

## **Human Computer Interaction (Hindi mein)**

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**Prototyping with Figma**

**Lec14**

[Sangeet] Hi everyone, mera naam Vibhuti hai and aaj hum HCI tools ke baare mein padhne waale hain specifically Figma ke baare mein. Iske baad hum ek demo bhi dekhenge jiske andar hum jo uske tools hain woh use karke dikhayenge practically ki kaise aap actual mein istemaal kar sakte hain. Okay. So what is prototyping? Basically agar aapko koi apni app banani hai, koi website banana hai, koi bhi aapko interactive model banana hai baad mein taaki aapke users use use kar paayein. Uske liye aapko ek representation chahiye hoti hai. Ek rough image chahiye hoti hai us cheez ki ki woh actual mein jab duniya mein jayegi toh kaisi dikhegi. Toh woh rough image banane ke liye kuch tools hote hain jinko aap use kar sakte ho. Jaise ki jis abhi hum Figma ke baare mein baat karenge woh. But unhin tools ko hum prototyping tools kehte hain. Toh yeh jo tools hote hain woh humein prototype banane mein help karte hain. Yeh prototypes kaise hote hain? Tangible hote hain. Tangible matlab ki aap unhein dekh sakte ho, visualize kar sakte ho ki agar aapne yeh button dabaya toh ab aap is page pe jaoge. Is page pe itne saare button hai toh aap is pe jaoge ya aap us pe scroll kar sakte ho ya aap kuch aur contact details nikaal sakte ho idhar se. Bahut saari cheezein bahut saare features aa jaate hain. Toh yeh jo prototypes hote hain na woh functional represent representations hote hain ki aap function uske features functions dekh sakte ho visually. Uske baad woh also kya karte hain na designers ko help karte hain. Toh designers basically apna jo website hai ya koi app hai woh design karte hain. Pehli cheez. Doosri cheez yeh ho jaata hai ki agar matlab maan lo agar aapka development stage mein ya production stage mein kahin aage jaake koi issue aap face karte ho. Agar aap koi apni app ya website bana rahe ho uske andar aap agar Figma ya koi aur prototype tool pehle se istemaal kar rahege toh yeh jo issues hote hain na woh aapko bahut pehle stage mein hi dikhne lag jaate hain early stages mein jab aap apna image rough image bana rahe ho apni timeline apne flow charts bana rahe ho tabhi dikh jayega ki yeh issue aa sakta hai baad mein toh aap pehle hi use theek kar sakte ho pehle hi use edit out kar sakte ho toh basically aapke jo ideas hain aap unko refine kar sakte ho unko thoda better kar sakte ho, brainstorm kar sakte ho and isse kya hoga? Yeh confirm karne mein help karta hai ki jo final product aap dikhaoge apne users ko woh unki needs, unki expectations ko fulfill karenin poori tarike se. Toh kya hota hai na ki yeh jo prototyping tools hote hain woh help karte hain kin-kin ko? Stakeholders ko help karte hain. Designers ko help karte hain and users ko help karte hain. Kya karne mein? Ki woh apne jo test jo apna test kar paaye, concepts ko interactions ko use kar paaye dhang se and functionalities check kar paayein. Okay.

So, purpose kya hai prototyping and design ka? Yeh jo humne pehli slide dekhi thi, woh kind of similar thi isse. Toh, let's just go through it ek baar fir se. Toh, validate and refined design concepts sabse pehle. Iska kya matlab hai? Jo bhi aapne design concepts padhe hain, jaise ki aap jo bhi apna product banate ho, woh user friendly hona chahiye. User ke convenience ke hisaab se woh use kar paaye usko. Uske liye high cognitive load ya agar use dekhne mein eye ko pleasing lage ya use samajh aaye ki is but yeh button yeh karega. Agar main idhar jaata hoon toh yeh karega. Is page pe mere ko yeh information milegi. Yeh sab cheezein humein dekhni padti hain pehle hi. Ek cheez toh yeh ismein help karta hai. Uske baad kya hota hai ki woh also help karta hai ki aap issues ko pehle se identify karo. Jaise ki maine pehle bataya ki baad ke stage mein aapko koi issue aaye. Isse pehle isse achha hai ki aapko pehle hi aap jo bhi apna product koi bhi design bana rahe ho aapko pehle hi early on stages mein pata chal jaaye ki ismein yeh issue aa sakta hai toh main isko idhar hi nib out kar doon main idhar hi isko theek kar doon taaki jo baad mein risk aayega ki aap agar aapka koi bahut hi expensive design aap bana rahe ho aur baad mein aapko pata chalta hai ismein yeh issue hai toh ho sakta hai aapko bahut zyada cost incur karna pade bahut zyada loss ho jaaye aapko usko theek karne mein purane stages pe jaane mein toh woh pehle hi aap theek kar loge yeh aapke liye helpful rehta hai zyada. Teesri cheez and most important yeh bhi rehti hai ki aapko efficient feedback and collaboration milti hai. Iska kya matlab hai? Yeh jo tools hote hain yeh use usually aap real time mein apne doston ke saath ya apne teachers ke saath, apne mentors ke saath ya apne family members ke saath ya apne teammates ke saath share kar sakte ho. Matlab ki aap unke saath share karoge aur unka koi bhi professional knowledge hoga ya unka jo creative input hoga woh aapko de sakte hain. Toh kya hota hai na yeh brainstorming mein help karta hai. Agar aap do-teen log ek hi design mein kaam kar rahege isse better agar aap 10 log aur ko de pao woh design taaki woh apna comment usmein add kar paaye. Toh usse help hota hai kya ki woh doosre ka perspective bhi pata chalta hai aapko ki oh yeh isse better ho sakta hai. Isse kam kharab ho sakti hain cheezein yeh sab cheezein. Toh yeh teesra point tha ki feedback aapko better mil sakta hai and doosre log aapke saath collaborate kar sakte hain in designs mein in prototypes pe work karne mein. Next toh guide to prototyping in Figma. Toh prototyping hum Figma mein specifically kaise karte hain? Sabse pehle humne yeh dekha ki prototyping hota kya hai? Phir humne yeh bhi dekha ki prototyping ka use kya hai? Uska significance kya hai? Aap use istemaal kaise kar sakte ho? Aur real life mein woh aapke liye kya add on karta hai. Ab teesri cheez jo hum dekhne waale hain na woh hai ki Figma mein specifically aap prototype kaise kar सकते ho? Toh pehli cheez toh fir se hum baat karte hain ki prototypes jo hote hain unse hota kya-kya hai? Pehli cheez toh kya karta hai yeh preview interactions and use of flows. Okay. Toh hum ab teesri cheez jo padhne waale hain woh hai guide to prototyping in Figma. Matlab ki humne abhi tak kya padha? Humne pehli cheez yeh padhi thi ki prototyping hota kya hai? Phir humne yeh padha ki prototyping ka significance kya hai? Uska istemaal kya hai? Real life mein. Aap usko apne users ke liye achha product, achhi service dene mein kaise aap use use kar sakte ho? Theek hai? Teesri cheez jo hum padhenge ki yahi jo prototyping hai woh actual mein hum Figma mein specifically kaise karte hain. Theek hai? Toh jo Figma hota hai na woh aapko kya karta hai? Aapko help

