

MASTER THESIS

From Design to Code; A Study of Automation From User Interface Design Program to Production Code

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Abstract

Hello this is the abstract

1 Introduction

When building applications for companies there's a lot of moving parts. Most often the project is worked with an agile work form [1]. This means that the product is evolving, with a tight connection with the customer. Before development starts some research needs to be done to find what the customer wants, how the application should be implemented, and how it should look. When working on a big project the design and the implementation of the product are done by different competence groups, mainly designers, and developers.

The communication (and or relationship?) between these two parts are essential to creating a good user experience (UX). The communication problem between designers and developers can be compared to the common *impedance mismatch problem* in the data storage realm. Designers and developers are trying to achieve the same thing but see information differently. The front-end developer is trying to figure out how the design should be written in code. How the design elements should or shouldn't effect each other, how each of the should be positioned, etc. The designers see the relationship between the elements, how the dynamic of contrast, colors, and white space is set for the whole application.

In later years most development are done around components. Whereas components are design and/or functional elements in the application. A component could be a button, a navigation bar, a card[2], etc. This is done to save code meaning that all components can be reused through out an UI and between UI's. Many companies create big libraries of these components to be used within different projects. This works great for when the design languages. However when a consulting firms clients often does not have the same design language. This results in that the consulting firms often needs to redesign there components between projects.

1.1 The Company & the Problem

Knowit is an IT company with about 2600 employees with facilities in Sweden, Norway, Denmark, Finland, and Germany. Knowit has three main branches, Experience, Insight, and Solutions. These branches tackle different types of problems, enforce user experience with the customers brand (Experience), create system solutions to help customers digitalize (Solutions), and management-consulting (Insight). This project was done under the Experience branch to help them with an important part of initiating projects.

This branch is consulting firm for customers that need a digital tool with high availability, accessibility, and great user experience. Every project under Knowit experience is run by teams of designers and developers. Where the designers make the design for the applications, including general designing guidelines, for each project. Then the developers implement the design to a functioning application.

The problem that has araised is that the design and setup for every project is

very similar project to project. This is setting up a color palette, typography and basic components such as buttons, forms, etc. When the designer has done this the developer needs to convert this to code. This process is often very similar for every project but needs to be redone because most project doesn't use the same frameworks and/or tools.

1.1.1 Knowit Initial Requirements

The initial requirements from Knowit was to make a design system[3] to solve to problem at hand. These following are those requirements:

- The system needs to be applicable to all types of projects.
- The system needs to be modular, you can choose to just use parts of it.
- It has to be easy to change global parameters such as colors, fonts, margins, etc.
- The system will be open source and easy to make changes to.
- The system needs a thorough documentation.

After some research the conclusion was made that there would not be enough time to administrate the design system after it was built. Therefor the angle of attack was changed to focus on the making of components. The before mentioned requirements still stood but instead of building a design system we wanted to build an automated process to generate code from a design.

1.2 Objective

Most applications is built by components such as buttons, forms, cards[2], etc. These components are often redesigned and rebuilt from project to project making it bothersome but necessary work.

The aim of this study is to make this setup time extensively more efficient with a tool that generates components.

To make this possible the following research questions must be answered:

- Is it possible to automate the whole process from UI design program to browser runnable code?
- Can a user-friendly tool be built that automates component generation?
- Will automation between design and development increase communication between designers and developers?
- Does this tool speed up the development process and if so how much?

1.3 Demarcations

This automation could be used to create a whole component library and be a part of a whole design system. This project was done under the limited time of 20 weeks. Therefore only a basic component generator will be produced. With *basic* components the only things that will be taken in to account is shape, color, typography and layout. More advanced styling such as gradients, SVGs, etc. will not be apart of the prototype. The prototype will not be full accessibility because the elements used to build the components were only divs, for containers, and/or p-tags, for texts. The focus was on the data flow from design tool to usable code and therefore the component itself were not required to be perfect.

2 Background

The process of creating a web-application is typically done in three major steps:
Lägga till en förklaring till vad dessa tre betyder?

