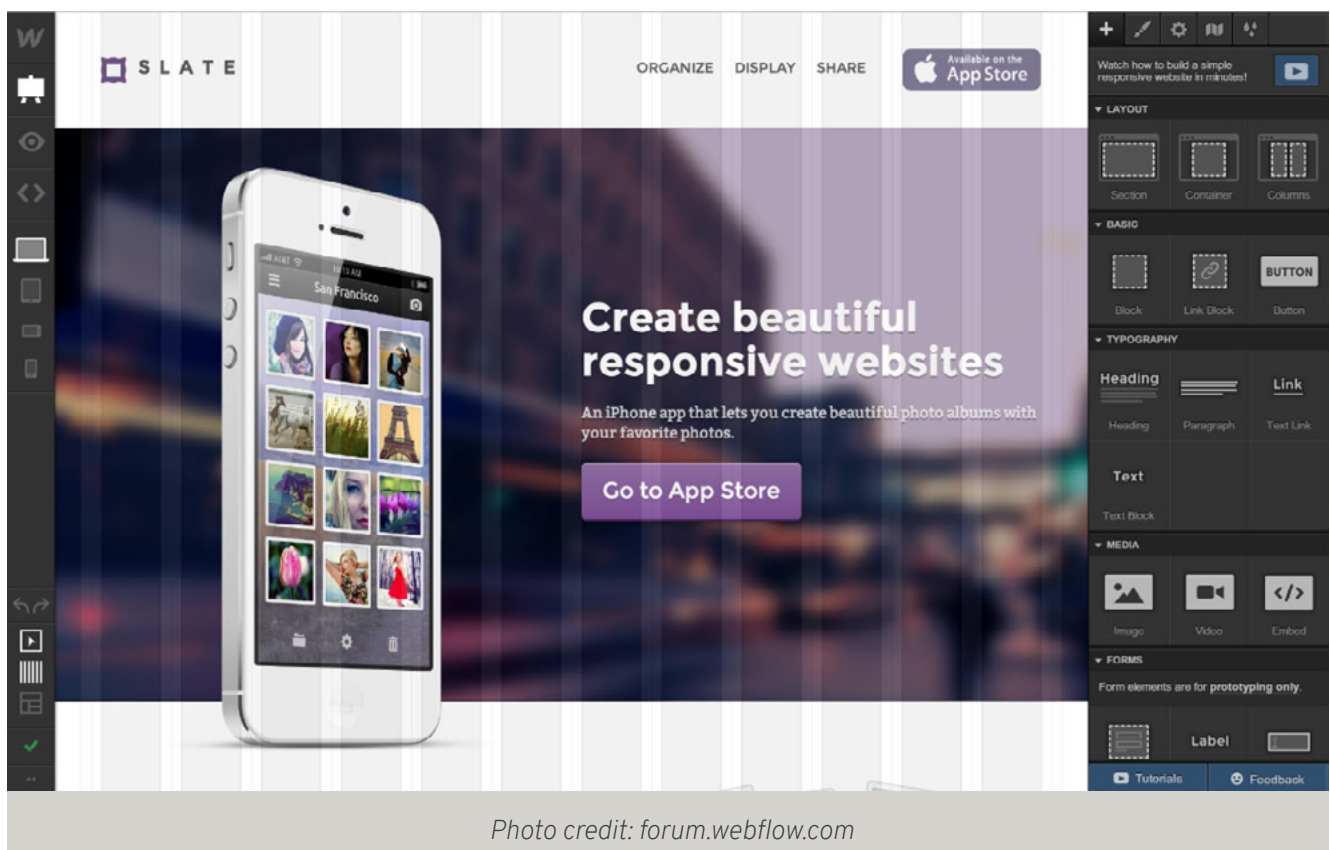


# Design & Build Your Product Simultaneously

# 6 DESIGN & BUILD YOUR PRODUCT SIMULTANEOUSLY

When we design, we have tons of ideas of what interaction to use and how it will be like. But is it really feasible from the development perspective? Not all designers know how to code to get their desired results, but all designers dream for the app to work exactly the way they imagined. Here, we introduce some programmes that can help designers design and build fully functional products, without writing a single line of code!

## Webflow



The image shows a screenshot of the Webflow website builder interface. The main workspace displays a responsive website design for a company named 'SLATE'. The website features a navigation bar with 'ORGANIZE', 'DISPLAY', and 'SHARE' options, and an 'Available on the App Store' badge. The main content area includes a large image of an iPhone displaying a photo album app, with the text 'Create beautiful responsive websites' and 'An iPhone app that lets you create beautiful photo albums with your favorite photos.' Below this is a 'Go to App Store' button. The right sidebar contains a 'Watch how to build a simple responsive website in minutes!' video player and a 'TOOLBOX' with various design elements categorized into LAYOUT (Section, Container, Columns), BASIC (Block, Link Block, Button), TYPOGRAPHY (Heading, Paragraph, Text Link, Text Block), MEDIA (Image, Video, Embed), and FORMS (Form elements for prototyping only, Label). The bottom of the interface has 'Tutorials' and 'Feedback' buttons.

