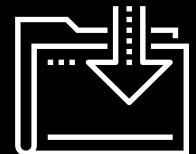


Portfolio Week: Day 3

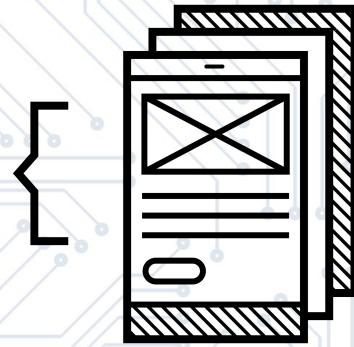
Design Challenges

UX/UI Design
Lesson 16.3





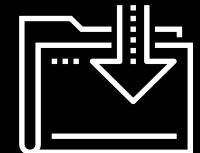
45 minutes



Portfolio Week: Day 3

Design Challenges

UX/UI Design



Today's Objectives

In today's class, we will:



Articulate the importance of presenting design work during job interviews.



Complete a whiteboard design challenge framework.



Execute a design challenge canvas as practice for job interviews.



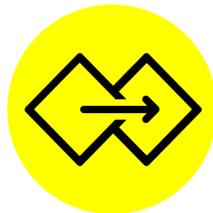
Articulate the value of being code conversational as a designer.



Create our first GitHub repo.

UX Design Skills

Design professionals are required to have many skills. UX/UI Portfolios are about demonstrating these skills in case studies.



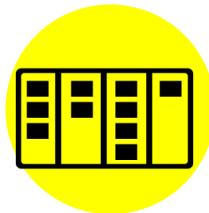
UX DESIGN
PROCESS



PROTO-PERSONA
/ USER PERSONA



USER
RESEARCH



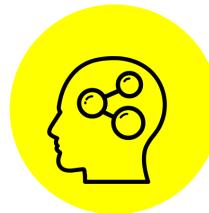
AFFINITY
DIAGRAM



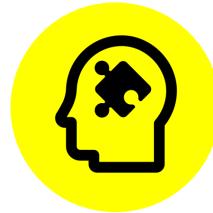
EMPATHY
MAP



USER
INTERVIEWS



USER INSIGHTS



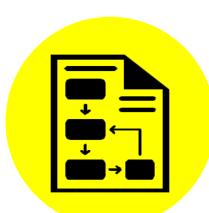
PROBLEM
STATEMENT



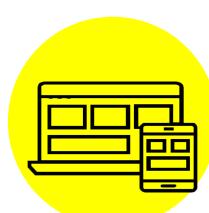
IDEATION



STORYBOARD



USER
FLOW



WIREFRAMES



PROTOTYPE



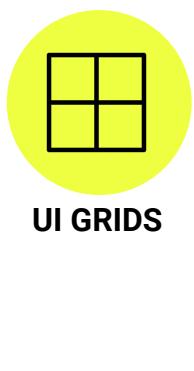
USABILITY
TEST

User Interface Skills

Today, we will be diving into the build UX/UI portfolio case studies.



UI Design
Process



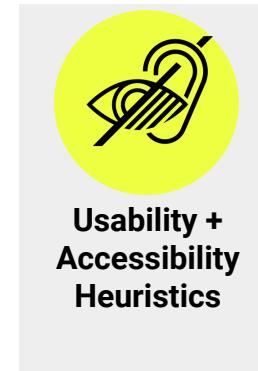
UI GRIDS



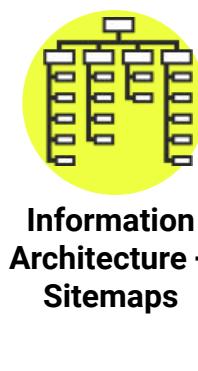
UI Analysis +
UI Patterns



Color Theory +
Typography



Usability +
Accessibility
Heuristics



Information
Architecture +
Sitemaps



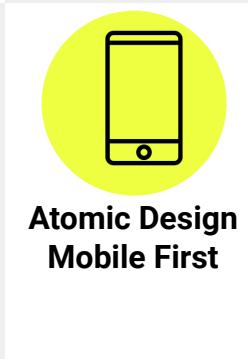
UI Systems +
Navigation



Interaction
Design + Micro
Interactions



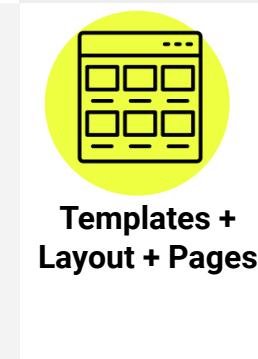
Responsive
Web Design



Atomic Design
Mobile First



UI Best
Practices



Templates +
Layout + Pages



UI Prototyping

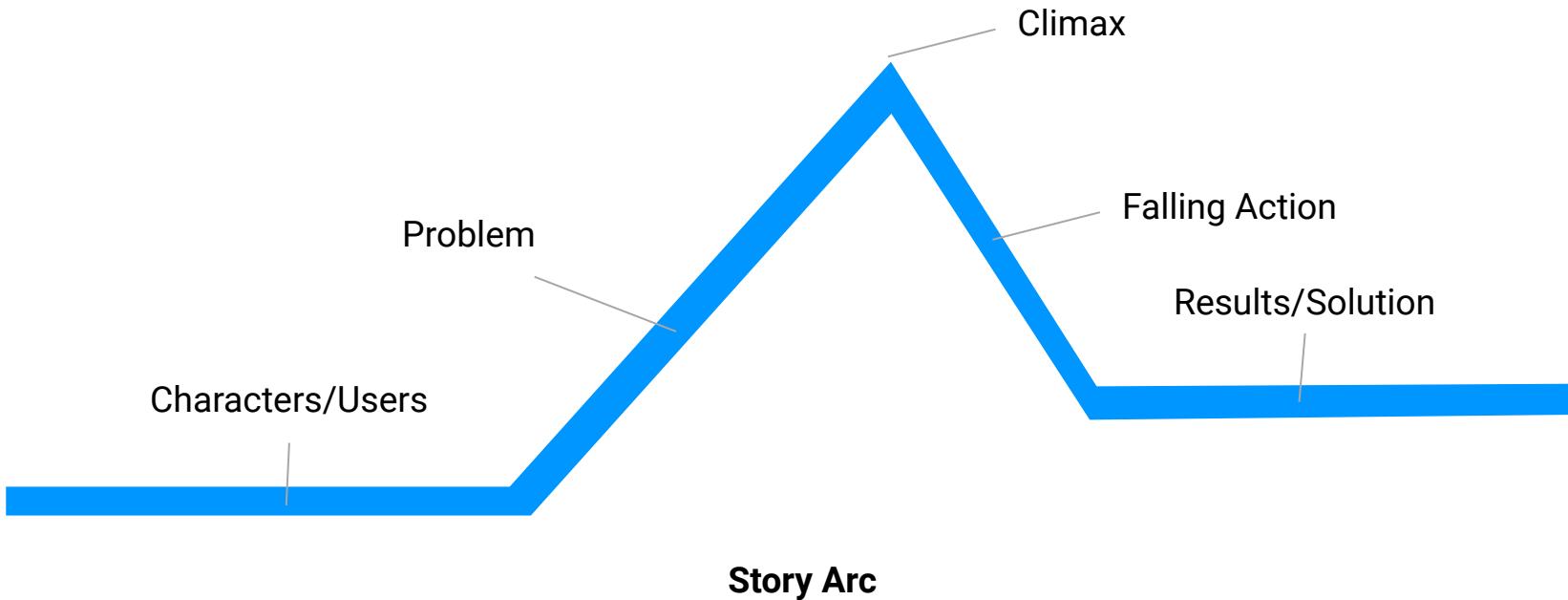


UI Testing +
A/B Testing

How to Present Your Work

Designers Must Be Able to Talk About Their Work

However, your portfolio is not a script. You do not want to read your portfolio to people. You want to tell a story.





“

To be a great designer,
you need to communicate
about why you look
deeper into how people
think and act.

”

—Simon Johnston

Graphic Designer/Educator

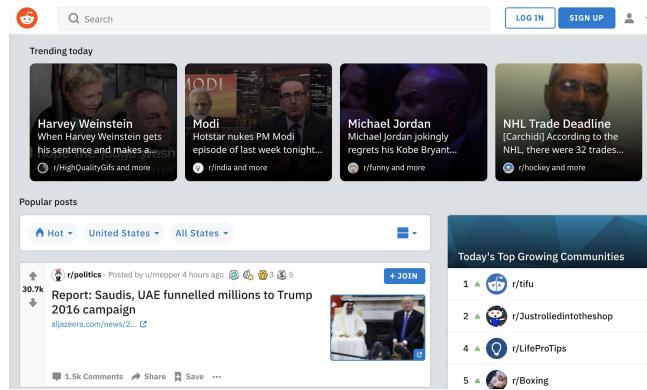
For Example

Imagine a project in your portfolio is a user research and prototyping project you completed for Reddit.

The screenshot shows the Reddit homepage with the following sections:

- Trending today:** Four cards featuring images and titles:
 - Harvey Weinstein**: When Harvey Weinstein gets his sentence and makes a... (r/HighQualityGifs and more)
 - Modi**: Hotstar nukes PM Modi episode of last week tonight... (r/india and more)
 - Michael Jordan**: Michael Jordan jokingly regrets his Kobe Bryant... (r/funny and more)
 - NHL Trade Deadline**: [Carchidi] According to the NHL, there were 32 trades... (r/hockey and more)
- Popular posts:** A search bar with "Hot" selected, dropdown menus for "United States" and "All States", and a sorting button. Below is a post card:
 - 30.7k** **r/politics** · Posted by u/mepper 4 hours ago
 - Report: Saudis, UAE funnelled millions to Trump 2016 campaign**
 - aljazeera.com/news/2...
 -
 - 1.5k Comments, Share, Save, ...
- Today's Top Growing Communities:** A list of five communities with growth icons:
 - r/tifu**
 - r/Jstrolledintotheshop**
 - r/LifeProTips**
 - r/Boxing**

What Not to Say



When I was at Reddit, I worked on this project to increase advertising revenue for the company.

We followed a design sprint process.

On the first day, we did the “How Might We...” activity where we all wrote on Post-it notes to explore how we might fix the problems of users not engaging with ads on the site. After we wrote all our “How Might We...” Post-its, we took 10 minutes and voted.

Then we identified where there were trends and overlap, and we decided on which “How Might We...” we would pursue.

Why This Is Not Good Communication

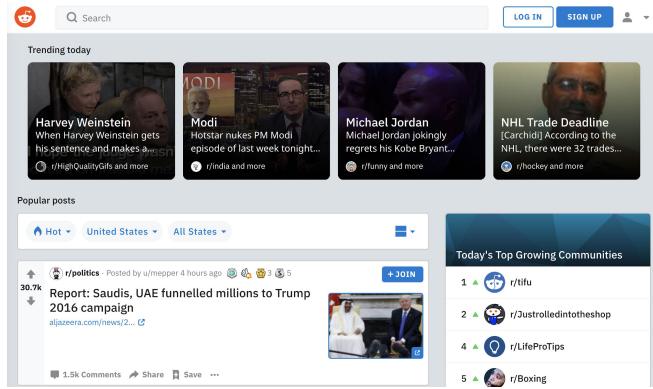
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Then we identified where there were trends and overlap, and we decided on which “How Might We...” we would pursue.

