Assignment - 1

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Subject Name: Front End   Subject Code: 25CAH-655
         Technologies

Q1. What is Figma? Explain its key features and why it is widely used in mordeon UI/ux design.

→ i) Figma is a claud based UI/ux design and prototyping tool.

ii) It works directly on browser so no heavy installation needs

iii) Multiple users can colaborate on same design in real time

iv) It supports vector based UI design for websites and mobile application.

v) Due to speed, collaboration and accessibility, it is widely used in mordern UI/ux design.

Q2. Differentiate between Designing and Prototyping in Figma. Explain one real world example.

Designing figma	Prototyping in figma
→ Designing focuses on creating the visuals appearance of ui	Prototyping focuses on shaong how the ui behaves
→ To demonstrate how screen looks	To demonstrate how screen works.
→ Layout, colors, fonts, icons, buttons	Screen linking transition interaction
→ No real interaction	Simulates user actions by clicking and navigation
→ Static UI Screens	Clickable and interactive UI flow :

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Real Example: A food delivery app

*) Designing phrase :- You create the home screen with Categories, dish Cards, buttons and navigation bar.

*) Prototyping phase :- You link the 'order now' button to the checkout screen, add sliding transition and simulate the complete flow from browsing to payment.

Q3 What are components and styles in Figma? How do they help in consistency and saving time in large projects?

⟹ Components :- Reusable UI elements such as buttons input fields, navbars, Cards or icons.

  ') Editing a main components automatically updates all instances across the project

Styles :- Reusable definition for :- ') colors
                                    ') Texts
                                    ') Effects

How to help in large projects?

⟹ 1) Consistency - Ensures the same color, fonts or button used project wide

2) Time - efficiency :- so single component changing updates hundred g instances

3) Design system creation - Helps team build scalable UI Kits similar to enterprise level design systems.

Improved Collaboration - Designers & developers rely on consistent standardized tokens.

Q. Explain auto - layout in figma. How does it help in creating responsive web screen. for different sizes

⇒ <u>Auto layout</u> :- dynamic property you can add to frames and components that allow them to grow or shrink automatically.

How it helps in creating responsive designs:

→ <u>Adaptive content</u> : It eliminates the need to manually resize elements everytime the content changes.

→ <u>Fluid layout</u> : - As the parent frame grows wider, internal elements expands proportionally.

→ <u>Automatic reordering</u> : - when you add, remove hide an elem within auto layout frame the other items instantly shift to fill gaps

<u>Diagram</u> :-
[Submit] : Button without autolayout

with auto layout :- [Submit application]

Padding, direction
alignment - stay : [Submit]
consistent

P5 Describe the complete developers handoff process in figma. How are design shared, assets exported and code snippets generated for developers?

⇒ The developer handoff process starts once design is finalized. The designer shares the figma file using a link. Developers can view measurements colour, and fonts using Inspect mode. figma also provides ready code snippets for css, Android. This process reduces confusion and help developers build the design accurately