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Sommario/riassunto

This book constitutes the revised selected papers of the 43rd International Workshop on Graph-Theoretic Concepts in Computer Science, WG 2017, held in Eindhoven, The Netherlands, in June 2017. The 31 full papers presented in this volume were carefully reviewed and selected from 71 submissions. They cover a wide range of areas, aiming at connecting theory and applications by demonstrating how graph-theoretic concepts can be applied in various areas of computer science. Another focus is on presenting recent results and on identifying and exploring promising directions of future research. .

2. Record Nr.	UNINA9910869155203321
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Note generali	Includes index.
Nota di contenuto	1.The Figma Interface -- 2. Adding Content -- 3. Teams and Collaborative Projects -- 4. Creating UX Design Documentation -- 5. Building Low Fidelity Prototypes -- 6. Building Medium Fidelity Prototypes -- 7. Interactivity Fundamentals -- 8. Micro-Interactions in Figma -- 9. Design System Fundamentals -- 10. Building Content -- 11. Developer Handoff.
Sommario/riassunto	Maximize Figma's arsenal of tools and plugins within a team-based collaborative environment and accelerate you company's decision making. This book will show you where Figma fits into the user experience (UX) design process from documentation to developer handoff. Since its release as a browser-based design tool in 2016, Figma has fast become the de facto UX Design tool for the industry mainly due to its accessibility and ease of use. As you move through the book you will learn where Figma fits in the UX process. For example, using FigJam (an online whiteboard) for brainstorming, and creating interactive prototypes for mobile devices, tablets, and web sites. You'll also see how Figma is used to create and integrate with

design systems, and how variables, when applied to design system components, can accelerate the design and development workflow. With the help of step-by-step examples, and using Figma's tools and templates, you'll create artifacts such as Flow and Journey diagrams, Personas, and wireframes. From there you will explore other design and interactivity features, and how to prepare a Figma file for handoff to a development team. This book is your roadmap to utilizing Figma, the industry's fastest growing collaborative design tool for building meaningful products. .