1. It doesn't narrate what you did. Overuse of the I pronoun.
2. It doesn't communicate what you were thinking and why you made important decisions.
3. It doesn't demonstrate insightful thinking.
4. It is not captivating.
5. It sets the tone for how you would communicate as part of the team.

A Better Way to Tell the Story



When I was at Reddit, we worked on this project to increase advertising revenue for the company.

It all began when the research team started to notice that a lot of new users were getting lost in the product and weren't clicking much on the ads. After looking at our analytics, we saw that the user's click-through rates were low on ads across the entire user base.

To help us understand the "why" behind those numbers, we decided to do 1:1 interview and group discussions with existing and new users of Reddit. Our goal was to understand their experience with the product so that we could balance that with the goals of the business.

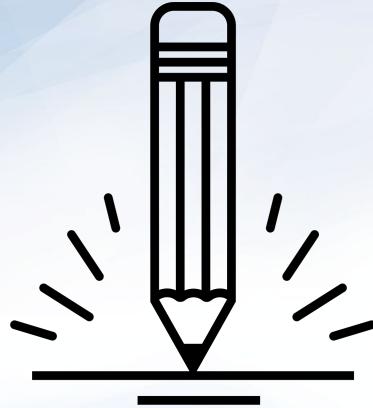
Use Anecdotes and Insights to Tell the Story

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- **What did you learn from the product?**
- **What would you do differently if you could start over?**
- **What went well? What didn't go well?**
- **What would be prioritized to continue the project?**
- **Were there any exceptional outcomes? Testimonials? Feedback?**



Activity:

Case Study Presentations

Suggested Time:
20 Minutes



Design Challenges



Design Challenge

WHAT

A short exercise that gauges a designer's design process and critical thinking skills.

Once presented with a prompt, the designer must assess the problem, conceptualize a solution, and communicate his or her reasoning.

WHEN

During the hiring process.

Two types of design challenges:
at home or in person.

WHY

- To see how you think on your feet.
- To understand your thought process.
- To examine how you collaborate with others.
- To see how you respond to stress.

What to Expect

	1. Phone Screen	2. Phone Interview	3. Design Challenge	4. On-site Interview	5. Offers and Negotiation
WHO	With a recruiter	Designers or hiring managers	Can be at home or in-person	Meet with many or all of the team	Recruiters
HOW LONG	60 minutes or less	60 minutes or less	24 to 48 hours	2 to 6 hours	1 to 2 weeks
GOAL	Understand roughly your qualifications and your wants	See if you're a culture fit. Walk through 1 to 2 of your website projects.	Understand your "design process"	Culture fit; design challenge issued on-site or after	Make the new job official!

What Are Interviewers Looking For?

01

How you **communicate** your approach to the problem.

02

What **questions** you ask.

03

How you solve the problem **for the user and the constraints** that you're designing for.

04

How you go through your **Design Thinking process** when solving a problem.

Design Challenge Strategy

Design Challenge Strategy

- 01 Identify the problem or task.
- 02 Understand the users.
- 03 Map out the existing solution or task.
- 04 Identify flaws with the existing solution.
- 05 Brainstorm new solutions.
- 06 Critique these new solutions to determine one possible direction.

Five Steps to Take During a Design Challenge

01

Ask clarifying questions about the problem.

02

Write key information about the users to develop a persona.

03

Sketch out the existing user flow.

04

Sketch a new user flow that addresses the problems.

05

Sketch screens to reflect the solution.

Tips for Design Exercises

- Don't be afraid to ask questions.
Pretend you're all working together.
- Think out loud.
- Always check your solution against the problem.
- Aim for a lot of ideas.
- Explore competitors or similar products.



Tips for Design Exercises



It's okay to:

- Assume—just acknowledge it.
- Mess up—just erase it and move on.
- Ask for help—be honest.
- Roleplay—have the interviewer act as the end user.



DON'T:

- Don't just start sketching!
- Don't hesitate to use the whiteboard!
- Don't design in silence.

The Whiteboard Framework

Whiteboard Exercise Canvas

<p>① Goal of the exercise</p> <ul style="list-style-type: none">• What is the ultimate purpose of the exercise?• We finished the session and it was successful, why did we succeed?	<ul style="list-style-type: none">• How do we know this is the right conversation to have?• How will we measure success?
<p>② User Personas</p> <ul style="list-style-type: none">• Which user groups are we considering?• Who is our Primary Persona?• What are the behaviors this persona is currently performing? Why?• How does this persona measures success? What motivates them?• What is getting in the middle of them and achieving their goals?	<p>⑤ Solution Space</p> <ul style="list-style-type: none">• How can we craft artifacts to validate the assumptions?• What would be a high-level journey of the user interacting with the solution?• What would be a happy path for users to achieve their goals?• What are some scenarios that might break the happy path?• What kind of messages should we need to display to inform the user about next steps?
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Example Challenge

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

THE FRAMEWORK

1. Ask questions.
2. Define the problem/goal.
3. Define users/needs.
4. Understand the context/constraints.
5. Generate ideas.
6. Write a task list/user flow.
7. Create sketches.
8. Define success metrics.
9. Write down assumptions made during the challenge.

Whiteboard Exercise Canvas

The Goal

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Step 1: Ask Questions

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

ASK QUESTIONS

- Where is this product going to be placed?
- What physical requirements should the kiosk have?
- Will it hold multiple types of soap and shampoo?
- What payment methods are allowed?

Step 2: Frame the Problem

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

PROBLEM	GOAL
Buying soap and shampoo can be streamlined to save the customer's time and decrease the waste of plastic packaging.	The refill kiosk lets customers fill up their old bottles quickly and cleanly. It could possibly contain other products and be a retention driver for the business.

The User Persona

Whiteboard Exercise Canvas



① Goal of the exercise

- What is the ultimate purpose of the exercise?
- We finished the session and it was successful, why did we succeed?

- How do we know this is the right conversation to have?
- How will we measure success?

② User Personas

- Which user groups are we considering?
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- What are the behaviors this persona is currently performing? Why?
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Step 3: Understand the Users and Their Needs

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

QUICK AND CHEAP

Some users may have just one bottle to fill up, occasionally.

Their experience should be quick, since they have other shopping to do. Maybe even a way to clean up if it gets messy.

SUPER SAVERS

Other users may fill up all of their bottles for all of their rooms and family members. They need to be able to fill multiple bottles with little effort.

Maybe even a way to start the process and return to the kiosk when it is finished.

The Problem Space

Whiteboard Exercise Canvas

① Goal of the exercise

- What is the ultimate purpose of the exercise?
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- How would we validate them?

Step 4: Define Context and Constraints

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

CONSTRAINTS

Shoppers may have carts, baskets,
and carrying bottles while using the
machine.

The screen might be dirty from usage
from previous customers.

Shoppers are limited on time.

Assumptions Made

Whiteboard Exercise Canvas

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Step 5: Write Assumptions

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

IT'S OKAY TO MAKE ASSUMPTIONS

Write down assumptions on the board as you come across them and mention how you would validate them at the end.

You can say, "I am assuming most shoppers will refill the same bottle and not switch brands often. I'll validate this by tracking refill rate and comparing it to the purchase rate of the bottles."

The Solution

Whiteboard Exercise Canvas

① Goal of the exercise

- What is the ultimate purpose of the exercise?
- We finished the session and it was successful, why did we succeed?

- How do we know this is the right conversation to have?
- How will we measure success?

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- How would we validate them?

Step 6: Generate Ideas

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

IDEAS

Pay first, then fill up. Shoppers enter credit card, use screen interface, then fill up—so hands do not touch screen after touching soap.

Automatic sensors. Store-branded soap bottles have sensors that the kiosk can detect. It knows which liquid to dispense, can weigh the bottle, and knows how much to fill up.

Set up and come back. Queue order and come back in 5–10 minutes when bottles are filled.

Step 7: Write a Task/User Flow

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

TASK FLOW

1. User taps “start” on screen.
2. Puts in credit card—kiosk is ready to dispense.
3. User places first bottle onto sensor, kiosk recognizes brand and bottle, and dispenses only what is needed.
4. Kiosk asks “fill up another?” or states “done.” User selects “fill up another.”
5. User places second bottle onto sensor, but kiosk doesn’t recognize item, so user selects which liquid to dispense.
6. Kiosk finishes dispensing, user selects “done,” and user’s credit card is charged and sent a text receipt.

Step 8: Sketch

PROMPT Design a kiosk for liquid soap and shampoo bottle refills.

SKETCHING TIPS

- Always explain what you're drawing, before or after if not during.
- Be quick and fast, but also neat.
- You'll need to explain these sketches afterward.
- Use two colors: black to sketch and an accent color to call out CTAs and affordances.
- Visualize concepts, functions, and processes with graphs and diagrams.

Step 9: Measure Success

PROMPT

Design a kiosk for liquid soap and shampoo bottle refills.

What does success look like?

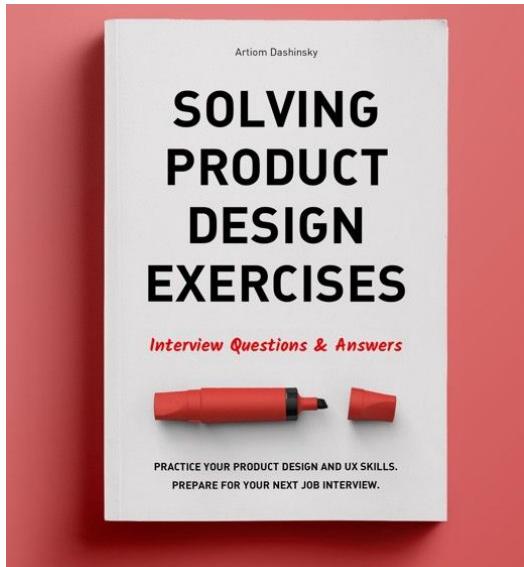
What does success not look like?

What metrics should we track to see if our solution was successful?

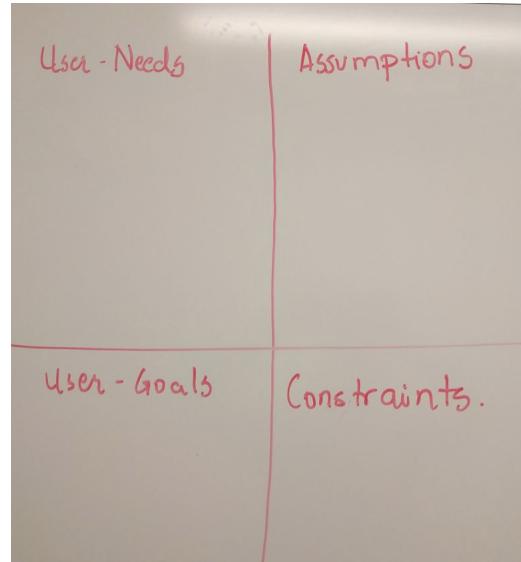
How might we improve the solution in future iterations?