- Design
- Develop
- Publish

The tool that this project is creating will follow these three steps except the last one. Instead of publishing however the components that will be generated need to be distributed between designer and developer. Therefor *publish*, for this project is replaced by *distribute*.

All these steps are often, if not always, done iteratively within them selves and as a whole cycle. However there must be some sort of design to start a meaningful and useful development effort. If there is nothing that has been developed there is nothing to publish. So therefore these three must be done in order.

The tool that this project produced has a part in all these three steps.

1. Design - Using the UI program Figma
2. Develop - With Figmas API and generator prototype
3. Distribute - By copying files or using a package manager

In figure 1 we can see a flowchart over how the data flows through the system.

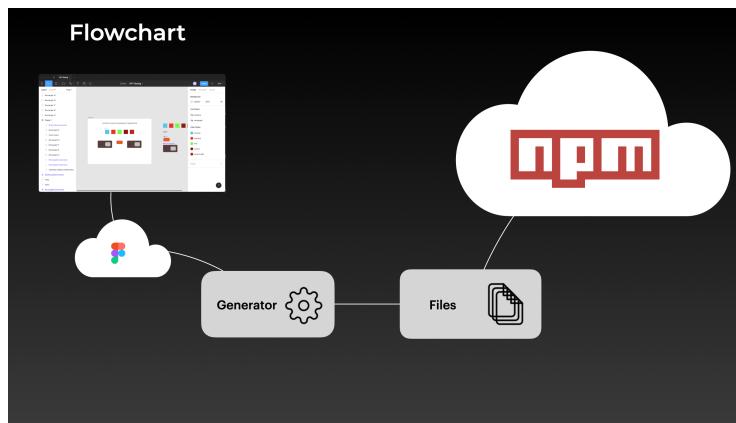


Figure 1: Chart over how data flows in the program

2.1 Competitors

The idea of making a design program generate functional code is not new. For inspiration and to get a general knowledge over how these programs work we will look at two competitors in this field.

2.1.1 Webflow

Webflow was founded in 2013 and is a product from the famous Y Combinator program. Webflow allows the user to design, create and publish a website all from their web application. Webflow is a visual editing tool. The user doesn't need to have any knowledge about programming since Webflow generates HTML, CSS and JavaScript from the design. Most UI applications lets the user move elements freely around the canvas. Webflow is a more static build tool where the elements in the design *snaps* in place. Most of the design is made thought the control panel, that can be seen in figure 2, and not on the canvas itself [4].

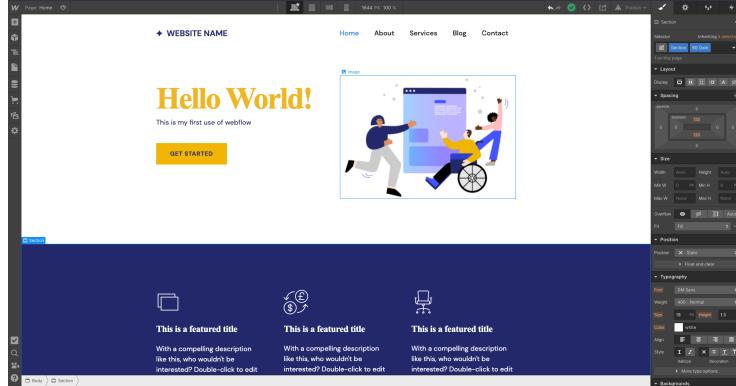


Figure 2: Screenshot of Webflows UI Lägg till rätt referens för screenshots

2.1.2 Visly

Visly was founded in 2018 and is very similar to Figma in how the user designs the product. Visly uses the design to create React components [5]. React is a component based JavaScript framework made by Facebook. Visly essentially makes it possible to create these components visually.

