Practical-6: Variants with reusable components

1. **Use vector mode to edit and customize vector shapes and design different icons, and make reusable components of its vector using variants.**
   - Create different Icons, logos, Buttons with various states, Progress Slider, loading button, check and Uncheck, Radio buttons, etc., using Components and create their variants and use its instance to make design reusable.

Practical-7: Plugins with their properties

1. **Create a design using various plugins in Figma, like iconify, Unsplash, gradient and wave plugins.**
   - Use different plugins to make the screen effective.

Practical-8: Responsive Design using Constraint and Auto Layout

1. **Create a design on the Shopping System app that builds Constraint and Auto Layout in Figma. Ensure the realigns responsively when resized.**
   - Create 1 frame of a shopping app using constraints and auto layout.
   - Use the Blog card that was already created in Practical-4. Make it fully responsive for Mobile and Web screen using Auto layout.

Practical-9: Low-Fidelity wireframing

1. **Create low-fidelity design on food delivery app wireframes that follow user flow to visually outline the app's structure and layout.**
   - Create a low-fidelity for a minimum of 4-5 screen designs of a Food delivery app. (Expect login and registration screen).

Practical-10: High-Fidelity wireframing

1. **Refine the finalized low-fidelity wireframes into high-fidelity user interface designs for the food delivery app.**
   - Create High Fidelity design screen for all screens that were already designed in Practical-9 with proper elements, color combination, look, style, effect and auto layout usage.