There Are Many Frameworks

You'll need to find one that works for you.



[Solving Product Design Exercise](#)



[Whiteboard Design Challenge Framework](#)



[Beginner Guide to the Whiteboard Challenge](#)

Whiteboard Exercise Canvas

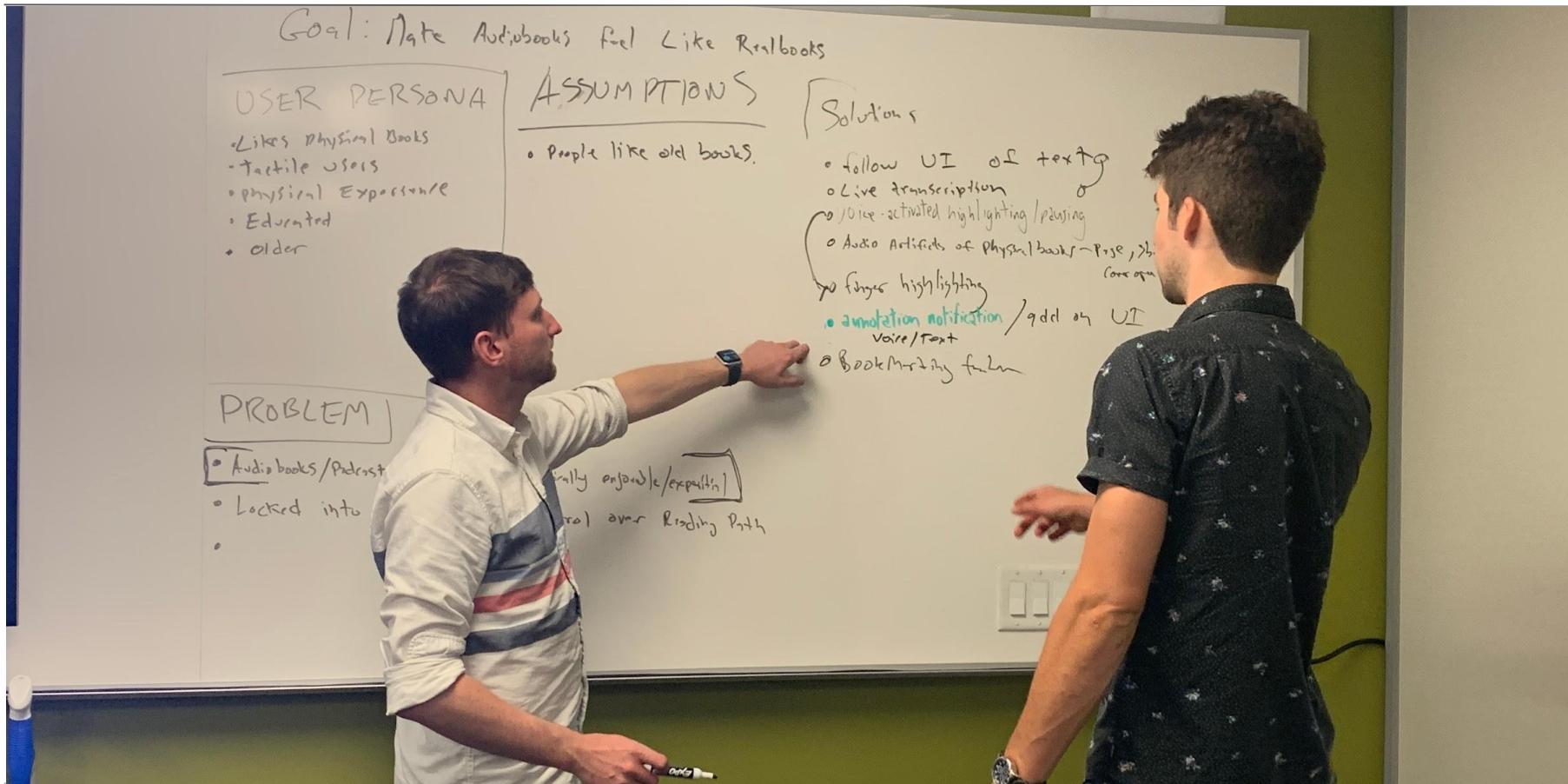
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Download the Wizeline
Template Here:

<https://www.dropbox.com/s/kpqnlefgra67oak/Whiteboard%20Canvas.pdf?dl=0>

Whiteboard Examples



Whiteboard Examples

Goal: Make Audiobooks feel Like Realbooks

USER PERSONA

- Likes Physical Books
- Tactile UI
- Physical Experience
- Educated
- Older
- Still Apprehends Skewmorphisms

ASSUMPTIONS

- People like old books.

Solutions

- ① open app, choose book / resume
- ② user hears audio of page moving to saved spot.
- ③ spoken text on page (e-book style)
↳ emphasis on words
- ④ user adds their own note by tapping green, speaking/typing their note.
- ⑤ story review

- ⑥ user highlights passage w/finger

timecode Bookmark is placed.

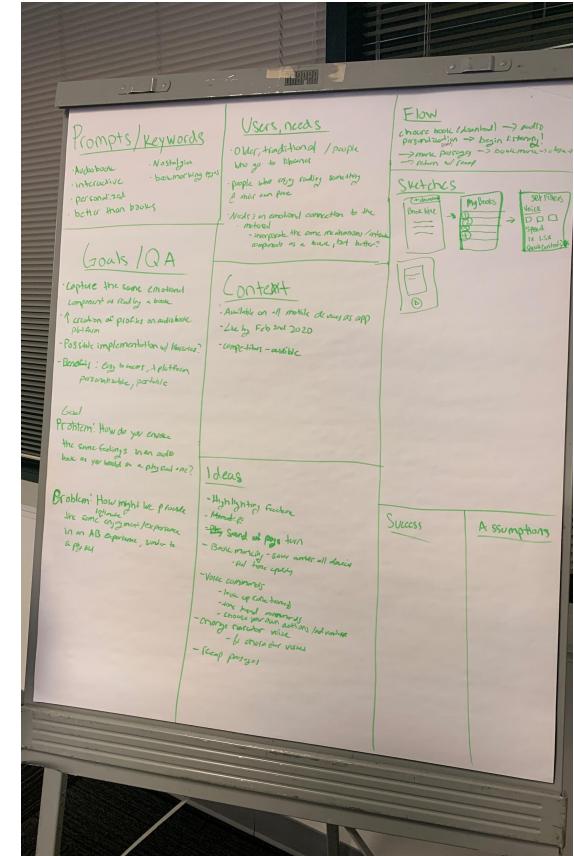
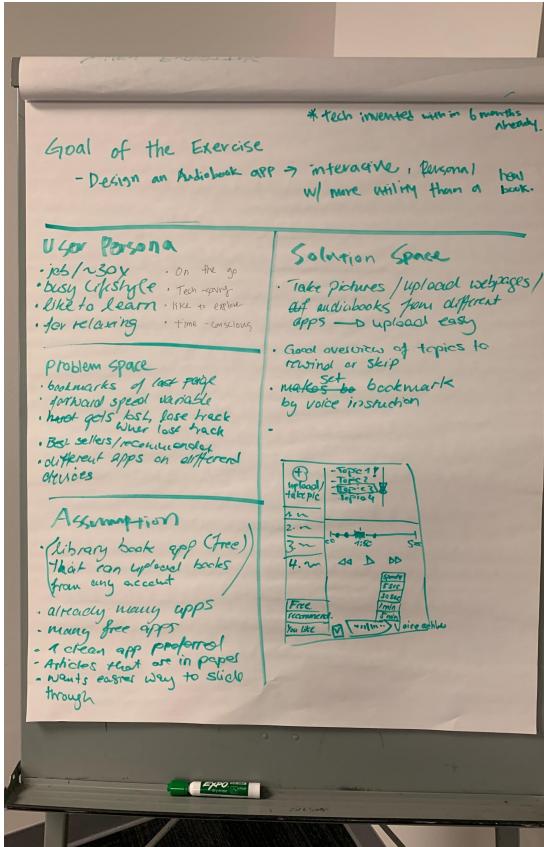
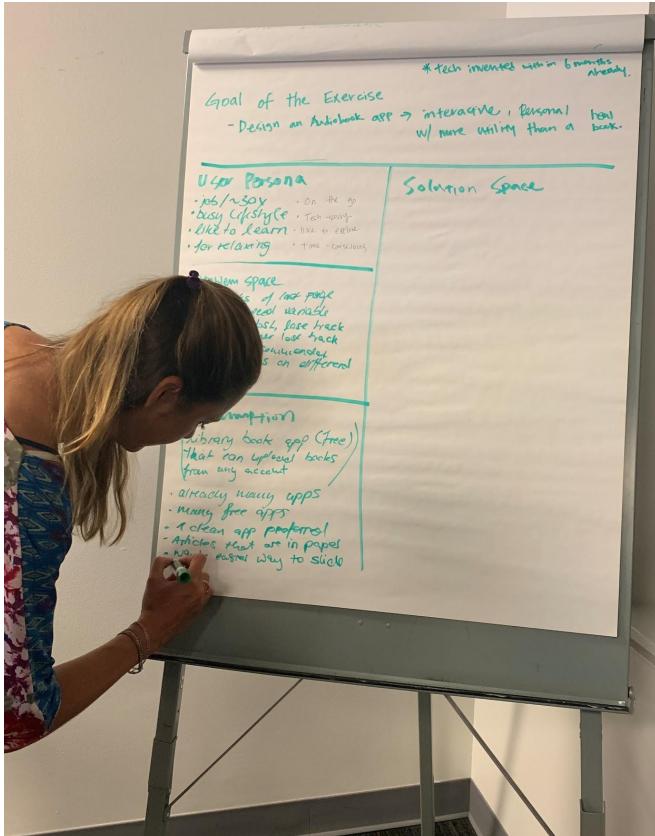
PROBLEM

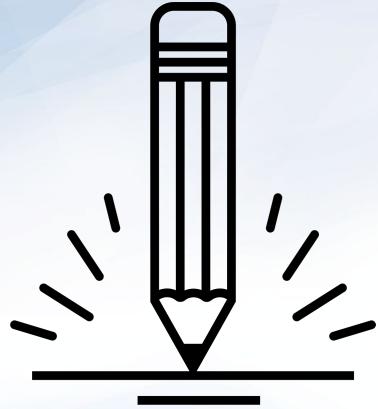
- Audiobooks/Podcasts are not as physically enjoyable/experiential
- Locked into Narrator — No control over Reading Path

Solutions

- Skewmorphic Book Dossiers
- follow UI of text + ↗
↳ footnote/notification appendix
- Live transcription
- voice-activated highlighting/pausing
- Audio Artifacts of Physical books → Page, Shuffle, Wriggle, Scrape, Core opacity, Tap cover of page
- finger highlighting
- annotation notification / add in UI
↳ voice/text
- Bookmarking function
- Voice selection / pace

Whiteboard/Paper Version Examples





Activity:

Whiteboard Design Challenge

(Instructions sent via Slack)

Suggested Time:
50 minutes





Time's Up! Let's Review.