*Photo credit: forum.webflow.com*

Who says you need to learn code to develop a website? With this professional website builder for designers, you can now create responsive websites in your browser, then export your code for hosting anywhere you want!

### **How to use it**

Upload your assets (pictures) and graphics into the system. Drag and drop the elements from the widget library into the page. The placement of the items will be set to fit nicely into the page itself. Now, isn't that really easy?

### **How not to use it**

Don't forget to include interactions and animations! You don't want a static website. That said, don't overdo it with the animations either. (Psst, more isn't always better.)

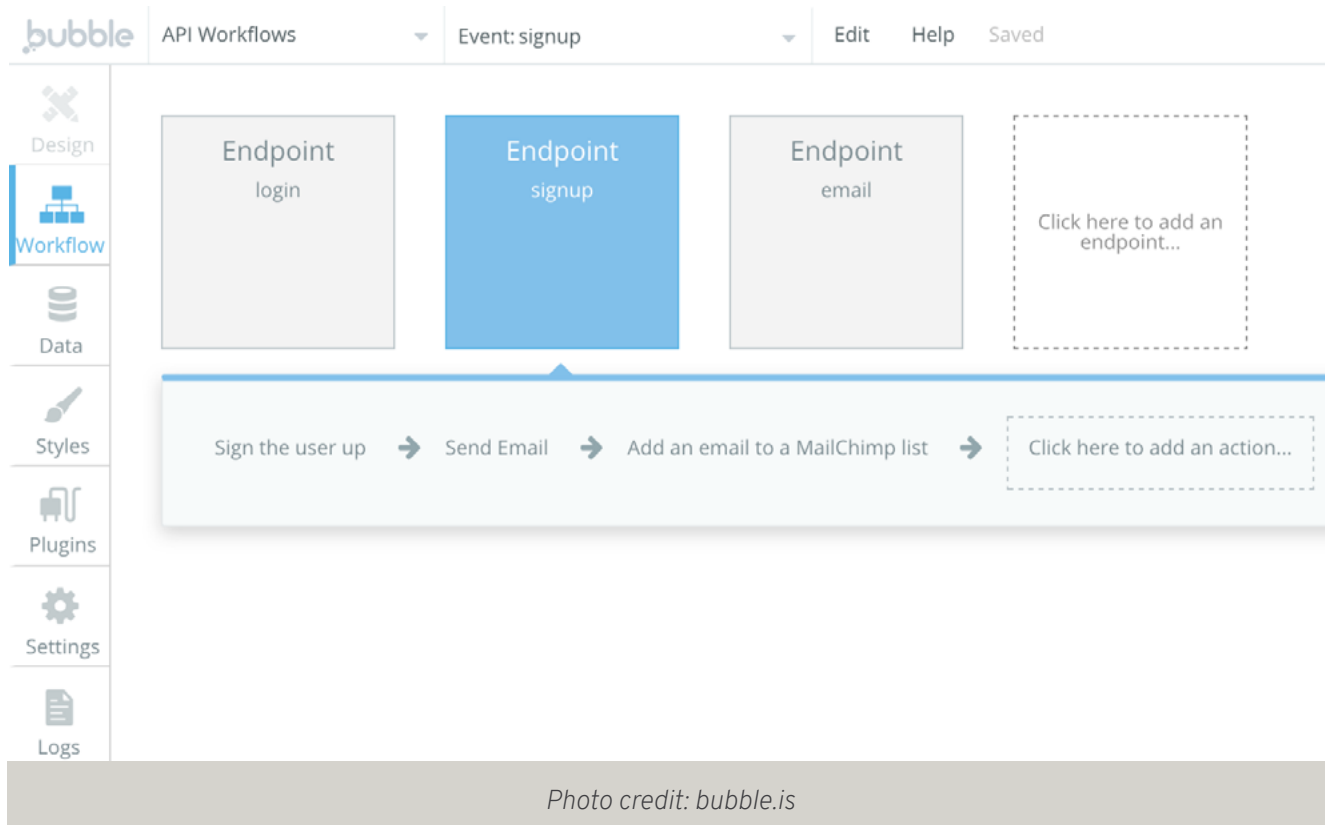
### **Best way to get value from it**

Webflow is a direct tool that helps you build and design the website all in one place. Forget the nuisance of transferring content from one software to another - you can save time and effort. You can also find a WebFlow expert (ranging from design to development to migration to marketing or for a full service) as well. Or, connect the Zapier app with Webflow to pre-build API connections.

### **Useful links**

- <https://webflow.com/blog>
- <https://ebooks.webflow.com>

# Bubble



Just like its tagline, you don't need to be a coder. Bubble allows you to rapidly build and test an idea, by writing 'codes' using a click-and-draw interface. You can save a huge amount of time and skip the learning curve of programming.

## How to use it

Gain full control of the website's design layout by adding your elements and assets. To make the site interactive, add functions and conditional logic, displaying content when the user performs an action. Deploy the website quickly with just one click.

## How not to use it

There is a community forum to ask for general support or specific questions like creating a new feature/plugin. Don't be shy to ask for help from the freelancers!