karta hai in creating interactive flows. Interactive flows yahi hota hai ki bahut saare log gaye agar koi website pe ja rahe hain toh woh pehle page dekhein. Aapka start page dekhein phir uske baad log in page dekhein ya uske baad aapke paas site mein agar bahut koi side bar hai uske andar aapke paas bahut saare alag-alag products aa rahe hain. Agar koi shopping site hai toh usmein alag-alag bars hain aapke paas jaise ki aap women section hai, men section hai woh kaise dikhega? Usko click karenge toh kaun se page pe jaayega? Yeh sab bahut interactive models hote hain aur inka apna-apna flow hota hai ki kahan se kya dabayenge toh kya kahan jaayega aapka website ka flow. Toh yeh sab us sab ke liye rough image ek banane ke liye Figma help karta hai apne designers ko ya agar programmers bhi use kar rahe hain toh. Okay? So prototyping se hum kya-kya kar sakte hain? Yeh hum already padh chuke hain. But ek baar chhote mein let's go through ek aur baar. Theek hai? Toh ek toh preview interaction and user flows. Toh, yeh hum baat kar chuke hain ki user kaise aapki website ko let's say website ko kaise use karega. Uska flow kya ho sakta hai use ka aur woh interactions kya-kya karega uske saath? Woh dekhne ke liye aap ek toh prototyping use kar sakte hain. Phir share and iterate on ideas. Matlab kya? Ki aap apne jo bhi ideas hain ya aapki teammates ke paas koi idea hain ya koi bhi professional knowledge hai kisi ke paas jo woh dena chaahe aapko aur jisko aap apni team pe laana chaahein. Unke saath aap apna design aapka prototype share karo and woh apne ideas bataayein. Brainstorm karo. Theek hai? Get feedback from collaborators. Yeh toh hum pehle bhi baat kar chuke the. Phir test interactions with users. Agar aapke paas ek chhota prototype ban bhi gaya hai toh aap thode users ko de sakte hain. And phir woh test kar sakte hain. Phir woh bata sakte hain nahi idhar humein issue aaya. Idhar glitch aaya ya idhar hum kuch better kar sakte hain. Phir yahi design aap apne stakeholders ko present karo. Stakeholders matlab agar aapko koi website kuch app banani hai aur aap woh release karna chahte hain toh ho sakta hai stakeholders mein koi investors aa jaayein aapke paas jo aapke business mein invest karna chaahe, aapke design mein invest karna chaahein toh unko aap designs yahi waale prototypes aap unko present kar sakte ho. Okay. So moving on pehla jo tool hai Figma ka jo hum jiske baare mein baat karne waale hain woh hai flows and starting points. Ab aap koi bhi app kholte ho toh aapka ek starting point hota hai. Ek page aata hai jo sabko dikhta hi hai start mein. Jaise ki koi login page ho gaya ya bas logo bana hua hai kisi website kisi app ka aur naam likha hai uska aisa koi bhi page toh woh aapka basically starting point ban jaata hai aur wahan se aapki jo bhi jo bhi design hai aapka prototype hai uska flow shuru hota hai. Toh pehli cheez toh Figma mein ek tool aata hai jismein aap select kar sako ki aapka yeh frame ya aapki yeh screen jo hogi woh aapka starting point hoga. Yeh cheez hum demo mein bhi ek baar dekh sakte hain. Uske baad idhar jo teen points de rakhe hain usmein yahi bataya hai. Idhar jo teen points de rakhe hain usmein yahi bataya hai ki yeh jo starting points hain unko select kaise karna hota hai ki tumhara flow kya baith raha hai. Toh jo bhi aapne frame le rakha hai us pe right click karo and wahan pe add kar do starting point. Toh aise aapka starting point decide hota hai. Second point jo ki actual mein bahut zyada important hai and sabse zyada use hone waala hai aapke Figma mein ya aapko kabhi bhi prototype banana hai toh yahi point aapka use hoga zyada se zyada which is connections. Connections kya karta hai na ki agar aapka koi button hai let's say ki okay. So jaise ki yeh aapko

side mein de rakha hai pictures. Theek hai? Log in page hai yahan pe ek aur yahan pe feed hai. Toh yahan pe log in button de rakha hai green color ka dikh raha hoga. Toh wahan pe aap dabayenge na toh yahan like hover karoge na iske aaspaas Figma ke upar. Maan lo yeh Figma ka frame hai. Figma ke frame ke andar yahan pe ek log in ka aapko text box aur yeh ek green color ka rectangle de rakha hai. Toh uske upar hover karenge na toh ek aapke paas yeh jo plus sign dekh rahe hain plus icon yeh aayega. Toh aap us pe click karenge and us udhar se ek arrow niklegi. Ab us arrow ko aap koi bhi frame pe le jaaiye jo ki aap chahte hain ki agar main log in ko dabaun toh woh frame khul jaaye. Woh screen khul jaaye user ke liye. Toh connections aapko yeh karne mein sabse zyada help karta hai. Okay? So third point kya hai? Creating interactions and animations. Toh kya hota hai na? Jaise aap sab ne kabhi na kabhi Power Point apne use kiya hoga kisi na kisi project mein, school mein ya college mein. Toh Power Point mein humne dekha tha hamesha ki animations hoti hain beech-beech mein. Move in, move out, zoom in, zoom out, drag aise bahut saari alag-alag type ki animations hoti hain na. Wahi Figma mein bhi hoti hain ki agar aapko koi button dabaya aapne aur aap chahte ho ki woh doosri screen pe le jaaye aapko toh beech mein if you want ki koi animation aaye kisi type ka toh woh aap abhi idhar Figma mein daal sakte ho. Toh that is what creating interactions and animations is about. Okay? Toh next kya hai na? Adjusting prototype settings. Toh basically ab humein pata hai ki duniya mein itne saare type ke phones hain. Itne saare type ke devices hain. Phone, laptop, iPad, iPad itne saare hain. Android ho gaya, aapka iOS alag ho gaya. Toh Figma ki ek bahut hi achhi baat yeh hai ki yeh saare ke saare unhone list kare hue hain wahan pe jo bhi type of screens user use kar sakta hai ya jo bhi type of screen like just exist bhi karti hai duniya mein unhone de rakha hai ya phir agar aapko koi screen custom sized bhi chahiye woh bhi option rehta hai but jaise ki maan lo iPhone 15 ki screen chahiye jo ki yahan pe right mein humne photo mein example de rakha hai toh uska model bhi aapko kaun sa chahiye black chahiye white chahiye woh bhi de rakha hai aur aapko orientation uski kaisi chahiye? Kyunki agar game aap design kar rahe ho toh uski orientation vertical nahi hogi. Woh horizontal hogi. Toh aap us hisaab se design karoge. Toh woh bhi ek option rehta hai yahan pe. Toh yeh saari cheezein kya hoti hain? Yeh Figma mein tools hain jo aapko help karte hain ki aap bahut baariki se apna design bana pao aur bahut user friendly ho. Koi bhi baad mein user ko agar woh use kar raha hai issue na aaye ya difficulty na ho us design ko samajhne mein. Theek hai? Theek hai? Toh yeh jo frames hain aap decide kar sakte ho jab bhi aap apna Figma pe prototype banate ho. Toh next point kya hai? Sharing prototypes. Yaad karo humne thode peeche ki slides mein dekha tha ki hum log apna jo bhi design hum jo bhi prototype bana rahe hain woh hum share kar sakte hain apne collaborators ke saath aur unse feedback le sakte hain. Toh yahi hai woh tool jo humein help karta hai woh karne mein. Toh yahan pe jab aap apna design banayenge, jab prototype banayenge, wahan pe aa jaata hai ki you can share your prototype with anyone, they can edit it, view it or as like as per your wish they can access it. Jaise bhi aap chahte ho aur mail ID daal do wahan pe toh share ho jaata hai unke saath ya link share kar sakte ho aap apne design prototype ka and woh phir use view kar payenge, access kar payenge. Toh isse kya hoga na? Ek toh wahan pe woh comment add kar sakte hain specifically ki is point pe yeh cheez theek ho sakti hai ya yeh better ho sakti hai ya

