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

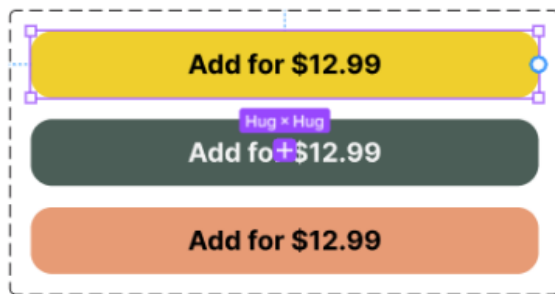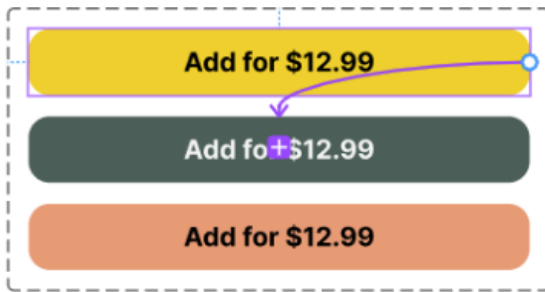## Step 2: Add interactions

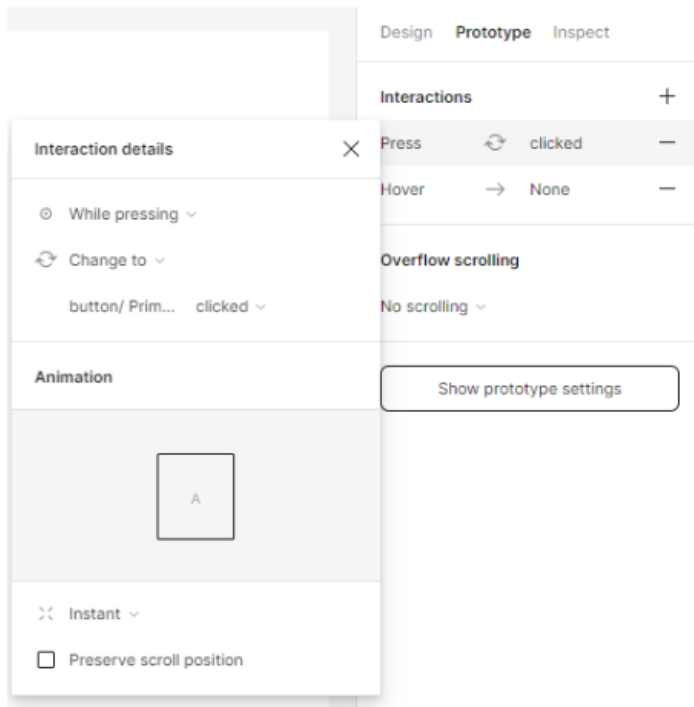- Switch to prototype mode on the right-side panel in Figma.

Design **Prototype** Inspect

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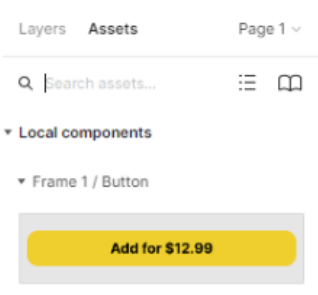
- Drag this blue circle to the on-click variant button.

- 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.

Layers **Assets**   Page 1 ⌄

🔍 Search assets...   ☰   📖

▾ **Local components**

▾ Frame 1 / Button

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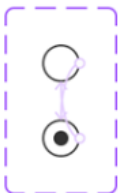- Head to the right and click the presentation view indicated by an arrow to view the interaction.

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.
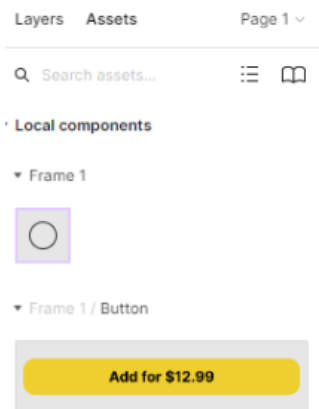
Step 5: Add interaction to the radio button

- As with the previous example, add the interaction.

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

Layers   Assets   Page 1 ⌄

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Local components

▾ Frame 1

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▾ Frame 1 / Button

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

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