*"What are Figma, Sketch, and Adobe XD respectfully?"*

**Figma**: This cloud-based vector graphics and prototyping tool enables real-time collaboration and is compatible with any operating system.

**Sketch**: A desktop vector graphics editor for MacOS, focusing on digital design and offering an extensive library of third-party plugins.

**Adobe XD**: This vector-based UX design tool is available on all desktop and mobile apps and offers step-by-step video guides and tutorials.

*"What is the difference between Figma and AdobeXD and Sketch?"*

**Figma** is great for team projects due to its excellent real-time collaboration capabilities. It also allows developers to explore prototypes and export assets easily.

**Sketch** provides extensive customizability through third-party plugins. Developers can inspect files and export assets using a web inspector, even on non-Mac systems.

**Adobe XD** offers a familiar interface for users familiar with Adobe's Creative Cloud ecosystem and includes a Development share option for marking design files and assets for export.

*"Suppose we have a team-based Web development project (from Web Design to Web Programming) with 2 or 3 students in a team, which tool do you prefer? Why?"*

I would use Figma, although all three provide sufficient UI design functionality. While Coursera offers hands-on courses in UX design for both Figma and Adobe XD. Figma's free version, learning resources, and cross-computer compatibility make it ideal for beginners.