



RAJEEV INSTITUTE OF TECHNOLOGY

HASSAN- 573 201, KARNATAKA

(Affiliated to VTU, Belagavi., Approved by AICTE, New Delhi.)



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)**



UI/UX Lab Manual (BADL657B)

Prepared by,

Dr. Sharath M N
Associate Professor & Head
Dept. of CSE(AI&ML)



Vision of the Department

To be a renowned department for education, training, and research in the frontline areas of Artificial Intelligence and Machine Learning by creating professionals to deal with real-world challenges.

Mission of the Department

M1: To render quality education in the areas of Artificial Intelligence and Machine Learning through the best teaching-learning processes to enable students for careers, higher education, and research.

M2: To develop professionals with social concern and professional ethics.

Programme Educational Objectives (PEOs)

PEO1: Graduates of the program will have ability to understand, analyse and design an Artificial Intelligence and Machine Learning solution to real-world challenges.

PEO2: Graduates of this program will have an ability to be getting employed and excel in professional career, research to achieve higher goals.

PEO3: Graduates of the program will excel as socially committed engineers with high ethical and moral values.

Program Outcomes (POs)

Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)**

The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

Lifelong learning: Recognize the need for and have the preparation & ability to engage in independent & lifelong learning in the broadest context to technological change.

Programme Specific Outcomes (PSOs)

PSO1: An ability to apply concepts of Artificial Intelligence and Machine Learning to design, develop and implement solutions to solve technical problems.

PSO2: An ability to use Artificial Intelligence and Machine Learning knowledge for successful career as an employee and an engineering professional.



Course Outcomes

CO1	Apply the basics of wireframing in designing apps and Websites.
CO2	Make use of Figma for designing and prototyping UI/UX for different types of apps and Websites.
CO3	Analyse user requirements and translate the requirements to design prototypes.
CO4	Demonstrate the UI/UX concepts applied when designing the prototype of apps and Websites.
CO5	Develop (redesign) the existing apps & Websites with customized design.

Syllabus

Subject: UI/UX

Subject Code: BADL657B

Programming Experiments

1. Chat App Redesign: Create a Wireframe and redesign any popular chat app.
2. Food App: Create a wireframe, Design and Prototype the UI Pages for the food application.
3. Social Media App: Create a wireframe, Design and Prototype social media photo sharing app.
4. Product Website: Design and prototype a product website page. Create web pages and rollovers for the web pages
5. Travel Agency Website: Create a wireframe, Design and prototype the UI for the website including design for Home Page with search bar, Activities page, Client Testimonial Page, Image Gallery
6. UI/UX Designer Portfolio Design: Create a wireframe, Design and prototype a UI for a portfolio including design for About page, Work showcase page, Blog page, contact page
7. Dashboard Design: Create a wireframe, Design and Prototype Dashboard UI page, add some Dashboard details, statistics and graphs, Add dropdown options for some dashboard details
8. E-Commerce Website: Create a wireframe, Design and prototype Web pages including product category pages (example: mobiles, gaming consoles, Speakers), product pages in each category, buy now page, add to cart page
9. Educational Website: Create a wireframe, Design and Prototype the UI for an educational website – Include a Homepage with footer, About Us Page, Programs page, Instructor's page, Pricing page, Payment's page with radial buttons. Design dropdowns for programs button
10. Music Player App: Create a wireframe, Design and prototype the pages with a background and a Rollover button, and Song selection Page with a Home Rollover button. The third page may include animated play and pause button, play music animation, timer animation.



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)**

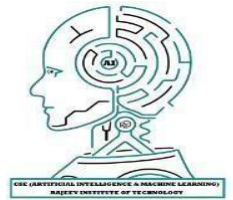
The Correlation of Course Outcomes (CO's) and Program Outcomes (PO's)

Subject Code: BADL657B	TITLE: UI/UX											
List of Course Outcomes	Program Outcomes											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO-1	2	3	3	0	3	0	0	0	0	0	0	0
CO-2	1	1	3	0	3	0	0	0	0	0	0	0
CO-3	3	3	3	0	1	0	0	0	0	0	0	0
CO-4	1	1	3	0	3	0	0	0	0	0	0	0
CO-5	1	1	3	0	3	0	0	0	0	0	0	0

Note: High Contribution = '3', Average Contribution = '2', Low Contribution = '1', No Contribution = '0'

The Correlation of Course Outcomes (CO's) and Program Specific Outcomes (PSO's)

Subject Code: BADL657B	TITLE: UI/UX	
List of Course Outcomes	Program Specific Outcomes	
	PSO1	PSO2
CO-1	1	1
CO-2	1	1
CO-3	1	1
CO-4	1	1
CO-5	1	1

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)****CO-PO-PSO JUSTIFICATION**

CO No.	PO/PSO	CL	Justification
BADL657B.1	PO1	2	Wireframing requires knowledge of design principles, which indirectly relates to the application of engineering knowledge for creating apps and websites.
	PO2	3	In wireframing, analyzing the problem in terms of the user interface and translating that into an interactive design shows proficiency in problem analysis.
	PO3	3	Wireframing directly supports the design phase, ensuring that designs meet user requirements.
	PO5	3	Using tools like Figma for wireframing requires understanding modern software tools, which helps in applying knowledge of design practices.
	PSO1	1	While wireframing isn't directly tied to AI/ML, applying design thinking can indirectly benefit AI-based applications by improving user interface design.
	PSO2	1	Understanding wireframing prepares students for real-world engineering tasks, contributing to their career as a professional in tech.
BADL657B.2	PO1	1	Using Figma requires foundational knowledge in UI/UX design, directly leveraging engineering principles for designing interactive prototypes.
	PO2	1	Analyzing user requirements and translating them into interactive designs through Figma demonstrates problem analysis in practice.
	PO3	3	The main task of prototyping using Figma directly contributes to the design and development of interactive solutions.
	PO5	3	Mastering tools like Figma is essential for prototyping and refining user interfaces, directly supporting this outcome.
	PSO1	1	Prototyping apps in Figma provides the interface knowledge that can be used in AI/ML applications by designing user-friendly interfaces for models.
	PSO2	1	Knowledge of prototyping tools is essential for careers in UI/UX design and app development.

BADL657B .3	PO1	3	Analyzing user requirements requires deep engineering knowledge to understand the problem and design solutions accordingly.
	PO2	3	This CO directly addresses problem analysis by translating user requirements into design solutions.
	PO3	3	Translating requirements into prototypes is a critical part of the design and development phase, ensuring that the final solution meets user needs.
	PO5	3	Using tools like Figma for prototyping is essential, aligning with modern tool usage and improving user experience.
	PSO1	1	Translating user requirements into prototypes for AI/ML applications could involve designing interfaces that make AI outputs accessible and usable.
	PSO2	1	This CO is highly relevant to the student's professional career by enhancing their design and prototyping skills for their future roles.
BADL657B .4	PO1	1	Applying UI/UX concepts requires a basic understanding of design principles, which builds on engineering knowledge.



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)**

	PO2	1	Understanding how users interact with the design helps in analyzing the core problems that need solving.
	PO3	3	This CO involves the direct application of UI/UX concepts in the design of prototypes, which is a fundamental part of solution development.
	PO4	3	Demonstrating UI/UX concepts requires proficiency in using design tools, which falls under modern tool usage.
	PSO1	1	This CO can benefit AI applications by ensuring the interfaces for AI models are intuitive and user-friendly.
	PSO2	1	This outcome directly contributes to preparing students for careers in UI/UX design, an essential part of modern engineering practices.
BADL657B .5	PO1	1	Redesigning apps with customized designs requires an understanding of design principles based on engineering knowledge.
	PO2	1	Identifying design flaws and areas for improvement demonstrates problem analysis, leading to better user-centric solutions.
	PO3	3	Redesigning apps involves the design and development of improved solutions, ensuring that user needs are better met.
	PO5	3	Redesigning with tools like Figma requires using modern design tools to update and improve the user experience.
	PSO1	1	Redesigning apps could involve designing better interfaces for AI-driven apps, making the AI outputs more accessible and usable.
	PSO2	1	This CO is highly relevant to students' careers as engineers, providing them with skills necessary for working in UI/UX design and web/app development.

Introduction

Figma is like a digital art book where you can create and design anything—apps, websites, or even simple drawings. Let's learn about Figma tools step by step.

How to Create a Figma Project?

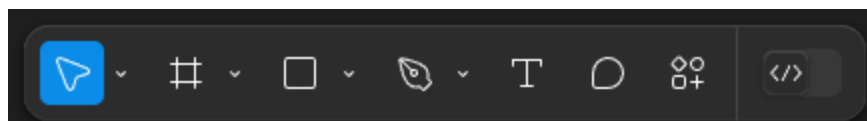
1. Go to Figma: Open figma.com on your browser and log in (or sign up if you're new).
2. Start a New Project:
 - On the home screen, click "New File."
 - This opens a blank page—your design space.
3. Design your App/Website
4. Save Your File:
 - Click **File > Rename** and name your project (e.g., "My First App").
 - Figma automatically saves your work.

Tools:

1. The Toolbar

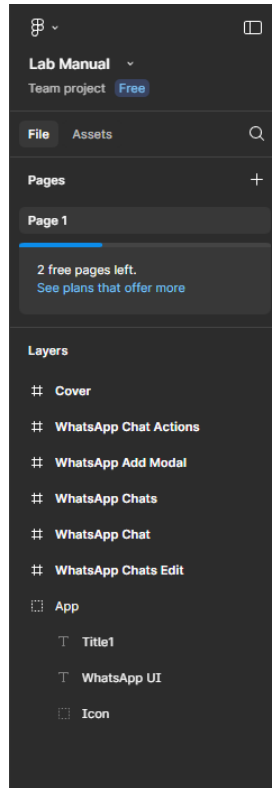
The toolbar is at the bottom of the screen, and it has all the tools you need to create your designs:

- **Move Tool:** Looks like an arrow. Use it to grab and move things around.
- **Frame Tool:** Use it to create the "canvas" or screen for your design. For example, if you're designing a phone app, it makes the phone screen.
- **Shape Tools:** Lets you draw shapes like rectangles, circles, or lines.
- **Text Tool:** Type anything you want! Use this to add titles, labels, or even a paragraph.
- **Pen Tool:** Draw custom shapes and lines. Great for creating unique designs.
- **Comment Tool:** Looks like a speech bubble. Use it to leave notes or feedback for yourself or others.



2. Layers Panel

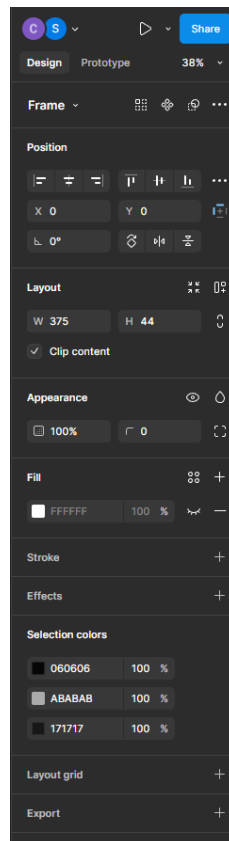
On the left side, you'll see the Layers Panel. It shows all the parts of your design, like a list. You can click on any item in the list to edit it. Think of it as organizing papers in a folder.