Break



What is front-end development?

Front-End Development

Front-end development requires:

01 Teamwork



The practice of building the “client-facing” section of websites and user interfaces.

02 Front-end code



Front-end developers build the parts of the website users see and interact with.

03 Iterations



Front-end developers use HTML, CSS, and JavaScript to build rich interfaces that are pleasing to the eye.



Why do I need to know
front-end development?



“ An architect would understand the properties of concrete, so why wouldn’t a designer understand the properties of code? ”

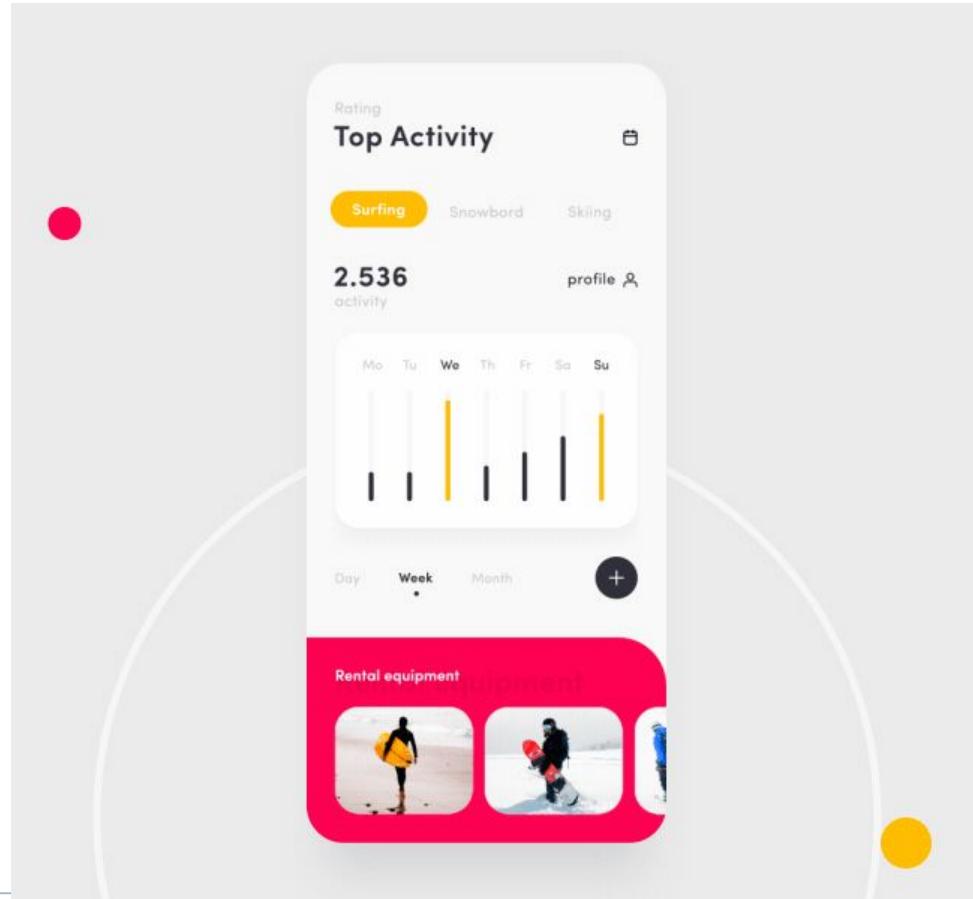
—Aaron Walter
VP Design Education at InVision

Why Learn Front-End Development?

Understanding the medium you're designing for helps you create better user interfaces.

Learning code helps you to think deeply about your designs and how to make them more efficient.

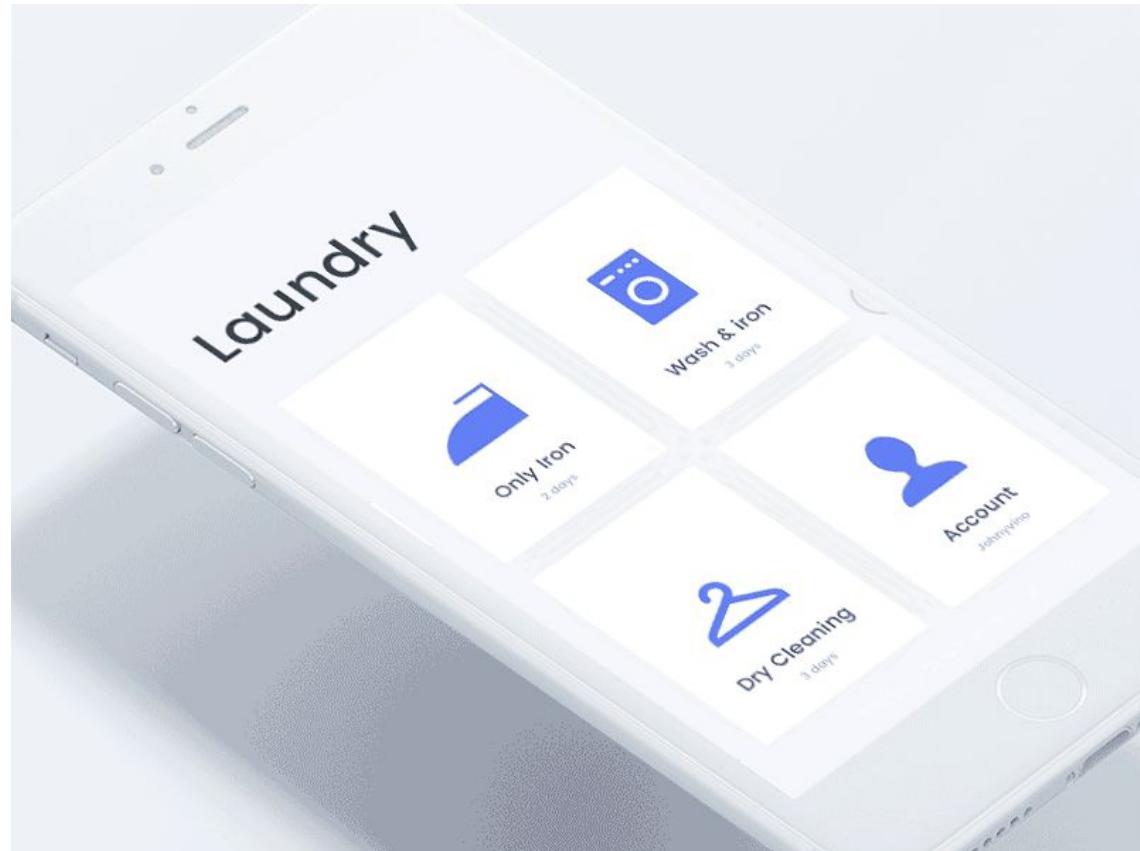
Understanding the medium gives you insight into where you can push boundaries to make something delightful and innovative.



Why Learn Front-End Development?

As a UX/UI designer, you **WILL** be working with developers or product managers to implement your design.

Being able to communicate your ideas effectively to developers is essential.



Do UX/UI Designers Need to Know How to Code? YES

Most UX job descriptions include four requirements that make knowing front-end development invaluable:

01

Understanding the technical implications of UX/UI decisions.

02

Ability to communicate clearly and effectively with members of the development team and business stakeholders.

03

Working knowledge of HTML, CSS, and JavaScript.

04

Some development experience for the more senior-level UX roles.

“Code Conversational” Designers See More Job Opportunities



Senior Product Designer

at CLEAR - Corporate ([View all jobs](#))

New York, New York, United States

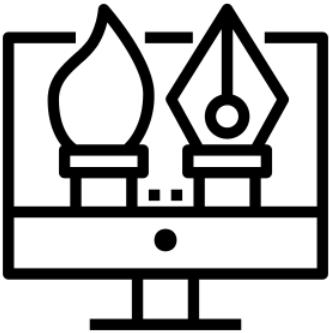
We are looking for a motivated Senior Product Designer to join our team. You will be working across multiple platforms, including web, mobile + hardware, to bring our high bar for quality + craft. If you have a passion for design and a desire to work cross-functionally to build + launch smart, elegant products, there are many challenges for you in helping CLEAR deliver its vision. Our Product Design team is full of design geeks that love tackling complex problems and making tech feel like everyday magic.

What you're great at:

- Have 6+ years of experience designing innovative consumer experiences across mobile and web
- Can navigate and execute each of the phases of the end-to-end design process.
- Relentless about understanding user behavior and mindsets, and anticipating new use cases
- Curiosity for exploring how technology affects real-world behaviors
- A design philosophy that emphasizes clean and simple user interactions
- Takes calculated risks: comfortable with designing to learn, unafraid of making mistakes, and finding the balance between data-driven decision-making and intuition
- Excellent written and verbal communication skills
- Ability to manage multiple projects at once and execute in a fast-paced environment
- Strong proficiency with current design tools including Figma, Principle, Lottie, and Abstract
- Possess a strong portfolio that demonstrates your proven track record of success
- Ability to write, synthesize and/or analyze usability tests is a plus
- Experience with HTML, CSS and Javascript is a plus

Becoming Code Conversational

Becoming Code Conversational



How much coding
knowledge does a
UX/UI designer need?



How much coding
knowledge does a
UX/UI developer need?



Activity:

Software Check

(Instructions sent via Slack)

Suggested Time:
8 minutes

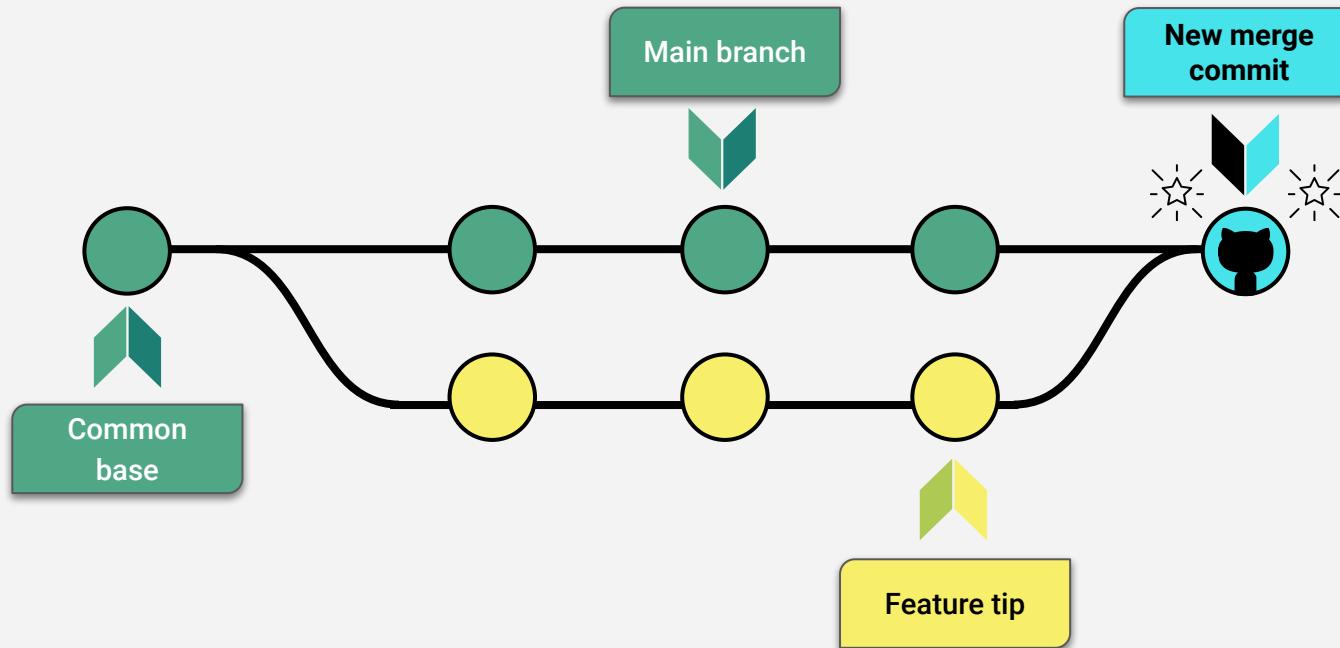




GitHub and Version Control

What Is Version Control?

