

INTRODUCING SKETCH FOR UX AND UI

Bookmarks

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Introduction

Workspace & Artboards

Layer Styles & Text Styles

Using Symbols: The Basics

Nested Symbols

Group & Symbol Resizing

Using Templates & Libraries

Working With Pages

Designing With Data

Plugins

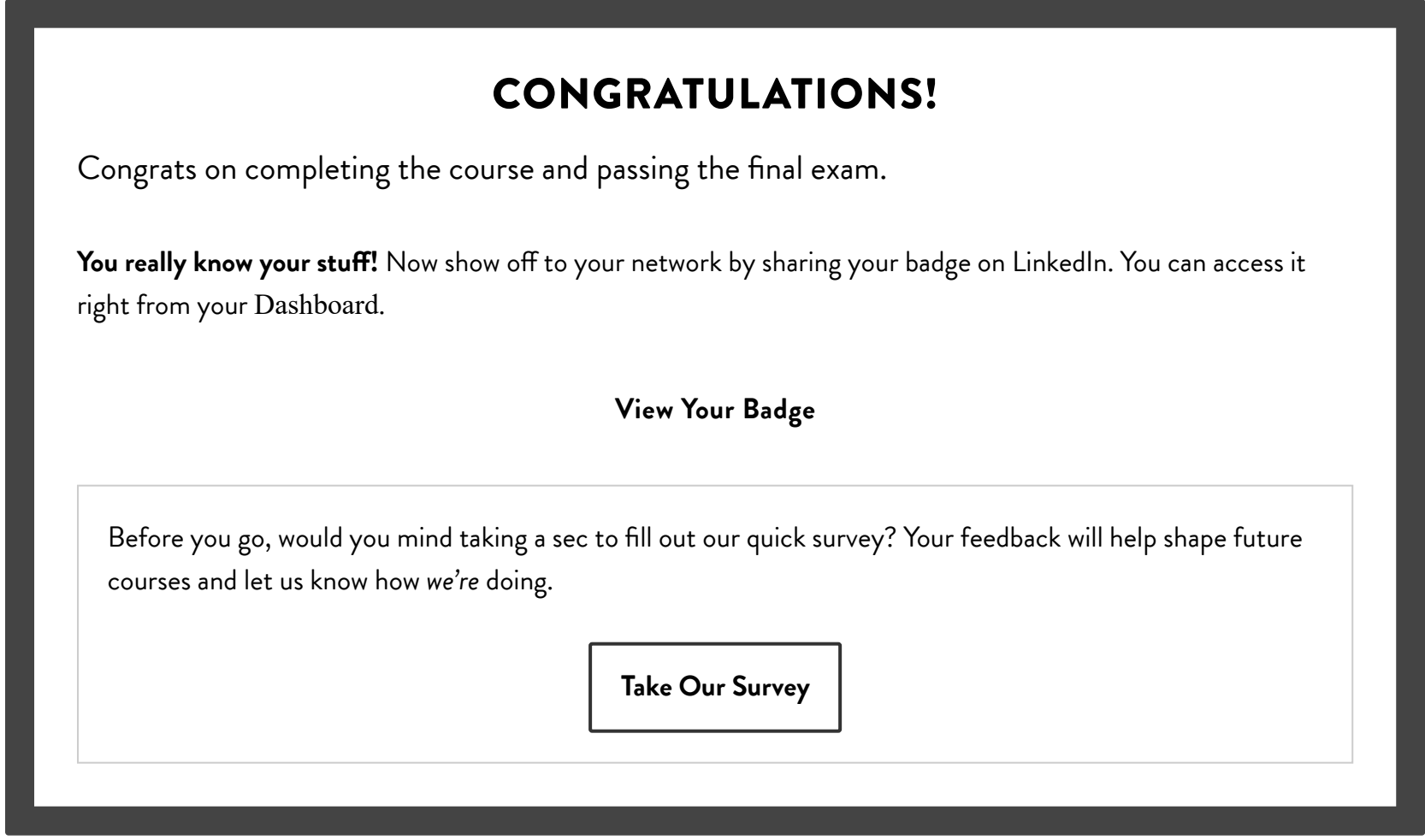
Exporting

Adding Interactivity In Sketch

Final Exam

Bookmark

FINAL EXAM (100/100 POINTS)



1) What is an Artboard in Sketch?