3. The Properties Panel

On the right side, you'll find tools to customize what you make:

- Color Picker: Change the color of shapes or text.
- Font Options: Change the style, size, and type of text.
- Effects: Add shadows, blur, or glow to make your design look cool.
- Alignment Tools: Make sure everything lines up neatly.



4. Basic Things You Can Do in Figma

a. Add a Rectangle (or Shape)

1. Click the Shape Tool in the toolbar.
2. Pick a shape like a rectangle or circle.
3. Drag on the canvas to draw your shape.

b. Change Color

1. Click on the shape you just made.
2. Go to the right side, where the Fill option is.
3. Click the color box and choose a new color.

c. Add Text

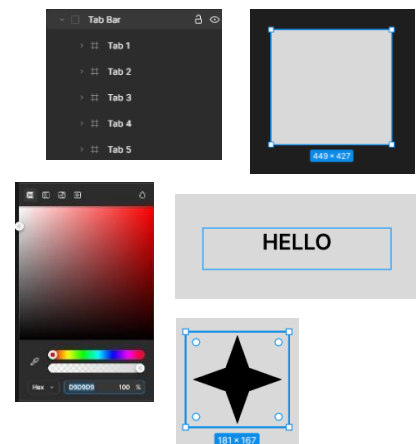
1. Click the Text Tool in the toolbar.
2. Click anywhere on the canvas and start typing.
3. Use the Font Options on the right to make it bold, italic, or change the size.

d. Add an Image

1. Drag and drop an image from your computer onto the canvas.
2. You can resize it by dragging the corners.

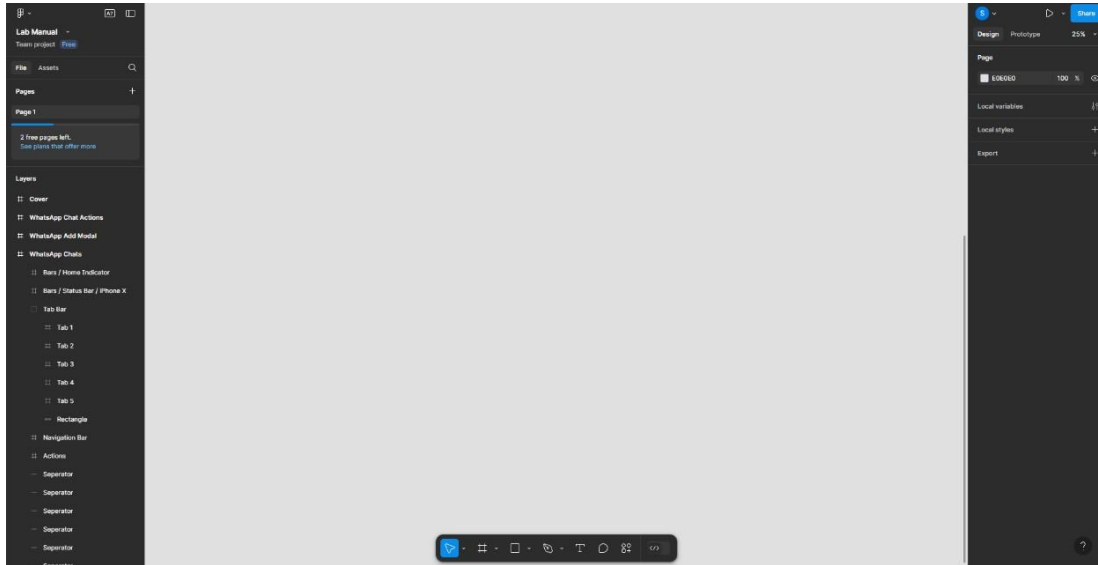
e. Group Items Together

1. Select multiple items by holding the Shift key and clicking them.
2. Press Ctrl + G (or Command + G on Mac) to group them. Now they move together.



5. The Canvas

The big white area in the middle is your workspace, called the "canvas." This is where you create your designs.



NOTE: Figma automatically saves your work—no need to worry about losing it!

PROBLEM 1

Chat App Redesign: Create a Wireframe and redesign any popular chat app.

By the end, we'll have two pages:

1. Chats List Page
2. Individual Chat Page

1. Chats List Page

This is the page where you see all your chats in a list.

Step 1: Create the Phone Screen

- Select the **Frame Tool** (it looks like a square in the toolbar).
- Choose a **Mobile Frame** size (like iPhone 14 or any you like). This is your phone screen.

Step 2: Add the Navigation Bar

- Use the **Rectangle Tool** to draw a rectangle at the top of the screen. This will be your navigation bar.
- Make it a bit short (around 10% of the screen height).

Step 3: Add App Name and Icons

- Use the **Text Tool** to type "ChatApp" on the navigation bar.
- Add icons like a settings or notification icon by clicking **Plugins > Iconify** (or use your own). Place them neatly on the right side.

Step 4: Add the Search Bar

- Use the **Rectangle Tool** to draw another rectangle below the navigation bar.
- Add **Corner Radius** (on the right panel) to make it look rounded.
- Use the **Text Tool** to type "Search" inside it.

Step 5: Add Chat Previews

- Use the **Rectangle Tool** to draw a rectangle for one chat preview.
- Inside the rectangle:
 - Add a small circle (use the **Ellipse Tool**) for the profile picture.
 - Use the **Text Tool** to type a person's name (e.g., "John Doe").
 - Below the name, type a sample message (e.g., "Hey, how are you?").

- Duplicate this rectangle (press **Ctrl + D**) and place the duplicates one below the other. This creates a chat list!

2. Individual Chat Page

This is the page for chatting with one person.

Step 1: Create the Title Bar

- At the top, use the **Rectangle Tool** to draw a rectangle for the title bar.
- Inside the rectangle:
 - Add a back arrow (use an icon or draw one using the **Pen Tool**).
 - Add a small circle for the profile picture.
 - Use the **Text Tool** to type the person's name (e.g., "John Doe").
 - Below the name, type their status (e.g., "Online" or "Typing...").
 - Add a menu icon (three dots) on the right side.

Step 2: Add Messages

- Draw rectangles for chat bubbles:
 - One rectangle on the left for their messages.
 - Another rectangle on the right for your messages.
- Add text inside the rectangles to show the chat (e.g., "Hi there!").
- Duplicate these rectangles and position them one after the other.

Step 3: Add the Message Bar

- At the bottom of the page, draw a rectangle for the message bar.
- Inside this rectangle:
 - Add another smaller rectangle with rounded corners for typing your message.
 - Draw a circle next to it and place a "Send" icon inside the circle.

3. Create the Prototype

Now, let's make the two pages work together!

Step 1: Open the Prototype Section

- Go to the **Prototype** tab on the top-right of the screen.

Step 2: Link the Pages

1. Click the **Chats List Page** (in the layers panel or directly on the canvas).
2. Click on one of the chat rectangles.
3. Drag the blue circle that appears to the **Individual Chat Page**.
4. On the right panel:
 - Set **Trigger** to “onClick.”
 - Set **Action** to “Navigate to.”
 - Set **Destination** to the Individual Chat Page.
 - Set **Animation** to “Smart Animate” (or any other).

Step 3: Link Back to the Chats List

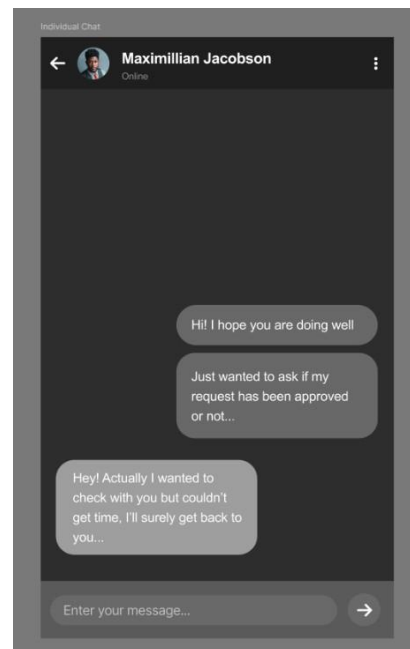
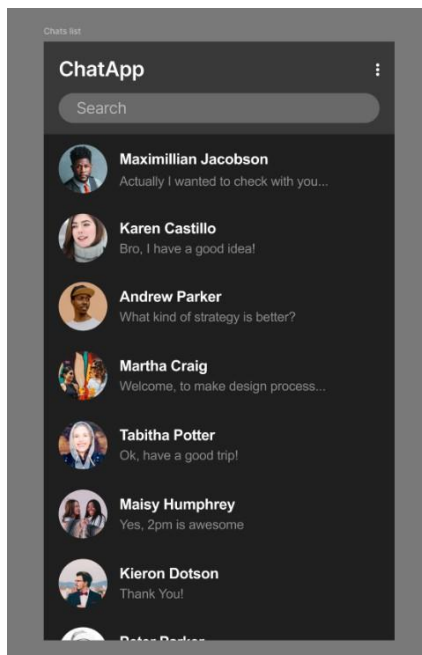
1. Go to the **Individual Chat Page**.
2. Click the back arrow.
3. Drag the blue circle to the **Chats List Page**.
4. Repeat the same settings as above.

Step 4: Test the Prototype

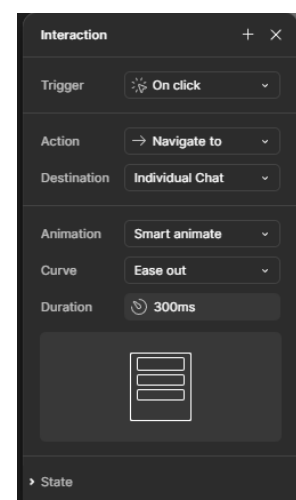
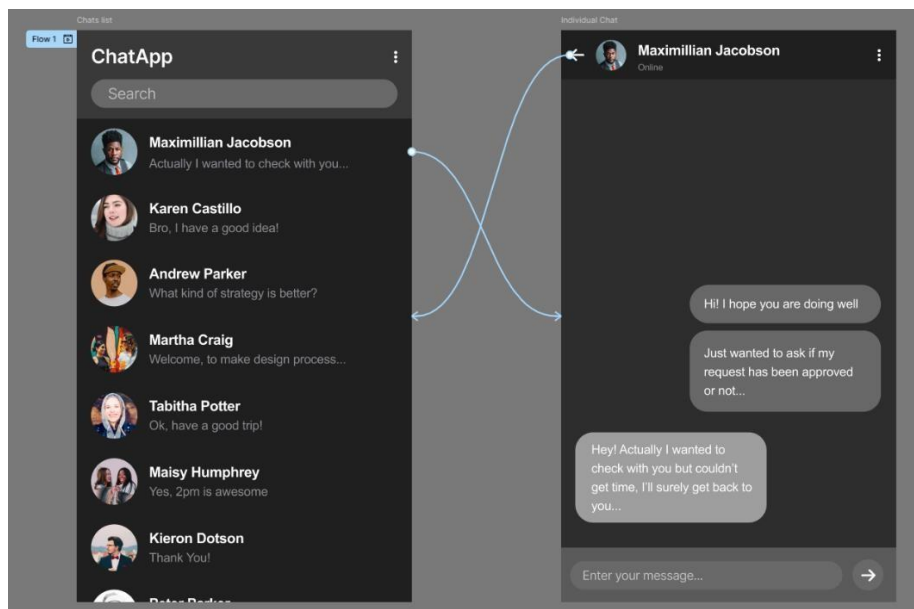
- Click the Play Button at the top-right corner (it looks like a triangle).
- Your prototype will open in a new window.
- Test the links by clicking on a chat to go to the Individual Chat Page and the back arrow to return to the Chats List Page.