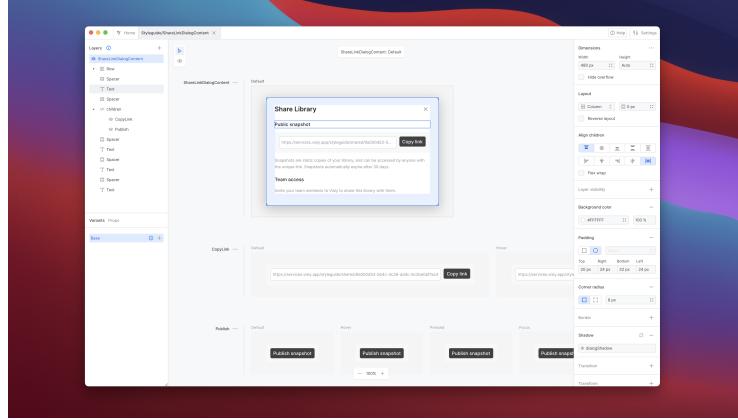


Figure 3: Screenshot of Vislys UI **Lägg till rätt referens för screenshots**

2.1.3 Competitors summary

The disadvantages with both of these competitors is that they are locked with either a framework or a program. This is something that we want to avoid as far as possible because of the reason, stated in section 1.1.1, that Knowit wants to be able to use the program in all projects. Knowit uses the UI program Figma when designing UI's for their projects. Knowit is happy with the functionality within Figma and doesn't want to change program. Therefore the prototype must be built around Figma as a UI design platform.

3 Theory

The method of this study is being made possible from the theory that is displayed in this section.

3.1 Design

The design work of a project is largely held at the start of the project. Where the project team is in contact with the customer and hash out what the application and system will look like. With software there is often hard for a customer to know what they want and what is possible to do. This is a part of the design segment of the project and often needs some iterations to get things done.

A fairly regular way of making the design of websites is to first create prototypes with very low details and then build in details from there. This is Low Fidelity (LoFi) to High Fidelity (HiFi) prototyping. Where the customer can be a part of the steps to create something that they want and can be done. The medium with which these prototypes are created varies but most often than not a User Interface (UI) design application is used to make the final HiFi-prototype. This HiFi-prototype is visually accurate with the final product meaning that all colors, typographies and layout are complete. This then needs to be translated into code by the developer.

3.1.1 UI Design Applications

User interface design is often the first step in build an application. This is done to ensure the customer that the product is going to look as they want it to and that the team building the application is on the same page. (**Komma överens**). Sketch [6] was released in 2010 and was one of the first UI design applications and lead the marked for may years. In latter years applications like Figma [7] (released 2016) and Adobe XD [8](released 2015) has come to take over Sketches overwhelming dominance.

In this thesis Figma is the tool that is being looked at because this tool is already being used by Knowit. Figma is also one of few design applications that have an open API which makes this project possible.

3.1.2 Figma

Figma is a UI Design application which is web based. Meaning that the whole program is run over network.

Figma has an open REST-API, (Representational State Transfer), that supply's the information of the Figma document over the Internet [9], [10]. Figma is also web-based meaning that the program runs over a network connection. Because of this the API is constantly updated after each change in the design, which great for collaboration and getting the API constantly updated.

3.1.3 Figma Components

Figma also allows its users to create components. This is a set of elements that is combined to a component. This is for example a button that could be used in many different places around the UI. A component is a great use case for this because when a component is made all its copies or children *"looks"* at the original component. This means that if a change is needed to be done to that component the original is the only one that is needed to be changed.

3.1.4 Figma Styles

Figma has a feature that let's the user store color, text and effect styles. These are a way for the user to store default styles for their design. This style can later be used in many different elements. For example if the default color for a design is green the user can store this green color as a color style. If the user changes its mind after a while and they want the default color for a design to be blue. The only thing that the users then needs to do is to change the color style and all the elements that uses this default color will change its color. The same principle extends to typographies and effects such as shadows and blurs too.

3.2 Develop

To develop something from a design is essentially to make the design functional with code. A design is often more like a picture rather than an application. A website is almost always built using the three main language of the web, which is HTML, CSS and JavaScript. HTML is a *"tagging"* language which means that every thing is built with tags. HTML is often referred to as the body of a website. This is where the majority of the information of the web pages is stored. CSS is the clothes to the body. CSS is what defines the style for the website, such as sizes, paddings and colors to mention a few things.

"CSS describes how HTML elements are to be displayed on screen, paper, or in other media"[11].