uske alawa woh yeh bhi kar sakte hain ki woh bas aapko use usko use karein prototype ko samjhe woh kaise bana hai uska flow kya hai aur phir aapko bata dein ki dekho ismein yeh sab changes ho sakte hain yeh idhar user friendly nahi hai idhar issue aa raha hai kuch aisi cheezein toh agar ek ek insaan ne bhi agar apna Figma pe yeh bana koi start kiya hai project woh 10-20 logon ke saath bahut saare logon ke saath usko share kar sakta hai taaki woh sab apne input daal paaye. Yeh wahi point hai jo abhi-abhi humne discuss kiya. Toh comment on prototypes. Toh kya hota hai na ki yeh jo comment hai ek cheez toh feedback add kar sakte ho. Doosri cheez suggestions de sakte ho ya koi question daal sakte ho ki is design ka matlab kya hai? Yeh aapne idhar kyun add kiya hai? Feature iska point kya hai? Kuch bhi ho sakta hai. Comment can be anything. It can be a feedback ya suggestion ya question. Theek hai? Toh yeh bhi feature hota hai ek Figma pe jo aap use kar sakte ho apne teammates ke saath. Agar aap share karte ho apna prototype toh woh yeh sab cheezein use karke aapko bata sakte hain ki yeh changes ho sakte hain ya yeh better ho sakta hai. Aisa kuch bhi. Theek hai? Toh next cheez yeh hai ki better prototypes banane ka main secret kya hota hai? Toh is yeh jo line likhi hai yahan par courts mein isko hum tod lete hain chhote-chhote parts mein taaki samajh aa jaaye humein easily. Pehli cheez toh yeh hai ki effective communication honi chahiye. Kin ke beech honi chahiye communication achhi? Tumhare jo project ke stakeholders hain. Kyunki stakeholders bahut alag-alag type ke hote hain. Ab aap designer ho uske baad agar designer ho aap Figma use kar rahe ho. Uske baad aapka back end front end agar koi a programmer dekh raha hai, programmer bhi dekh raha hai toh woh woh bhi ek apna stakeholder ho gaya. Uske baad koi investor hai jo aapse expect kar raha hai ki aap aisa-aisa tool ya aisa-aisa design bana ke unko doge toh uska bhi stake hai uske andar. Woh bhi dikhega ki kaisa ban raha hai aakhir mein product mera. Toh aise karke bahut saare stakeholders ho jaate hain. Toh un sabke beech mein effective communication hona chahiye ki jisko jo cheez chahiye woh use mile bhi but woh best tarike se mile. And bahut harmony rahe. Bahut peace rahe team mein dhang se jo bhi aap achieve karna chahte ho aur user ki jo bhi needs fulfill karna chahte ho woh aakhir mein ho paaye. Toh ek cheez yeh rehti hai. Toh effective communication humein kya help karti hai na ki hum areas for improvement dekh paate hain aur problems dhoondh paate hain jo maybe designer ne pehle miss kar di ho. Toh kahin bhi aap jo improvement kar pao jis kar sakte ho. Jaise ki agar koi aapne share kiya logon ke saath unhone apne comment daale apna feedback daala toh ek toh ismein tools use ho rahe hain aapke sharing ke aur commenting ke on prototypes but woh aakhir mein aapko kya help kar rahe hain problems dhoondne mein aur improve karne mein apne design ko toh aise hi jo aap Figma ke bhi tools hain unko bhi use kar sakte hain to unko use kar sakte hain to make better prototypes and vice versa as well. Okay. So, yahi cheez thi jo hum abhi baat kar rahe the. But let's ek aur baar padhte hain is cheez ko. Toh Figma makes it easy for designers and programmers to brain brainstorm. Toh yeh cheez humne pehle bhi dekhi ki jitne zyada log honge team mein jitne zyada inputs honge creative utna better rehta hai. Kyunki sab apna-apna perspective sab apna jo bhi unko creatively lag raha hai yeh better hoga woh better hoga. Woh apna point rakh sakte hain. Brainstorm kar sakte hain aur real time mein kar sakte hain yeh cheez. Yeh important hai actually and yeh kaafi achha feature hai Figma ka. Phir a basically