Output:

- **Design:**



- **Prototype:**



PROBLEM 2

Food App: Create a wireframe, Design and Prototype the UI Pages for the food application.

We are designing a food delivery app with three main screens:

1. Welcome Page – A friendly introduction to the app.
2. Home Page – Shows restaurants and food items to order.
3. Order Placed Page – Shows a confirmation after placing an order.

Step 1: Design the Welcome Page

1. Open Figma and **create a new frame** (like a blank page).
2. **Add a logo** at the top (you can use an image or draw a simple shape).
3. Below it, **write the name of the app: "Food Delivering App"** in big letters.
4. **Add an image** (like a food-related drawing) under the app name for decoration.
5. Write a small **welcome message**.
6. **Add a "Get Started" button** at the bottom:
 - Draw a rectangle.
 - Write **"GET STARTED"** inside it.
 - Give it a bright **background color** (like orange) and make the corners a little rounded.

Step 2: Design the Home Page

1. **Create a new frame** for the Home Page.
2. Add a **big image at the top** (showing a restaurant or food).
3. Below the image, **write the name of the restaurant**, e.g., **"Mayfield Bakery"**.
4. Add a **search icon** on the top-right corner.
5. Now, create a **list of food items**:
 - Draw a rectangle.
 - Add a **small image** of the food on the left.
 - Next to it, write the **food name** (e.g., "Cookie Sandwich").
 - Below the name, write a **short description** (e.g., "Shortbread, chocolate turtle cookies, and red velvet").
 - Show the **price and cuisine type** (e.g., "Chinese - AUD\$10").

- Add a **small button on the right side** that says "**Order**" (make it orange).
- 6. **Duplicate the food item template** for more items (just change the images, names, and details).

Step 3: Design the Order Placed Page

1. **Create a new frame** for the Order Placed Page.
2. At the top, write "**Orders Placed**" as the title.
3. Below it, **add a map image** to show the delivery status.
4. Under the map, write "**Arriving Soon**" to tell the user their order is on the way.
5. Add a **big success icon** (a checkmark in a circle).
6. Below the checkmark, write "**Your order has been placed**".
7. At the bottom, **create a navigation bar** (a rectangle with icons inside it containing, **Home, Search, Orders, and Profile** icons).

Step 4: Make the Pages Work (Prototype Mode)

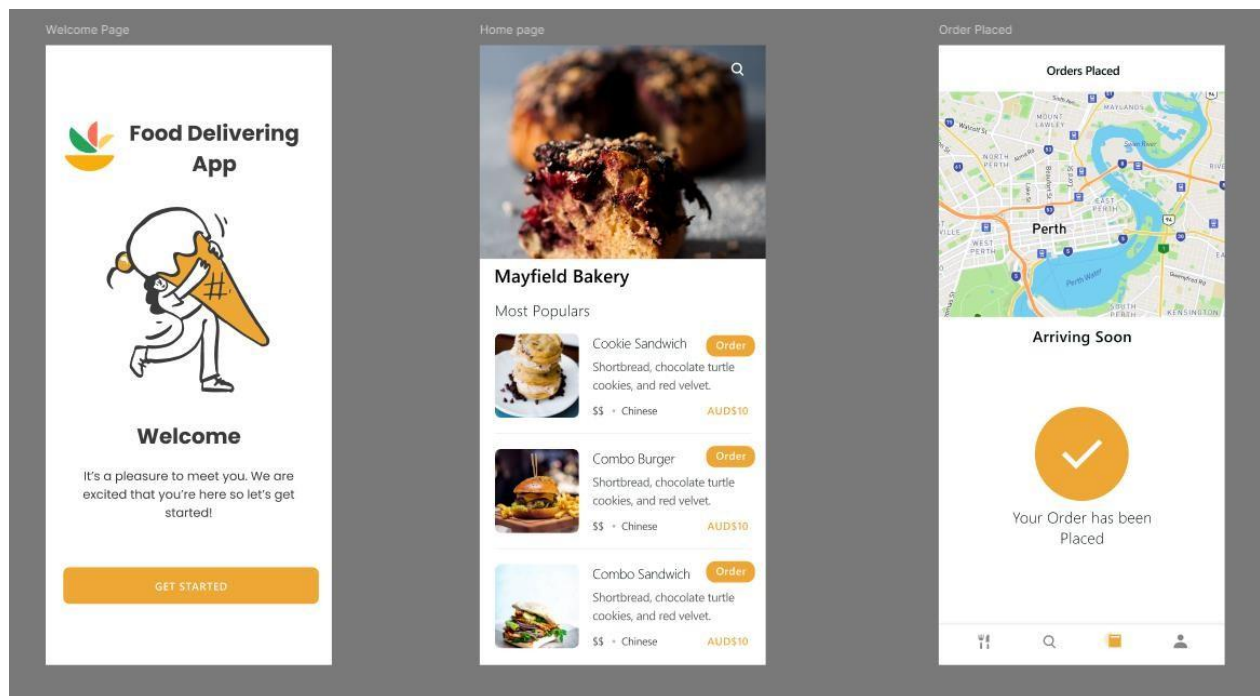
1. **Go to the Prototype section** (top-right of Figma).
2. **Select the "Welcome" page** and click "**Flow Starting Point**".
3. Click on the "**Get Started**" button, then on the right panel:
 - Set **Trigger** to "**On Click**".
 - Set **Action** to "**Navigate To**".
 - Set **Destination** to "**Home Page**".
 - Choose an **Animation** (like Smart Animate).
4. Now, on the **Home Page**, click on any "**Order**" button and do the same thing:
 - Set **Destination** to "**Order Placed Page**".
5. On the **Order Placed Page**, click on the **Home icon** in the bottom navigation bar:
 - Set **Destination** to "**Home Page**".

Step 5: Test Your App!

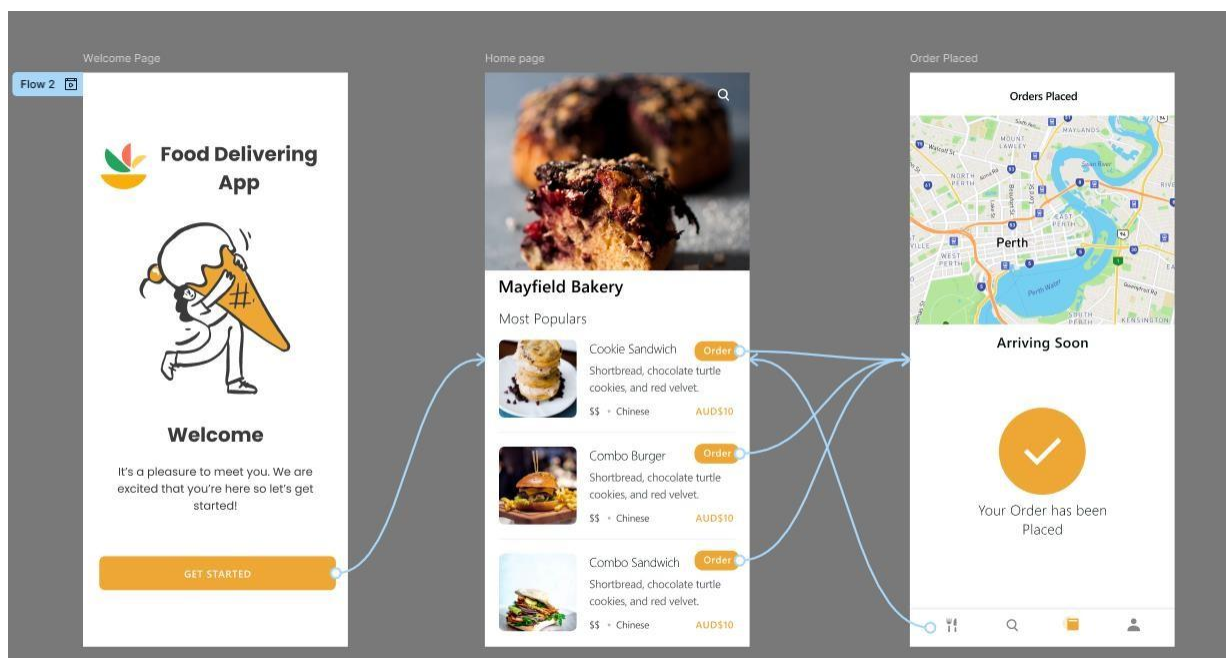
1. Click the Play Button at the top-right corner (it looks like a triangle).
2. Your prototype will open in a new window.
3. Try clicking "Get Started" – it should take you to the Home Page, Click an Order button – it should go to the Order Placed Page, Click the Home icon – it should go back to the Home Page.

Output:

- Design:



- Prototype:



PROBLEM 3

Social Media App: Create a wireframe Design and Prototype social media photo sharing app.

We need 3 pages for this problem:

- Welcome page
- Home page
- Shared posts page

Step 1: Welcome Page

This is the first screen people will see when they open the app.

1. **Make a Frame** (like a blank page in Figma).
2. **Add an image** at the top – this is the **logo** of the app.
3. Below the logo, **write the name of the app** (e.g., "SocialMedia App").
4. At the bottom, **create a "Get Started" button**:
 - Draw a rectangle.
 - Write **"Get Started"** inside it.
 - Make the corners a little **rounded** to look nice.
 - Use a bright colour so it stands out.

Step 2: Home Page

This is where users will see posts, stories, and navigate the app.

1. **Make a Frame** for the **Home Page**.
2. At the top, **create a title bar**:
 - Write **"SocialMedia App"** in the centre.
 - Add **two icons** on the right (one for messages and one for likes).
3. Below it, **add a row for "Stories"**:
 - Draw a rectangle.
 - Add **profile images** to represent stories.
4. **Create a Post Section**:
 - Add a **profile image** and username.
 - Below that, **add a big image** (the actual post).

- Under the post, add **four icons**: Like, Comment, Share, Save
- **Add a bottom navigation bar** with icons for: Home, Search, Create, Reels, Profile

Step 3: Shared Posts Page

This is where users can share posts and chat about them.

