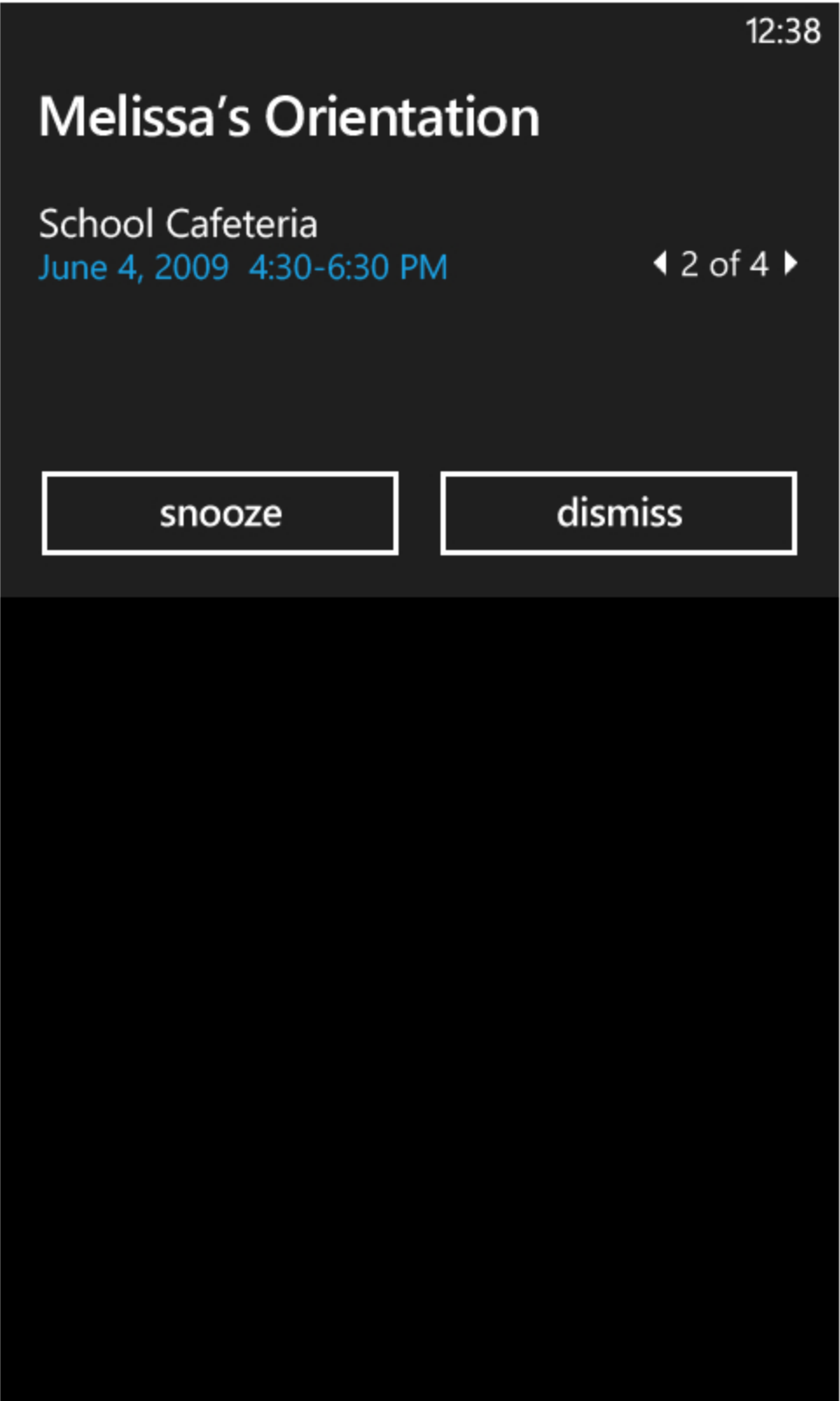


reminders

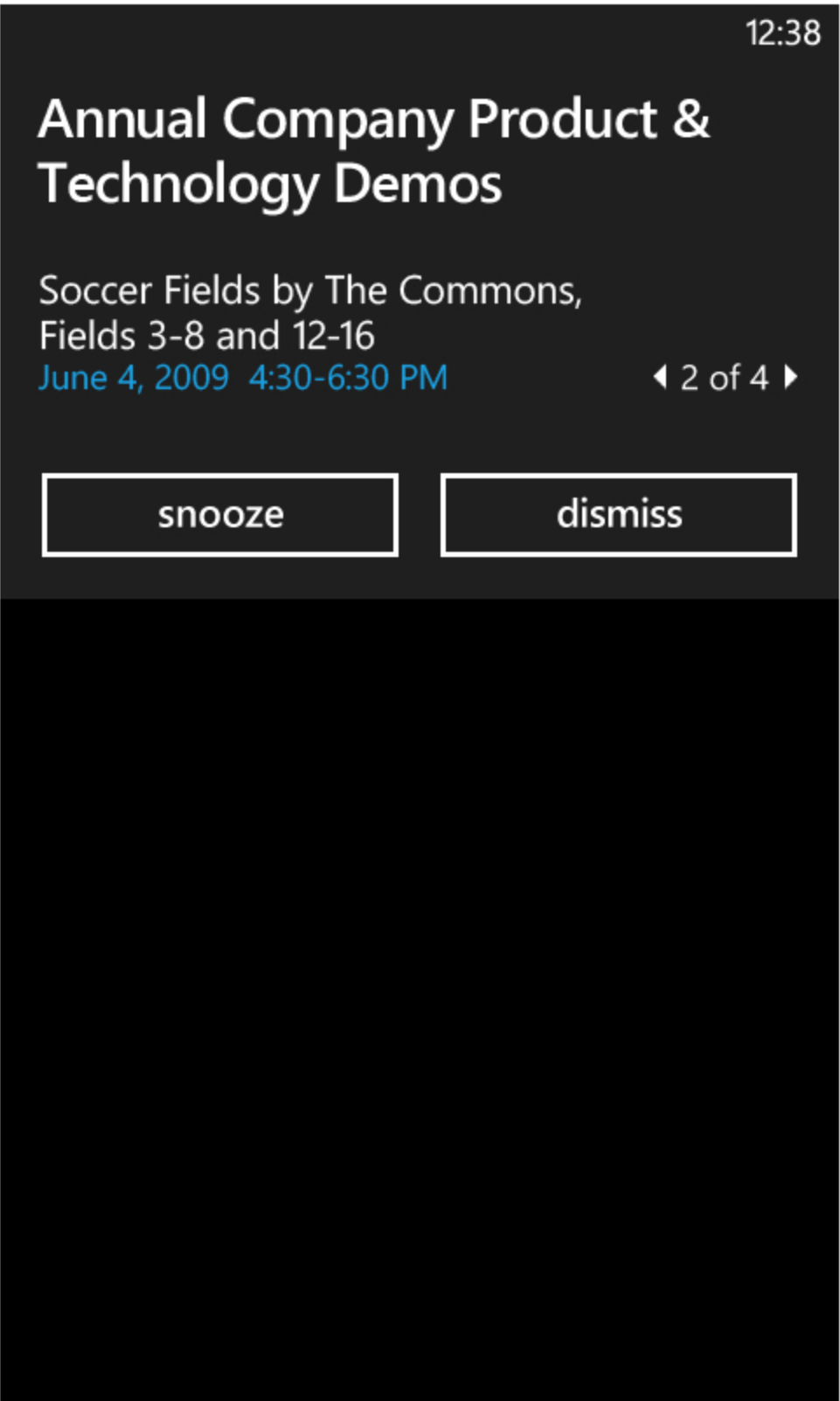
Reminders are used to display time-sensitive appointments, tasks, or alarms. Reminders are modal in nature and users must take action to dismiss them. Applications should provide enough information for a reminder to be descriptive and useful.

Application Design Considerations

- Reminders display over the application, covering the top portion of the application UI.
- Users may snooze, dismiss, or open a reminder item.
- Applications should create reminders with a call-back mechanism to view the reminder details.
- Snoozing a reminder uses a snooze time relative to the event. Snooze times are controlled by the system.
- Content which does not fit in the reminder UI is truncated and is not scrollable.



CHECK BOX
Touch interaction states



CHECK BOX LAYOUT
Shown with group labels to create hierarchy