

**RAJALAKSHMI ENGINEERING COLLEGE**

**RAJALAKSHMI NAGAR, THANDALAM – 602 105**



**CS23A34  
USER INTERFACE AND DESIGN LAB**

**Laboratory Observation NoteBook**

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**Register No. : 230701343**

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**Ex. No. : 7b**

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## **Develop low-fidelity paper prototypes for a banking app and convert them into digital wireframes using Inkscape**

### **AIM:**

The aim is to construct low-fidelity paper prototypes for a banking app and digitize them into wireframes using Inkscape.

### **PROCEDURE:**

#### **Step 1: Create Low-Fidelity Paper Prototypes**

##### **1. Identify Core Features:**

- Determine the essential features of the banking app (e.g., login, dashboard, account management, transfers).

##### **2. Sketch Basic Layouts:**

- Use plain paper and pencils to sketch the main screens.
- Focus on the primary elements like buttons, navigation menus, and input fields.

##### **3. Iterate and Refine:**

- Get feedback from users or stakeholders.
- Make necessary adjustments to improve clarity and functionality

## **Step 2: Convert Paper Prototypes to Digital Wireframes Using Inkscape**

### **1. Install Inkscape:**

- Download and install Inkscape from the official website.

### **2. Create a New Document:**

- Open Inkscape and create a new document by clicking on File &gt; New.

### **3. Set Up the Document:**

- Set the dimensions and grid for your design. Go to File &gt; Document Properties to adjust the size.
- Enable the grid by going to View &gt; Page Grid.

### **4. Draw Basic Shapes:**

- Use the rectangle and ellipse tools to draw the basic shapes for your UI elements (e.g., buttons, input fields, icons).

### **5. Add Text:**

- Use the text tool to add labels and placeholder text to your elements.

### **6. Organize and Align:**

- Arrange and align the elements to match your paper prototype.
- Use the alignment and distribution tools to keep everything organized.

### **7. Group Elements:**

- Select related elements and group them together using Object > Group.
- This helps keep your design organized and easy to edit.

### **8. Create Multiple Screens:**

Duplicate your base layout to create different screens (e.g., login, dashboard, transfer).

## **Output:**

- Use Edit > Duplicate to create copies of your elements and arrange them for each screen.

#### 9. Link Screens (Optional):

- If you want to show navigation flows, you can add arrows or other indicators to demonstrate how users will move between screens.

#### 10. Export Your Wireframes:

- Once you're satisfied with your digital wireframes, export them by going to File > Export PNG Image.
- Choose the appropriate settings and export each screen as needed.

## Output:

The image shows two side-by-side mobile app screens for 'INSTANCE BANK'. Both screens have a red background and a white status bar at the top showing the time 22:15 and battery level. The left screen is the 'LOGIN' screen, featuring a white box with 'Username:' and 'Password:' labels, each followed by a grey input field. Below the input fields is a blue oval button labeled 'SIGN IN'. The right screen is the 'DASHBOARD' screen, featuring a white box with two blue oval buttons: 'Transfer Money' and 'View Account Details'. Both screens have a bottom navigation bar with three icons: a back arrow, a home icon, and a forward arrow.

The image shows a mobile app screen for 'INSTANCE BANK' with a red background. At the top, there is a white box containing a red arrow icon. Below this, there are three input fields with labels: 'Account Number:' (containing '230701343'), 'Name:' (containing 'Srivathsan N'), and 'Amount to Transfer:' (empty). At the bottom, there is a blue oval button labeled 'TRANSFER'.

**RESULT:**

A low-fidelity paper prototype for a banking app has been formed and convert into digital wireframes using Inkscape.