yahan pe collaborative cloud based tools hote hain. Toh unse na lag nahi karta hai aapka jo bhi aap Figma pe agar kaam kar rahe hain na toh agar 10 log ek hi design pe ek hi prototype pe ek saath kaam kar rahe hain. 10 alag-alag frames hain wahan pe. Sab alag-alag frame pe kaam kar rahe hain. Ho sakta hai ki koi aur tool use karo toh kabhi woh lag kar jaaye. But Figma pe lag nahi karta. Koi glitch nahi aata. Aapki screen nahi atkegi ya aise reload baar-baar baar-baar nahi hoegi. Toh yeh ek achhi cheez rehti hai. Toh simultaneously bahut saare log ek hi prototype pe kaam bhi kar sakte hain same time par. Okay. So, ek aur cheez aa jaati hai ki Figma na humein help karta hai ki hum yahi prototypes AI ko use karke bhi bana paayein. Toh Figma mein tool hai ki which is called Figma AI basically. Toh usse aap jo apna prototype bana rahe ho ab bahut saare log bana rahe hain bahut time se prototype but unko lag raha hai ki yeh ek point hai yeh ek feature hai ya yeh ek particular part hai us design ka jo itna nahi achha lag raha but usko replace karne ka bhi koi tareeka unhein dikh nahi raha toh they can take help of AI jisse woh usko better kar paaye ya koi apna alag suggestion de paaye jo unhone jo un designers ne pehle na socha ho shayad toh isse kya hota hai thoda time bhi hamara bach jaata hai zyada aapko ek hi cheez pe atakna nahi padta aur jo aapka process hai woh thoda simplify ho jaata hai kyunki kahin na kahin AI aapko kaafi help kar deta hai. Kuch points jo aapko nahi bhi pata honge woh bhi aapke liye dikhayega woh bhi aapke liye khol dega toh woh cheez rehti hai. Okay toh also aap apni jo bhi interactions aap daal rahe ho Figma tools mein woh Figma tools ko use karke unko aap hamesha customize kar sakte ho, add kar sakte ho, edit kar sakte ho. And kya hota hai na ki aap jo bhi you can select the frames on the canvas and jo bhi aap un un frames mein chahte ho ki customizations ho woh bhi ho jaati hai baad mein. Toh kya hota hai AI interactions ke liye aapko yeh jo dikh raha hoga yeh tool yeh icon dikh raha hoga woh use karna hota hai interaction section mein jaake taaki aap AI use kar sako apna prototype banane ke liye. Okay. So again coming to the same point jo bhi aap screen size chahte ho apne design mein aaye aapke users ko dikhe woh aap apne hisaab se resize kar sakte ho, edit kar sakte ho. Aur and already Figma mein already bahut saare options hote hain. Jaise yahan pe aa raha hai ki yeh other scaling options toh aap unmein jaao ya aapko responsive options chahiye. Aap un pe jaao. Toh usse kya hota hai ki aapka specific jo bhi aapka idea starting se lekar end tak hai aap wahi use kar sakte ho. Toh isse kya hota hai ki aapka jo bhi design idea tha woh starting se lekar end tak same rehta hai. Aapko problem nahi aayegi baad mein ki screen size kisi ka change ho raha hai, frame size kisi ka change ho raha hai. Same hi rehta hai. Toh yeh bhi rehta hai ki aapka jo pehle se starting point se starting waale frame se jo bhi aapka poora frame ka agar koi feature hai, koi text hai, koi color theme hai woh sab aap copy paste bhi kar sakte ho. And phir woh same rahega throughout aapke saare frames ke liye. Toh woh consistency bhi mein bhi help karta hai kaafi. Okay? So some other alternatives to prototyping tools. Abhi tak humne padha tha ki Figma ek prototyping tool hai and uske features kya hain? Woh humein prototyping mein kaise help karta hai? Ab hum padhenge kuch aur alternatives jo hum Figma ki bajaye bhi use kar sakte hain. Pehla hai Proto.io. Toh yeh no code alternative hai. No code matlab ki programmers, non-programmers, designers sab ise use kar sakte hain. Because programming ki ya coding ki coding ka background hona zaroori nahi hai iske liye. And iske bahut saare features hain. Jaise ki

interactive prototyping. Ab interactive prototyping matlab ki jitne aapne interactive tools dekhe hain Figma mein mostly woh saare aapko Proto.io mein bhi mil sakte hain ki aapka jo bhi website ya aap app bana rahe ho woh high fidelity interactive prototype bane. Usmein saare jo bhi aap jaise ki humne jo features Figma mein padhe the connections ke aur animations ke yeh sab aapko ismein bhi milenge taaki max level of interaction user kar paaye iske andar. Doosra point kya hai ki yeh easy to use interface hai. Matlab ki aap isko aapko koi bhi feature chahiye there is a drag and drop component ki aap is feature ko utha ke drag karke drop kar pao. Aapko apne jo bhi aapka frame hai jo bhi aapka screen hai aap udhar daal pao. Aap use use kar pao. Use aap edit kar pao jaise bhi aap chahte ho. And so on. Third point yeh hai ki collaboration and feedback. Yahi same point humne abhi Figma mein bhi padha tha ki aap apne teammates ya apne koi bhi professional assets hain unke saath aap share kar sakte ho ki this is the prototype I am working on and woh phir aap apna input de sakte hain creative input ya professional input ki isse aap ise better kar sakte ho yeh aap edit kar sakte ho yeh change kar sakte ho apna feedback de sakte hain basically. Chautha point yeh hai cross device testing iska matlab yeh hai ki aapne koi ek design bana liya theek hai par aap ab usi design ko alag-alag type of devices mein test kar sakte ho. It doesn't have to be ki aapne ek hi frame select kar liya toh usi frame ka a ka a part usi frame it doesn't mean ki agar aapne ek hi frame select kar liya hai a starting se lekar end tak toh agar iPhone 14 ka hi hai toh woh udhar chalta rahega and iPhone 15 pe uska design kharab ho jaayega ya kuch aisa aisa kuch nahi hota. Cross device testing hai toh alag-alag devices pe aap ise test kar sakte ho. Compatibility taaki aapko de, usability taaki aapko de. Next is Framer. Toh yeh kya hai? Iske bhi main chaar points hain. Interactive design hai. Ek toh jaise ki humne jo pehla point padha tha abhi Proto.io ka ki interactive prototypes banane mein help karta hai. Kaise help karta hai? Kyunki idhar advance animations aur transitions hote hain. Ab hum sabko pata hai animations aur transitions kya hote hain? Power Points mein humne dekhe honge move and move out, zoom in zoom out. Aise animations use karo ya transition daal do. Ek page to doosre page pe jaa raha hai agar aapka koi design toh uske beech mein koi transition daal diya. Kuch bhi aisa. Doosra yeh bhi no code editing hai. Matlab ki non-programmer, programmer, designers koi bhi non-developers koi bhi use kar sakta hai Framer ko kyunki aapko koi programming ya coding ki zaroorat nahi hai iske andar. Teesra point kya hai? Real time collaboration. Yeh bhi hum pehle dekh chuke hain. Framer mein jaise real time collaboration hai waise hi Figma mein and Proto.io mein bhi hai. Toh kya hota hai na ki agar bahut badi-badi teams hain aapki design ki toh aap un sabke saath ek hi prototype share kar sakte ho. Ek hi link share kar sakte ho. Real time mein woh sab us pe kaam bhi kar sakte hain. Woh sab us pe comment bhi kar sakte hain. Apna feedback bhi de sakte hain. Usko test karke bhi dekh sakte hain. Use run karke bhi dekh sakte hain. Toh yeh kaafi ek important point rehta hai jab hum dekhte hain kyunki badi-badi teams hain toh aise zaroori it doesn't help agar ek hi banda ek hi design pe sirf kaam kar raha hai. It really helps agar bahut saare log apna input de rahe ho. Uske andar apna se rakh rahe ho. Toh ya phir last point hai responsive prototyping which means ki Framer jo hai woh responsive designs ko support karta hai. Iska matlab kya hai ki aapke jo different screen sizes hain jo ki humne dekha ki Proto.io aur Figma bhi support karta hai.

