1. What are the differences among a Wireframe, Mock-Up, and Prototype? Explain with an example.
2. How to Choose a Technology Stack for Web Application Development
3. Write and run code with HTML: Aloe vera:



1. Write and run code in HTML for: URL: [https://www.washingtonpost.com/?itid=hp\_noname\_no-name%3Ahomepage%2Fmasthead](https://www.washingtonpost.com/?itid=hp_no-name_no-name%3Ahomepage%2Fmasthead)

(Ans1) **Wireframe**: A rough description of what a website / app looks like is a wireframe. Usually there are gray lines, boxes, colors and placeholder.

Low Fidelity: In the brainstorming process, many designers want to create a wireframe to explore and communicate on paper with each other and with their web / app interfaces. Since these drawings generally show part or much of a website, wireframes without many BUI details are considered to be low-faithful.

High Fidelity: Many designers can offer their low-confident wire frames a professional wire frame tool to clearly convey the design ideas by adding further user interfaces and simplicity. Clickable high-faithful wireframes usually simulate an easy interaction between site and app. For instance, many designers use highly trusted wireframes in order to quickly visualize easy connection, checkout and navigation interaction fluxes.

**Mock up**: A funnel is a static wireframe with a much higher visual and user interface. If a wireframe is considered to be the model of a house, a mockup is like a model in real life. This gives audiences a realistic idea of what the final website / app looks like, so that at a later stage of design, they can interact, analyze, contribute and iterate ideas with their team members.

**Prototype**: To a certain extent, a prototype is a completely interactive functional mockup, rich interaction and animated user interfaces. This performs as well as the final website / app product, making it ideal to check potential applications before going into the development stage. For example, A prototype is in summary a very faithful display of a product.

(**Ans2)** Technology stack: A technology stack is a list of all the technology tools used in building and running one application and is known as a software stack or network ecosystem. The Facebook social website, for example, is a combination of JavaScript, HTML, CSS, PHP and ReactJS coding frames

Criteria for choosing a technology stack:

• Type of Web Application:

Simple: CMS Software, Mid-level: E-Commerce store, Complex: Social Network.2. Time to market (TTM) is extremely important when choosing a tech stack for startups and for small businesses.

Example, out of the box solutions, Integration of third party solution, Developer availability, Documentation and developer community, Easy to test.

1. Development Cost: Developers Salary, App maintenance cost.
2. Scalability: Horizontal, Vertical.
3. Security.

These are the criteria of choosing stack.