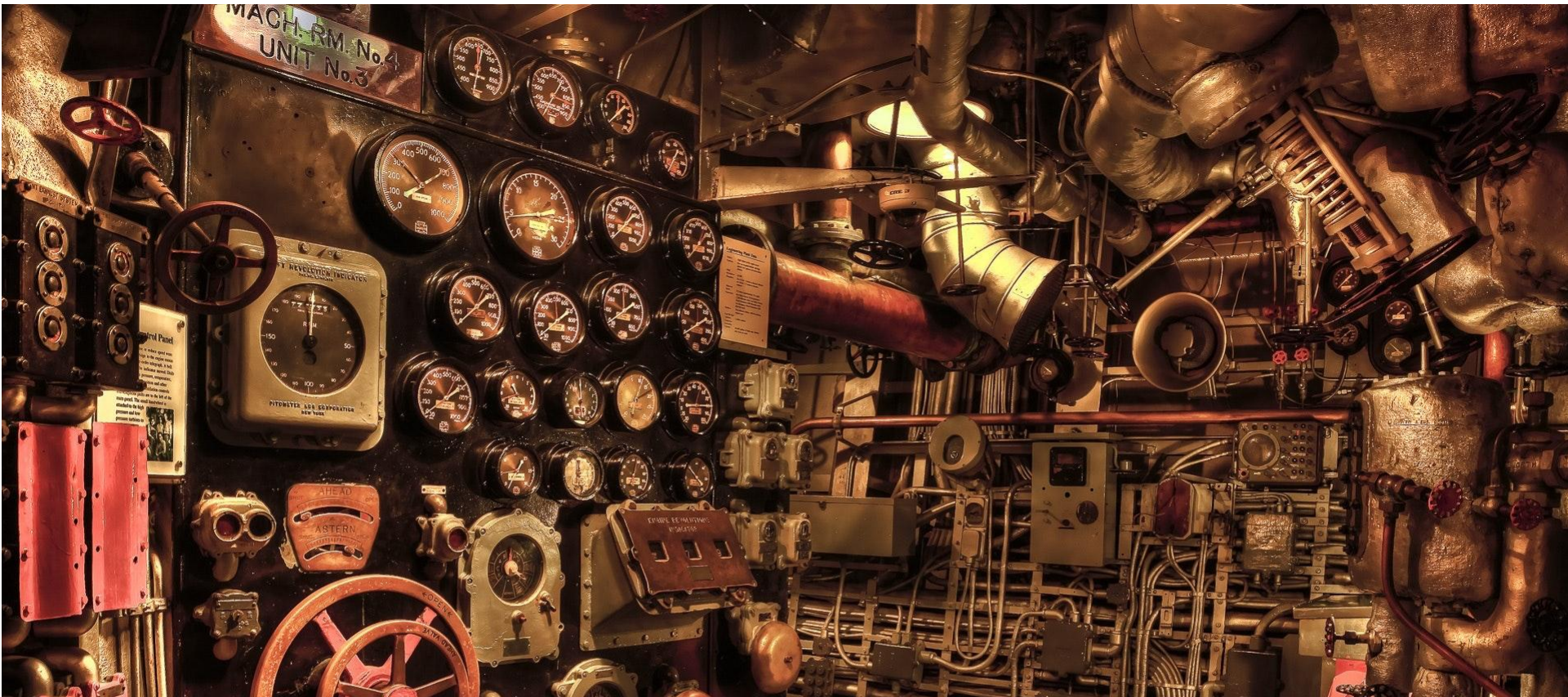
The architecture



Living Design System Repository

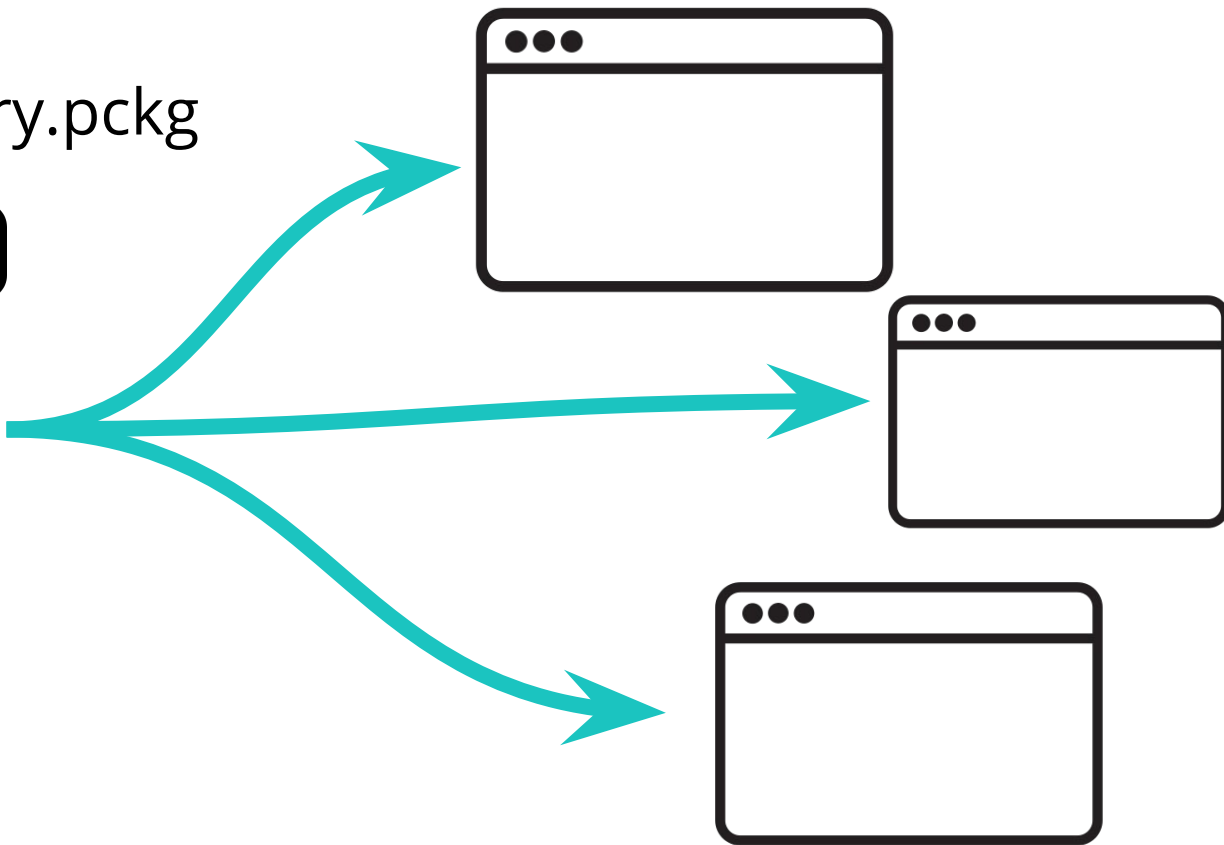
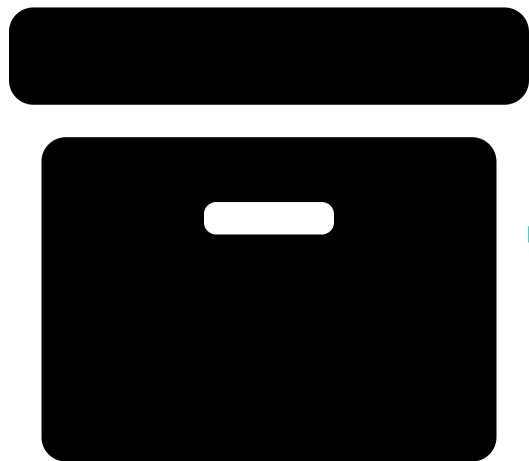


Behind the Scenes

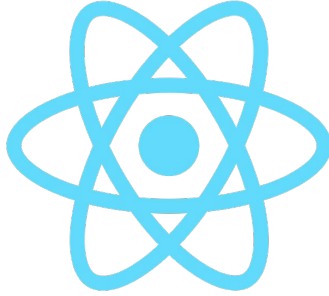


My Frontend Applications

component-library.pckg



What stack can I use?



