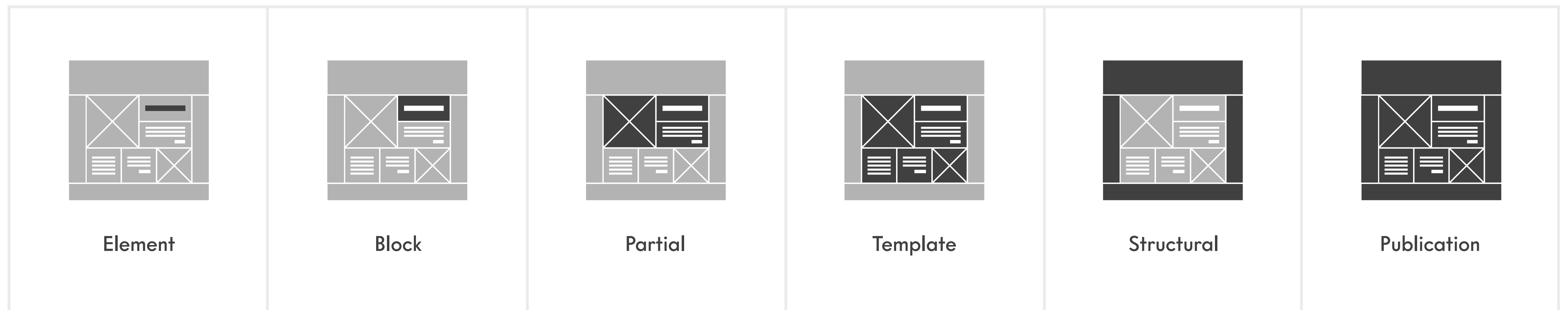




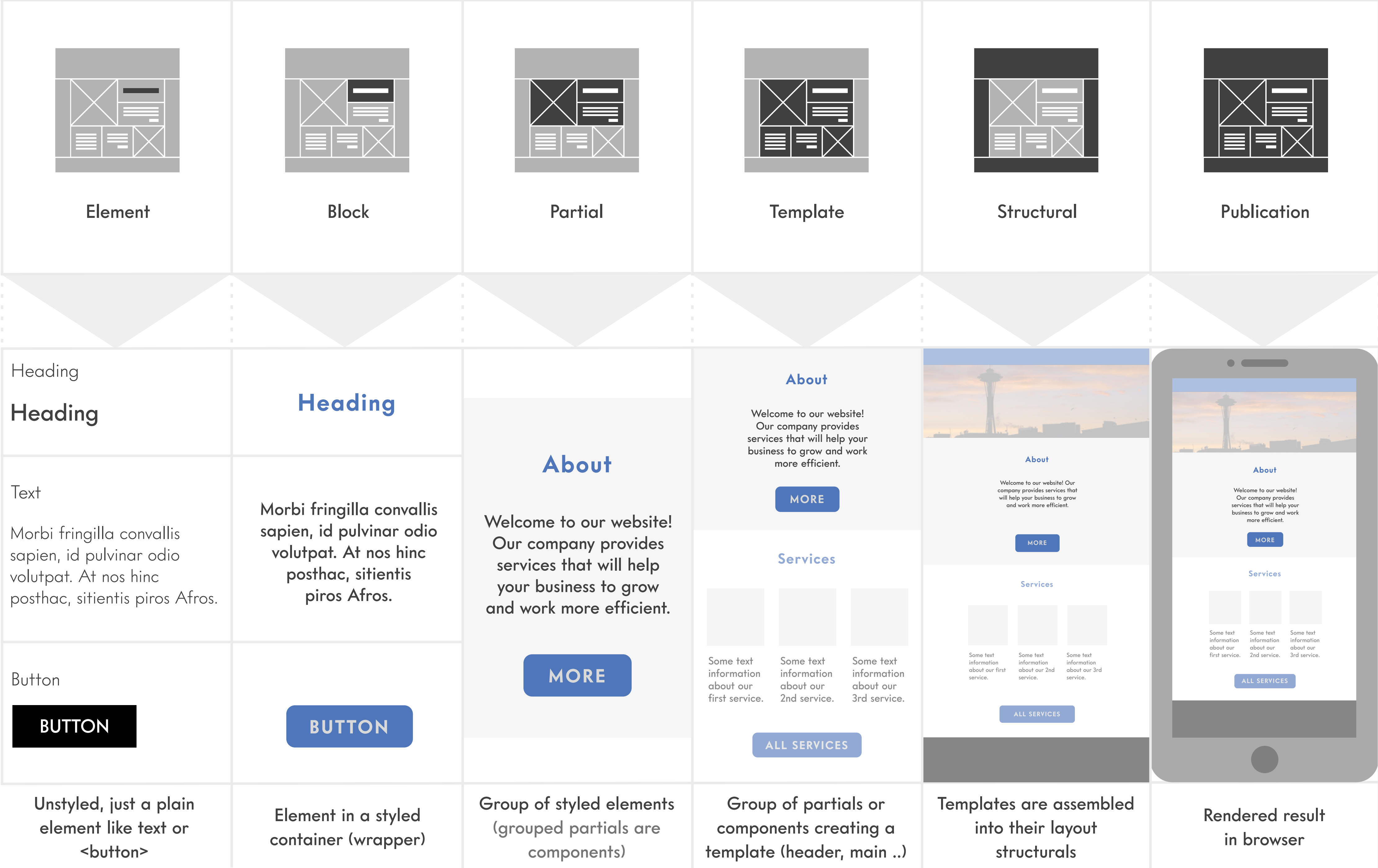
Modular Pattern System approach

The Modular Pattern System (MPS) is a design and development system based on 6 so called 'patterns'. Patterns can be seen as modular parts (on design and code level) that are assembled to bigger pieces of functional components which still can be updated without the need to rework them in other parts all the time.