1. **Make a Frame** for the **Shared Posts Page**.
2. **Create a title bar**:
 - Add a **back button**.
 - Add a **profile picture**.
 - Write the **name of the person** who sent the post.
3. **Create chat bubbles** to show shared posts:
 - Draw a **rounded rectangle**.
 - Inside it, add a **shared image** and **username**.
 - Repeat this for another post.
4. **Create a message input box** at the bottom:
 - Add a rectangle with **rounded corners**.
 - Inside it, add:
 - **Camera icon**
 - **Text input field** (with "Message..." as placeholder text).
 - **Send button**

Step 4: Making Everything Work (Prototype Mode)

Now we will **link** the pages together, so when you click a button, it takes you to the right page!

1. Click on **Prototype** (top-right in Figma).
2. **Set the "Welcome" page as the starting point**:
 - Click the **"Welcome Page" frame**.
 - Click **"Flow Starting Point"**.
3. **Link the "Get Started" button to the Home Page**:
 - Click the **"Get Started" button**.
 - On the right panel, go to **"Interactions"**.

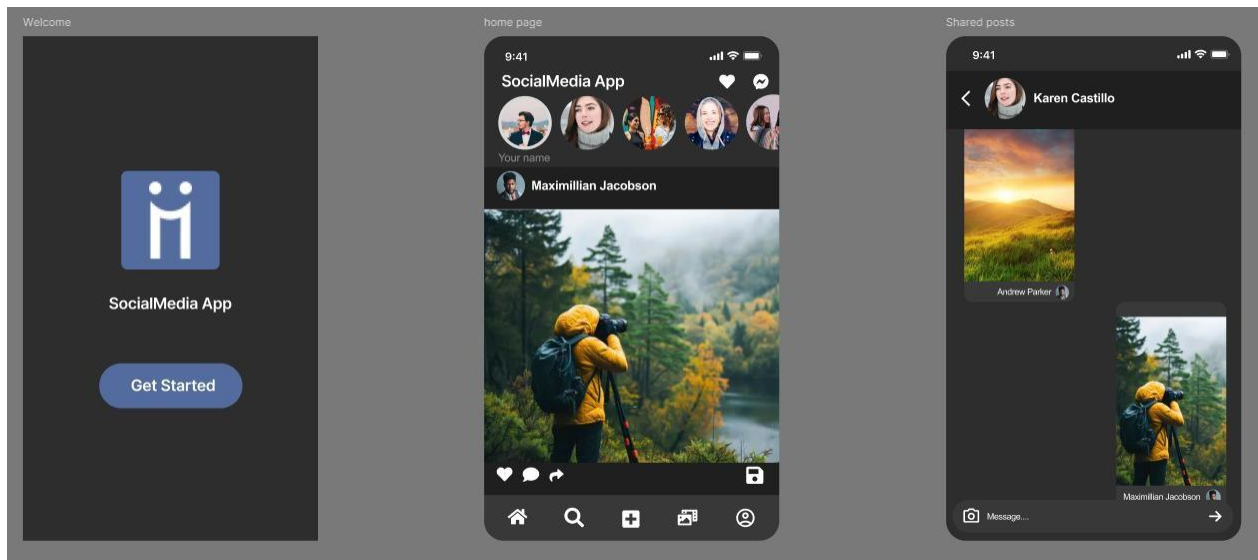
- Set **Trigger** to **"On Click"**.
 - Set **Action** to **"Navigate to"**.
 - Choose **"Home Page"** as the destination.
 - Set **Animation** to **"Smart Animate"** (or any other you like).
4. **Link the Share button to the Shared Posts Page:**
- Click the **"Share" button** under a post.
 - Do the same steps, but **set the destination to "Shared Posts Page"**.
5. **Link the Back Button to Home Page:**
- Click the **Back Button** on the Shared Posts Page.
 - Set it to **go back to the Home Page**.

Step 5: Test Your App!

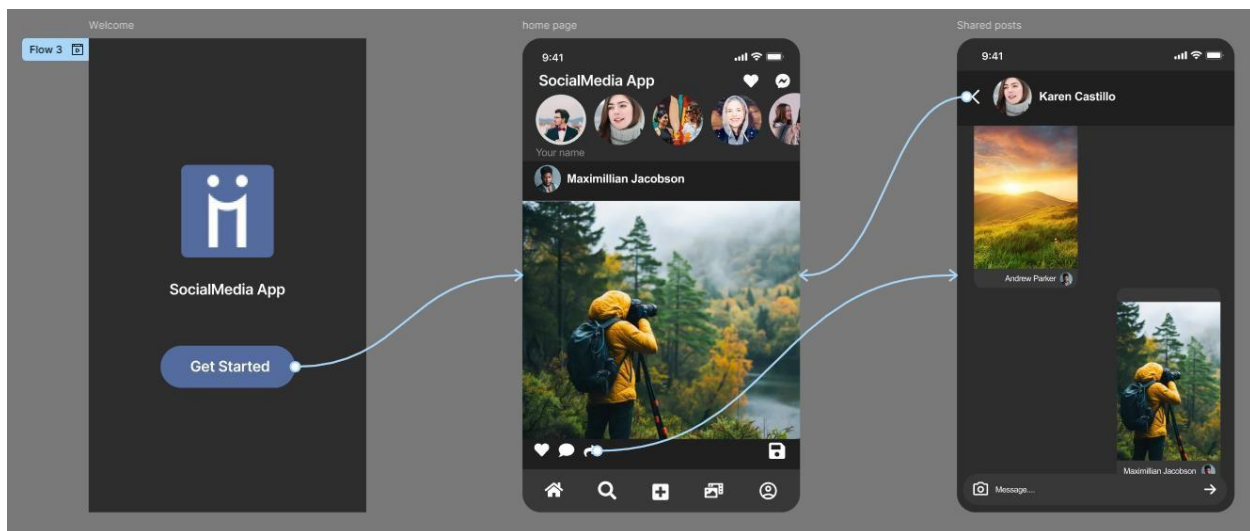
1. Click the **Present** button (play icon at the top-right).
2. Try clicking **"Get Started"** – it should take you to the **Home Page**.
3. Click the **Share button** – it should take you to the **Shared Posts Page**.
4. Click the **Back button** – it should take you back to the **Home Page**.

Output:

- **Design:**



- **Prototype:**



PROBLEM 4

Product Website: Design and prototype a product website page. Create web pages and rollovers for the web pages

We need 4 pages for this problem:

- Home page
- Explore shoes page
- Cart page
- Thank you page

Step 1: Home Page

1. **Create a Frame** – Think of it as the background of your webpage.
2. **Add a Navigation Bar** (the top menu):
 - Draw a rectangle (this will be the menu bar).
 - Add a **logo** (can be just text like "SKEEZY").
 - Add **navigation links**: "Home" and "Shop".
 - Add a **Search Bar** (rectangle with "Search Here" text and a small search icon).
 - Add a **Login Button** (rectangle with rounded corners).
 - Add a **Cart Icon** (for shopping cart).
3. **Add the Product Information:**
 - Add some text that explains the product (e.g., "Why Us? Cause we don't crack under pressure!").
 - Add a **shoe image**.
 - Add a button **"Explore Now"** (so users can go to the shop page).
 - Add **decorations** (like shapes or squiggly lines).
4. **Add Social Media Icons** (bottom right corner, like Instagram, Facebook, Twitter).

Step 2: Shop Page

1. **Create a Frame** (new page).
2. **Copy the Navigation Bar** from the home page (so it looks the same).
3. **Add a Big Image for the Shop Header:**
 - Add an image (maybe of people playing football with shoes).

- Add a **blur effect** (so it looks cool).
 - Write text "**Explore Shoes**" over the image.
4. **Create Product Cards:**
 - Draw a rectangle (this is where product details will go).
 - Add a **product image** on top.
 - Write the **product name, category (Men/Women), and price**.
 - Copy and paste this **4 times** and change product details.
 5. **Add Social Icons** (bottom right corner).

Step 3: Cart Page

1. **Create a Frame** (new page).
2. **Copy the Navigation Bar** (so it matches other pages).
3. **Add a Heading** – "Your Cart".
4. **Add Product Details:**
 - Add a **product image**.
 - Write the **product name, category, size, quantity, ratings, and price**.
 - Add a "**Wishlist**" **button** (so users can save it for later).
5. **Add a Checkout Section:**
 - Show **Total Amount** and **Total Quantity**.
 - Add a **Checkout Button**.
6. **Add Decorative Elements** (some shapes or dots for style).
7. **Add Social Icons** (bottom right corner).

Step 4: Thank You Page

1. **Create a Frame** (new page).
2. **Copy the Navigation Bar** (same as other pages).
3. **Write Thank You Message:**
 - "Your Order Has Been Placed Successfully!! Thank You for Shopping With Us..."

4. **Add a "Continue Shopping" Button** (so users can go back to the shop).
5. **Add Social Icons** (bottom right corner).
6. **Add an Email Icon with the store email** (bottom left corner).

Step 5: Prototype

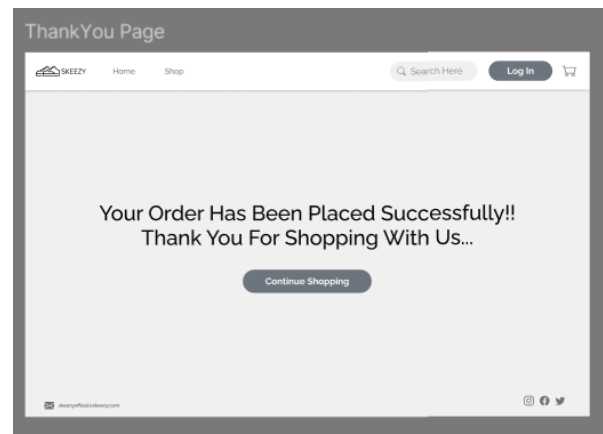
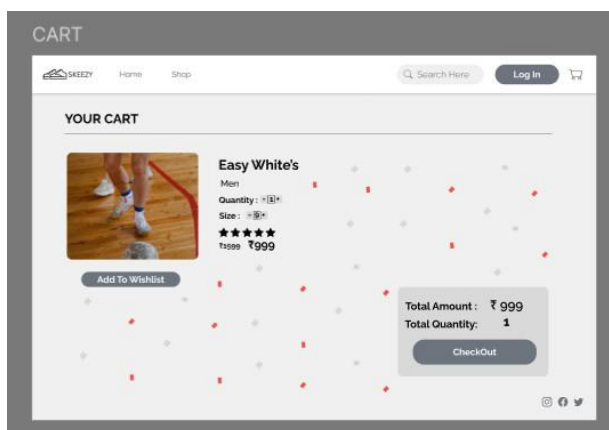
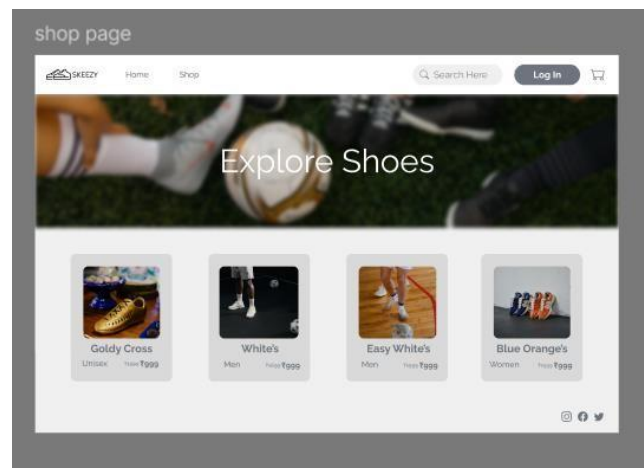
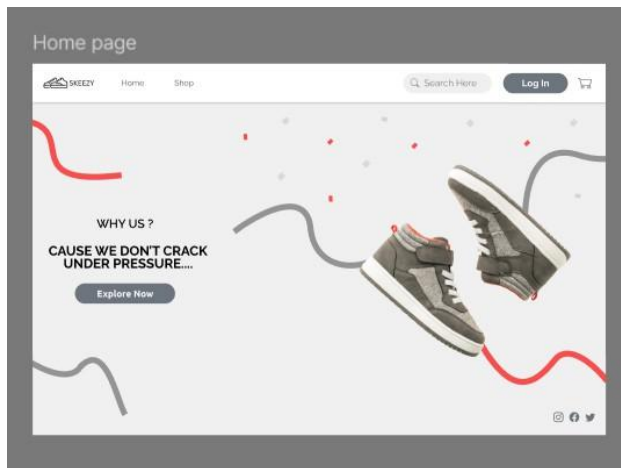
1. Go to Prototype Mode (top-right of Figma).
2. **Link Home and Shop Pages:**
 - Click the "Home" link on all pages → Link it to Home Page.
 - Click the "Shop" link on all pages → Link it to Shop Page.
3. **Link the Cart Icon:**
 - Click the Cart Icon on all pages → Link it to Cart Page.
4. **Make "Explore Now" Button Clickable:**
 - Click the "Explore Now" button on the home page → Link it to Shop Page.
5. **Make Product Cards Clickable:**
 - Click a Product Card in the shop page → Link it to Cart Page.
6. **Make Checkout Button Work:**
 - Click the "Checkout" button on cart page → Link it to Thank You Page.
7. **Make Continue Shopping Button Work:**
 - Click the "Continue Shopping" button on the thank you page → Link it to Home Page.