Alag-alag screen sizes alag-alag frame sizes ko support karta hai. Agar aapko iPhone ka chahiye, agar aapko iPad ka chahiye, agar aapko kisi type ke laptop ka chahiye, aap use apne hisaab se customize kar sakte ho. Apne hisaab se change kar sakte ho at the design stage only. Toh hum uske baad Webflow aa jaata hai. Toh Webflow ka kya hai ki iske bhi main chaar point hai jo kaafi achhe features hain jo help karte hain humein prototypes banane mein Webflow mein. Pehla hai visual design tools. Toh ek cheez hai ki idhar na drag and drop interface rehta hai. Drag and drop interface basically jaise right mein aap dekh rahe ho is image mein agar humein koi specific structure chahiye jaise container chahiye toh use drag and drop kar do aap apne jo bhi main aapka layout hai jahan aap kaam kar rahe ho. And it's as simple as that. Aise aap karke aap use us feature ko use kar sakte ho. Phir doosra point hai responsive design hai. Matlab ki saare screen sizes ko support karta hai. Aapka jo design hai woh easily adapt kar lega. Kisi bhi alag screen ko jaise bhi aap chahte ho. Teesra point hai CMS integration ki dynamic content ko support karta hai. Manage karta hai with Webflow's inbuilt CMS. Yeh jab aap practically dekhoge toh aapko dhang se samajh aayega ki iska CMS ka point kya hota hai. Chautha point hai hosting and publishing. Toh basically easily aap publish kar sakte ho. Apni website ko easily host kar sakte ho. Apne users ko de sakte ho test karne ke liye, validate karne ke liye, run karne ke liye. Toh, yeh ek important feature rehta hai Webflow ka. These are some references jo aap use kar sakte ho baad mein jab aapko padhna hai Figma ke baare mein specifically. Koi YouTube videos dekhni hai, koi aapko koi articles padhne hain. Yeh humne dhoondha hai website se. And humein in yeh best aapke liye content mila study material. Toh, yeh go through kar sakte ho ek baar. Now let's go on to the demo part of it. Okay. Toh yeh maine ab Figma khola liya apna. And ek khaali file chala rakhi hai. So let's go and so yeh na basic hamare main tools hote hain jo hum use karte hain. Yeh jo tool hai yeh frame hai. Toh aapko kaise type ka frame kaise type ki screen chahiye yeh aapko usmein help karta hai. Uske baad yeh waala tool jo hai jis pe abhi main hover kar rahi hoon. This is your text this is your shapes tool. Toh idhar bahut saare shapes hain. Rectangle, line, arrow, polygon, star, etc. Toh aap unmein se koi bhi daal sakte ho. And ek aur important point jo dekhne waala hai woh hai ki aap idhar image bhi daal sakte ho koi bhi. Apni koi screen hai. Aapne online jaake koi image download kar li and you want it to be there. Koi logo hai jo aapne pehle kahin aur banaya and you want ki apni screen pe ab aaye. Toh aap use download karo and idhar daal do. Isse use kar sakte ho aap usko. Uske baad yeh waala aapka pen and pencil tool hai. And then this is your text box. Toh koi text box chahiye aapko kuch likhna hai uske liye. Abhi hum sab dekhte hain aur yeh commons tool hai jo ki humne bahut zyada jiske baare mein baat bhi ki thi slides mein ki common tool actually bahut help karta hai collaborate karne mein logon ka feedback lene mein. Okay? Toh hum na ek frame se select karte hain. Ek pehle toh frame maine dabaya. And then these are all the options that are coming. So dekho yahan pe phone ka option bhi aa raha hai. Tablet ka bhi aa raha hai. Desktop ka bhi aa raha hai. Presentation ka hai. Watch ka hai. Papers social media alag se so Twitter post hai. Instagram post hai. Sabke already jo ratios hain woh saare idhar hain. Toh aap select kar loge toh usi type ke screen ka screen ke size ka aapko milega. Let's just go with our basic ek phone ka. Let's go for iPhone 14 Pro. Okay? Yeh aapka ek pehla frame aa gaya. Toh let's just name it

