

Exercise: Interactive component design

Overview

In this exercise, you will add an interaction to the UI button component you created in a previous activity in Figma. You can use interactive components to test interactions between variants in a component set. When you add an instance to your designs, those interactions are pre-configured and ready to use.

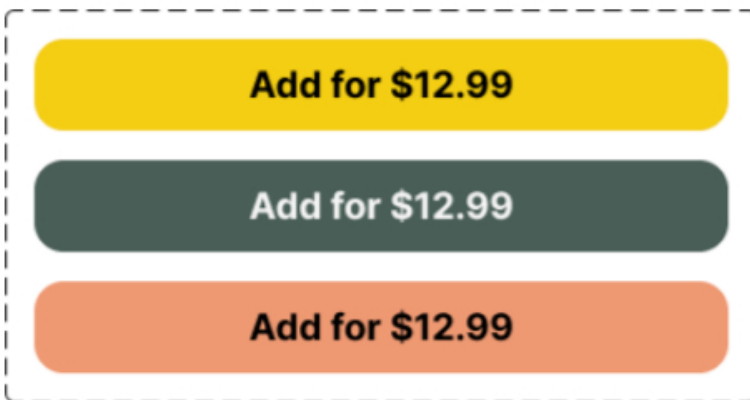
Step 1: Open your file

Open either your button component file or the provided Figma file.



C7 M4 L2 item 4 Interactive component

FIG File

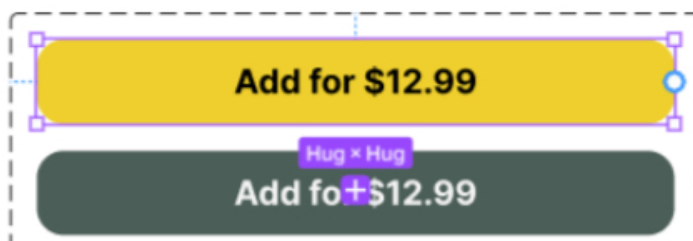


Step 2: Add interactions

- Switch to prototype mode on the right-side panel in Figma.

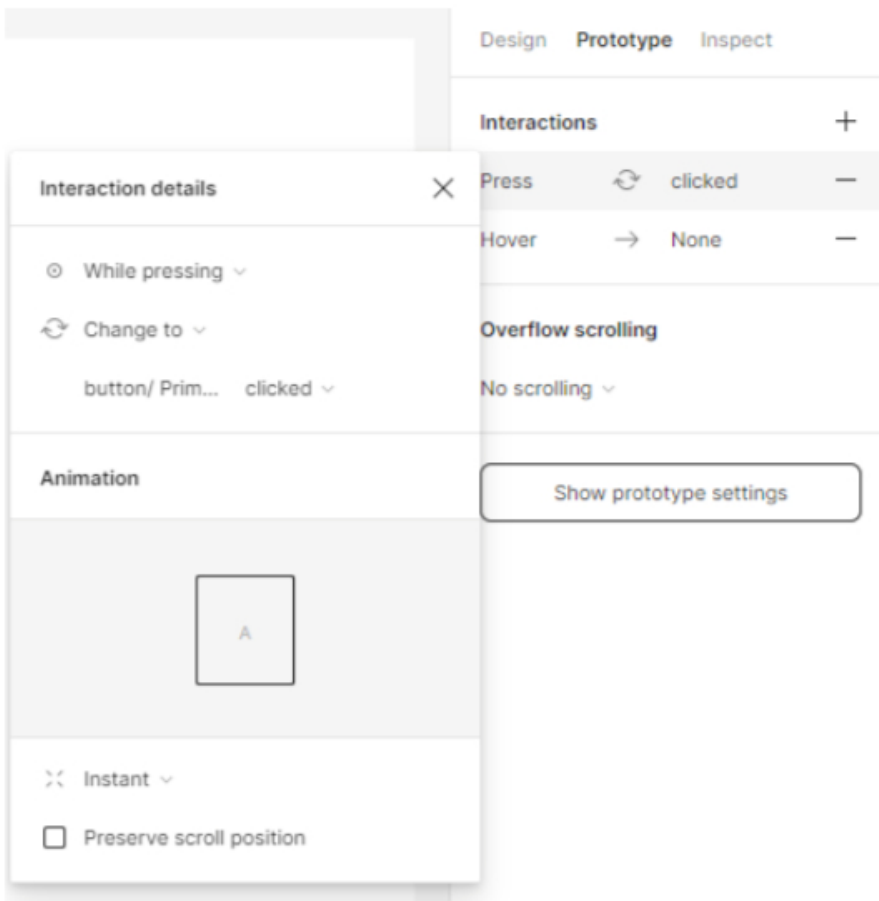
Design **Prototype** Inspect

- Select the "default" button; a blue circle should appear.
- Drag this blue circle to the on-click variant button.





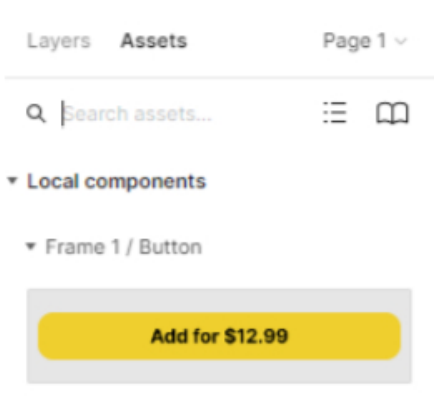
- This will bring up a dialogue panel.



- Change these settings to “while pressing” on the dropdown menu. This action is triggered when you click and hold the mouse or trackpad on a desktop. It can also be triggered when you tap and hold a mobile device.

Step 3: Test it

- Go to the assets panel and drag and drop the component onto your frame.
- Select the frame.

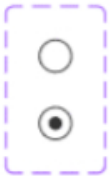


- Head to the right and click the presentation view indicated by an arrow to view the interaction.



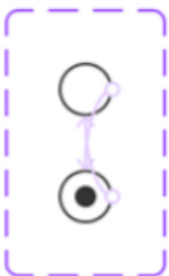
Step 4: Radio Button

As per the previous exercise, create a radio button with a variant so users can add an item to customize their order.



Step 5: Add interaction to the radio button

- As with the previous example, add the interaction.



- In the assets panel, you can now see both components.

Search assets...

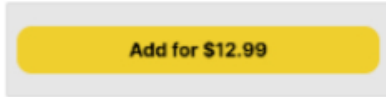


Local components

Frame 1



Frame 1 / Button



- Drag and drop the component into your frame.
- Click the presentation view indicated by an arrow to view the interaction.

