BHARATIYA VIDYA BHAVAN'S
SARDAR PATEL INSTITUTE OF TECHNOLOGY
(Empowered Autonomous Institute Affiliated to University of Mumbai)
[Knowledge is Nectar]

**Department of Computer Engineering**

## Course – User Experience and Design (UED)

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| **UID** | 2022300002<br>2022300012<br>2023301006 |
| **Name** | Kanishka Amritkar<br>Varsha Bojja<br>Ayushi Japsare |
| **Class and Batch** | TE Computer Engineering - Batch B |
| **Date** | 12/03/2025 |
| **Lab #** | 4 |
| **Aim** | Design and implement a dark and light mode switch for any UI. |
| **Objective** | • To create an intuitive and aesthetically pleasing dark and light mode UI.<br>• To enable seamless switching between light and dark modes.<br>• To maintain color consistency and readability in both themes. |
| **Theory** | Dark and light modes are essential features in modern UI/UX design, improving user experience by adapting to different lighting conditions. Dark mode reduces eye strain in low-light environments, while light mode enhances visibility in bright settings.<br><br>**Key Considerations:**<br>• **Color Palette:** Dark mode requires darker shades with high-contrast text, while light mode uses lighter shades with clear readability.<br>• **Typography:** Text should remain legible in both modes, ensuring accessibility compliance.<br>• **Component Adaptation:** UI components (buttons, icons, cards) should adjust their colors accordingly.<br>• **Auto Layout & Components:** Reusable components help maintain consistency when switching between modes. |
| **Implementation / Code** | **Implementation in Figma:**<br>1. **Create a Base Frame:**<br>  ○ Design a food delivery home screen with common elements (navigation bar, food items, search bar, cart button).<br>2. **Define Color Styles:** |

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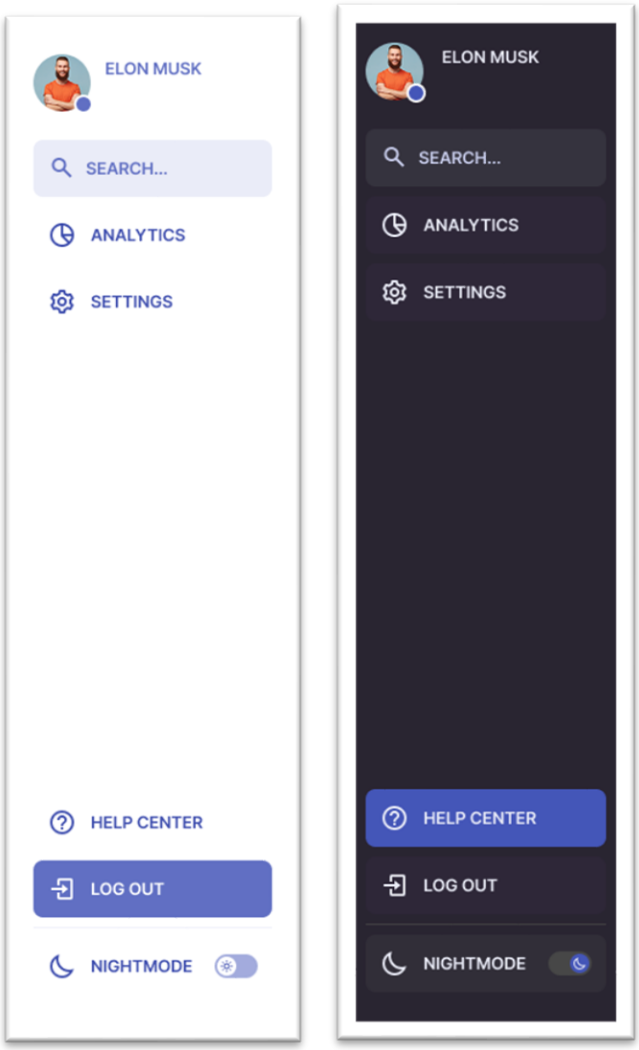
| | ○ Light Mode: Background (#FFFFFF), Text (#000000), Buttons (#FF6F00 - Orange Accent)<br>○ Dark Mode: Background (#121212), Text (#FFFFFF), Buttons (#FFA726 - Light Orange Accent)<br>3. **Use Figma Components & Variants:**<br>○ Convert UI elements into components.<br>○ Create variants for each mode (light/dark).<br>4. **Create a Toggle Button:**<br>○ Design a switch component that toggles between modes.<br>○ Use smart animate or interactive prototype settings for smooth transitions.<br>5. **Apply Styles Dynamically:**<br>○ Use Figma's Variants feature to switch between dark and light mode themes efficiently. |
| **Output** |  |

