Aim – To design a remote-control app.

Procedure:

* **Set Frame:** Choose a mobile frame in Figma.
* **Home Screen:** Add power button, device list, and connection status.
* **Control Screen:** Design buttons for volume, channels, navigation (arrows, OK), and additional controls (e.g., settings).
* **Icons & Visuals:** Use simple, recognizable icons for buttons and controls.
* **Prototyping:** Link buttons to simulate actions (e.g., turn on/off, change volume).
* **User Feedback:** Add visual feedback (e.g., button highlights, active states).
* **Navigation:** Ensure easy flow between screens (e.g., from home to control screen).
* **Responsive Design:** Ensure design works well on different screen sizes (phone, tablet).
* **Test Interactions:** Preview the app flow to check for smooth transitions.
* **Refinement:** Fine-tune UI elements like button sizes, spacing, and colors.

Result:

The procedure to design a remote control app is verified and studied successfully.

