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Q1. what is figma? Explain its key features & why it's widely used in modern UI/UX design.

⇒ Figma is a cloud-based UI/UX design tool used to create, prototype, and collaborate on digital interface.

- It allows designers to work in real time, so multiple people can edit the same design together.

- Figma runs in the browser, so no heavy installation is needed and it works on any OS.

It supports component, style and design system for consistent and reusable design.

Prototyping features help designers create interactive flows without extra tools.

- It is widely used because it improves teamwork, speeds up design workflow, & connects designers with developers easily.

Q2. Differentiate between Designing & prototyping in figma. Explain with one real-world UI example.

⇒

Designing

- focuses on the visual appearance of the interface.

- Deals with layout, color, typography and icons.

- creates static screens

- used to define how the UI looks.

- Helps in visual consistency

example:- Designing a login screen with text fields and a button.

Prototyping

- focuses on interaction and user flow.

- Details with navigation, transitions & animations.

- creates interactive screens.

- used to show how the UI works

- Helps in usability testing

example:- Linking the login button to the home screen to simulate navigation.



Q3. what are component & styles in figma? How do they help in maintaining consistency and saving time in large projects.

⇒ \* Component :

- Reusable UI elements such as buttons, cards and navigation bars.
- Created once and used across multiple screens.
- Changes in the main components update all instances automatically.

\* Styles :

- predefined design properties like colors, text styles and effects.
- Ensure uniform look, color and spacing across the design.
- Help maintain consistent branding.

\* How they help in large project :

- Maintain visual consistency across all screens.
- Save time by avoiding repetitive manual changes.
- Reduce design errors and rework.
- Make global updates quick & efficient.

Q4. Explain Auto-Layout in figma. How does it help in creating responsive designs for different screen sizes.

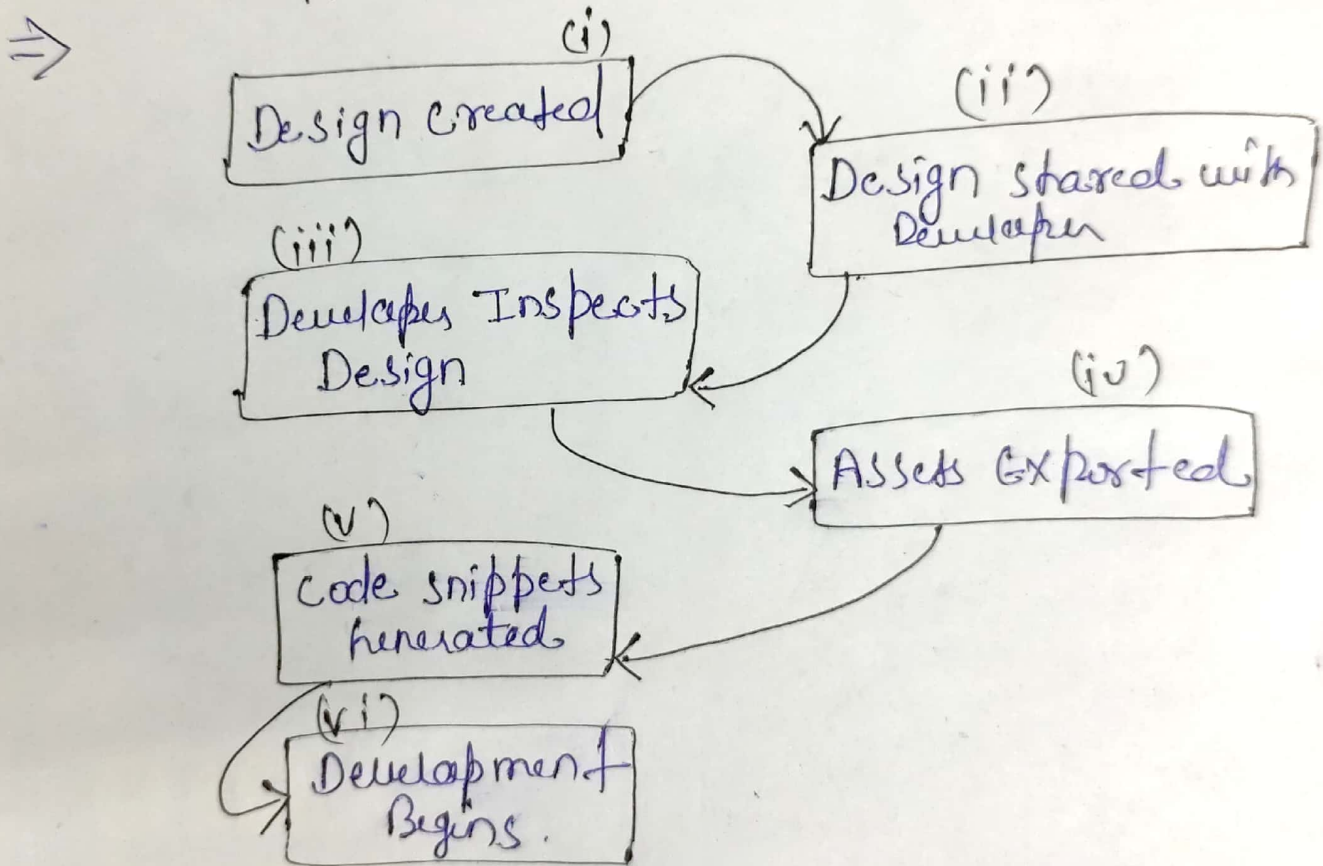
⇒ \* Auto-Layout :

- Auto-Layout is a feature that automatically manages spacing and alignment of UI elements.
- It adjusts the size of frames based on content.
- Elements resize when text or components change.
- Padding, spacing and direction can be designed.
- Reduces manual resizing work.

### \* How it helps in Responsive Design :

- Automatically adapts UI for different screen sizes.
- Maintaining proper spacing on mobile, tablet and desktop layouts.
- Ensures element grow or shrink proportionally.
- Makes design flexible without redesigning screens.
- Improves consistency across multiple devices.

Q.5. Describe the complete developer handoff process in Figma. How core designs shared, assets exported and code snippets generated for developers.



### \* Developer Handoff in Figma :

- Developer handoff is the process of transferring designs from designers to developers.
- It ensures developers understand layout, styles, assets and interactions.
- Figma provides built-in tools to avoid manual documentation.