Step 6: Preview the Website!

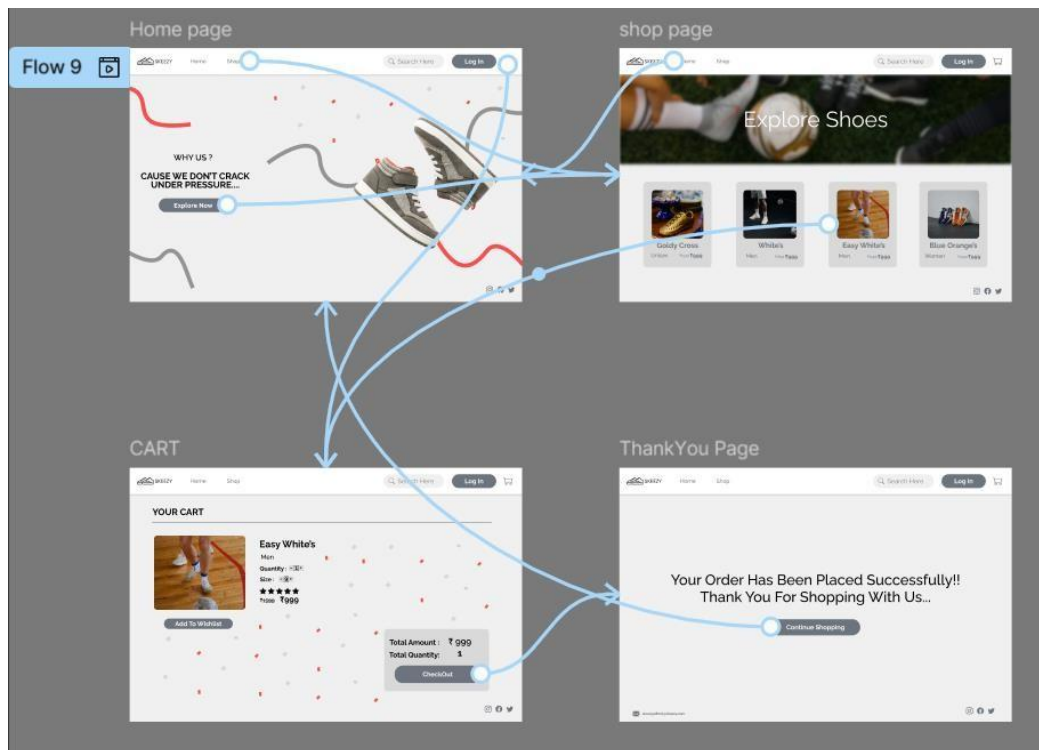
Now, click the Play button at the top-right corner in Figma, and your website will start working like a real one!

Output:

- Design:



- **Prototype:**



PROBLEM 5

Travel Agency Website: Create a wireframe, Design and prototype the UI for the website including design for Home Page with search bar, Activities page, Client Testimonial Page, Image Gallery

We need 4 pages for this problem:

- Home page
- Activities page
- Client Testimonial page
- Image Gallery page

Step 1: Design the Home Page

1. **Start with a frame:** A frame is like a blank canvas where we create our page.
2. **Add a navigation bar:**
 - Draw a big blue rectangle at the top.
 - Add the text "Travel Agency" as the logo.
 - Make a small rectangle with curved edges and put a search icon inside. Also, add the text "Search..."
 - Add buttons (text links) for "Activities," "Image Gallery," and "Testimonials."
3. **Add a banner with contact details:**
 - Create a rectangle and write "Travel Agency in Bengaluru."
 - Below it, add phone numbers and email addresses.
 - Add a small form with boxes for "Full Name" and "Phone Number."
 - Create a button saying "Request Call Back."
4. **Find the nearest agents:**
 - Make a big rectangle and add the text "Find the nearest Agents."
 - Inside, add a small rectangle for entering location details.
5. **Show the agency cards:**
 - Create a rectangle with curved edges to make it look like a card.
 - Add text for the tour location, agency name, open/close status, and address.
 - Add buttons like "Directions" and "Office Details."
 - Place a share icon at the top right corner.

- Duplicate (copy) these cards to fill the page.

6. Add travel categories:

- Place some images for categories (like Beaches, Mountains, etc.).
- Write text on top of each image to show what it represents.
- Add a white rectangle below the image and reduce its transparency to 80%.
- Apply a blur effect to make it look stylish.

7. Add a big banner image about the agency.

8. Create a footer (bottom part of the page):

- Make a dark blue rectangle.
- Add "Travel Agency," contact details, and links (Discover Us, Support, Resources).
- Add copyright details, privacy policy, terms, and site map.

Step 2: Design the Image Gallery Page

1. Start with a frame.

2. Add a navigation bar: Copy it from the home page.

- Change the title to "Image Gallery."
- Add a description.
- Place a small rounded button on the right that says "View All."

3. Add some travel images in a grid format.

4. Copy the footer from the home page and place it here.

Step 3: Design the Activities Page

1. Start with a frame.

2. Copy the navigation bar from the Image Gallery page.

- Change the title to "Activities."
- Change the description.

3. Add images of fun activities (skydiving, hiking, etc.).

4. Copy the footer and place it at the bottom.

Step 4: Design the Testimonials Page

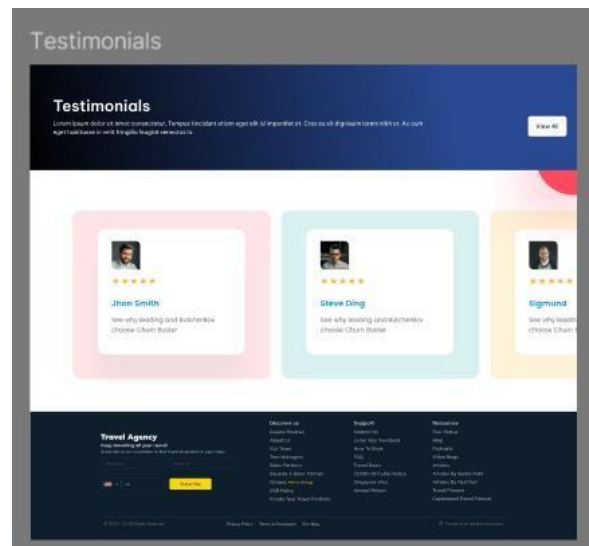
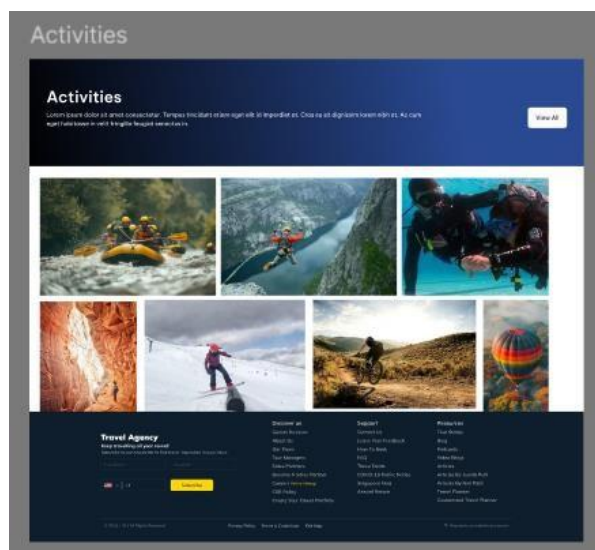
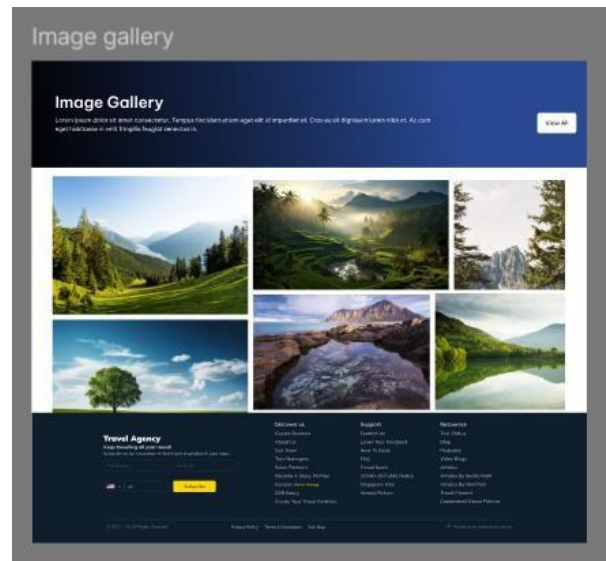
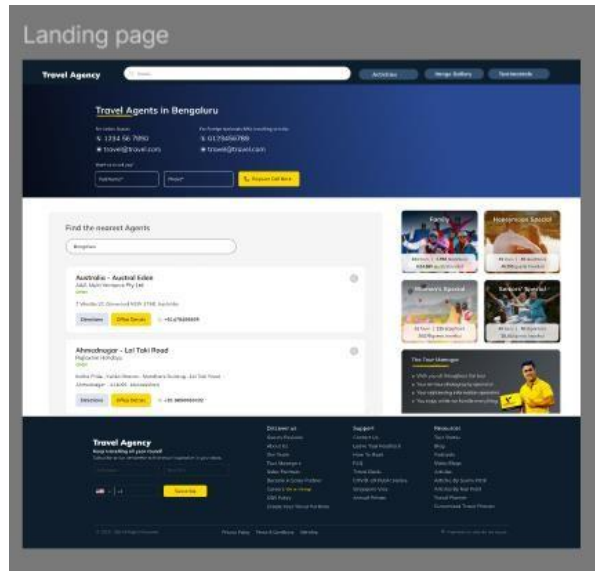
- 1. Start with a frame.**
- 2. Copy the navigation bar and change the title to "Testimonials."**
- 3. Create a testimonials card:**
 - Make a rectangle and add a smaller rectangle inside for a person's photo.
 - Add a star rating, person's name, and review message.
 - Copy this card multiple times and change the details.
- 4. Copy the footer and place it at the bottom.**