JavaScript is a scripting language that enables us to create complex features on web pages. JavaScript enables us to update content dynamically, essentially making the body move.

In modern web design there are a lot of different frameworks and languages that makes it easier for developers to make create products but all these tools have the one thing in common. They all convert to one of the three browser languages mentioned above.

One of the goals of the thesis is to create a tool that could be used in as many projects as possible. Knowit is, as explained in the intro, a fairly large company and has a lot of different projects with lots of different frameworks.

3.2.1 REST API

REST stands for **R**epresentational **S**tate **T**ransfer and is a architectural style of distributed hypermedia systems. That was created by Roy Fielding in 2000 with the release of his dissertation [12]. For an API to be called *RESTful* it needs to fill six requirements [13].

1. Client-server - the UI and data storage are separated
2. Stateless – The server does not store any information of the client. The client must provide all information for every request.
3. Cacheable - A response can be explicitly or implicitly labeled as cacheable or non-cacheable. If the the response is cacheable the client has the right to store and reuse the response data for later.
4. Uniform interface – Simplifies and decouples the architecture between clients and servers, which enables each part to evolve independently. This is guided by four principles: Resource-Based, Manipulation of Resources Through Representation, Self-descriptive Messages , Hypermedia as the Engine of Application State [14] .
5. Layered system - This architecture consists of hierarchical layers that constrains what each components can do, such as a component can only interact with the layer that it is on.
6. Code on demand (optional) - This allows the client to download and execute applets or scripts and there for extending client functionality

All of these requirements makes it light weight and very easy to understand and thereby introducing fewer problems into the system.

3.2.2 JavaScript and TypeScript

JavaScript is a programming language that reports its error much later than many other languages. Variables can take any shape in JavaScript. That is for instance a number or a string. This can at first seem as something good that the language is highly dynamic but this is also very error prone. Where most of the errors are discovered after the program is run. This results in being obliged to test running the code after every change [15]. To solve some of these problems TypeScript was created. TypeScript is an open source programming language which is built upon JavaScript. TypeScript allows to create types for variables, functions, etc., and thereby helps to find more errors before runtime. TypeScript is then complied back to JavaScript before it's run and can thereby be used everywhere JavaScript is used.

3.2.3 Node.js

Node.js is an open source project that lets its users run code on the server asynchronously. Which is a way efficient way of running JavaScript code without

a browser. Node.js is designed to handle HTTP effectively. Streaming and low latency has therefore been a high priority.

3.2.4 Syntactically Awesome Style Sheets (SASS)

SASS is an extension language to CSS that makes CSS supercharged. With SASS it is possible to have the stylesheet split up into multiple files, create functions, etc. SASS is then compiled to regular CSS so the browser is able to understand it. SASS is also called a preprocessor for CSS because of this. SASS has two different syntaxes, the indented syntax commonly referred to just SASS and Sassy CSS (SCSS). The indented syntax was the original syntax for SASS and is only dependent on indentation. SCSS syntax is very similar to regular CSS but with the qualities of SASS. Because of the reseembles of normal CSS SCSS is the most easy to learn and most popular of the two syntaxes. For this project SCSS will be used because of the reseembles to CSS.

3.2.4.1 Variables

Variables in a stylesheet is useful especially when dealing with colors. Often a website has a set color scheme from the design. This can easily be set as a variable if the colors needs to be changed for some reason. Then there is only one entry that needs to be changed. Regular CSS do support variables but they are a little "clunky". To set a variable you set two dashes infront of the variable name. The variable must also be within a selector. To make the variable golobally reachable through out the CSS file it can be placed under the :root-psuedo element. The clunky part of this implementaion is that you cannot use this variable as it is later on in the code. You have to surround the variable with "var()". An example of this can be seen below.

```
1
2  :root{
3    --myColorVariable: #ff9a67;
4  }
5
6  div{
7    background-color: var(--myColorVariable);
8 }
```

SCSS makes this much more intuitive with defining the variable globally without a selector and locally just inside one. A variable is assign using the "\$" character.

```
1  \$myColorVariable: #ff9a67;
2
3  div{
4    background-color: \$myColorVariable;
5 }
```