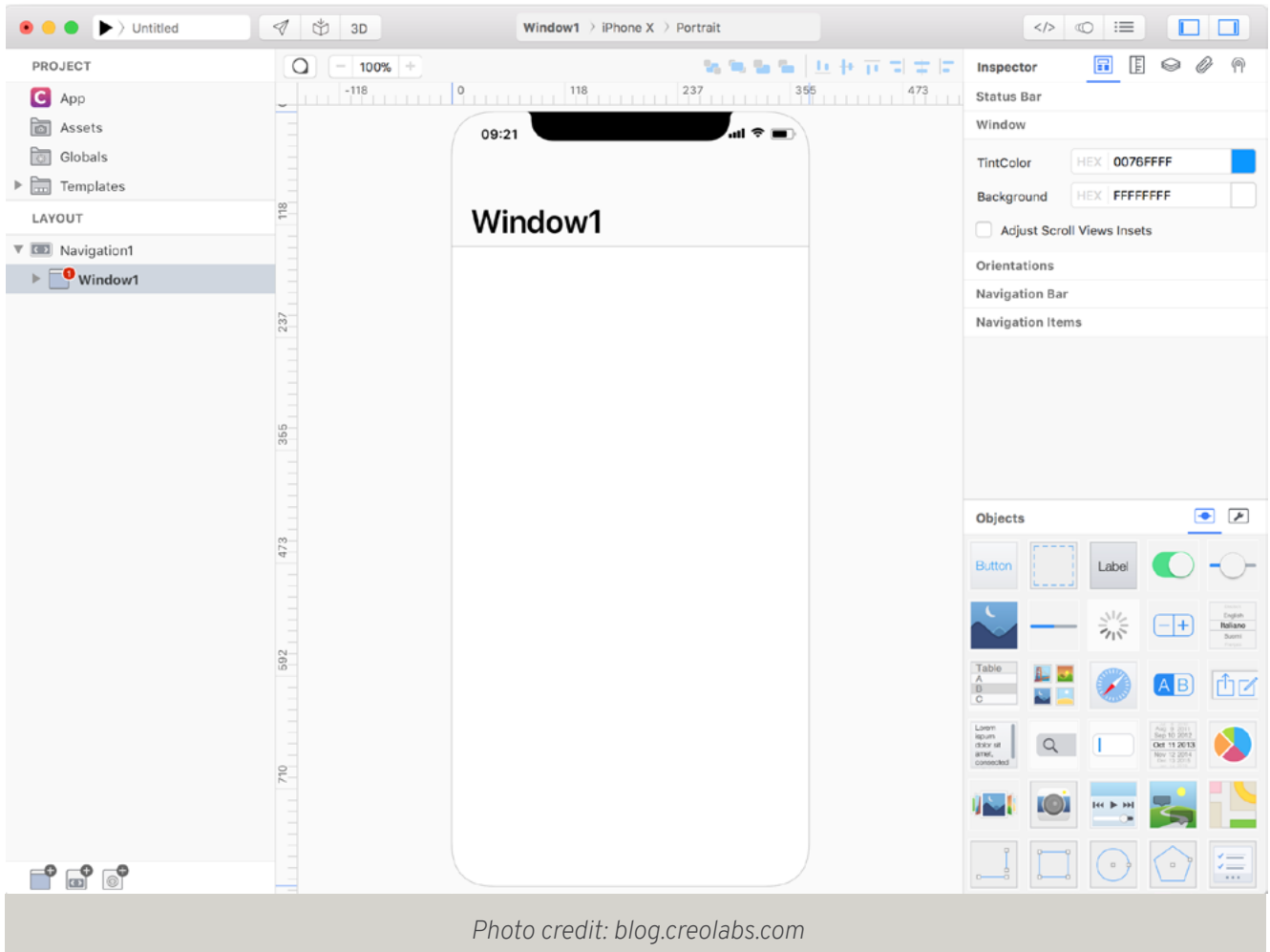
## Best way to get value from it

Bubble allows plugins (such as payments, analytics, Facebook, SQL) to be integrated into the system, or you can even build your own plugin. Add in your own Javascript code to include customized features unique to your site.

## Useful links

- <https://bubble.is/ideas>
- <https://codingisforlosers.com/bubble-code-free-prototype/>

## Creo



Creo is a modern Mac tool merging the process of design and development into a single easy-to-use application. It offers simple drag-and-drop controls for anyone to build their app's navigation and features within a few clicks. While building the app's interface, you can also build a native app. How efficient!

## **How to use it**

Drag and drop the elements from the element library to build the user interface. Link elements together with just a click to set the connection code between the elements to set the interactions. Creo also allows the app to be built to be tested on a real device or to be sent to iOS Apple Store.

Combining both phases of development and design, designers can easily prototype the layout while creating the interface.

## **Best way to get value from it**

Make use of CreoKIT framework to execute any iOS code on Mac. This framework emulates your native iOS app on Mac.

The code is written in Gravity, a specially designed language that runs on different platforms. Test your app on any and all platforms! Use the built-in simulator or send the app into an iOS device to test it immediately.

## **Useful links**

- <http://community.creolabs.com>



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