maybe frame one for now. Theek hai? And agar ab humein iska color thoda change karna hai white se. Let's do it maybe something blue. Okay? Aise idhar kar dete hain blue. Theek hai? And then ab hum thoda sa ismein kuch aur add karte hain. Ek baar koi shapes add karne ka try karte hain. Let's go. Yahan par rectangle select karke idhar ek rectangle daal diya hai. Theek hai? And hum isko thoda sa dekhte hain ki yeh hum I think itna bada kaafi hoga. Ab hum iska color change kar lete hain ek baar. Yahan se iska color change hoga. Toh maan lo humne white nahi humne yellow kar diya koi yellow shade ka. Theek hai? Ya yeh abhi humne bana diya. Ab hum ek baar sochte hain ki hum kya type ka app ya koi kya website banana chah rahe hain. Toh let's go with a social media app. Let's start with making ek Instagram ka basic koi interface. Hum ek toh starting mein log in page, sign up page banate hain and ek home page bana lete hain. And usmein dekhte hain connections kaise use karenge, animations kaise use karenge. Theek hai? Toh humne abhi idhar ek text box select kiya aur idhar ek text box laga diya. And ab hum iska thoda sa size bada kar dete hain kyunki yeh bahut chhota hai. Abhi 36 agar humne kiya and iska font agar humne thoda sa change kiya. Let's go with yahan pe ya let's go with this. Okay. Thoda font aur bada kar dete hain. Likha humne Instagram. Theek hai? And ab hum iski thodi alignment change kar dete hain kyunki isko beech mein kar diya. Theek hai? Looks good to me. Isko thoda sa neech kar dete hain aur. And ab hum yahan pe do cheez add karte hain. Log in page and sign up page. Do buttons add karte hain basically. But buttons aise hi add nahi hote. Ek-ek step hota hai uska. Toh let's go with that. Pehle toh hum ek shape select kar lenge ki kaun si shape ka humein button chahiye. Maan lo humne rectangle hi choose kar liya kyunki basic rectangle hota hai har jagah. Ab yeh rectangle liya humne. Theek hai? Isko humne thoda sa shift kar diya ki yeh hum ek aur rectangle liya. Ab isko idhar laga diya. Ab isko thoda sa chhota kara and isko iski size jitna kiya. I think this is good enough. Toh iski jo iske jo dimensions hai this is 130 and 63. Iske jo dimensions hain this these are different. Toh hum isko bhi utna hi kar dete hain jitna iska tha. Pehle rectangle ka was 130. Iska bhi hum 130 kar dete hain taaki yeh dono thoda same lagenge. Theek hai? And ab hum kya chahte hain ki hamari jo jo bhi hum prototype bana rahe hain obviously usmein thodi alignment theek ho. Uski positioning theek ho. Toh jaise iski position yahan pe aati hai 39/400 yahan pe. And iski ab humein aa rahi hai 265/400. Toh agar humein kabhi change karni hai toh hum idhar se bhi kar sakte hain positioning change in dono ki. Doosri cheez hum kabhi bhi buttons dekhte hain na toh buttons mein hamesha jo corners hain na woh itne pointed nahi hote hain. Jo vertices hain woh pointed nahi hote. Toh inko hum na thoda sa curvy bana dete hain. Toh yahan pe jo aapko corner radius ka dikh raha hoga ek tool jahan pe main abhi hoon mera cursor hai. Toh isko hum thoda sa change karke maybe agar hum 60 kar dein toh dekho change ho gaya. Iska ab pointy nahi lagenge iske buttons. Toh waise hi hum iska bhi kar dete hain 60. Enter. Toh that's how you do this. Okay. Ab hum kya karte hain? Iske andar hum thoda sa text add karte hain aur color add karte hain pehle. Toh isko white kar dete hain abhi ke liye because we already have a lot of colors in here. Isko bhi white kar diya. Theek hai? Ab agar humein isko thoda sa bhi transparent ya opaque karna hai na woh bhi is tools se jaata hai jo abhi hum nahi kar rahe hain kyunki I think opaque karne ki koi zaroorat nahi hai button ko but ise batane ke liye uske baad humne text box select kiya and then humne yahan pe a log in maybe

add kar diya iska size chhota kar dete hain because bahut bada ho raha hai yeh abhi and hum ab idhar likhenge log in. Ab humne iska alignment theek kiya. Theek hai? And ab hum isi ko idhar se copy bhi kar sakte hain. Hum okay. Toh yahan pe left side pe aapko dikh raha hoga ki aapki layers hain alag-alag. Yahan pe layers dikha raha hai na? Toh layers hain alag-alag. Ab agar main ek aur frame add kar deti hoon na alag isse bahar screen se bahar toh phir woh ek alag part of layer ban jaayega. Yahan pe alag frame aayega jo ki hum baad mein dekhenge bhi. Aur yahan pe aapke alag-alag tools bhi aa rahe hain. Features bhi aa rahe hain. Aapne kya add kiya? Jaise aapne ek text box add kar rakha hai yeh log in ka. Aapne idhar rectangle add kar rakha hai. Rectangle add kar rakha hai. Yahan pe Instagram ka text box hai. And yahan pe ek aur rectangle hai yellow waala. Toh woh sab aapko dikhne lagta hai udhar. Ab main chahti hoon ki main isko log in waale ko hi copy kar deti hoon. Copy and yahan par main paste kar doon. Allow. Yeh aise. Theek hai? Ab maine kya kiya? Iska naam badal diya. And maine yahan pe likh diya sign up. Ab hum iska thoda sa size bada kar dete hain because yeh aise aayega nahi warna aur text box ko bhi bada kar dete hain. Yes. Okay. Iska bhi size bada kar dete hain thoda sa. Isko hum wapas se beech mein rakh dete hain. And iska idhar se size chhota kar denge. Theek hai? Okay. Toh inki jo size hain woh aap idhar se change kar sakte ho dimension se. 148 aur 53 hai. Iska bhi hum 148 and 53 kar dete hain. 148 and 53. Theek hai? Ho gaya. Perfect. Ab humein kya karna hai? Humein ek aur frame banana hai aur usko hum apna log in page bana denge. Jaise ki ab yahi frame hai maan lo and we want to copy it. Humne copy kiya and humne paste kar diya. Theek hai? Isko yes. Okay. Toh ab humne idhar isko paste kar diya. Hum idhar se log in button toh hata dete hain because log in ka koi abhi point nahi hai and sign up ka bhi koi point nahi hai. Isko hum naam rakh dete hain. Log in page idhar log in page. Okay. A log in page mein usually aapka kya rehta hai? A username and password. Toh hum ek username and password ka option de dete hain yahan pe. And phir log in button daba dete hain, laga dete hain. Toh isi log in ko agar hum utha ke neeche rakh dein thoda sa and isko hum idhar rakh dein. Sign up ko hum hata dete hain. Isko bhi hum hata dete hain. No point of using it right now. Ab hum ek naya rectangle lete hain. Ek yeh ho gaya idhar. And iska hum corner radius thoda sa kam kar dete hain. 30 kar dete hain. Theek kar dete hain. And then idhar hum upar ek text box bana dete hain. Which says username. Theek hai? Maybe iska font size 24 theek hai. I think username. Theek hai? And iski alignment hum left side kar dete hain. Ek toh humne isko kiya thoda sa neeche ab a and username ko bhi thoda sa slightly shift kar di iski position. Theek hai? Yes. And phir humne yahi cheez wapas se kari. Ek username ko username text box copy kiya. Paste kiya yahan pe and isko humne password rakh diya. Ab naam iska humne color change kiya because yeh aise visible hi nahi hai bilkul. Toh isko hum black kar dete hain abhi ke liye. Oh hum here you go. And phir isko humne alignment theek kiya. Iska idhar rakh diya. And ab hum waise hi ek rectangle copy karenge. Yahi waala kar lete hain. Maine isko idhar paste kar diya. Isko hum idhar lekar jayenge. Theek hai? Ab woh jo bhi user hai apna username password agar daalta hai toh log in pe dabayega. Toh ab hum teesra ek page bana lete hain jo ki home screen hogi ab hamari. Theek hai? Hum yahi frame ko copy kar lete hain. Log in page ke frame ko hi copy and humne ab yahan pe paste kar diya. Theek hai. Ab humne agar idhar se isko hataya. Pehle toh naam change