3.2.4.2 Mixin and Include

Often when writing CSS code you run into the problem of duplication of code. SASS has a solution to this called mixins. Mixins lets you store multiple CSS rules in a variable/function that can be used multiple times throughout the stylesheet. To use the mixin you need to include it in your code, both mixins and includes are signified with the @ before the word. Below is an example of centering all children in an element with a mixin.

```
1 @mixin centered {  
2   display: grid;  
3   place-items: center;  
4 };  
5  
6 div{  
7   @include centered;  
8 }
```

3.2.5 Web Components

Web Components are a set of different JavaScript APIs together with HTML features that makes it possible to create reusable custom elements[16]. These elements are encapsulated away from the rest of the code. These web components are supported by all major browsers. Because web components are run natively on HTML, CSS and JavaScript they are compatible with all JavaScript frameworks, such as React, Vue and Angular. To make this possible there are three main technologies at work; Custom elements, shadow DOM and HTML Templates.

3.2.5.1 Custom Elements

A set of JavaScript APIs that allow you to define custom elements and their behavior. This is a way to encapsulate functionality on the HTML page rather than having everything nested together.

3.2.5.2 Shadow DOM

Shadow DOM is also a set of JavaScript APIs that lets you attach a encapsulated "shadow" DOM tree to an element. This "shadow" DOM is attached to the main document DOM like a branch. The difference from a normal branch is that the main DOM is not aware about the "shadow" DOMs data or functionality and vice versa. The "shadow" DOM is then essentially its own tree with its own stylesheet that cannot be modified or overwritten from main DOM.

Lägg till bild?

3.2.5.3 HTML Templates

The HTML *template-tag* and *slot-tag* enables you to write markup templates that are not displayed in the rendered page. Which then can be reused through-

out the HTML page. HTML templates is what enables web components to be reused multiple times, with different instances, in the DOM tree.

3.2.6 LitElement

Instead of creating web components the usual way by manually initiating custom elements, the shadow DOM and HTML templates, we can use LitElement. LitElement is a great light weight class to simplify making web components[17]. LitElement is built by the Polymer Project [18], which is a group of engineers from the Google Chrome team. LitElement combines functionality from the web components technologies to a class that make it easy to create these web components with concise and malleable code.

3.3 Distribute

After a component has been designed and developed the components should be used in a project. Often the created component is used by more then one part and therefore it should be distributed easily. There is a lot of ways to distribute a component but the most widely used way is to use a package manager.

3.3.1 Package Manager

[19]

A package manager is a way to install and update programs with ease. The package manager that this project will use is Node Package Manager (NPM) which is the world's largest software registry[20]. A package manager lets you bundle your code up to a package and distribute it over the Internet. NPM has a very easy interface whereas if you want to install something you can just type:

```
1 \$npm install PACKAGE-NAME
```

3.4 Testing

When a product has been created it's a good idea to test the product before going out to production. Testing can mean many different thing but almost all forms of testing have the common gene of making sure the assumptions taken when creating the product is verified.

3.4.1 Usability testing

Usability testing or "user research" is a very broad term. As Lewis [21] described it: "Usability testing, in general, involves representative users attempting representative tasks in representative environments, on early prototypes or working versions of computer interfaces."

Usability testing is essentially done to find flaws in an interface by putting the user in the environment of using the interface. Usability testing is done in

all stages of development. From paper prototypes to screen mock-ups with no functionality to implemented existing systems.

Usability testing can be considered a cousin to traditional research methods. When similarities can be found in experimental design with measurement of task performance and time performance, surveys, and observation techniques from ethnography. The participants in usability testing, as in traditional research, must remain anonymous, be informed of their rights and have the ability to leave the research at any time. What separates usability testing from traditional research is often the end goals. For usability testing the end goals is to create the best product possible, with the time and resources at hand, while the traditional research methods wants to find answers to questions that is universal for the field researched.

