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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 interfaces.

- 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 designs.
- Prototyping features help designers create interactive flows without extra tools.
- It is widely used because it improves framework, speeds up design workflow, & connects designer with developer easily.

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

⇒ Designing

- Focuses on the visual appearance of the interface.
- Deals with layout, colors, 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.
 - deals with navigation, transitions & animations.
 - creates interactive screens.
 - used to share how to 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 feels, 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.

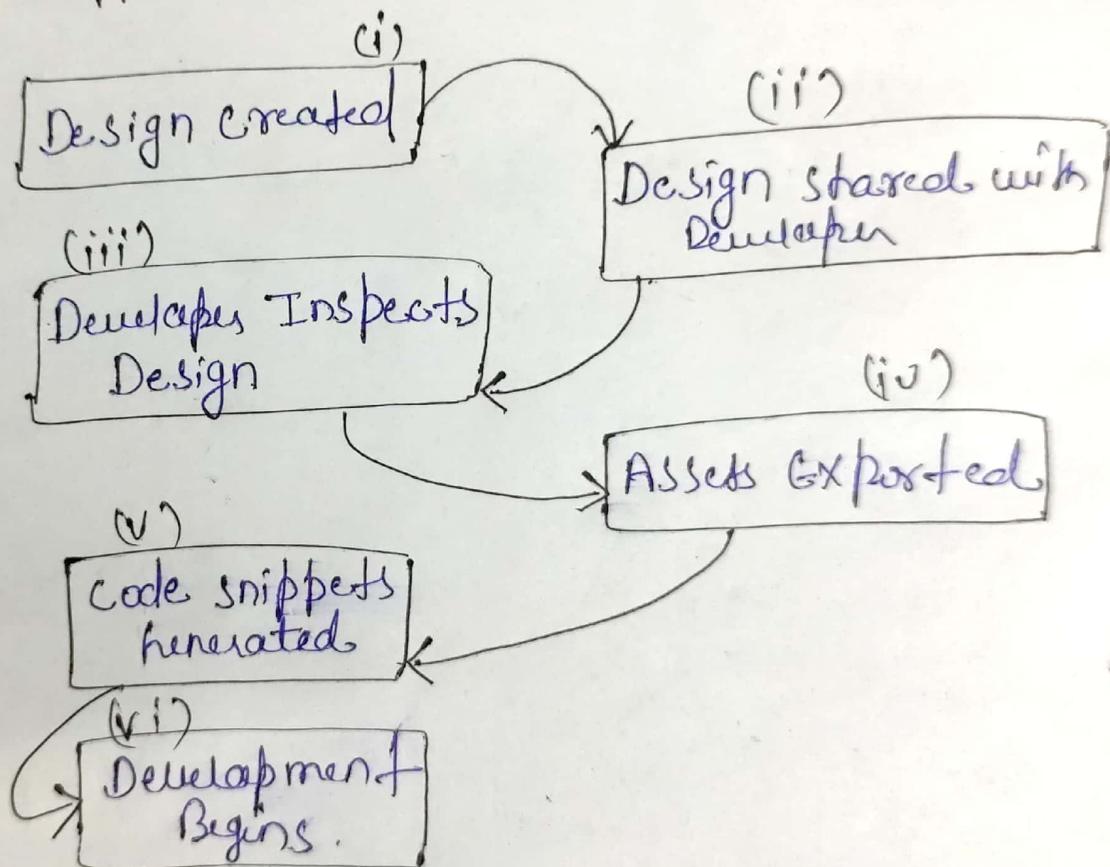
⇒ * Auto-LAYOUT :

- 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 alignment can be designed.
- Reduces manual resizing work.

* How it helps in Responsive Design :

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

Q5. Describe the complete developer handoff process in figma. How core designs shared, assets exported and code snippets generated for developer.



* Developer Handoff in figma :

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