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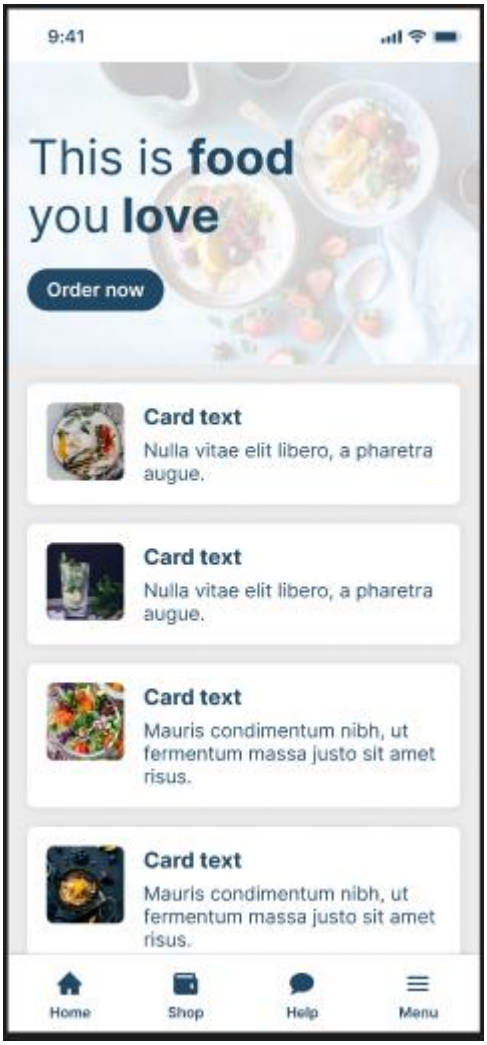

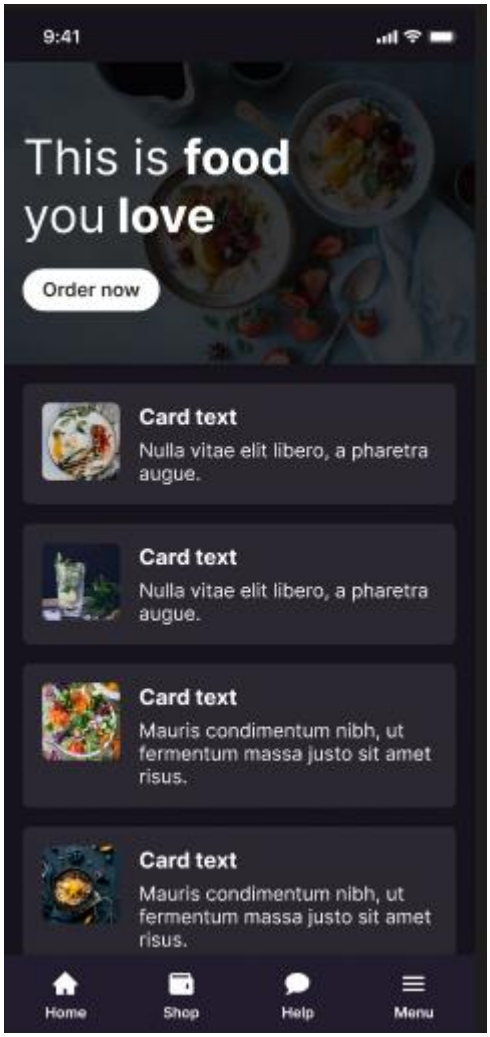

<br><br>Figma Link - https://www.figma.com/design/Lvdt4vtTyNjY1LeukUVXqY/Untitled?node-id=0-1&p=f&t=jAVuY6b8OOs9zRu2-0
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<td>Conclusion</td>
<td>The implementation of dark and light modes enhances user experience by providing an adaptable interface for different lighting conditions. By using Figma's color styles, components, and variants, we ensure a consistent and visually appealing design. The toggle button provides seamless switching, improving accessibility and usability.</td>
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| **References** | [1] Google Material Design. (n.d.). Dark Theme. Retrieved January 19, 2024, from https://material.io/design/color/dark-theme.html<br>[2] Apple Human Interface Guidelines. (n.d.). Dark Mode. Retrieved January 19, 2024, from https://developer.apple.com/design/human-interface-guidelines/<br>[3] Figma Documentation. (n.d.). Prototyping in Figma. Retrieved January 19, 2024, from https://help.figma.com/hc/en-us/articles/360039957854-Prototyping-in-Figma |