The Patterns



<http://web.mps.systems/modular-patterns/>

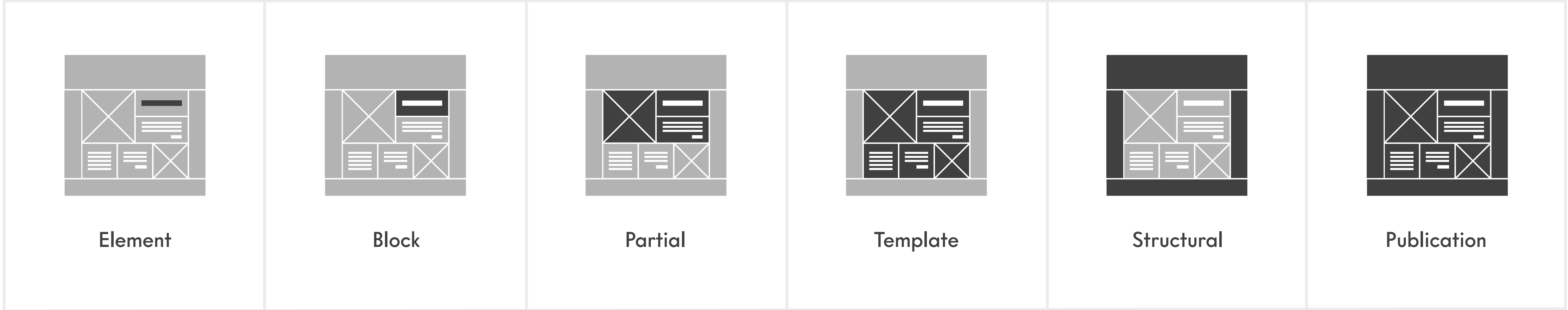


Design

Principles

Pieces

Pages



Element

Block

Partial

Template

Structural

Publication

Install

Development

Deploy

Development

Principles

Pieces

Pages



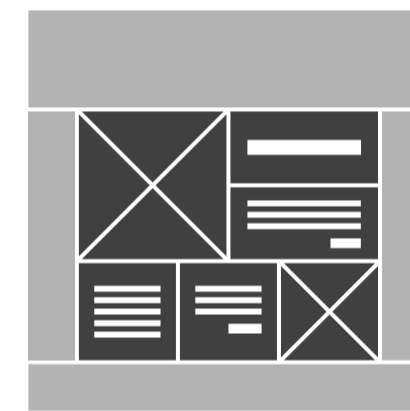
Element



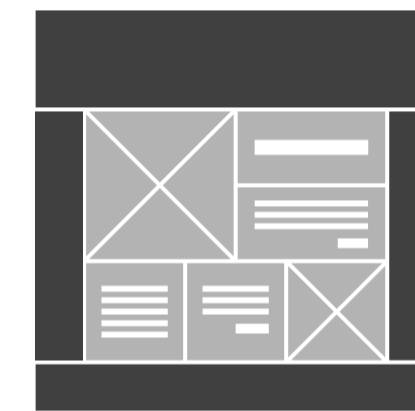
Block



Partial



Template



Structural

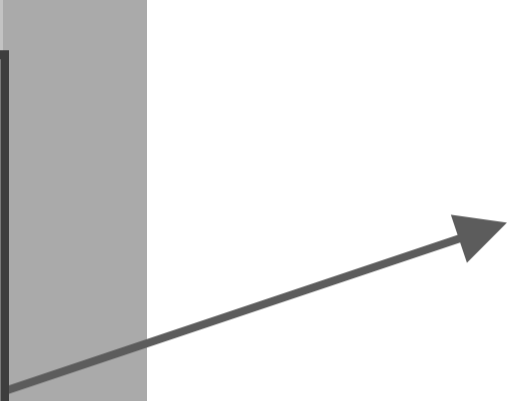
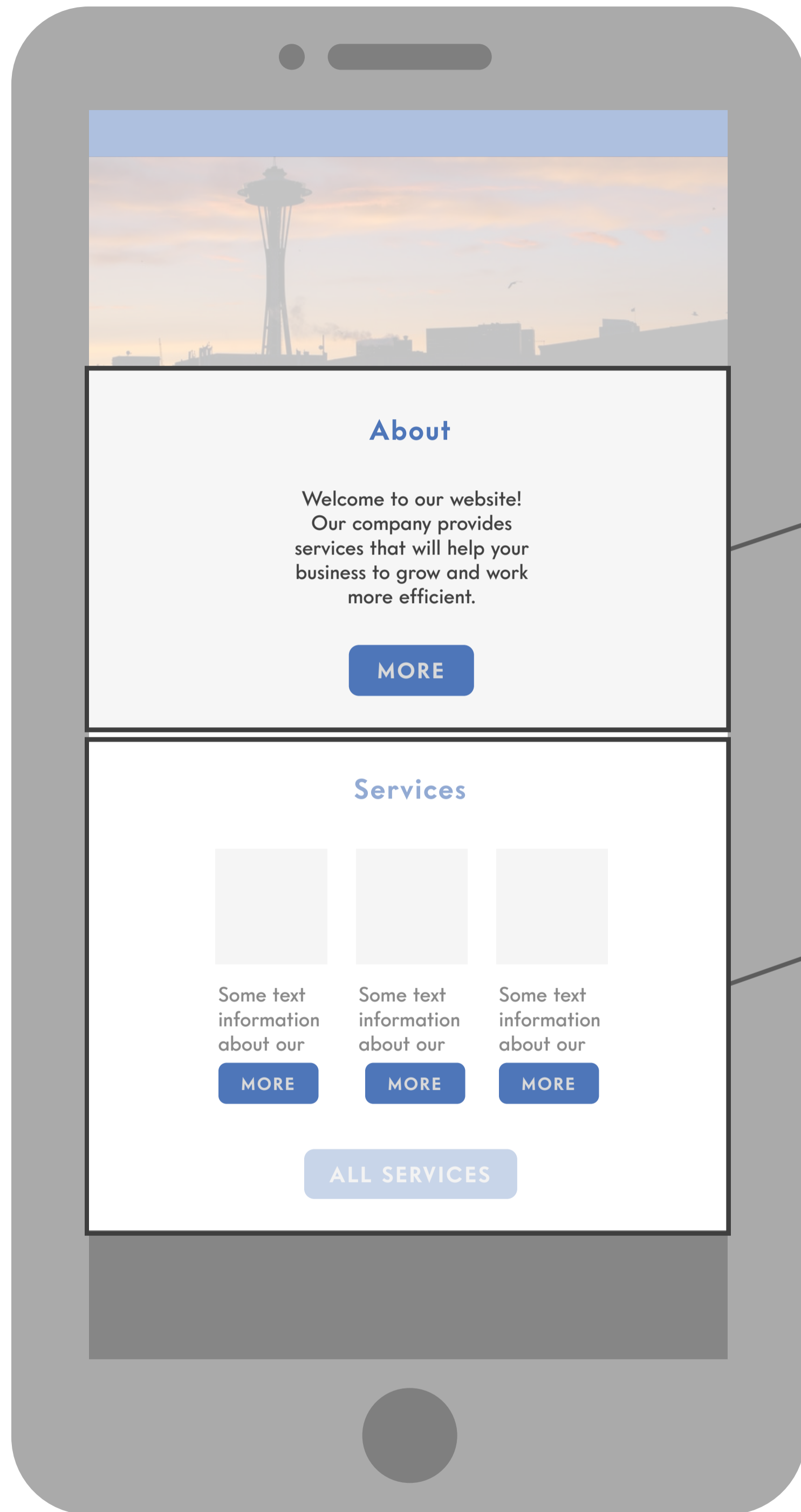


Publication

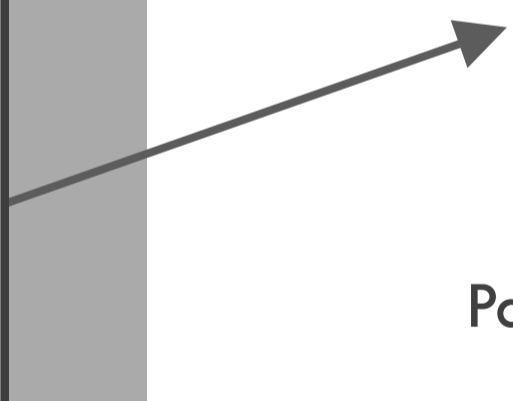
Install

Development

Deploy



Partial "Title Text Button"



Partial "Title Articles Button"

- Parameters**
- Title
 - 1 repetition + "Read more" Button

- Parameters**
- Title
 - 3 repetitions + "Read more" Button
 - "All" Button



Partial "Articles" (component)



Block Heading



Block Heading



Partial Article



Block Heading



Block Link



Block Link

Resuming

- *DRY (Don't Repeat Yourself) e.g. one button layout - many styles*
- *Re-usable Patterns & Components (Cross Template / Cross Site & Shop*
- *Consistency - self explaining system*
- *Keep code, (front-end) framework & styling separated*
- *Create and maintain a library*
- *KISS (Keep It Short & Simple)*



Modular Pattern System approach

<http://web.mps.systems>