Version control is a system that records changes to a file or set of files over time so that you can recall specific versions later.





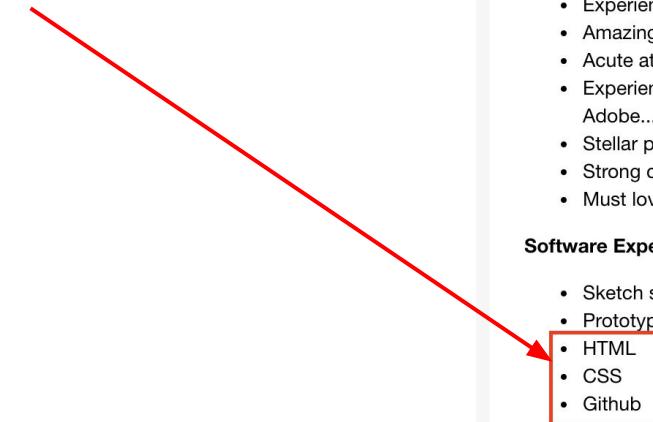
Git/GitHub is a distributed **version-control** system for tracking changes in source code during software development.

It is designed for **coordinating work among programmers**, but it can be used to track changes in any set of files.

Why Learn GitHub?

Here is an ad for a senior UX designer role. It specifically asks for experience with HTML, CSS, as well as GitHub.

Many UX jobs are for websites, so understanding the tools is essential for performing the job.



Senior UX Designer

Sumo ★★★★☆ 13 reviews - Austin, TX

Apply Now



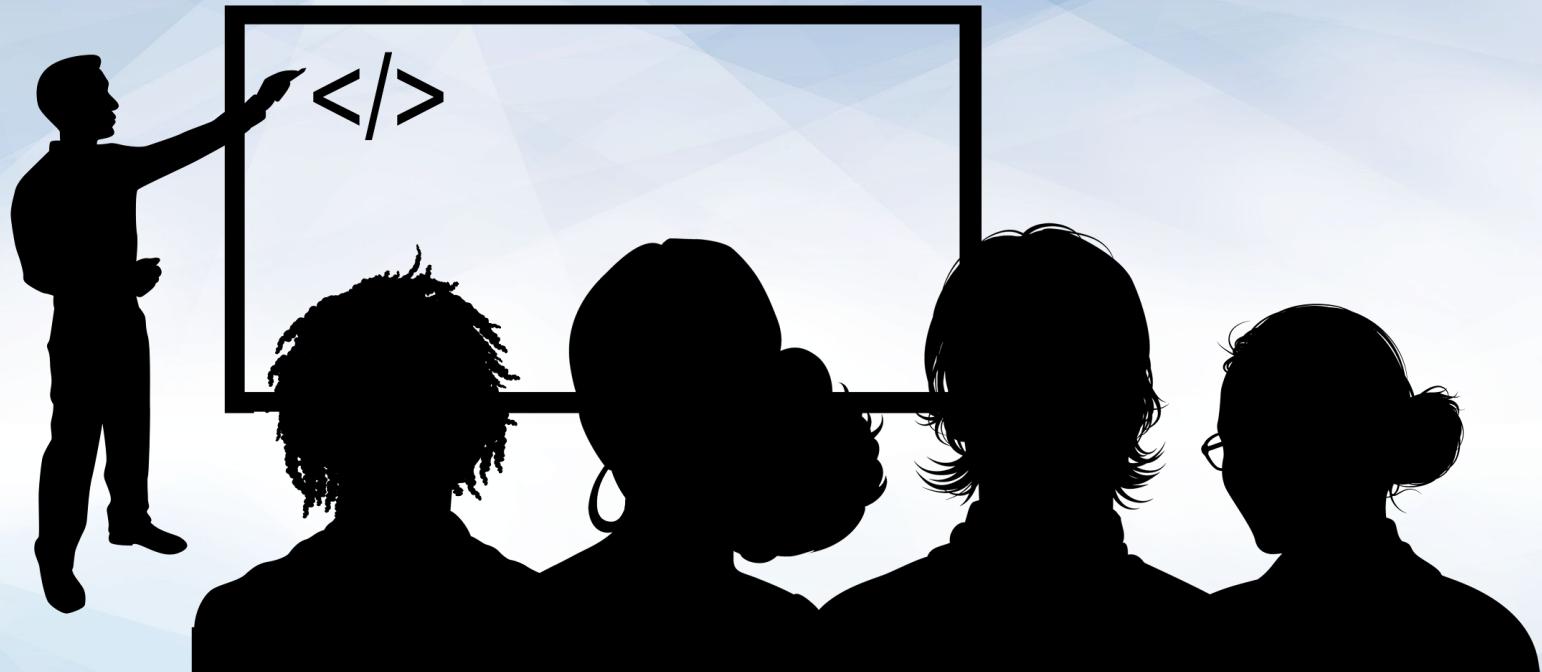
- Conducting user research, testing usability, and explaining your findings
- Deciding what level of prototyping a new feature requires
- Collaborating with the Sumo product team to understand customer and company goals
- Creating wireframes, storyboards, sitemaps, screen flows, and prototypes
- Synthesizing and presenting your findings
- Working with our UI team to explain what you've built and designed
- Exporting and annotating your design to engineers
- Continuously pushing design projects to the next phase
- Participating in brainstorming sessions and providing feedback on ideas

Role Requirements:

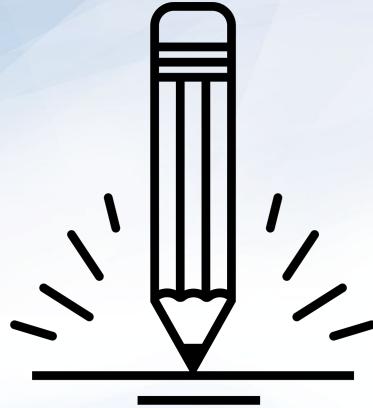
- 3+ years of experience
- Most recent portfolio demonstrating both design skill and process
- Experience in creating easy-to-use designs that display holistic thinking
- Amazing user research experience
- Acute attention to detail
- Experience with and proficiency in design and prototyping software (Sketch, Invision, Adobe...etc.)
- Stellar presentation skills
- Strong communication skills
- Must love dogs and tacos!

Software Experience:

- Sketch software
- Prototyping & wireframing software
- HTML
- CSS
- Github



Instructor Demonstration
GitHub Desktop



Activity:

My First GitHub Repo

(Instructions sent via Slack)

Suggested Time:
12 minutes



Congratulations! Recap

Today, we accomplished the following:

01

Learned a Design Challenge Framework

We learned a design challenge framework that we can use during on-site interviews.

02

Worked Through a Design Challenge

We used a framework to complete a whiteboard design challenge.

03

Set Up Our Environment for Code

We downloaded tools and set up GitHub in preparation for coding.



Questions?

*The
End*

GitHub Desktop Reference

Git Functions

New Repository:

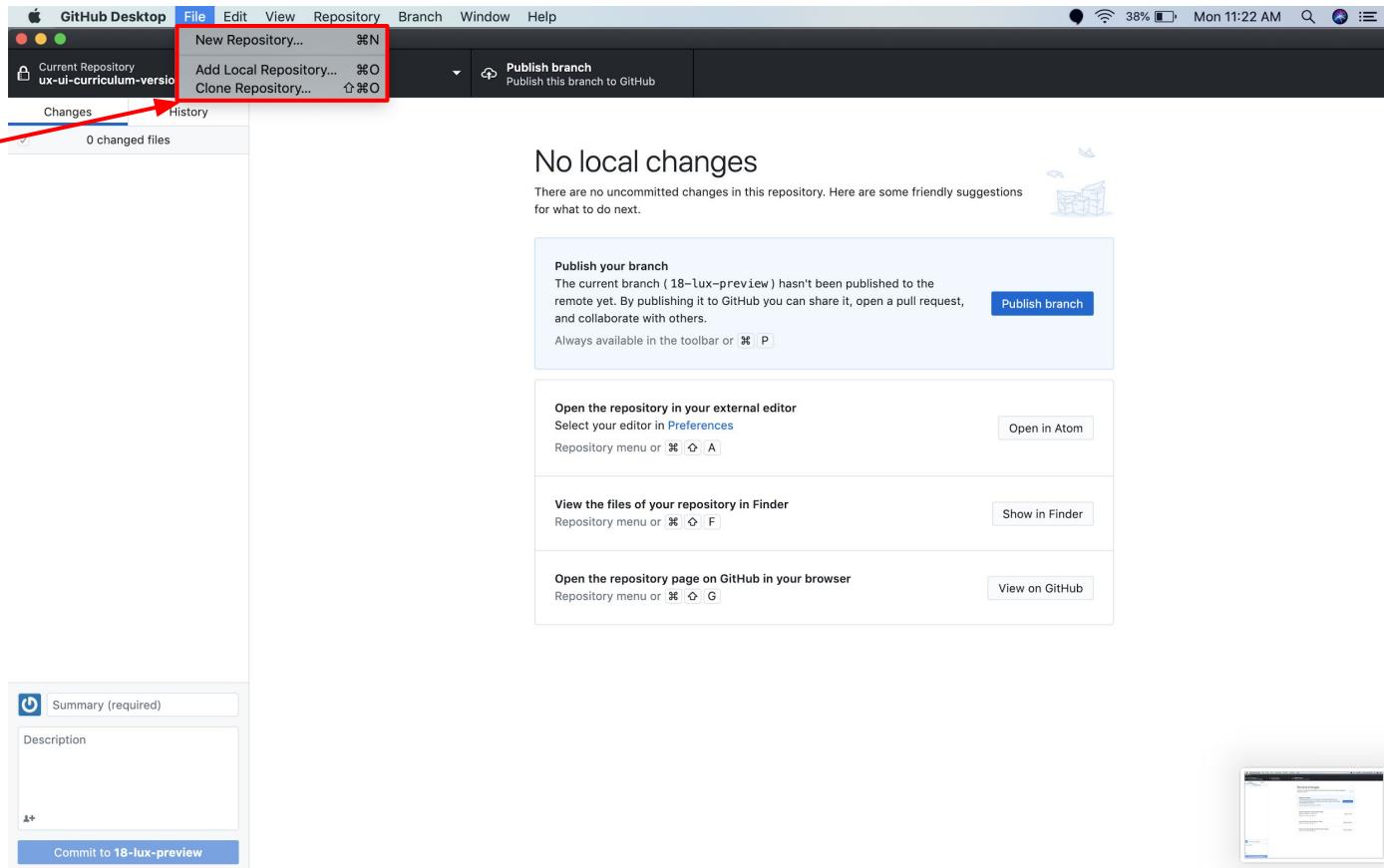
This button creates a new repo on your desktop.

