Part3

1. Describe the scope of the project that this prototype relates to

This prototype is used for interactions to be activated by the client.

It is showing what is the website looks like firstly as sample front pages.

14.Describe why prototyping tool chosen was the best for the outlined task.

This prototype using uikit css framework. This is because uikit easy to set up and create a working layout, also there are lots of components can choose for client’s requirements.

15.Write three paragraphs each for how you think the tool has handled the rendering of all CSS/HTML and JavaScript code.

HTML: using different components instead normal div.

CSS: easy to control by id or name, and less writing to manage the exterior.

JS: to achieving singe page app.

1. Conclusion as to how you might be able to use some of the components the tool has rendered going forward to UX2

Some of the components such as form, containers, irons be using at UX2 as well.

1. Document the licensing and/or costs associated with your chosen tool.

https://getuikit.com/v2/