This video provides an overview
of the Jutro design system in Figma.
Once you have downloaded the Jutro design system component
library from Figma community, open a new design in Figma
to view all of the files included in the library.
Start by selecting the library button on the left
of the screen under the assets tab.
The design system comes complete
with everything in designer needs to begin building the UI
of a Jutro app, including different component libraries,
cover templates, patterns, and styles.
Let's start by discussing components.
Components are the basic building blocks
of a Jutro application.
Each component is designed
to address a specific interaction or ui
need. Examples
of components include things like date pickers, inputs,
buttons, sliders, and cards.
Let's look at how the UI library is organized
under assets in the Jutro component, library
UI elements are organized by component.
To use a component, simply drag
and drop it onto the canvas in Figma.
Once you do this under the design tab on the right hand side
of the Figma window, you'll be able to see
and modify the components, different variables.
One of the great things about the component library is
that it is fully aligned with the coded components,
meaning design decisions can be carried over directly
to development, reducing inconsistencies.
To view a component's code in Figma, you will need
to turn on developer mode.
You can do this by typing shift D.
Then select your desired component to inspect its code.
Next, let's discuss page layouts.
If components are the building blocks of an application,
the page layouts are like the blueprints
to arrange those building blocks,
page layouts provide a solid foundation
for building applications efficiently.
They define the structure
and organization of an interface,
ensuring clarity and usability.

They also help to ensure consistent
and responsive UI composition across
different application types.
To add a page layout in Figma, go
to the Jutro component library
and scroll down to page layout, drag
and drop the page layout component onto the canvas.
You can change the variables
of the page layout under the design tab.
Here you can modify the layout according
to the requirements of your project.
You can select things like screen size
and the display of different panels, panes and headers.
Now let's discuss Jutro patterns.
Patterns are typically made up of one
or more components working together.
They are best practice solutions
to solve recurring design problems like adding a driver
or vehicle to a policy.
Using patterns helps designers accelerate work
and ensure consistency across usage areas.
To add a pattern in Figma, go to assets
and then open the pattern library
and select the pattern that you wish to use by dragging
and dropping it onto the canvas.
You can change the variables
for each individual component in the pattern.
Under the design tab, you
can also add additional components to patterns.
To do this, you must first attach the instance.
Then you can drag and drop a component onto the pattern.
Similarly, you can add entire patterns
to experience templates.
Depending on a project's requirements, just drag
and drop the pattern onto the page layout.
In the template, we recommend
that you check Guidewire's documentation
on templates to learn more.
Next, let's discuss how to change the look
and feel of a Jutro app.
Often customers will want to change the appearance
or theme of an app to align it with their brand.
This is done using Jutro design tokens.
Design tokens are reusable objects

that store design values like colors,
spacing, and typography.
They serve as a shared language
and a single source of truth for designers and developers
and help to keep design decisions consistent within a theme.
Design tokens use a specific naming structure
to clarify each token's purpose.
For designers and developers, for example,
consider the token JDS color background focus,
which defines the background color of a UI element.
When it is in a focus state, this name is composed of up
to four types of descriptors.
The first is the system descriptors, JDS,
which in this case is an abbreviation
for the Jutro design system.
Next is the category.
This defines the visual design attribute like color or size.
The property descriptor defines the part
of the ui the token will be applied to.
In this case, the token is applied to the background.
Then there can be a modifier descriptor that details
how the token will be used,
but not all tokens have this descriptor.
Finally, let's discuss how to hand off designs
to developers from Figma.
Once you have finalized your design, you can hand it off
to developers using Figma sharing capabilities.
Go to the top right of Figma and click the share button.
Then add the developer you wish to share the file with.
They will now be able to begin working
to implement your design using the dev mode.