Add Local Repository:

Adds an already existing git repo to GitHub Desktop.

Git Clone:

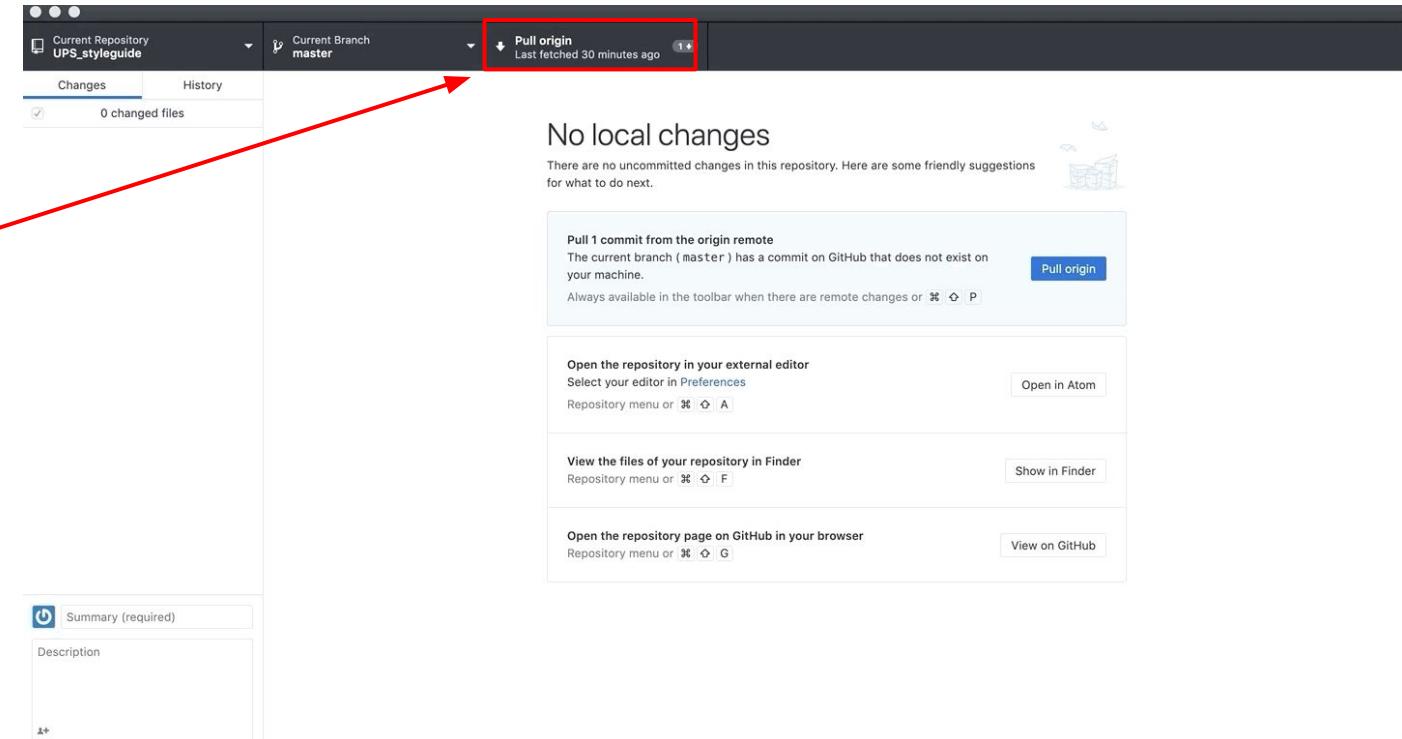
Clones a git repository onto the local file system.



Git Functions

Git Push:

Used to update your local repository with changes to local branches.

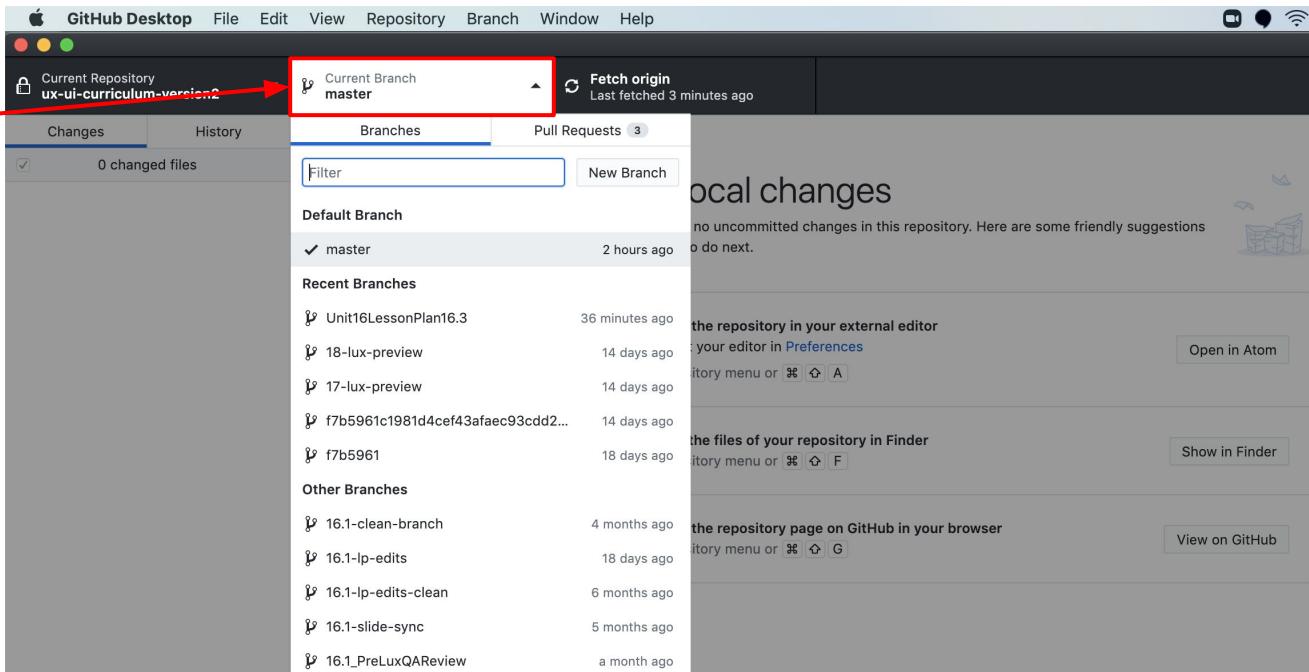


Git Functions

Branches:

You can create and manage branches via GitHub Desktop.

Branches are local copies of repositories that allow you to work separate from the main repository.



Git Functions

Git Push:

When changes are made to your local git repository, GitHub Desktop tracks your changes and allows you to update the cloud repository.



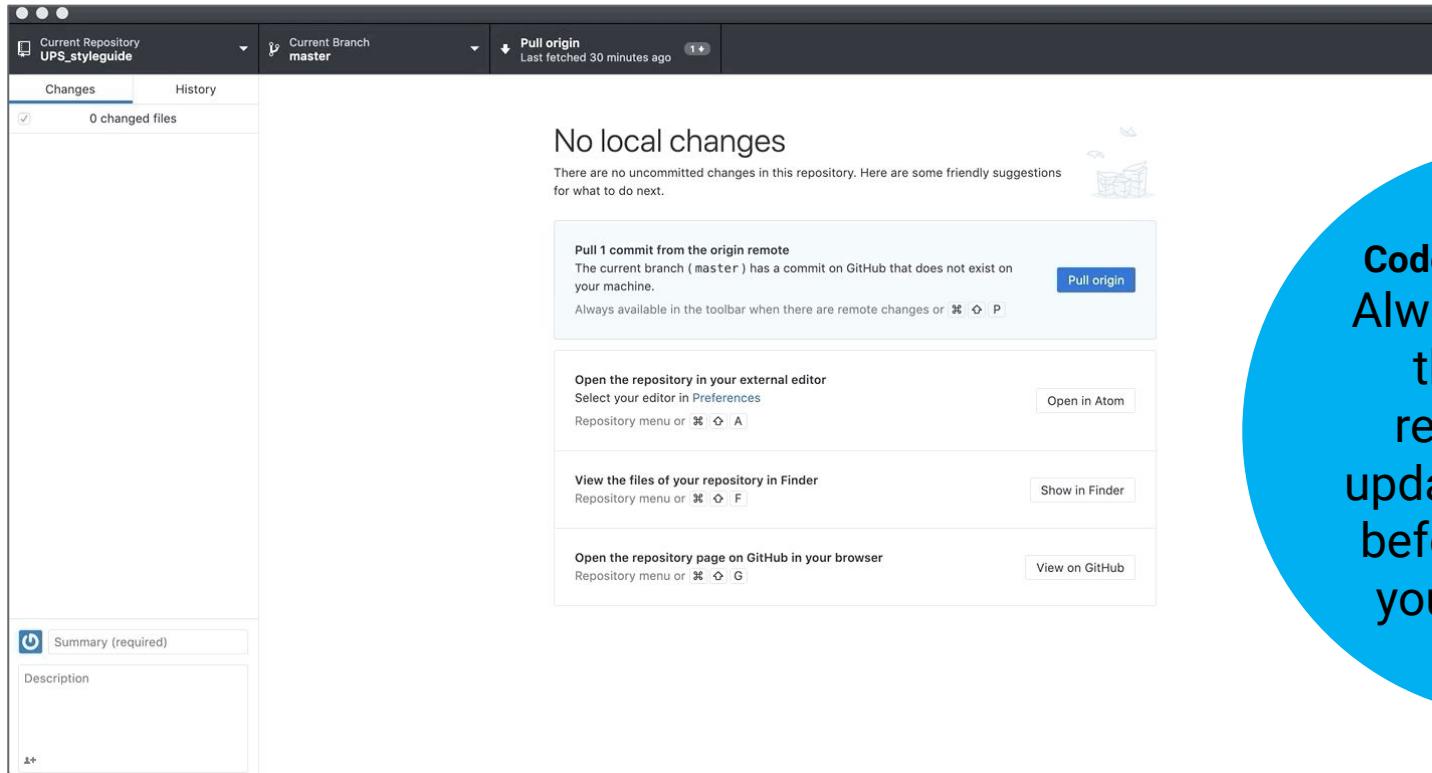
The screenshot shows the GitHub Desktop application interface. At the top, it displays the current repository as "Current Repository UPS_styleguide" and the current branch as "Current Branch master". A status bar indicates "Push origin" and "Last fetched 9 minutes ago".