Wixson proclaims in his study that usability testing is closer to engineering than traditional research [22]. Usability testing, as engineering, is involved with creating a successful product, with limited time, and resources. Often in a real world scenario the prototype will be changed between each test to fix the flaws that were found during the test. The next test will then be used to verify the fixed flaws simultaneously as it searches for further flaws. This is, in most if not all traditional research, considered unacceptable.

To get more credible data out of a test and not just for improving the product the test environment should be kept as similar as possible for each user. This is closer to the experimental design approach.

Usability testing can collect quantitative data such as time- and task performance. However the majority of data that is collected is qualitative. As mentioned before the biggest end goal for a usability test is to uncover flaws in the user interface which is often subjective for the user.

"Often in industry, schedule and resource issues, rather than theoretical discussions of methodology, drive the development process [22]."

3.4.1.1 Sufficient Amount of Test Users

In the realm of usability testing it is widely accepted that the most efficient amount of users for usability testing is five people [23]. Where 80 percent of the interface flaws will be found with five users. Nielsen and Landauer also asserted the number five but later in 1993 suggested that the number of test users depend on the size of the project[24]. Nielsen and Landauer suggests seven testers for a small project and 15 testers for a medium-to-large project.

"So instead of saying, "how many users must you have?," maybe the correct question is "how many users can we afford?," "how many users can we get?" or "how many users do we have time for?" [25]

3.4.2 A/B Testing

A/B testing, or bucket testing, is a user experience (UX) research method where two variants of a program/interface is tested. These two variants is referred as A and B, hence the name A/B testing. The A and the B variant is tested on the user and then their responses is compared and evaluated. Often just a small change is made in a UI and evaluated on a lot of people

A/B testing is verified using two-sample hypothesis testing from the field of statistics. This means that decisions be made completely based on data. Then there is no guessing on where to go next.

3.4.3 Statistical Analysis

When data has been collected a statistical analysis needs to be done to be able to make any "hard" conclusions. A lot of decisions need to be made when analyzing the collected data. What statistical method to be used, the confidence threshold and how the interpretation and significance of the test results should be. If wrong method are used or if the interpretation of the results are inappropriate the conclusions drawn from the study can be erroneous [25].

Preparing Data: before we can do anything with the data often the data must be cleaned and organized.

Descriptive statistic: when the data has been cleaned and organized it can be a good idea to run some tests on the data to understand the nature of it. This can unfold what patterns or tendency's lays in the data. This makes it easier to choose the correct statistical method for the collected data at hand.

Analyze: when we understand the nature of the data we can analyze the data with the help of a statistical analysis method. This method could be a T- or F-tests, chi squared test, etc. depending of the data collected.

Results: when the analysis is done the results must interpreted according to the methods used.

4 Method

In this section the methods used to fulfill the research questions (see section 1.2) will be presented. In the start of the project a literature study was performed to get an overview of what similar work had been done in the field and see what could be used as inspiration and what not do to. A tool was built to fill the need of the company connected to the study, Knowit. Throughout this process Knowit was involved with semi-weekly checkups to hold the project on the right course. Semi-Structured interviews where done on the employees of Knowit to steer the development of the tool to fit them. When a prototype was somewhat complete iterations of usability testing were done on the employees on Knowit and on students in University of Umeå where perform. This do insure that the tool were usable for more people then the developer himself. Lastly to investigate what impacted the tool created could have a A/B test where scheduled to be preformed.

4.1 Initial Research

In the start of the project a meeting was held with a team at Knowit on what their needs where and what requirements they had on the project. After some discussion there was an interest in creating an automated generating of code from their UI design program, Figma. With this in mind research began on what competitors there was in the field of code generation for web applications, here two competitors where most interesting, Webflow and Visly,(see section 2.1). Some interesting small projects where also found that were saved and used as inspiration for creating the tool. One project especially of creating color variables form Figma made by Karl Rombauts was used [26]. How to encapsulate the Figma design elements into code where one the biggest problems. Many different technologies were researched to find the fit for Knowits requirements.

4.2 Creating the tool

Meetings with Knowit and where discussions of what could be possible to do under the 20 weeks of work that should be carried out. As seen from the literature study the big problem was how to condense the elements in from the code to easily be used.

