



ASSIGNMENT 1

An application that help users to select a hobby



Aim:

To design an application that helps users to select a hobby.

Procedure:

1. Open Figma.
2. Start a new design file.
3. Choose the size for your design or frame size.
4. Add and arrange text, images, and other elements.
5. Select the frame.
6. Save your design elements in the desired format.

Output:

The Screenshots of the Output is attached in the next page.

Result:

Using Figma, An application that helps users to select a hobby is designed.

BORED ?

CHOOSE A HOBBY !

SIGN IN

Username

Password

Submit

OR





Choose a Hobby

Swipe the card left or right



















Choose a Hobby

Swipe the card left or right



















Choose a Hobby

Swipe the card left or right



















Choose a Hobby

Swipe the card left or right



















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