The main area shows a diff view of the file "index.html". The left pane lists the changes: "1 changed file" and "index.html". The right pane shows the code differences between line 11 and line 17. Line 14 has been modified, with the original code "#333366" being deleted and a new code "#2244" being added.

At the bottom, there is a commit dialog with fields for "Commit name" and "Description", and a large blue "Commit to master" button. Below the dialog, it says "Committed 15 hours ago".

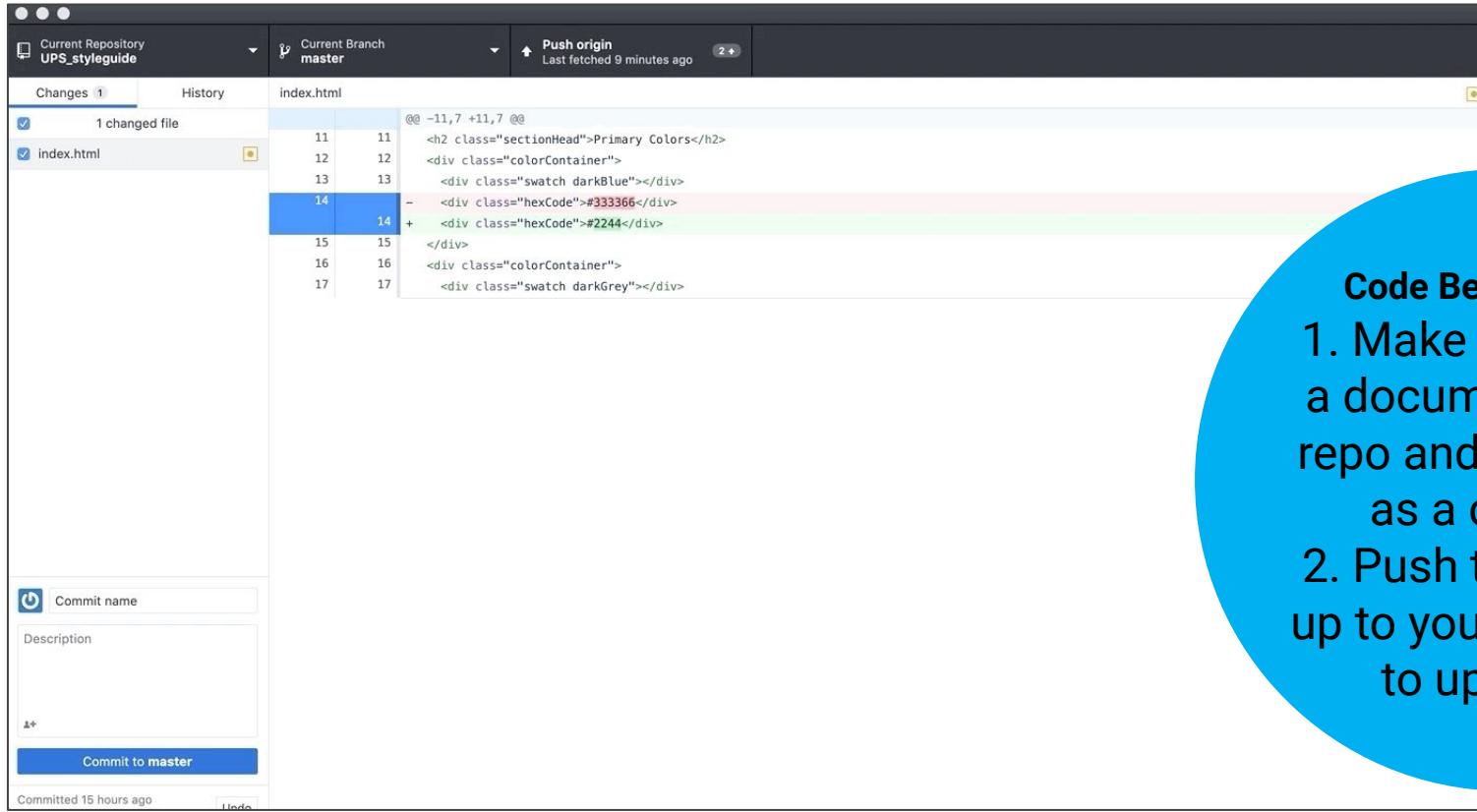
Common GitHub Desktop Workflows

Workflow 1: Pull From a Repository



Code Best Practice:
Always pull from
the remote
repository to
update your code
before you start
your work day.

Workflow 2: Push Local Changes



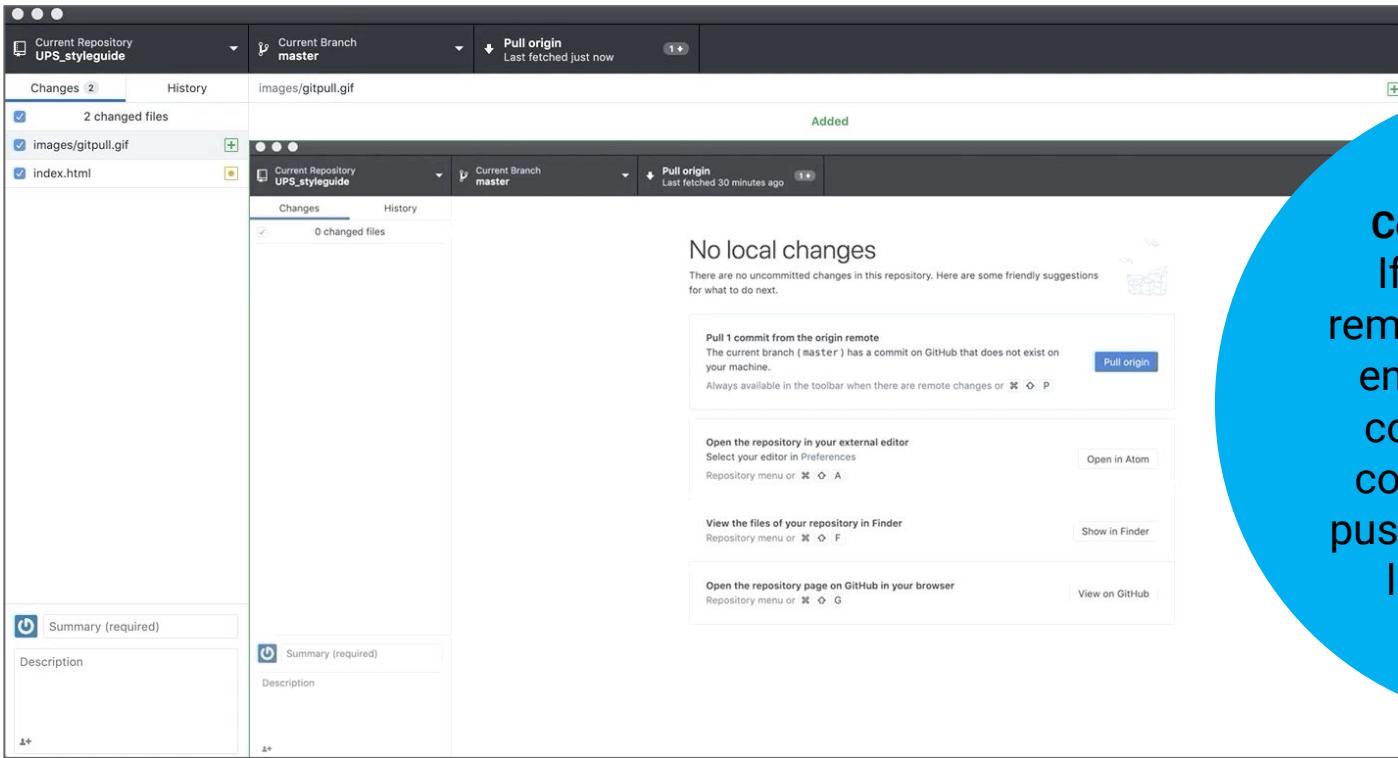
The screenshot shows a GitHub commit interface for a repository named 'UPS_styleguide' with the master branch selected. The commit message field is empty, and the 'Commit to master' button is highlighted in blue. The diff view shows changes made to 'index.html'. Line 14 has been modified from '#333366' to '#2244'. A large blue circle highlights the 'Code Best Practice' section on the right.

Line	Original	Modified
11	<h2 class="sectionHead">Primary Colors</h2>	<h2 class="sectionHead">Primary Colors</h2>
12	<div class="colorContainer">	<div class="colorContainer">
13	<div class="swatch darkBlue"></div>	<div class="swatch darkBlue"></div>
14	- <div class="hexCode">#333366</div>	+ <div class="hexCode">#2244</div>
15	</div>	</div>
16	<div class="colorContainer">	<div class="colorContainer">
17	<div class="swatch darkGrey"></div>	<div class="swatch darkGrey"></div>

Code Best Practice:

1. Make changes to a document in your repo and then add it as a commit.
2. Push the commit up to your repository to update it.

Workflow 3: Resolve Merge Conflicts



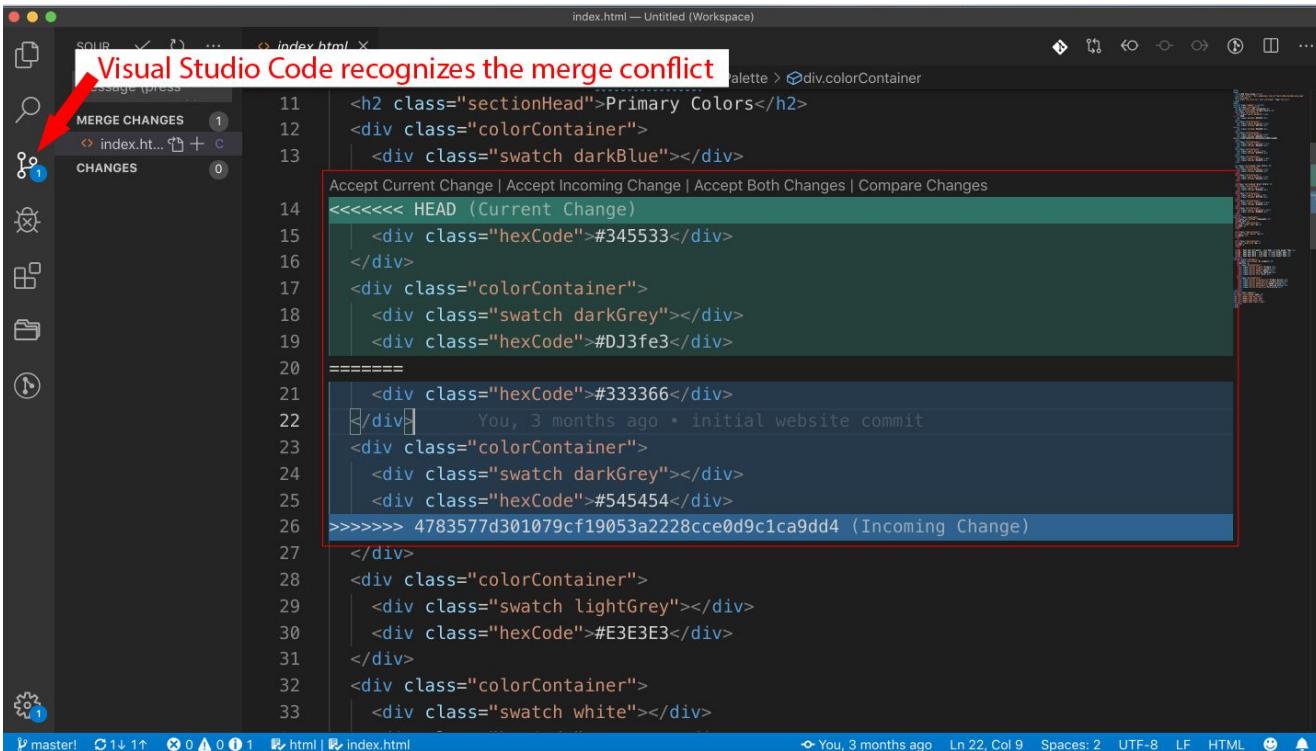
Code Best Practice:
If you pull from a
remote repository and
encounter a merge
conflict, select the
correct version and
push the merge to the
local repository.

