# Lab4: prototype of the graphical user interface

Goal of this lab is to practice the definition of a prototype for the GUI of an application. Defining the prototype of the GUI of an application as early as possible has two advantages: check the functional requirements, get feedback from the end users showing them the prototype.

Consider the EZGas application and the requirements that you have developed in Lab 1

Propose a GUI prototype for the EZGas application. Feel free to work alone or in team.

The best starting point for defining the GUI are human actors, use cases and scenarios. At least the GUI should cover all the use cases proposed. In the lab start with UCs sign up, and upload price

To define the GUI prototype we suggest to use paper sketches (low fidelity prototype) and later a tool such as

Balsamiq (high fidelity prototype), <https://balsamiq.com/> (30 days free license)

Figma (high fidelity prototype), <https://www.figma.com/> (freemium)

The tool is not mandatory, you can use any other tool you are already familiar with.