- ☐ An arrangement of images, text, and colors intended to evoke a particular style for a mobile app or website
- ☐ A panel in Sketch that contains commonly used vector artwork
- ☐ A panel in Sketch that contains commonly used color swatches and fonts
- ☒ One or more fixed frames placed on the Sketch canvas

2) Which of the following is true about Artboards in Sketch?

- ☐ Artboards can be duplicated
- ☐ There are preset artboards for devices, including the iPhone and the iPad
- ☐ You can place bitmap graphics into an Artboard
- ☒ All of the above

3) There are two red squares and both share the same Layer Style. If you change the fill color of one square to blue, what will happen to the fill color of the second square?

- ☒ No immediate change, a Layer Style must be manually updated by the user
- ☐ The second square will also turn blue
- ☐ A modal window will appear indicating that styles have changed on your page
- ☐ A modal window will appear prompting you to create and name a new layer style

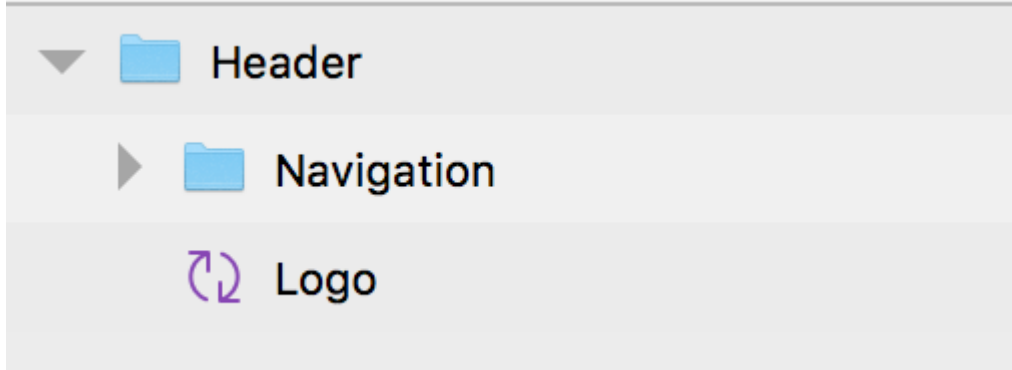
4) Which of the following is true about symbols in Sketch?

- ☐ To turn an object into a symbol it must be grouped first
- ☒ When you create a symbol you have a choice as to where the master symbol will be located in your document
- ☐ Any text grouped within a symbol will automatically be assigned a Text Style
- ☐ Only certain properties such as Fills, Borders, Opacity, Shadows and other effects are affected by symbol updates, not the width, height, or the shape of the object

5) The Page feature in Sketch is typically used for what purpose?

- ☐ Formatting documents for print purposes, not just viewed on a screen
- ☐ Simulating the width and height of device screens such as laptops, phones, or tablets
- ☒ Organizing your content into logical sections
- ☐ A component of your project that you can use to automatically format new and existing content

6) In the following screenshot of a Sketch layer list, the double arrow icon to the left of the "Logo" label indicates what?



- ☐ That this object contains a Layer Style
- ☒ That this object is a Symbol
- ☐ That this object has been imported from Adobe Photoshop or another third-party application
- ☐ That this object contains editable text

7) Libraries in Sketch allow you to access shared symbols created by others. If you no longer need access to a Library, but would like to use it in the future, what is your best option?

- ☐ Only the creator can remove access to a library
- ☒ Open the Sketch preference window and disable the library
- ☐ Open the Sketch preference window and delete the library
- ☐ Manually remove the library file from the Libraries folder in your OS and put it somewhere safe

8) The Data feature in Sketch allows you to do which of the following?

- ☒ Add your own data sources
- ☐ Generate charts from tab-delimited text files
- ☐ Use variables and conditional logic to dynamically change the look of your prototypes
- ☐ All of the above

9) Which of the following file formats is Sketch capable of exporting?

- ☒ SVG
- ☐ PSD
- ☐ AI
- ☐ All of the above

10) The two methods for creating interactive objects in Sketch are the hotspot method and the link method. What is the primary difference between the two?

- ☐ The hotspot method can be used in Preview mode
- ☐ The link method can be used in Preview mode
- ☒ The hotspot method allows you to create overrides
- ☐ The link method allows you to create overrides

FINAL CHECK

SAVE

You have used 1 of 2 submissions

