WIREFRAMES AND MOCKUP

When designing an app or webpage, UX and UI designers and developers use a number of planning tools to iterate their ideas and outline their solutions. There are three main levels of visual outlines:

- Wireframes
- Mockup
- Prototype

Each solution helps designers map and visualize their design plans at varying degrees of detail and functionality through the development phase.

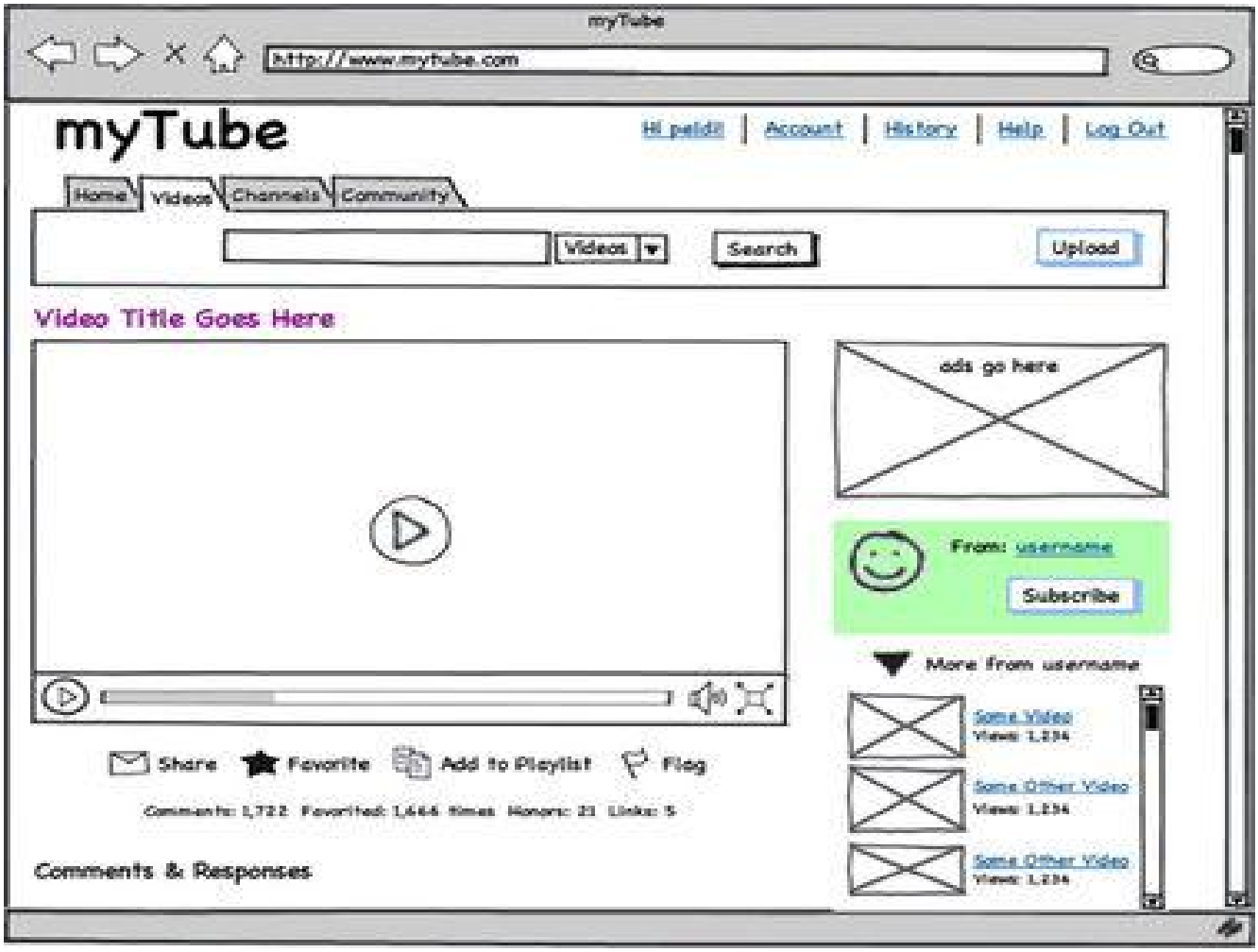
Wireframe:

A wireframe is a skeletal blueprint or framework that outlines the basic design and functions of a user interface (such as a website or application). The goal of a wireframe is to quickly and easily communicate:

1. The content of the Page
2. The Page Structure and Layout
3. The app functions

In other words, a wireframe describes the basic structure, functions, and content of the page.

Wireframes can be low-fidelity or high-fidelity, depending on your needs and preferences.



Mockup : A mockup is the next, more in-depth iteration of the wireframe outline. A mockup is a static wireframe that includes more stylistic and visual UI details to present a realistic model of what the final page or application will look like.

A good way to think of it is that a wireframe is a blueprint and a mockup is a visual model.

A mockup typically includes additional visual details such as:

1. Colors, styles, graphics, and typography
2. Styled buttons and text
3. Navigation Graphics
4. Component Spacing

Mockups are useful tools for understanding and communicating what the final interface should look like and gives stakeholders a chance to preview design and style choices before committing to building the app in a functional prototype.

Prototype :
A prototype is an early model of a product or design built to test the concept.

The main purpose is to test the design before investing time and money to develop the full product. A prototype can help developers work out any bugs or design flaws, see the user flow and interactions in practice, and build support and engagement from stakeholders.