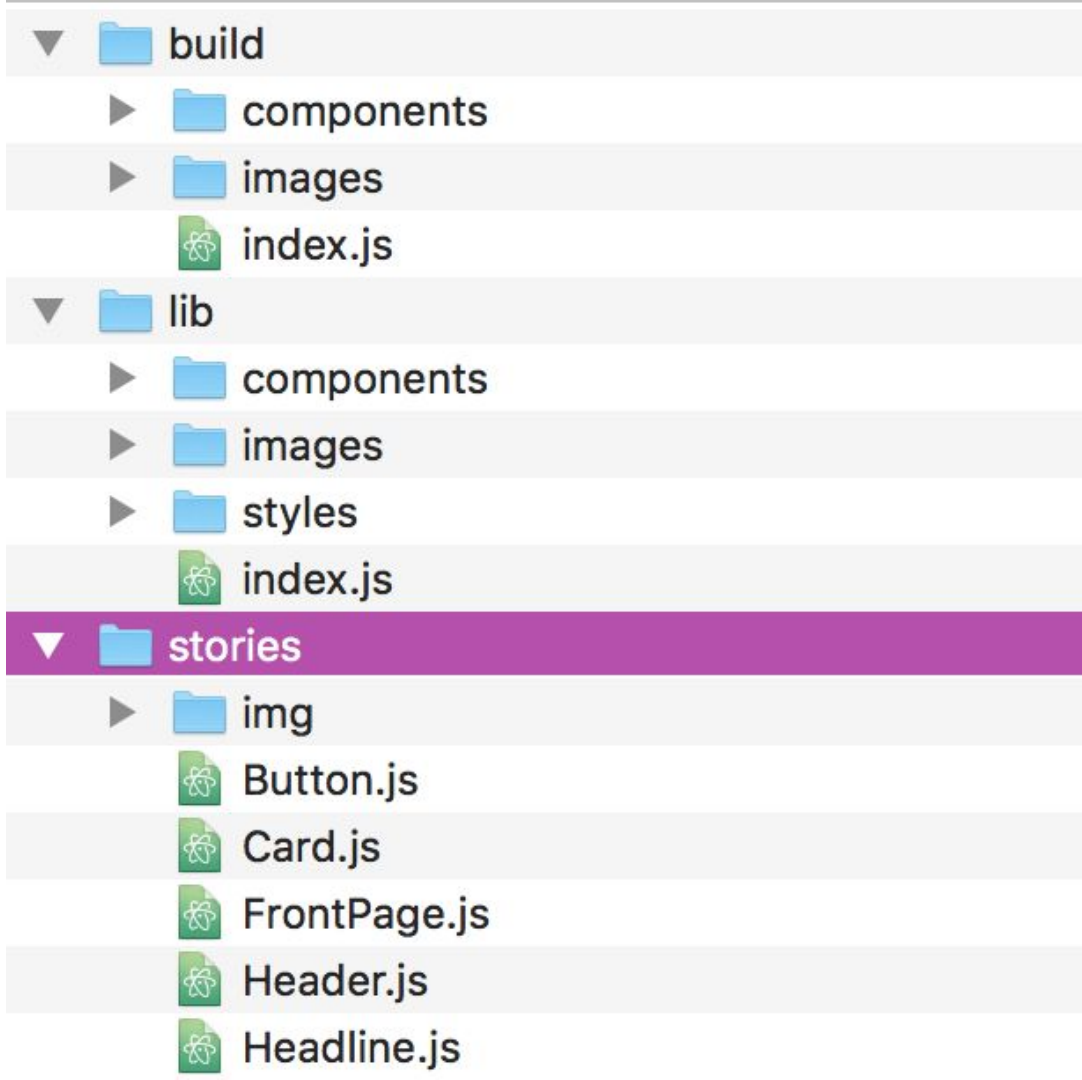
built package



development folder



demo



How do I write Components?




```
import Button from '../Button/'; //import original atom
const CardButton = (props) => {
  const { className, ...other } = props;

};
```

```
import Button from '../Button/'; //import original atom
const CardButton = (props) => {
  const { className, ...other } = props;

  const buttonClasses = classNames(
    'card_button', // give it additional classes
    className,
  );

  return (
    <Button className={buttonClasses} {...other} />
  );
};
```

```
import CardButton from './CardButton';

const Card = (props) => {
  const { className, type, children, ...other } = props;

};
```

```
import CardButton from './CardButton';  
const Card = (props) => {  
  const { className, type, children, ...other } = props;  
  const cardClasses = classNames(  
    'card',  
    `card--${type}`,  
    className,  
  );  
  
};
```



```
import CardButton from './CardButton';  
const Card = (props) => {  
  const { className, type, children, ...other } = props;  
  const cardClasses = classNames(  
    'card',  
    `card--${type}`,  
    className,  
  );  
  return (  
    <div className={cardClasses} {...other}>  
      {children}  
    </div>  
  );  
};
```

```
import CardButton from './CardButton';

const Card = (props) => {
  const { className, type, children, ...other } = props;
  const cardClasses = classNames(
    'card',
    `card--${type}`,
    className,
  );
  return (
    <div className={cardClasses} {...other}>
      {children}
    </div>
  );
};

Card.Button = CardButton;
```

```
$ npm publish
```

