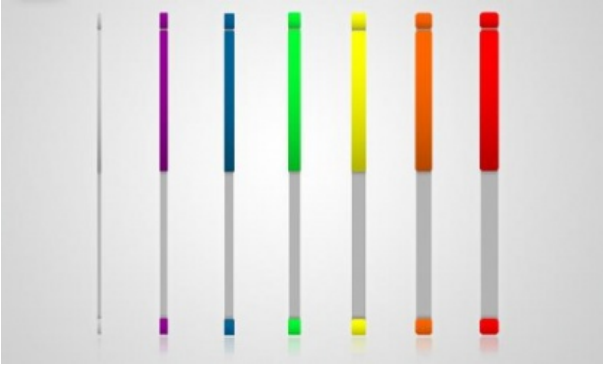
Mobile Design Pattern: Scrollbar

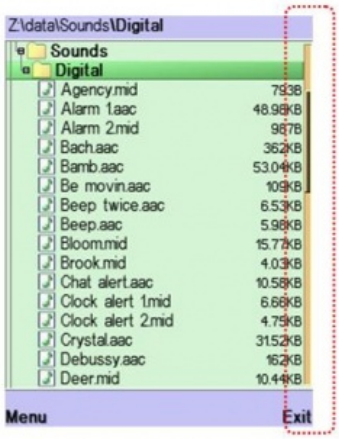
This design pattern is part of the Mobile Design Patterns series.

According to the Wikipedia: "A scrollbar is a graphical object in a GUI with which continuous text, pictures or anything else can be scrolled including time in video applications, i.e., viewed even if it does not fit into the space in a computer display, window, or view port."



Scrollbars are components/tools for scrolling or sliding content on the screen. The default or the built-in scrollbars are the conventional long rectangular scrollbars, preferably used with contrasting colors. However, today with many innovative design patters flowing out, there are varieties of scrollbar designs available. A use of good scrollbar makes the application have a more attractive user interface.

- **Long rectangular scrollbar - Conventional scrollbar**



- **Showing arrows at top and bottom of the screen**

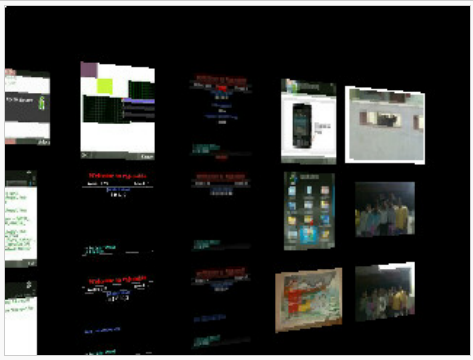
- **Showing arrows at the bottom of the screen**

(C) Copyright Nokia 2013. All rights reserved.

- **Using a slider as a scrollbar**

Allow other scrolling options

- Allow scrolling by arrow, volume or any other shortcut keys.
- Allow scrolling by the navigation wheels.
- Allow scrolling by dragging the screen - for touch enabled devices.



Devoid of scrollbars

- When scrollbar is not used but scrolling is allowed with up and down arrow keys (or any other keys) - the application fails to indicate the end of content to the end-user.

--Submitted by croozeus 07:39, 31 May 2009 (EEST)

- croozeus

(C) Copyright Nokia 2013. All rights reserved.

(C) Copyright Nokia 2013. All rights reserved.