Step 5: Link the Pages in Prototype Mode

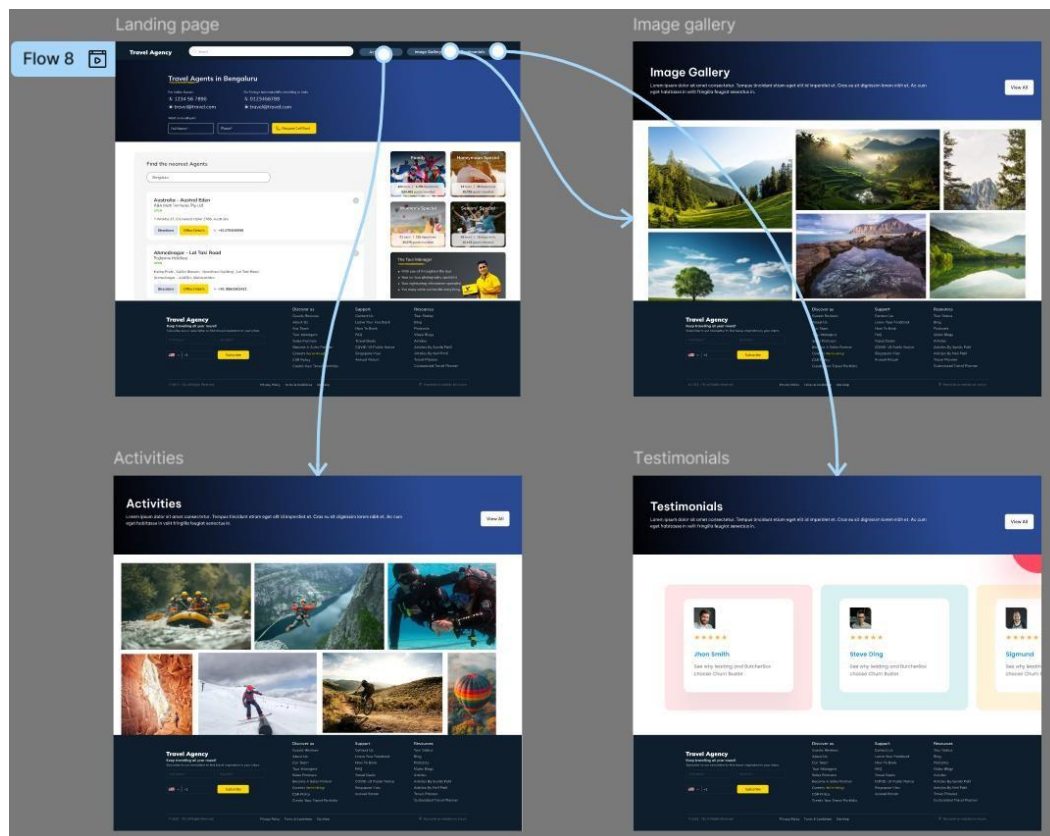
1. Click on the Prototype tab at the top right.
2. Click on the navigation links (Activities, Image Gallery, Testimonials) and link them to their respective pages.
3. Click the Play/Run button at the top right to preview the website.

Output:

- Design:



- **Prototype:**



PROBLEM 6

UI/UX Designer Portfolio Design: Create a wireframe, Design and prototype a UI for a portfolio including design for About page, Work showcase page, Blog page, contact page

We need 5 pages for this problem:

- Home page
- About page
- Work showcase page
- Blog page
- Contact page

Step 1: Home Page (Main Page)

1. **Start with a big frame** (a blank space) that is the size of a computer screen. Give it a background color.
2. **Make the top navigation bar:**
 - Draw a **rectangle** at the top.
 - Add text for links: **Home, About, Work Showcase, Blog, Contact**.
 - Add small social media icons (like LinkedIn, Twitter, etc.).
3. **Turn this navigation bar into a reusable part** (a "Component"), so you can copy it easily.
4. **Add your name and a short intro** in the middle of the page.
5. **Add a button that says "Download Resume"** (a small rectangle with text inside).
6. **Add your profile picture** and make it round by adjusting its "corner radius."
7. **Show your work experience** by adding company logos with names under them.

Step 2: About Page

1. **Copy the navigation bar** from the Home Page and put it at the top.
2. **Write a big heading** like **"Welcome to My Portfolio!"**
3. **Add a paragraph** that tells people about you.
4. **List your skills** (like designing, coding, etc.).

Step 3: Work Showcase Page

1. **Copy the navigation bar** again and put it on top.
2. **Write a heading** that says **"Work Showcase"** with a short description.

3. **Showcase your work!**

- Add a **title** for each project.
- Write a **short description** of what the project is about.
- Add a **button** that says "**View Case Study**" (so people can see more details).
- Add an **image** of your project.

4. **Copy this layout multiple times** to add more projects.

Step 4: Blog Page

1. **Copy the navigation bar** again.
2. **Write a big title** that says "**Blog**" and add a small description.
3. **Create a blog preview card:**
 - Add a rectangle for a **blog image**.
 - Write the **blog title** and **short description** below it.
 - Add a **button** that says "**Read More**".
4. **Copy this card multiple times** to add more blogs.

Step 5: Contact Page

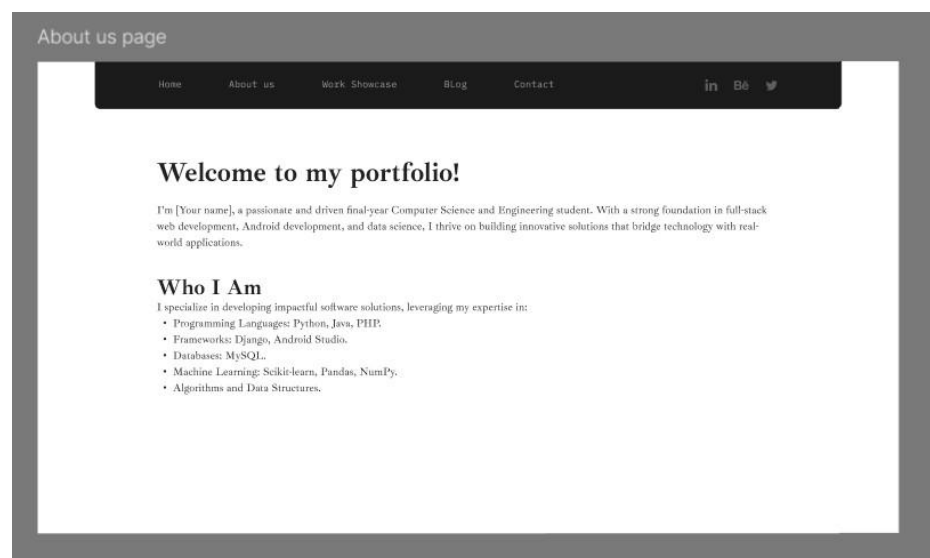
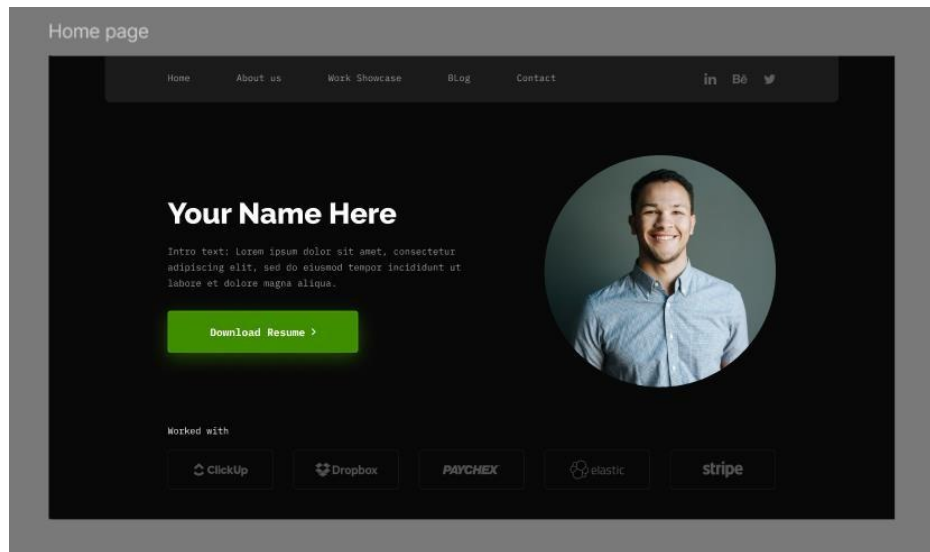
1. Copy the navigation bar to the top again.
2. Write a heading like "Contact Me" with a short message.
3. Make input boxes for the form:
 - A box for name
 - A box for email
 - A box for message
4. Add a "Submit" button at the bottom.

