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**Aim:**

To develop and design a learning app

**Procedure:**

1. Open Figma.
2. Start a new design file.
3. Choose the size for your design or frame size.
4. Add and arrange text, images, and other elements.
5. Select the frame.
6. Find the “Fill” option.
7. Choose a new color or enter a hex code.
8. Save your design elements in the desired format.

**Screenshots:**

**A screenshot of a screenshot of a quiz

Description automatically generated**

**Result:**

Using Figma, a to design a learning app has been developed and designed.