karte hain. Home page kar dete hain. Home page karne ke baad a home page pe usually kya rehta hai aapka? Neeche ek bar hota hai jahan pe aapko alag-alag buttons aate hain. Home button, message button ya apni profile pe jaane ke liye something like that. Abhi hum home button mein zyada cheezein nahi daalenge. Iska bas alignment isko upar kar dete hain. Isko hata dete hain. Isko bhi isko bhi isko bhi. Neeche ek hum bar daal dete hain jo ki rectangle shaped bhi hogi. Toh idhar humne copy kiya. Isko idhar laaye. And iska color change kar dete hain to white. Yes. Okay. For now itna is home page pe karte hain hum. And iske baad hum ek aur page banayenge ki forgot password ka. A forgot password ka bhi bana sakte hain ya phir hum ek sign up page bhi bana sakte hain kyunki humne sign up button abhi tak kuch uske liye kuch kiya nahi hai. Toh sign up page bana lete hain. Okay. Toh humne yahi home page maan lo copy kar liya. Copy and then paste hai. Isko humne utha ke thoda sa idhar rakh diya. Theek hai? Okay. Okay ho gaya. And now hum ek sign up page bana rahe hain. Toh iska pehle naam change karte hain. Sign up page ab idhar kya aayega? Usually name aata hai, email address aata hai. Something like that. Toh hum idhar se pehle toh yeh copy kar lete hain. Idhar ise paste kar do. And iska naam rakh do name. Okay. Yeh aapka idhar aa jaayega. And isko hum thoda sa neeche kar dete hain. Let's try to copy is yeh jo frame two tha hamara iski jo bhi hamari a jo hamare dimensions the jo positioning thi is letter ki woh dekh lete hain ek baar. Iski positioning thi 310 and a iski positioning thi 59/242 toh iski bhi 59/242 kar dete hain. 242 great humne name liya and we will just drag it down. Hum okay now we will add a rectangle here jahan par ab koi bhi apna naam daal sakta hai. Iska humne corner radius 30 kar diya and color let's make it white. Okay and now we will just copy this copy and then paste it here and we will change this to maybe email address and humne iska color bhi change kiya to black. Yes here we go. Okay. Toh yeh email address aa gaya idhar. Toh hum yahi rectangle copy kar lete hain idhar se. And then paste here. Okay here you go. So email address ho gaya name ho gaya and now hum ek password ka bhi daal dete hain toh isko hi copy kiya idhar daal diya paste here ab idhar password daala. Theek hai ab yahi copy kar lo by I am saying it ki copy karo taaki jo bhi iske dimensions hain throughout the page woh same rahein. Aap yeh cheez actual mein kisi isko click kar agar aap chaho toh you can just click over this and then you can check its dimensions and phir wahi aap idhar wahi aap idhar copy bhi kar sakte ho. That is also one thing that you can do. Okay? And now yahan pe hum ek button daal dete hain sign up ka. Theek hai? Let's just copy this button and put it here. [Sangeet] Okay then hum idhar text box yeh waala le lenge copy and paste hai ab hum idhar sign up kar denge. Theek hai. Okay. I think this works now. You can just add a space or make it big. Hum ab hum aate hain sabse main part pe ki connections aur animations kaise dalengi. Ab yeh jo log in page hai I want ki agar main is pe click karoon toh yeh mere ko is login page pe lekar jaaye. Theek hai? Yeh page kaun sa hai? Iska maine naam bhi log in page rakh rakha hai. Toh main kya karungi na? Is pe jaungi. Isko click kara maine is text box is rectangle shape ko. Phir main prototype pe gayi. Ab main iske upar jab hover karungi na toh dekho yahan pe bhi ek plus button aa raha hai. Yahan pe bhi ek plus icon aa raha hai. Yahan pe bhi aa raha hai aur yahan pe bhi aa raha hai. Toh main kahin se bhi isko loongi pakdungi and then main isko idhar le jaungi. Aise dekho arrow dikh raha hoga. Arrow is pointing towards the log in page. Toh yeh log in aa gaya.

Ab kya hai? Yahan pe trigger. Trigger ka matlab hai ki agar aap is log in waale rectangle pe dabaoge ya agar aap ise drag karte ho ya is pe hover karte ho ya isko press karke rakhoge inmein se kya cheez hogi ya koi game pad ya uska koi feature daalna hai aapko toh kya cheez hogi jis pe aap is connection ko use par kar paoge ki aap log in page pe ja paoge udhar se toh main abhi isko simple on tap rakhti hoon aur yeh action kya kar raha hai yeh navigate to kar raha hai. Ab actions bhi na alag-alag type ke hote hain. Inhin cheezon ko hum interactive functions ya models apne kehte hain ki kaise Figma itna interactive model bana paata hai. Toh basically aap abhi jo main use kar rahi hoon woh navigate to hai ki maine log in waale us rectangle pe dabaya toh woh mere ko log in page pe le gaya. Ab waise hi main back pe bhi ja sakti hoon. Main scroll to bhi kar sakti hoon. Ya main koi open link ka function bhi daal sakti hoon. Aise alag-alag hote hain. Abhi hum basic-basic karein toh navigate to pe jaate hain. And abhi iska destination kya hai? Log in page, log in page hai. Theek hai? Ab aapko kaisi animation chahiye? You can choose any. Toh abhi hum instant bhi rakh sakte hain ya move in bhi kar sakte hain. Ab move in mein alag-alag dekho options aa gaye ki kitne duration ka hai, kitna curve hona chahiye. Yahan pe aapko ek thoda rough idea bhi de raha hai ki kaisa hoga yeh. Theek hai? Toh aise ho jaayega. Ab hum kya karte hain? Yeh humne log in page se toh bana liya ki yeh idhar se udhar jaayega. Theek hai? Ab humein login page se home page pe lekar jaana hai. Home page hamara kahan pe tha? Home page hamara yahan pe tha. Jahan tak mujhe yaad hai yeh waala. Agar hum isko click karein yeh waala tha. Toh dikh raha hoga. Yeh waala hamara home page tha. Toh main is log in se main abhi prototype pe hi hoon. Dekho toh main ab idhar jaungi. Maine dekha yeh log in waala mera yeh button hai. Maine idhar plus sign dekha. Maine isko pakda aur main ab isko idhar leke aayi aur arrow ab home page ki taraf hai. Ab yeh home page pe aa gaya. On tab navigate to home page aur animation instant hai. Theek hai? Ab yeh bhi ho gaya mera function. Ab mere ko kya karna hai na ki home page se toh main kahin nahi jaane waali. But mere ko sign up page se kahin pe jaana hai. Agar main sign up button dabaun toh I want ki yeh sign up page pe mujhe lekar jaaye. Right? Toh ab main kya karungi? Main wapas se sign up page ka connection dekhoongi. Kahan pe hai? Yeh raha plus sign. Main plus sign liya. Maine idhar daal diya sign up page ki taraf. Yeh le gaya mujhe sign up pe on tab navigate to sign up page. Theek hai? Ab mujhe kya karna hai? Ab mera last hai. Yeh jo sign up button hai na isse mujhe mere home page pe jaana hai. Home page kahan hai? Yahan pe hai mera home page. Yeh raha. Toh main kya karungi? Ab main gayi sign up page pe. Sign up page ka yeh plus uthaya. Dekho yeh bhi cheez notice karne waali hai ki yeh jo sign up hai na yeh jo text box hai na is pe bhi aa raha hai plus ka sign. Is pe bhi connection ka icon aa raha hai. Toh main agar is pe sirf sign up waali jagah pe is text box pe click karungi na toh aur main yeh connection choose karoon apne home page ke liye toh agar toh phir yeh mere ko home page pe le jaayega. But agar maine yeh rectangle ko yeh jo curve waala rectangle hai usko maine choose nahi kiya na apne connection ke liye toh kya hoga ki yeh jo white space beech mein dikh rahi hai na aapko mere text box aur mere rectangle ki agar main us pe galti se click karti hoon na toh woh mere ko lekar hi nahi jaayega home page pe. Isiliye main keh rahi hoon ki rectangle page pe rectangle waala jo aapka button jo aapka icon hai yahan pe shape hai uska connection aapko banana hai apne home page

