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Subject :- Front End

Section :- 25MCA KAR-1

Submitted To :- Juned Alam

Que) What is figma?

↳ Explain its key features and why it is widely used in modern UI/UX design.

→ Figma is a cloud-based UI/UX design and prototyping tool used to design user interfaces for website, mobile applications, and software products. It allows designers and developers to create, collaborate and iterate on design in real time using a web browser or desktop application.

Key features:-

1> Cloud-Based & Cross-Platform

Figma works directly in the browser and does not require installation, making it accessible on Windows, macOS, and Linux.

2> Real-Time Collaboration

Multiple user can work on the same design file simultaneously. Similar to Google Docs, which improves teamwork and productivity.

3> UI Design Tools

It provides powerful tools such as frames, vectors, auto layout, grid, constraints, and typography.

4> Prototyping

Designers can create interactive prototypes with transitions, animations, and user flows without writing any code.

Why Figma is widely used in Modern UI/UX Design.

7> Enables seamless collaboration, Eliminates file-version issue, Reduces dependency on tools, Supports modern design system and responsive layouts.

Ques 2> Differentiate between Designing and Prototyping in Figma.
Explain with one real world UI example.

Designing in Figma focuses on creating the visual appearance of the interface, such as buttons, colors, layout and text.

Prototyping is used to add interactions and navigation between screens.

In designing, the goal is how the app looks, while in prototyping, the goal is how the app works.

For example, in a login screen, designing includes placing input fields and a login button. Prototyping connects the login button to the home screen to simulate real user flow. Both are essential for building usable products.

Ques 3> What are Components and Styles in Figma? How do they help in maintaining consistency and saving time in large projects?

Components in Figma are reusable UI elements such as buttons, navbars, or cards. Styles are predefined design rules like colors, fonts, and text sizes. When a component or style is updated, all instances automatically update across the project. This ensures visual consistency in large applications. Components reduce repetitive work and save design time. Styles help maintain brand identity. Together, they make managing large-scale projects easier and faster.

Que 4> Explain Auto - Layout in Figma. How does it help in creating responsive designs for different screen sizes?

Auto - Layout is a feature in Figma that automatically adjusts spacing, alignment and size of elements. It works like flexbox in CSS, arranging items vertically or horizontally. When text length changes or elements are added, the layout updates automatically. Auto - Layout helps in creating responsive design that adapts to different screen sizes. It reduces manual resizing work. This feature is very useful for designing buttons, lists, and cards that need flexibility.

Small Diagram / Example (for Auto Layout)

[Button]

Padding: 12px

Text: "Login"

Change Text → "Sign In Securely"

Button size adjusts automatically

Que 5> Describe the complete developer handoff process in Figma. How are designs shared, assets exported, and code snippet generated for developers?

In Figma, designers share design by providing link with view or edit access. Developers can inspect design using the Inspect Panel. They can view measurements, colors, fonts, and spacing formats such as PNG, SVG, or JPG. Figma also generates CSS code snippets for UI Elements. This smooth handoff reduces communication gaps between designers and developers.