

CHANDIGARH UNIVERSITY

ASSIGNMENT - 1

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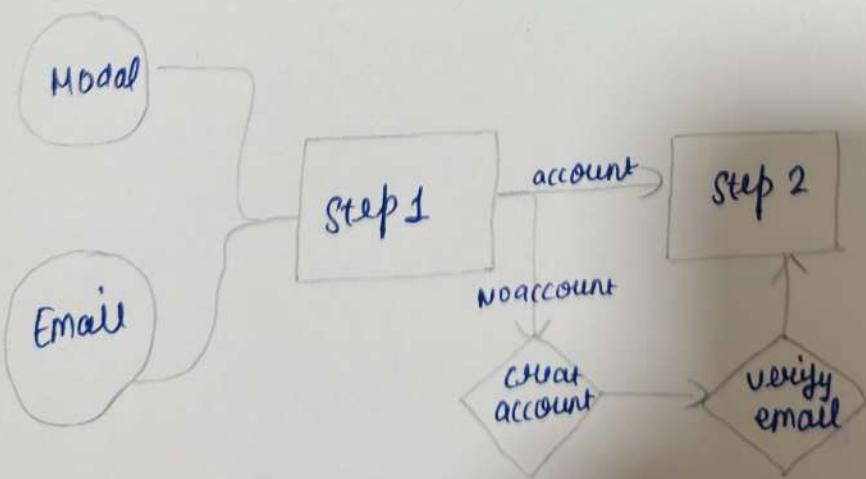
Q.1 what is figma? Explain its key features and why it is widely used in modern UI/UX design.

Figma is a cloud-based UI/UX design tool used to create user interfaces, user experiences, and interactive prototypes. It works directly in the browser, so no heavy installation is required.

① one major feature of figma is real-time collaboration, where multiple designers can work on the same file simultaneously. It also supports vector-based design, which keeps UI elements sharp on all screen sizes. figma includes components, styles, auto-layout, and prototyping, making it an all-in-one design system tool.

② unlike older tools, Figma stores files in the cloud, so version control & sharing are very easy. It is widely used because it connects designers and developers in one workflow, reducing misunderstandings.

Many companies prefer figma because it saves time, improves teamwork, and works across operating system



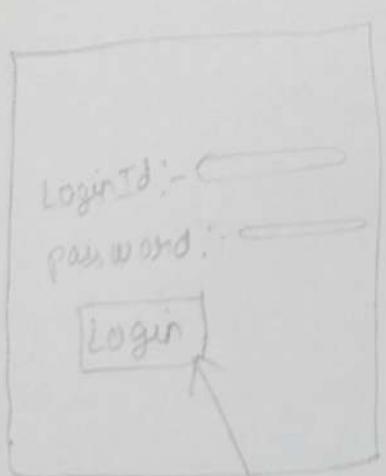
Q.2 Differentiate b/w designing & prototyping in figma.  
Explain with one real-world UI Example.

Designing :- Designing in Figma focuses on how the interface looks. It includes choosing colors, fonts, spacing, icons, and layout. The goal is to create a visually clear and attractive screen.

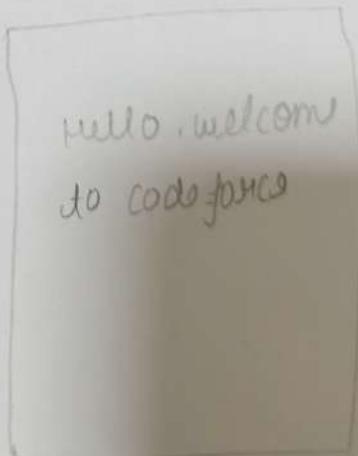
Prototyping :- Prototyping, on the other hand, focuses on how the interface behaves. It connects screens using interactions like clicks, hovers, and transitions to simulate real usage.

Real-world Example :- Login Screen

- ① When designing a login screen, you create text fields, buttons & layout.
  - ② When prototyping, you link the Login button → Home screen with a click interaction & animation.
- Designing answer :- "How does it look?"  
Prototyping answer :- "What happens when the user interacts?"



design



prototyping

click

Q.3 what are components and styles in figma? How do they help in maintaining consistency & saving time in large projects?

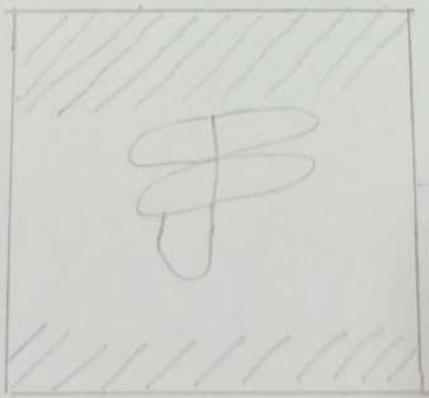
Components are reusable UI elements like buttons, nav bar cards, or input fields. When you update the main component, all its copies update automatically across the project.

- Styles store reusable design values such as colors, text styles, and effects. For example, one primary color style can be applied everywhere instead of manually changing colors.
- In large projects, components ensure UI consistency across hundreds of screens. Styles prevent mismatched fonts & random color usage. They also reduce repetitive work and make design updates faster.
- For teams, components and styles act like a design system, keeping everyone aligned. This saves time, avoids errors, and improves design quality at scale.

Q.4 Explain Auto-Layout in Figma. How does it help in creating responsive design for different screen sizes?

- Auto-Layout is a Figma feature that automatically adjusts spacing, padding, and alignment when contexts changes.
- For example → if you add more text inside a button, Auto-Layout expands the button instead of breaking the design.
- It allows designers to define vertical or horizontal glue spacing between items, and responsive padding.
- Auto-Layout is extremely useful for responsive design because elements adapt to different screen sizes. It behaves similar to flexbox in CSS, which helps developers understand the design easily.

Using Auto Layout reduces manual resizing & makes UI scalable.  
This is essential for modern apps that run on mobile, tablet, and desktop



responsive design

auto Layout, constraints & grids

Q.5 Describes the complete developer handoff process in figma. How are designs shared, assets exported, and code snippets generated for developers?

- (i) The developer handoff process in figma starts by sharing the design file or link with developers. Developers can inspect designs without editing them.
- (ii) Using Inspect mode, developers can see spacing, font sizes, colors, and measurements.
- (iii) Assets like colors, icons, and images can be exported in formats such as PNG, SVG, or JSON with one click.
- (iv) Figma automatically generates CSS, iOS, and Android code snippets for UI properties. Designers can also add notes and comments for clarity.
- (v) Because everything is in one place, developers don't need separate documentation files. This reduces confusion, speeds up development, and ensures accurate implementation.