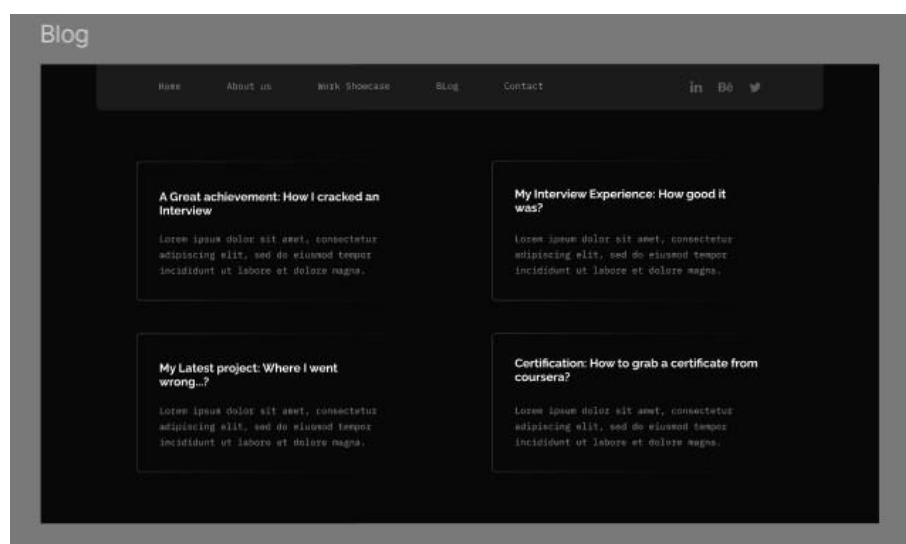
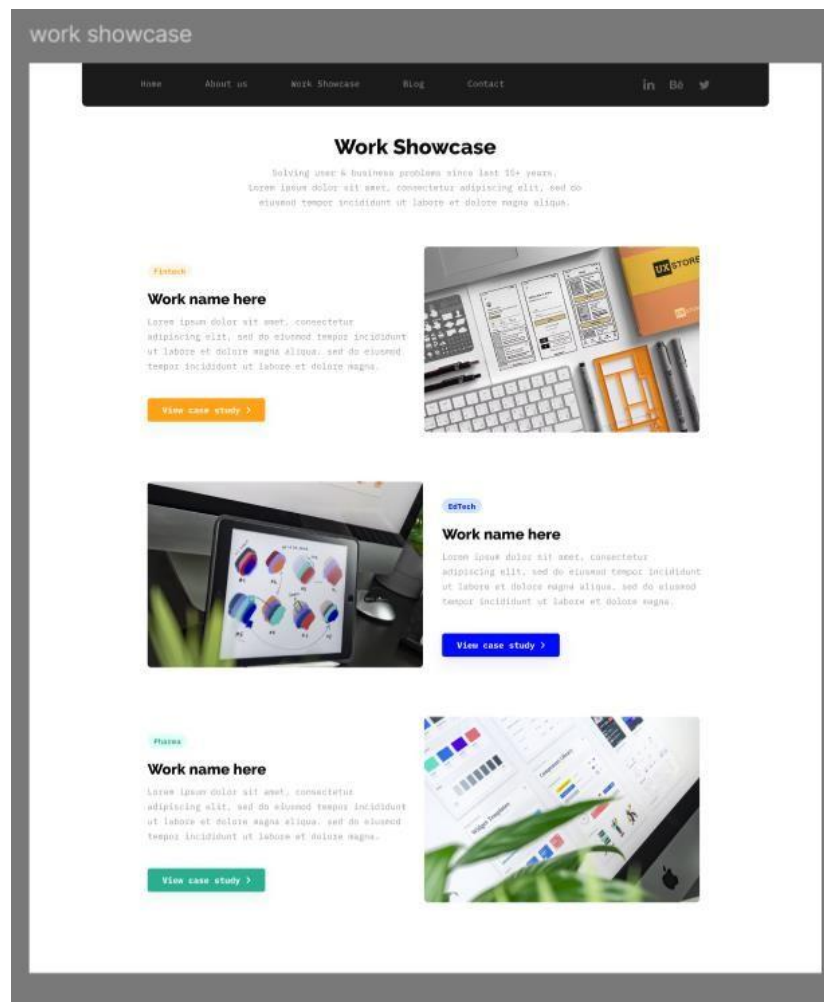
Step 6: Prototype

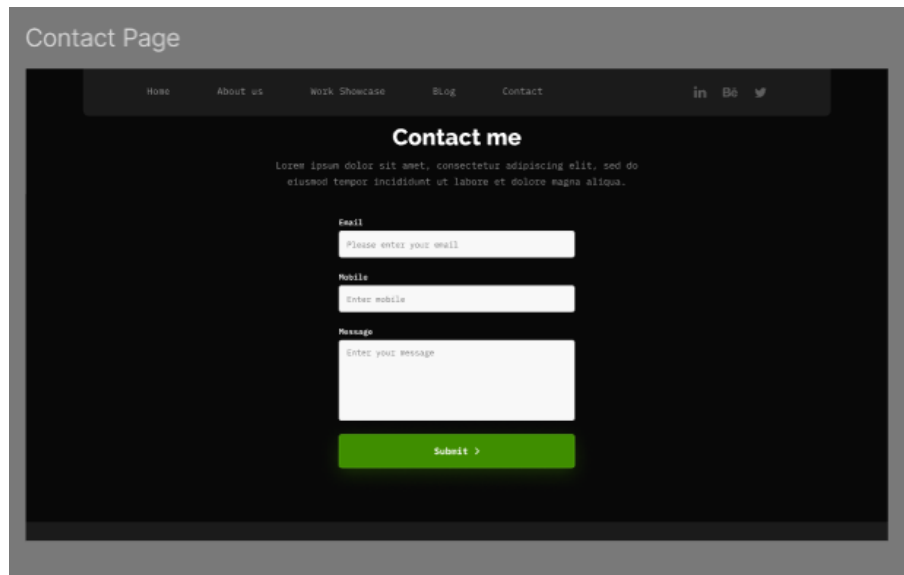
1. Click on the Prototype tab (top right of Figma).
2. Click on each navigation link and connect it to the correct page (so when someone clicks "About," it goes to the About page).
3. Click on the Play Button (top right) to test the design like a real website!

Output:

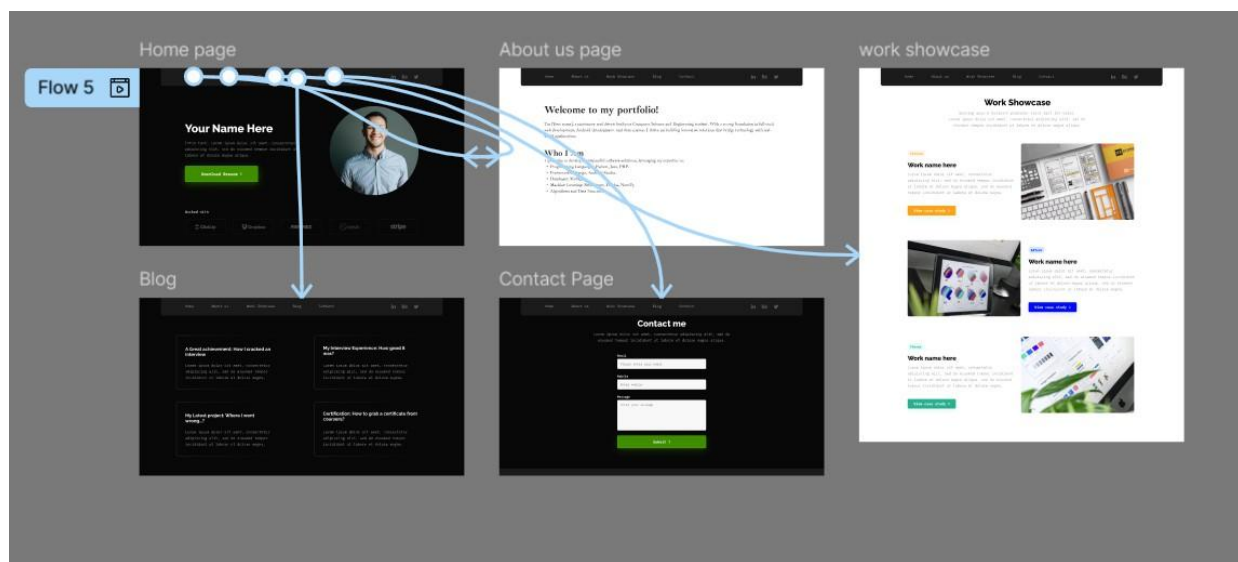
- **Design:**







- **Prototype:**



PROBLEM 7

Dashboard Design: Create a wireframe, Design and Prototype Dashboard UI page, add some Dashboard details, statistics and graphs, Add dropdown options for some dashboard details

We need 1 page for this problem:

- Dashboard page

Step 1: Making the Dashboard (Main Page)

- Make a Frame – This is your canvas where everything will be placed. Set the size to fit a desktop screen.
- Add a navigation bar (Top Menu) – Use two long rectangles at the top.
- Place a round shape (Ellipse) – This will hold the hamburger menu (the three lines button).
- Add a hamburger menu icon – This is the button people will click to see more options.
- Put a logo in the center – A name or icon that represents your website.
- Add a profile button – A small button at the right for the user's profile.

Step 2: Adding Statistics and Graphs

- Create 4 rectangles – Each one will hold a different graph or data.
- Give them a title – Like "Key Metrics," "Status Breakdown," etc.
- Color the rectangles – So they look nice and clear.
- Add charts or graphs inside – Use images or shapes to show important stats.

Step 3: Making a Dropdown Menu

- Make a small box (Frame) with text inside – This will be the menu that appears when clicked.
- Turn it into a component – Right-click and choose "Create Component" (this makes it reusable).
- Create a variant – Click "Add Variant" to make another version with a different background (for hover effect).
- Go to "Assets" Panel – Change text for each menu option (Dashboard, Lead listing, Lead management, Logout).

Step 4: Making the Dropdown Work

- **Go to "Prototype" Mode** – Look at the top-right corner.
- **Click on the hamburger icon** – This is the button that opens the menu.
- **Add an interaction** – Set:
 - **Trigger:** On Click
 - **Action:** Open Overlay
 - **Overlay:** Select your dropdown menu frame

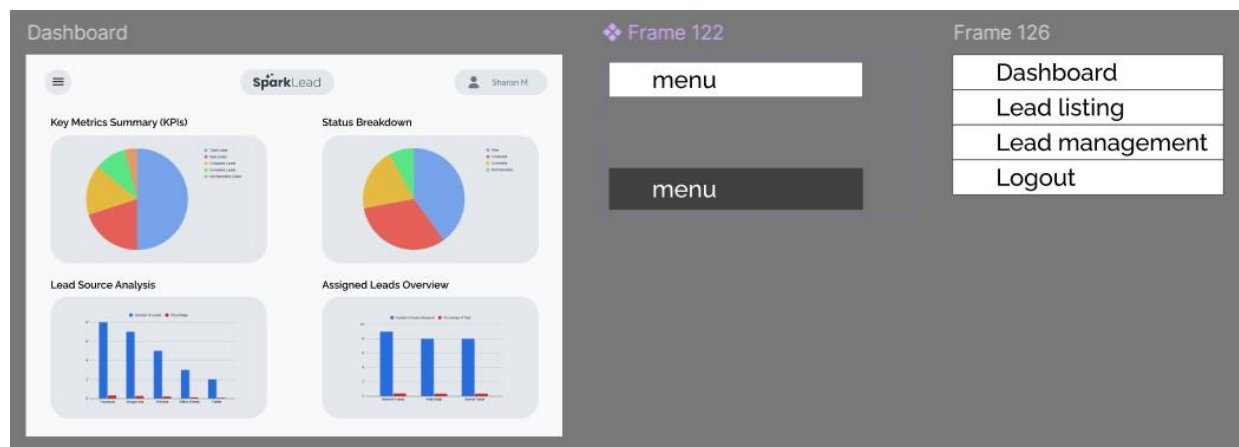
- **Position:** Set it manually
- **Close when clicking outside:** Checked
- **Background Color & Opacity:** Adjust to make it look nice
- **Animation:** Move-in (Direction: Down)

