INTERVIEW QUESTIONS FOR FIGMA!

1. What is Figma?

Answer:
Figma is a cloud-based design tool used for creating UI/UX designs, wireframes, prototypes, and collaborative design work. It allows multiple users to work on the same design simultaneously in real time.

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2. What is the difference between Figma and Adobe XD?

Answer:
Figma is browser-based and highly collaborative, allowing real-time teamwork, whereas Adobe XD is a desktop application (with cloud sharing features) and is more suited for individual work. Figma's collaboration features make it ideal for teams.

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3. What are frames in Figma?

Answer:
Frames in Figma are containers for design elements, similar to artboards in other design tools. They are used to organize and structure design layouts, especially when creating responsive designs.

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4. What are Components in Figma?

Answer:
Components are reusable elements, such as buttons or icons, that can be created once and used throughout the design. When the master component is updated, all instances of it are automatically updated.

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5. What is the purpose of the Auto Layout feature in Figma?

Answer:
Auto Layout allows elements within a frame to automatically adjust their size and position based on changes. It helps create responsive designs by ensuring elements maintain consistent spacing and alignment.

6. How does Figma handle collaboration?

Answer:
Figma is built for real-time collaboration, where multiple team members can edit and comment on the same design simultaneously. Changes are reflected instantly, making it ideal for teambased projects.

7. What is the difference between Figma and Sketch?

Answer:
Figma is cloud-based, making it easier for teams to collaborate, while Sketch is a desktop application for macOS that doesn't offer built-in collaboration. Figma also works on all platforms, while Sketch is macOS-exclusive.

8. What are Variants in Figma?

Answer:
Variants allow you to combine multiple versions of a component (e.g., different button states) into one component set. This helps manage and organize similar components more effectively.

9. What is the prototyping feature in Figma?

Answer:
Figma's prototyping feature allows designers to create interactive and clickable prototypes. You can add transitions, animations, and interactions to simulate the user flow of your design.

10. What are constraints in Figma?

Answer:
Constraints in Figma are used to define how objects within a frame behave when the frame is resized. You can set objects to stay fixed in place, stretch, or scale proportionally relative to the frame.

11. How do you share a Figma file?

Answer:
You can share a Figma file by clicking the **Share** button in the top-right corner and choosing whether to invite people via email or share a link. You can control permissions (view or edit access).

12. What is the use of the "Comments" feature in Figma?

Answer:
The **Comments** feature in Figma allows stakeholders to leave feedback directly on the design. This makes collaboration easier and ensures that feedback is tied to specific design elements.

13. What are the key features of Figma's design system?

Answer:
Figma's design system features components, styles (colors, typography, effects), and shared libraries. It allows teams to create consistent and scalable designs by reusing and updating assets.

14. What is the difference between a "Vector Network" and a traditional path in Figma?

Answer:
A **Vector Network** allows paths to intersect or branch off without the need for a defined start and end point, offering more flexibility for creating complex shapes, while traditional paths follow a linear sequence from one anchor point to the next.

15. What is Figma's version control system?

Answer:
Figma offers version control where every change made to a file is automatically saved. Users can view the version history and revert to any previous version of the design at any time, ensuring collaboration without losing progress.