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ASSIGNMENT- 1

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Subject: Front end Technology

Subject Code: 25CAH-655

Branch Sec: 25MCD KAR 1

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Section: 25MCD KAR-1

Assignment - 1

Q1 What is figma? explain its key features & why it is widely used in modern UI/UX design.

Ans
- figma is cloud based UI/UX design tool used for designing interfaces & prototypes
- It runs in web browser, no installation is required
- It supports real-time collaboration where multiple user can work together
- figma provides components & styles for consistency
- figma is widely used because it simplifies teamwork between designer & developer.
- figma is commonly used for web & mobile app design.
- Due to its collaboration and accessibility it is widely used in modern UI/UX design

Q2 Difference between Designing and Prototyping in figma. Explain with one real world eg.

Ans

Designing	Prototyping
1. focus on visual appearance on UI	1. focus on interaction & user flow
2. Includes layout, color, fonts & icons	2. Includes click, transition & animation
3. Shows how interface looks	3. Shows how interface works
4. Screens are static	4. Screens are interactive
5. Used during initial design phase	5. Used for testing & validation
6. Helpst in defining UI aesthetics	6 Helps in usability testing.

Real world Eg:
In a shopping app, designing creates product page layout while prototyping links the 'Buy Now' button to the payment screen.

Q3. What are Components & Styles in Figma? How do they help in maintaining consistency & saving time in large projects?

Ans Components:

- They are usable UI elements such as button, header & cards.
- They help maintain uniform design across multiple screens
- Components reduce repititive work in large projects

Style

- Style define reusable colors, text style & effects
- They ensure consistency in font & color schemes
- Updating a style automatically update all linked elements.

Importants in large projects:

- Components & style maintain design consistency
- They save time & reduce errors
- They improve collaboration among multiple designers.

Q4. Explain Auto-layout in Figma. How does it help in creating responsive design for different screen size?

Ans a) Auto layout:

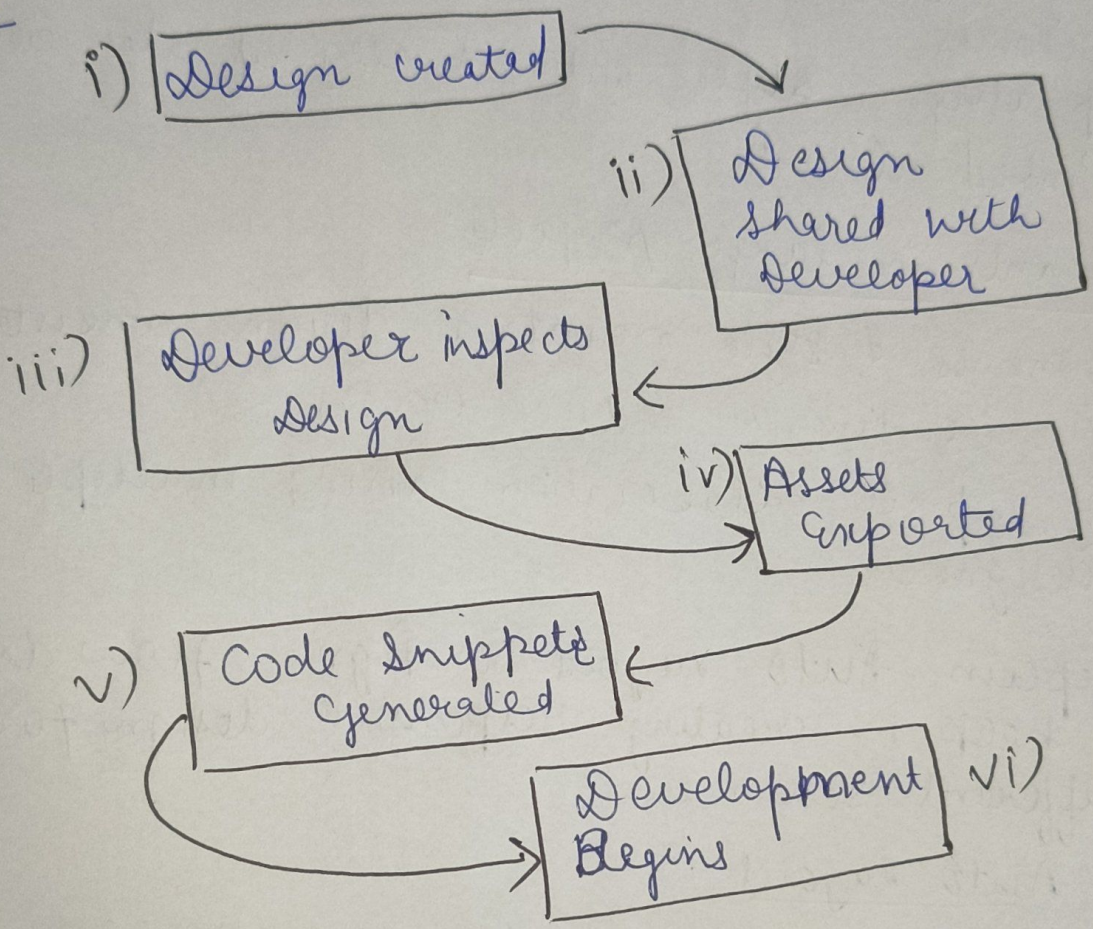
- It is a feature that automatically arranges UI elements
- It manages spacing, padding & alignment
- Elements resize based on content changes.

b) Role in Responsive Design:

- Auto layout helps create flexible layouts
- Design adapt easily to different screen size
- It reduces manual resizing work
- Useful for mobile, tablet & desktop designs.

Qs Describe the complete developer handoff process in Figma. How are designs shared, assets exported & code snippets generated for developer?

Ans



★ Developer Handoff in Figma

- It is process of transferring design from designer to developer
- It ensures developer understand layout, style, assets and interaction
- Figma provides built in tools to avoid manual documentation.

✱ Design Sharing :

- Designer share files using view or inspect access
  - Developer can view screen, component & prototype
  - Real time updates ensure everyone sees the latest design

✱ Asset exporting

- Icons & images can be exported as PNG, JPG or SVG
- Developers can download assets directly from figma

✱ Code Snippet Generation

- figma automatically generate code snippets
- supports CSS, iOS (Swift) & Android (XML)
- Developer can copy exact values for colors, fonts & spacing

✱ Advantages

- Reduces communication gaps
- Saves development time
- Minimizes design to code error.