Workflow 3.1: Resolve Merge Conflict

The next step is to open the conflicting file in Visual Studio Code.

Make sure you have this plugin installed for VScode:

[VScode Git Package](#).



Visual Studio Code recognizes the merge conflict

```
index.html — Untitled (Workspace)
```

MERGE CHANGES 1

CHANGES 0

Accept Current Change | Accept Incoming Change | Accept Both Changes | Compare Changes

<<<<< HEAD (Current Change)

11 <h2 class="sectionHead">Primary Colors</h2>

12 <div class="colorContainer">

13 <div class="swatch darkBlue"></div>

14 <div class="hexCode">#345533</div>

15 </div>

16 <div class="colorContainer">

17 <div class="swatch darkGrey"></div>

18 <div class="hexCode">#DJ3fe3</div>

19 <div class="hexCode">#333366</div>

20 </div>

21 <div class="hexCode">#333366</div>

22 </div> You, 3 months ago * initial website commit

23 <div class="colorContainer">

24 <div class="swatch darkGrey"></div>

25 <div class="hexCode">#545454</div>

26 >>>> 4783577d301079cf19053a2228cce0d9c1ca9dd4 (Incoming Change)

27 </div>

28 <div class="colorContainer">

29 <div class="swatch lightGrey"></div>

30 <div class="hexCode">#E3E3E3</div>

31 </div>

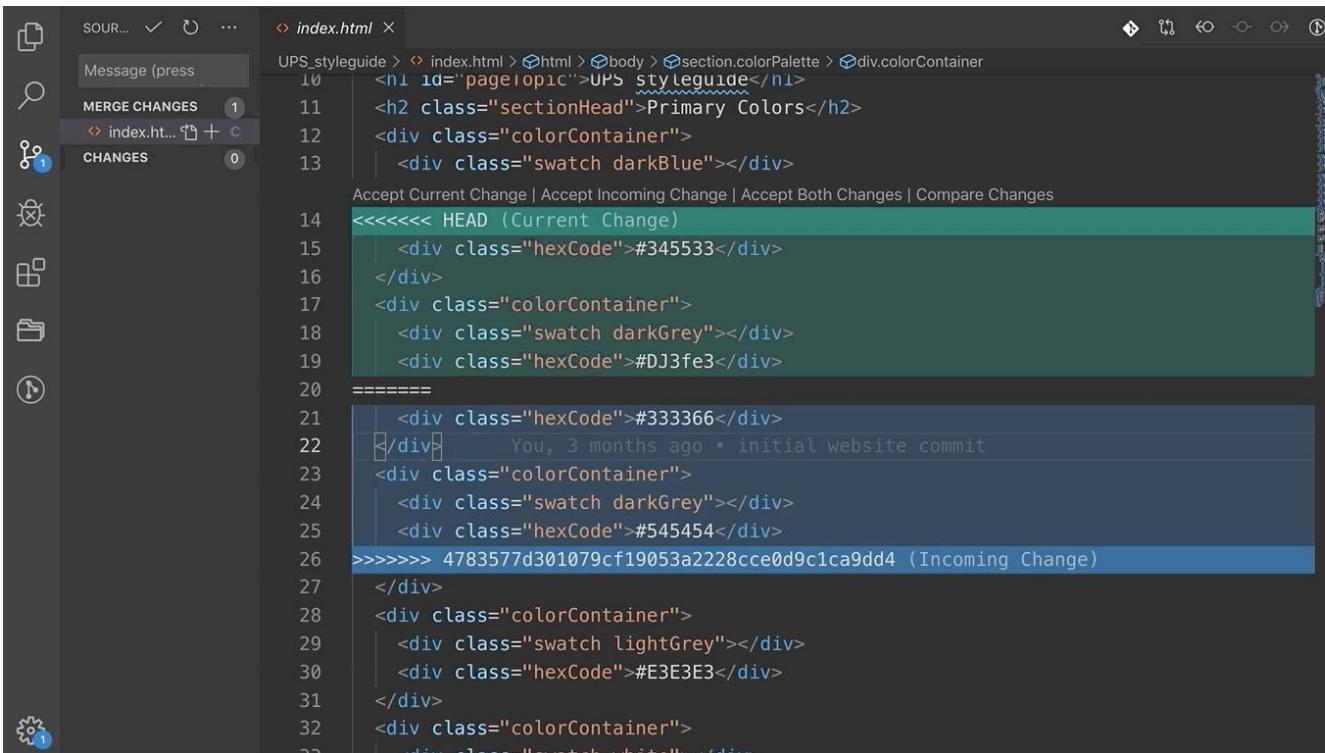
32 <div class="colorContainer">

33 <div class="swatch white"></div>

master 1 11 0 0 1 1 html index.html You, 3 months ago Ln 22, Col 9 Spaces: 2 UTF-8 LF HTML

Workflow 3.2: Resolve Merge Conflict

Select which change is the most current by clicking “Accept Current Change” or “Accept Incoming Change.”

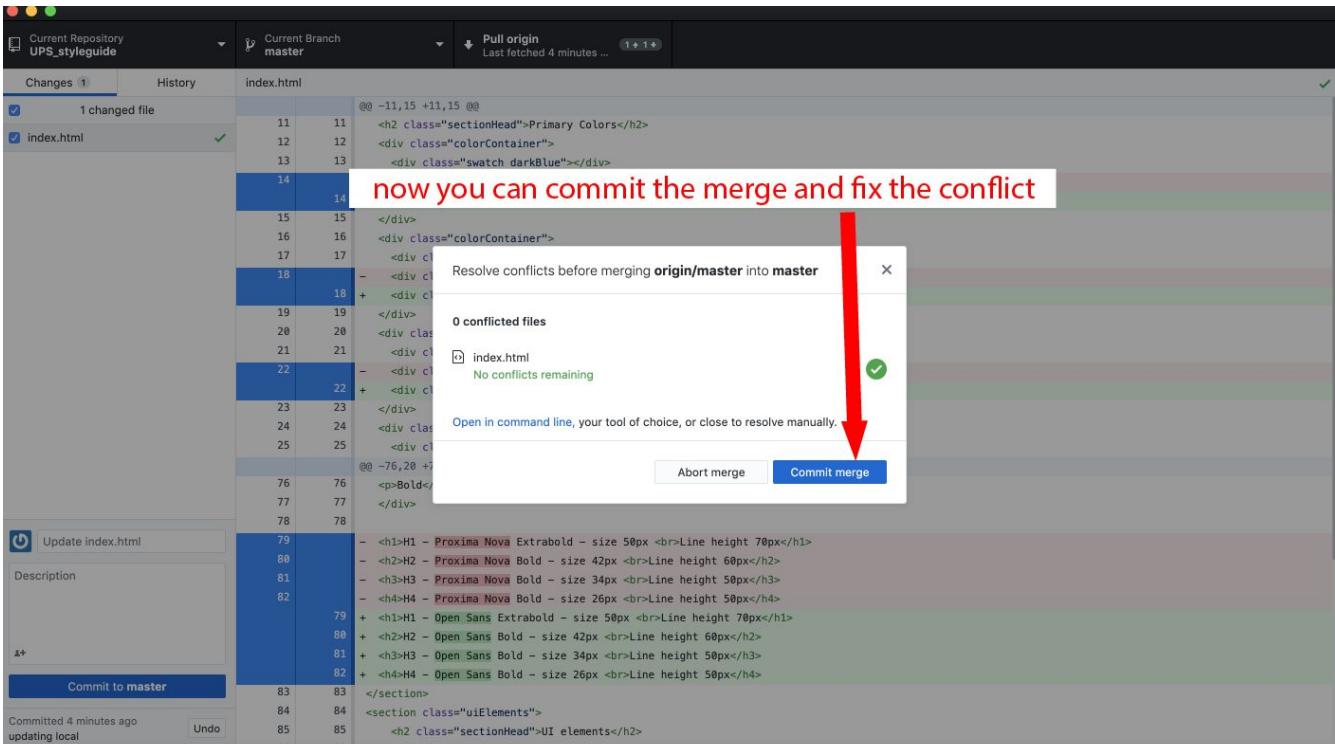


The screenshot shows a code editor interface with a dark theme. On the left is a sidebar with icons for file operations like Open, Save, Undo, Redo, and a gear for settings. The main area is a code editor for a file named "index.html". The code contains several sections for color swatches and hex codes. A specific section between lines 14 and 19 is highlighted with a green background, indicating it is the "Current Change". Above this section, there is a message bar with options: "Accept Current Change", "Accept Incoming Change", "Accept Both Changes", and "Compare Changes". Below the code editor, there is a status bar with some commit details: "You, 3 months ago • initial website commit". The bottom part of the code editor shows another section of code starting at line 21, which is labeled as an "Incoming Change" with a blue background.

```
<n1 id="page1opic">UPS Styleguide</n1>
<h2 class="sectionHead">Primary Colors</h2>
<div class="colorContainer">
| <div class="swatch darkBlue"></div>
Accept Current Change | Accept Incoming Change | Accept Both Changes | Compare Changes
<<<<< HEAD (Current Change)
<div class="hexCode">#345533</div>
</div>
<div class="colorContainer">
| <div class="swatch darkGrey"></div>
<div class="hexCode">#D3fe3</div>
=====
<div class="hexCode">#333366</div>
</div> You, 3 months ago • initial website commit
<div class="colorContainer">
| <div class="swatch darkGrey"></div>
<div class="hexCode">#545454</div>
>>>> 4783577d301079cf19053a2228cce0d9c1ca9dd4 (Incoming Change)
</div>
<div class="colorContainer">
| <div class="swatch lightGrey"></div>
<div class="hexCode">#E3E3E3</div>
</div>
<div class="colorContainer">
| <div class="swatch white"></div>
```

Workflow 3.3: Resolve Merge Conflict

After all the conflicting files have been fixed, we can merge our code and push it back to the repo, all in GitHub Desktop.





30 minutes