se. Theek hai? Toh humne uthaya aur phir hum isko le gaye home page par. Dekho as you can see yeh home page par chala gaya. Theek hai? Ab humne saare apne connections jitne banne the woh ek baar bana liye hain. Ab hum dekhte hain ki iska woh kya banega. Run karke bhi dekhte hain kya ban raha hai yeh ab. Toh mera ab kya reh gaya hai? Last jo mere ko connection banana hai woh hai sign up page se home page. Baaki saare hamare connections ban gaye hain. Dekho pehla frame hamara kya tha? Ek toh yeh log in frame a log in aur sign up dikhe humein. Ek woh tha frame. Theek hai? Jaise hi koi app koi yeh app kholta hai user usko sabse pehle yeh waala frame dikhega. Yeh frame two nahi likha hua jiska na woh. Dekho yahan pe flow one aa raha hai. Flow one matlab ki yeh mera starting point hoga. Yahi sabse pehle user ko dikhega page. Yahi screen sabse pehle uske saamne aayegi. Toh humne kya kiya? Log in page banaya. Sign up page banaya ki agar kisi ke paas already account hai toh woh log in button dabayega. Ab yeh log in button daba ke woh kahan jaayega? Woh yeh waale frame pe jaayega. Dekho yeh connection bana hai na log in page pe chala jaayega. Udhar apna username password daalega. Phir kya hoga? Phir woh is log in button ko dabayega. Is log in button se woh kahan jaayega? Home page pe chala jaayega. Mera home page kahan pe hai? Home page ka connection dekho aise ja raha hai. Yeh hai naam likha hua hai na home page. Theek hai? Ab hum wapas aa jaate hain. Agar uska account nahi bana hua hamare paas toh phir woh sign up page sign up ko dabayega button ko. Sign up button daba ke uska connection kahan ja raha hai? Dekho yahan se lekar yahan tak ja raha hai. Yahan pe kaun sa frame hai hamara? Sign up page ka frame hai hamara. Toh udhar woh name, email address, password daalega. Phir woh sign up dabayega. Sign up daba ke kahan jaana hai usko? Ab jo last hamara connection humein banana hai woh hai home page ka. Theek hai? Sign up to home. Home page mera yeh waala hai. Theek hai? Yeh waala. Ab mere ko kya karna hai na? Pehli cheez jo main chahti hoon ki notice karo sab. Main har baar jab bhi connection bana rahi hoon toh main yeh rectangle jo curve waala rectangle humne le rakha hai, shape humne le rakhi hai. Wahi main baar-baar usi se connections bana rahi hoon. Main aise nahi kar rahi ki yeh log in waala yeh jo text box hai na usse main lekar jaan connection. Kyun? Kyun nahi kar rahi? Kyunki jab aap dekhoge yeh text box hai yeh iski jo length of breadth hai woh poore aapke rectangle ko cover kar hi nahi rahi hai. Toh agar main iske saath is log in ke text box ke saath kisi cheez ka connection banati hoon na toh kya hoga? Yeh jo beech mein white space bachi hui hai na agar user us pe click karega na toh kuch hoga hi nahi. Woh koi connection banega hi nahi. Woh kisi aur page pe usko lekar hi nahi jaayega user ko. Toh hamesha yaad rakhna hai ki jo button aap bana rahe ho uski jo shape hai bahar se try karo ki usi ke saath connection banana hai kyunki otherwise ho sakta hai kuch users ke liye woh connection kaam hi na kar paaye. Theek hai? Ab last hum banayenge iska sign up ka. Toh maine connection uthaya iska yahan se aur maine yahan pe daal diya home page pe. Theek hai? On tab navigate to home page. Aa gaya. Ab maine saare connection bana diye hain. Let's try to run it ek baar. Yahan pe run button tha. Humne run dabaya. So dekho sabse pehle yahi aaya log in and sign up. Agar maine sign up pe dabaya hota toh yeh aa jaata. Saara bharenge. Sign up pe dabayenge. Yeh aa gaya aapka home page. Yahi agar toh maine sign up pe dabaya hota. Woh sign up pe humne daba ke dekh liya. Agar maine log in pe dabaya hota toh woh username aur password maangta

mere se. Main log in karti. Log in karke home page pe aa jaate hum. Theek hai? Yahi hum ek aur cheez kar sakte hain ki hum ek back button daal paayein. Toh aise bhi kar sakte ho ki aap koi back icon online download kar lo. Figma ke baad Figma pe na bahut saare like free set of icons aate hain. Jaise agar aap abhi bhi search karo na Figma a free icons. Toh dekho yeh saare set hain, packs hain Figma ke jo aapko provide karta hai. Yeh free mein aap download kar lo. Aapko jo use karne hain ismein se woh use kar lo apne in screens pe, apne frames mein daalne ke liye. Toh yahan pe aap ek back button bhi daal sakte ho jisse aap doosri screen pe purani kisi screen pe chale jaao. Theek hai? So this is all from my side. Agar koi doubt ho toh you can comment and phir hum aapki help kar denge ki aapka doubt solve karne mein. Okay? Thank you. [Sangeet]