**Jose Enrique P. Crisostomo Activity 1**

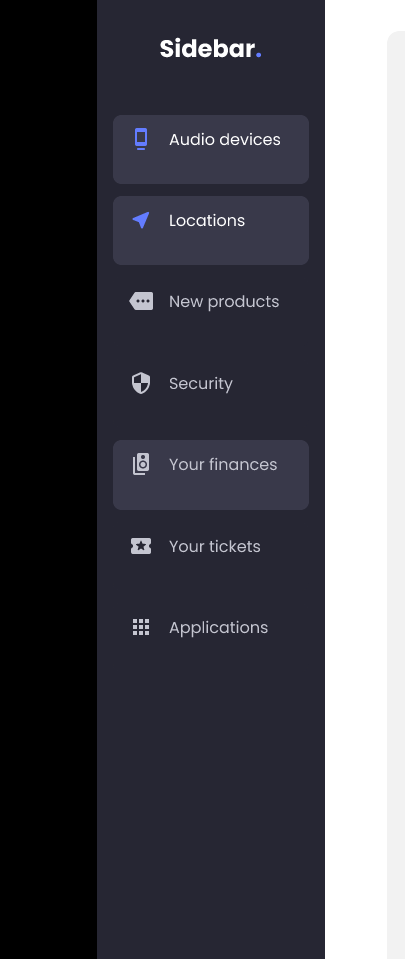
**BSCS-2F**

**Please explain and give examples in lesson 9. Details for explaining must not be copy paste from the internet or any other source. Please use your own words. There are no limits for answering these questions as long as it is related to lesson 9.**

# Prototype Explanation

# *Interactive prototypes have limited interactivity, while native prototypes closely resemble the final product. Interactive prototypes use clickable elements to simulate functionality, with low-fidelity ones starting from sketches and high-fidelity ones mimicking the final product. The choice depends on skills, timeline, and goals. Prototypes validate ideas in three stages: low-fidelity idea validation, mid fidelity usability validation, and high-fidelity market validation. This process helps refine solutions, build user trust, and avoid costly mistakes.*

# Example

****Effect and Entry Explanation**

***In a prototype, "effect" refers to the visual or interactive changes that occur in response to a user's action. It represents how the interface or elements respond to user input, such as animations, transitions, or visual feedback.***

***An "entry action" in a prototype refers to the initial action or interaction that a user takes when entering a particular screen or interface. It's the first step a user makes in their interaction with the prototype, and it sets the stage for their experience.***