[illegible]

```
$ yarn add 'myComponent-library'
```



```
import { Card } from 'myComponents/build' ;
```

```
<Card class="card">
```

```
  Hello World!
```

```
  <button class="label=CardButton primary card__button">
```

```
</Card><span class="button__label"> Card Button </span>
```

```
</button>
```

```
</div>
```

Shuffle Puzzle

Highscore

Round 1: 1s

Round 2: missed

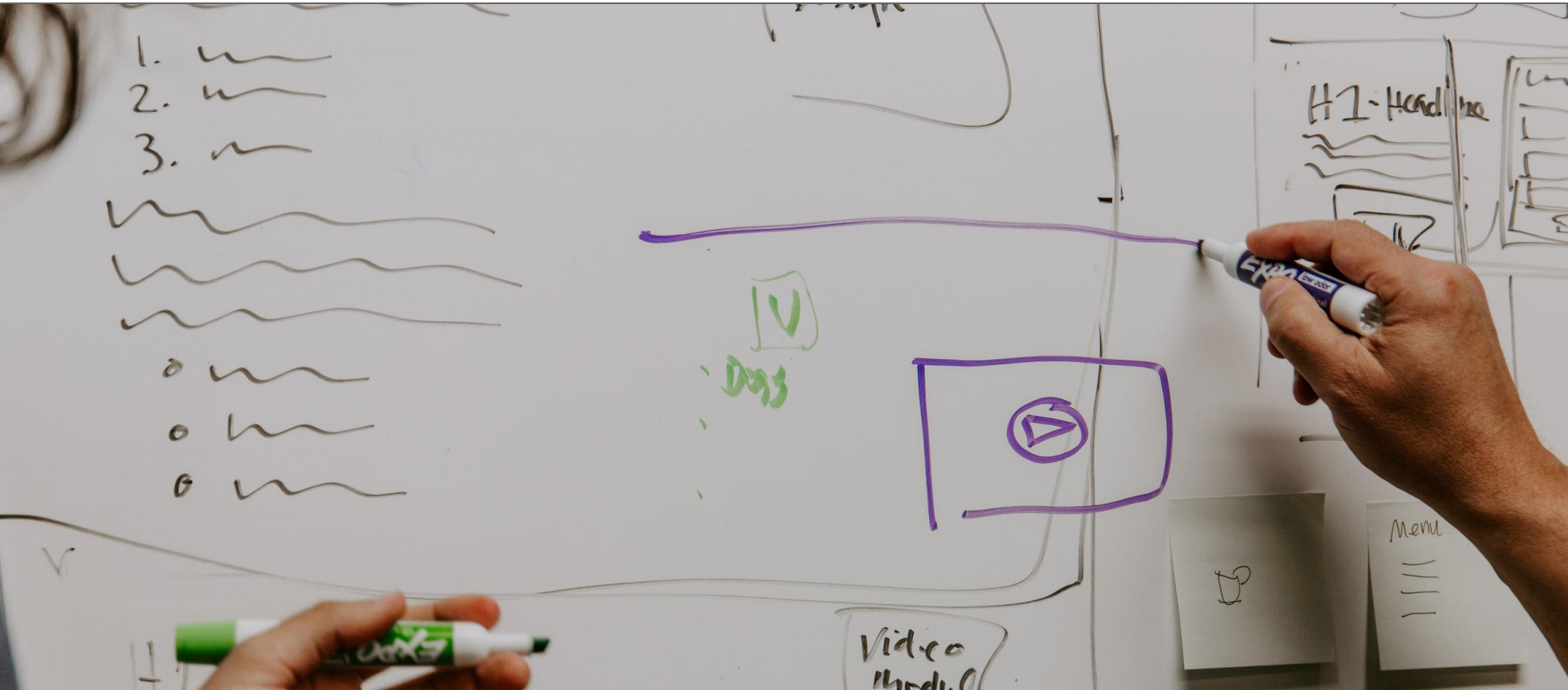
Round 3: 1s

Start a new Game

One source of truth



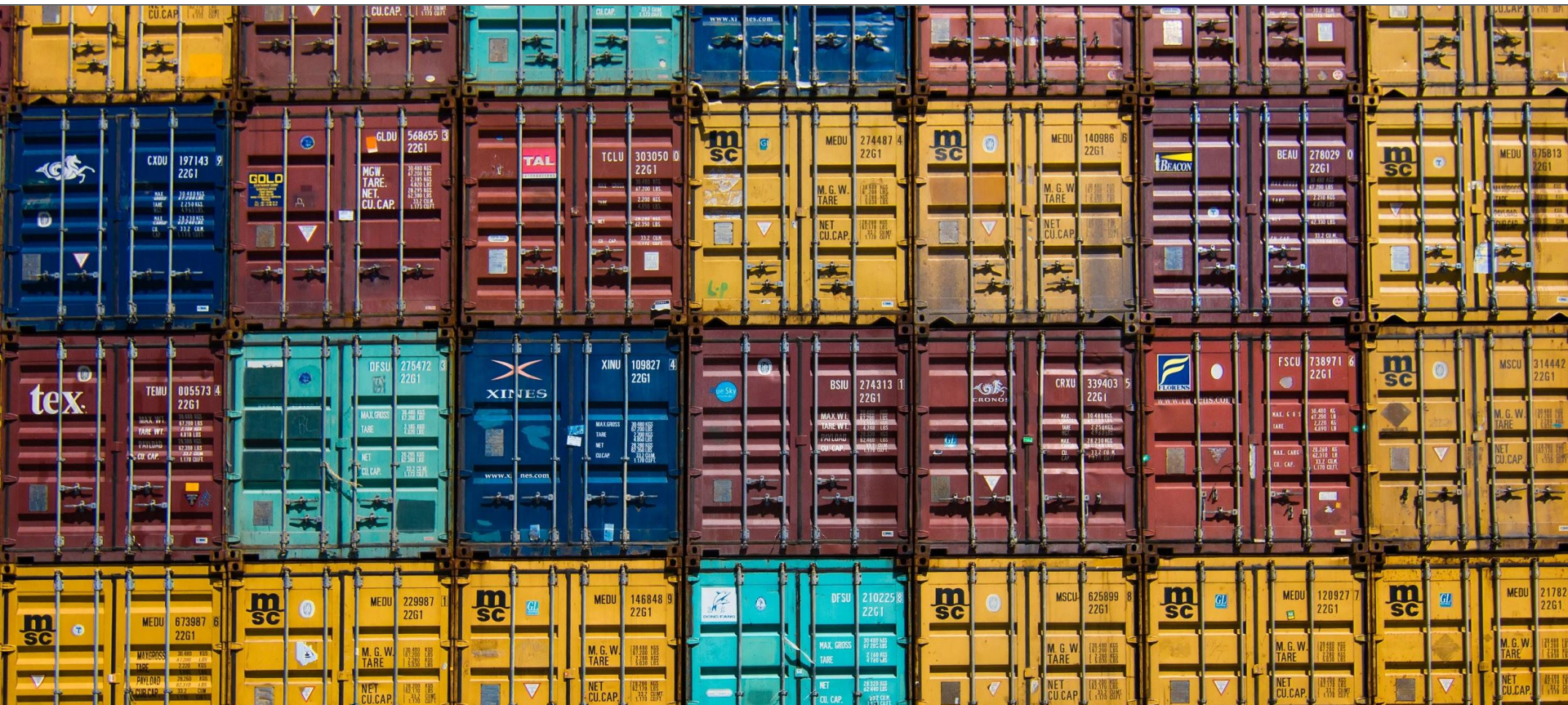
Faster bug fixes and development cycles



Easier to keep up with trends



Consistent UI and UX



<https://github.com/Lelith/creamsoda-components>

STORYBOOK

Filter

▼ Achtbody

▼ Atoms

▼ Button

primary

secondary

call to action

disabled

▼ Molecules

Card

My Second Card

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Card Button

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Card Button ▶

Card molecule with Button

```
<Card>{children}</Card>
```

Story Source

```
<ThemeProvider theme="achtbit">
```

Thank You