Identifying the tools that should be used.

- TypeScript - for building the tool.
- Exploring Figmas API.
- LitElement - For building the components.
- Building the html elements and styling with recursive functions

To build the tool an experimental approach with **TypeScript** was used. This means that code where tested and possibilities where explored during the build-

ing of the program. Why **TypeScript**? because of the unknown possibilities at the start of the development there where some thoughts on making the generator part of the component itself. Thereby the browser had to be able to run the code which made JavaScript a good match. Because of the error prone nature of JavaScript (discussed in section 3.2.2) TypeScript, the supercharged version of JavaScript, was chosen. TypeScript need to be compiled to JavaScript before it can be run in a browser but that hassle is worth the benefits of getting error warnings before runtime.

To understand what could be done with Figmas API it first had to be examined. Figmas website for developers[9] was read through and also some initial HTTP-requests where sent to the API, using platform Postman [27]. The initial response from the API where quite large. This meant that setting the TypeScript types correct for all values in the response would take alot of time. To mitigate this the Visual Studio Code [28] extension quicktype[29] was used to generate types from the JSON response.

From the response we could see that most, or at least enough, of the data were the same as styling in CSS. This meant that styling elements with CSS was possible from the API. To create a website we need some markup, HTML, to attach the styling to. HTML was created in 1993, back then modularity and component compatibility where not important. The first suggestion to solve this issue was to build a separate HTML-file and then use that as a sub-file to the main HTML-file. This could've worked for a static page with some browsers. But the requirements for the project are that the components can be used for all frameworks too. To solve this the tool LitElement was used. LitElement (3.2.6) is a class that builds web-components (??), HTML templates (3.2.5.3) and shadow-DOM (3.2.5.2). Which combined makes for a really good way of building components. LitElement is a class in TypeScript and JavaScript where we choose to use the TypeScript version to keep the program code consistent.

The information from Figmas API is stored as classes of colors, typographies, and components. Where the components class can contain the other two. The strategy was to generate a string that contained the LitElement. Essentiaially the program generated code as a string. This string is later written into a new file.

4.2.1 Building the skeleton of the component

To build the HTML inside the LitElement the data-object from Figmas API where run through a recursive function that is run on the component and all it's children (elements).

4.2.2 Styling the Component

For the first "attempt" styling where done in a similar way but because of the nature of the shadow-DOM every CSS-attribute where assigns a property which was reachable from outside the component. This was later redesigned because

of the fact that the user could not add a new CSS-attribute to the component if they wished to. To fix this the CSS-attributes were stored in maps [30] and then pushed in to a style element. Instead of creating a property for each style attribute, only one property for each element is created. If the user wishes to add and/or change the styling of an component they target the element as an attribute to the component and inputs regular CSS. The component then creates a duplicate of the styling map for the targeted element and inserts the new styling attributes to the component.

4.2.3 Variables

Figma has a feature called styles. This is a way for the user to store and reuse, colors, texts and effects. This is something that is also very normal to do in a developer environment. Therefore a decision was made to create a SCSS *variable* file where these would be stored. Because of the time constraint of the project only colors and texts were implemented. This was done similar to the components where the "code" for the SCSS variables were written to a string that later were written into a SCSS file.

4.2.4 Userguide

The program built does not have a graphical user interface, again because of the time constraint. The user is instead using a command-line interface (CLI) instead. This makes it a bit harder to learn because there are no visual queues of what to input to the program. To solve this a userguide was created in the form of a README on GitHub[31].

4.3 Semi-Structured Interviews

This tool is involved with people in many different areas of expertise, from designers to front-end developers to back-end developers. To get a better view of how these people work and create the best tool for them a semi-structured interview model was used [32]. The semi-structure interview is done with a script of questions that are asked to every interviewee. Unlike the structure interview the semi-structured interview allows for further explanation and follow up questions from the interviewer. These interviews were done on seven employees of Knowit Experience Umeå and Sundsvall.

Because of the broad nature of the tool created it was important to get participants that worked with all effected areas of expertise. The interviews were done digitally over Microsoft Teams. The script used for these interviews can be found in the appendix (The script is only in Swedish). ([lägg till appendix](#)).

