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<b>Started on</b>	Monday, September 14, 2020, 11:30 AM
<b>State</b>	Finished
<b>Completed on</b>	Monday, September 14, 2020, 11:34 AM
<b>Time taken</b>	4 mins 5 secs
<b>Grade</b>	<b>6.00</b> out of 6.00 ( <b>100%</b> )
<b>Feedback</b>	Nice work!

Question **1**

Correct

1.00 points out of 1.00

There are many steps when designing a web app. I consider 3 of them the "most" important though. Which steps below were mentioned in the video as the most important 3 steps **for your project** in this class.

Mark 3 answers

- ☒ a. Development - Writing the code for the app and making it work ✔ Correct. Yeah, that's the main one.
- ☐ b. UX Research - Getting feedback from others about your plan
- ☒ c. Design - Making high-fidelity screen mocks using a tool like Figma for detailed UX planning ✔ Correct. Yep. That's what this unit is about.
- ☐ d. Strategy - Figuring out if this web app idea will make money
- ☐ e. UX Analysis - Getting feedback from others about your UI
- ☐ f. Deployment - Putting your product in the hands of users and doing tech support / customer care
- ☒ g. The initial planning - deciding what you are going to build (i.e. Discovery and Planning) ✔ Correct. You need to spend some time brainstorming.

Your answer is correct. Not, we could add a lot more about "planning your code design" too, but that's not the focus of this unit.

The correct answers are:

The initial planning - deciding what you are going to build (i.e. Discovery and Planning),

Design - Making high-fidelity screen mocks using a tool like Figma for detailed UX planning,

Development - Writing the code for the app and making it work

**Correct**

Marks for this submission: 1.00/1.00.

## Question 2

Correct

1.00 points out of 1.00

True or False. Figma is a tool that let's you make an app without writing any code!

Select one:

- ☐ True
- ☒ False ✓

Correct. You are just making interactive images for the sake of planning.

The correct answer is 'False'.

**Correct**

Marks for this submission: 1.00/1.00.

## Question 3

Correct

1.00 points out of 1.00

True or False. If you create a Figma "Educational" (student) team, then only other students can join it. So long as they are students too, you can make as many teams as you want and have as many team members as you want.

Select one:

- ☒ True ✓
- ☐ False

Correct. No limits once everyone has an approved education account. NOT doing the education account would probably be ok too, since we don't need LOT of team members, but we may as well do it (it's easy).

The correct answer is 'True'.

**Correct**

Marks for this submission: 1.00/1.00.

## Question 4

Correct

1.00 points out of 1.00

True or False. In many ways Figma files are like Google Docs. They can be edited by an individual for sure, but the system is **designed for collaboration**. Many people can work on a document at the same time and you can see other people editing it at the same time as you.

Select one:

- ☒ True ✓
- ☐ False

Correct. It's designed for collaboration from the ground up.

The correct answer is 'True'.

**Correct**

Marks for this submission: 1.00/1.00.

## Question 5

Correct

1.00 points out of 1.00

Mark all of the answers below that Figma can be used for.

- ☐ a. Editing photos, for example red-eye reductions like Adobe Photoshop
- ☒ b. A tool that can be used with templates to make images that look like iOS apps, Android apps, or websites. ✓ Correct.
- ☒ c. Creating interactive screen mocks that can be "played" / presented on your phone too using Figma Mirror ✓ Correct.
- ☒ d. Creating vector based art with text and shapes. You can also add things like borders and shade effects to shapes and text as necessary to make it "look" like your app ✓ Correct. At the core it's a vector art program (i.e. graphics editor). It's just designed to be a screen mock tool, but really it's a vector based drawing program essentially.
- ☒ e. Creating interactive screen mocks that can be "played" / presented on your computer ✓ Correct.
- ☐ f. A tool for creating native apps

Your answer is correct.

The correct answers are:

Creating interactive screen mocks that can be "played" / presented on your computer,

Creating interactive screen mocks that can be "played" / presented on your phone too using Figma Mirror,

Creating vector based art with text and shapes. You can also add things like borders and shade effects to shapes and text as necessary to make it "look" like your app,

A tool that can be used with templates to make images that look like iOS apps, Android apps, or websites.

**Correct**

Marks for this submission: 1.00/1.00.

## Question 6

Correct

1.00 points out of 1.00

True or False. The downloaded Figma program is **much** better than just using Figma in Chrome.

Select one:

- ☐ True
- ☒ False ✓

Correct. They are 99% the same. There is a minor difference with fonts and a minor difference with offline mode, so I do prefer the Figma program instead of using Figma in Chrome, but you can use either option for your work. Mainly I think I just like it being a stand alone window. :)

The correct answer is 'False'.

**Correct**

Marks for this submission: 1.00/1.00.

◀ Hello Button Web App Submission

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