4.4 Usability Testing

Two iterations of usability testing was carried out on nine participants, four the first iteration and five the second. The participants had to have a background in

web development, NPM, and Figma. Therefore the participants chosen for the tests were employees of Knowit and students from the interaction and design program in University of Umeå. The test were laid out as a scenario with four different tasks. The participant first got a link to the GitHub repository where the tool and the user guide were situated. The tasks were to create a viable Figma component that could be converted to a web component using the created tool. There after the participant should install the tool on their computer. Use the tool to convert the Figma component and then insert the component, using NPM locally, in a test project supplied by the test administrator.

This was a way to test the whole chain from design to component usage for the tool and to determine what was working and not in the user guide. After the tasks were done the questions about the experience were asked. Finally the test administrator opened up for suggestions regarding improvements of the tool or the user guide.

4.5 A/B Testing

This was not done because of time constraints
Ska jag skriva past tense eller inte?

To get the tool statistically verified as effective in real world use, A/B tests will be performed. 10 tests will be done with two participants in each test. The two participants is complied by one designer and one developer that work together to get the tasks done. Therefore the tests demands 10 designers and 10 developers. The test participants will get a design of a web page written out on a document. The participants task is then together design and code the website. Once with the tool created in this project and once without it. If they create the page without the tool first or second will be randomized for each test to try to dampened the learning effect. When the test have been performed a statistical analysis, section 3.4.3, will be performed to see what the data can say about the tool.

5 Result

- Introduction of the first prototype
- First test iteration
- evaluation of test.
- what is changed and what is kept?
- Second test iteration
- evaluation of test.
- what is changed and what is kept?

For the first period of time a prototype was made. Because of the uncertainty of how the system should be built a experimental model of programming was used. Where the discovery of the how the different parts of the system works was done continuously throughout the implementation. This meant that there aren't any results to show for the first part of the project. (Kan nog ta bort detta. Ville bara få ut det.)

5.1 Initial interviews

The interviews where done get a sense of how this tool could be structured around the employees work flow.

From the interviews there was found that majority liked the idea and thought that it could be a useful tool. The interviewees that worked with back-end where the one's with most hesitation. There where a lot of uncertainty whether or not a tool like this could be useful. The main concerns were the responsiveness of the components and to have a link between Figma and the components directly.

From the other side of the competence spectra there more a more positive approach. These are the designers of the almost daily work with Figma. They thought that the tool was interesting and that it could potentially help with communication between them and the developers.

5.2 User Testing

When the tool was functional two(three) usability tests where done to ensure that the tool was usable for more than just the author. The thought is that a developer should be able to use the tool with just the userguide (README) from github.com.

5.2.1 Iteration one

The first iteration of the test gave a list of flaws with the interface.

- The importance of the Auto-layout feature in Figma. The line about it was read but not understood that it was a dependency for the program.
- Hard to differentiate between explanations for Figma and for the program.
- When setting up a new Figma document all users had a hard time to what they were allowed to names their document to.
- TypeScript must be installed globally to run the TypeScript compiler. This was not mentioned in the documentation.
- sp
-
- Visa tydligare att Auto-Layout är ett dependency. Visa vad den gör också.
- Visa tydligt var gränsen går mellan ”Figma förklaringar” och programmet.
- Visa att man får välja namnet på sitt dokument.
- Skriv att TypeScript måste vara installat globalt.
- Förklara tydligare hur tsc fungerar och varför det behövs.
- Vid NPM förklara tydligare hur man lägger upp/länkar packet. (package-name)
- Styling för föräldren kan skrivas med ”style” eller ”compName” (camelcase istället för dashed)

5.2.2 Iteration two

6 Discussion

Discussion about the results and why it turned out the way it did. Hopefully this created a great tool that will take over the world

Min prototyp är inte låst till ett visst ramverk. Pandemi (interviews och tester digitalt)

6.1 Interviews

6.2 Usability testing

6.3 A/B testing

6.4 Future Work

Futher development should be done with:

- Gradients
- package.json for output
- separat kunna få ut variabler

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