Step 5: Preview Your Work

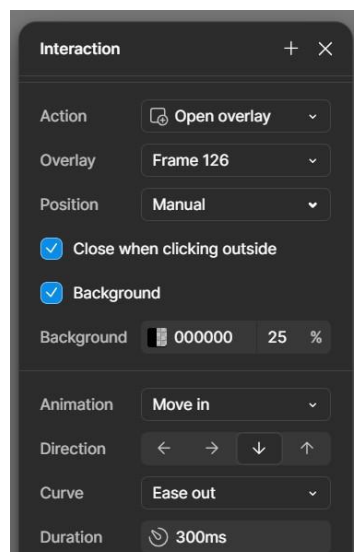
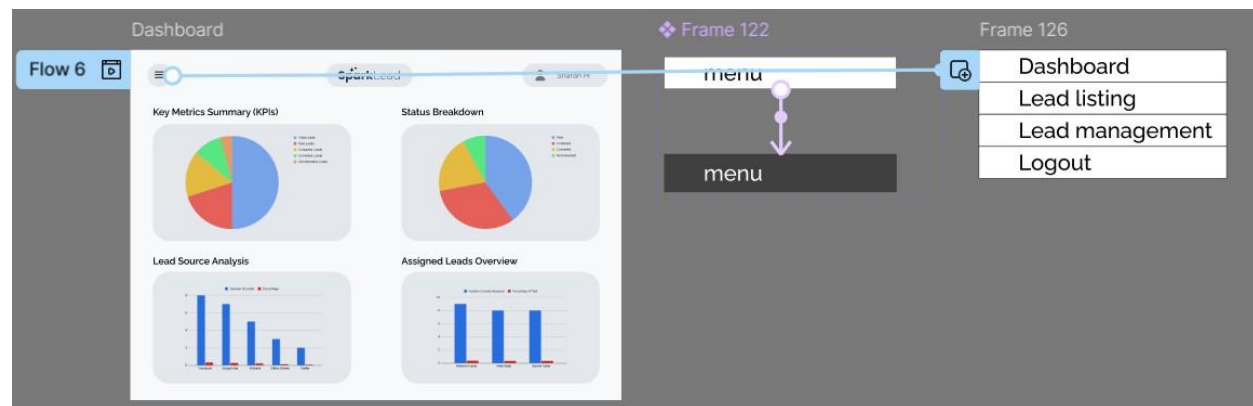
Click the Play Button (Present Icon) at the top right corner to test your dashboard!

Output:

- **Design:**



- **Prototype:**



PROBLEM 8

E-Commerce Website: Create a wireframe, Design and prototype Web pages including product category pages (example: mobiles, gaming consoles, Speakers), product pages in each category, buy now page, add to cart page

We need 3 pages for this problem:

- Home website
- Product details page
- Cart page

1. Home Page (Main Page of the Website)

Step 1: Add a Frame

- Open Figma and click on the Frame tool (press "F").
- Choose a desktop frame (e.g., "Desktop 1440x1024").

Step 2: Add a Section for Offers

- Click on the Rectangle tool ("R") and draw a rectangle at the top.
- Make the background black and add text like "Latest Arrivals / Offers."

Step 3: Create the Navigation Bar

- Draw another rectangle for the navigation bar at the top.
- Add a logo on the left side.
- Add menu links like "Home, Contact, About, Signup."
- Add a search bar in the middle.
- On the right side, add icons for wishlist and cart.

Step 4: Add a Category Section

- Below the navigation bar, add a rectangle on the left side.
- Write the names of categories (Mobiles, Gaming Consoles, Speakers, etc.).

Step 5: Add Dividing Lines

- Use the Line tool (L) to create lines that separate different sections.

Step 6: Add an Advertisement Banner

- Insert an image for an advertisement banner.

Step 7: Create a Flash Sale Section

- Add a rounded rectangle with a red background.
- Inside it, write "Today's Flash Sale" and add a countdown timer.
- On the right side, add next (>) and previous (<) icons.
- Add some product images with discount labels, wishlist icons, and view buttons.
- Below each product, write title, price, and rating.
- At the bottom, add a "View All Products" button.

Step 8: Add a "Browse by Category" Section

- Add a rectangle with a red background and text "Categories."
- Write a heading "Browse by Category" and add next/previous icons.
- Below, add icons for each category (Mobile, Gaming, Speakers, etc.).

Step 9: Add a "Best Selling Products" Section

- Similar to Flash Sale, add a rectangle with a red background and text "This Month."
- Write a heading "Best Selling Products" and add a "View All" button.
- Add product images with wishlist icons, view buttons, product name, price, and reviews.

Step 10: Add More Product Sections

- "Our Products" – Similar to Flash Sale but with general products.
- "Featured" (New Arrivals) – Add product banners.

Step 11: Add Icons for Services

- Add fast delivery, 24/7 support, and money-back guarantee icons with text.

Step 12: Add a "Back to Top" Button

- At the bottom right, add an upward arrow icon.

Step 13: Add the Footer Section

- Add text sections like Subscribe, Support, Account, Quick Links, and Download App.
- Add relevant icons for social media and app download buttons.

2. Product Details Page

Step 1: Add a Frame

- Create a new frame for the product page.

Step 2: Copy the Navigation Bar

- Go back to the Home Page, copy the navigation bar, and paste it here.

Step 3: Add Product Information

- Add a large product image on the left side.
- On the right, add:
 - Product Title
 - Rating (star icons)
 - Price
 - Description
 - Options for Colors & Sizes
 - Quantity selector
 - "Buy Now" button
 - Wishlist button
 - Delivery details

Step 4: Add Related Products

- Below, add a section with similar products.

Step 5: Copy the Footer

- Copy the footer from the Home Page and paste it here.

3. Cart Page**Step 1: Add a Frame**

- Create a new frame for the cart page.

Step 2: Copy the Navigation Bar

- Paste the same navigation bar from the other pages.

Step 3: Add Product List Table

- Add a table with columns: Product, Price, Quantity, Subtotal.
- List all the products in the cart.

Step 4: Add Action Buttons

- Add "Return to Shop" and "Update Cart" buttons.

Step 5: Add Coupon Code Section

- Add a text box to enter a coupon code and a button "Apply."

Step 6: Add Cart Summary Box

- Add a rectangle with total price details.
- Add a button "Continue to Checkout."

Step 7: Copy the Footer

- Paste the same footer from other pages.

4. Creating the Prototype (Interactive Clicks)

Step 1: Go to Prototype Mode

- Click on the **"Prototype"** tab at the top-right in Figma.

Step 2: Link Home Page to Product Details Page

- Click on **any product on the home page**.
- Drag a blue arrow to the **Product Details Page**.
- Set it as **"On Click → Navigate to Product Page."**

Step 3: Link Cart Icon to Cart Page

- Click on the **cart icon in the navigation bar**.
- Drag it to the **Cart Page**.

Step 4: Link Buy Now Button to Cart Page

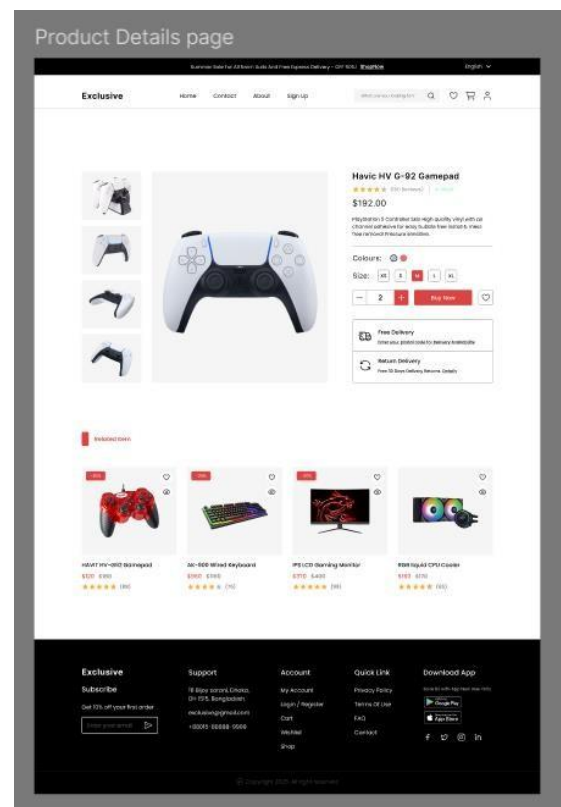
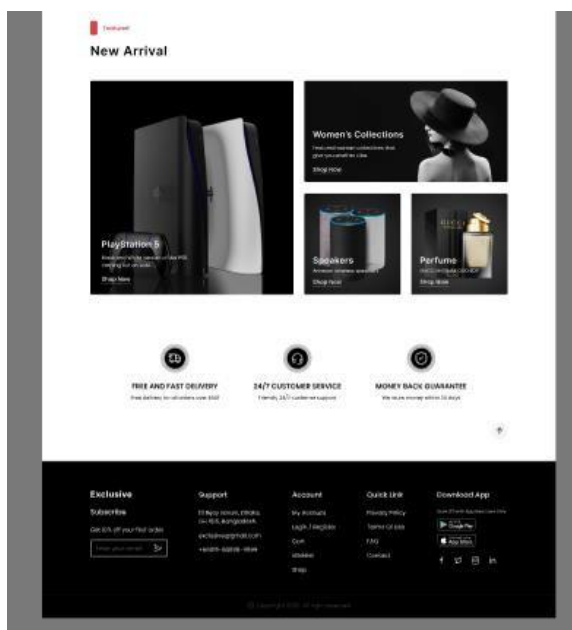
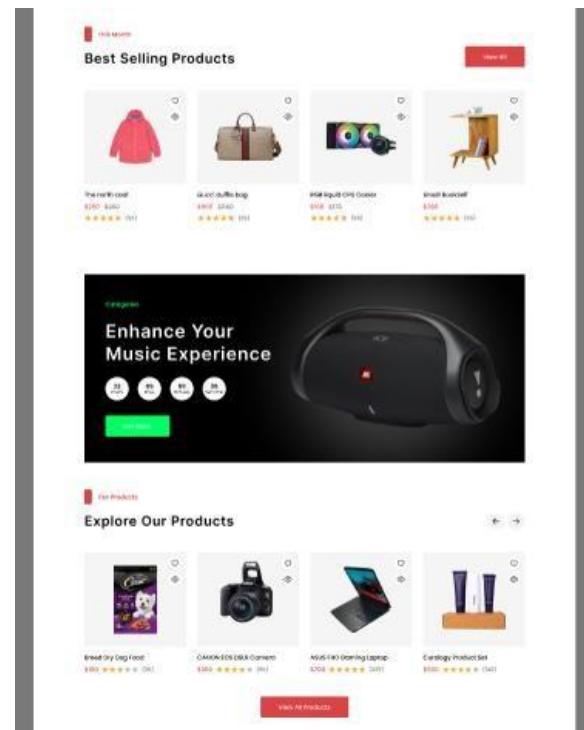
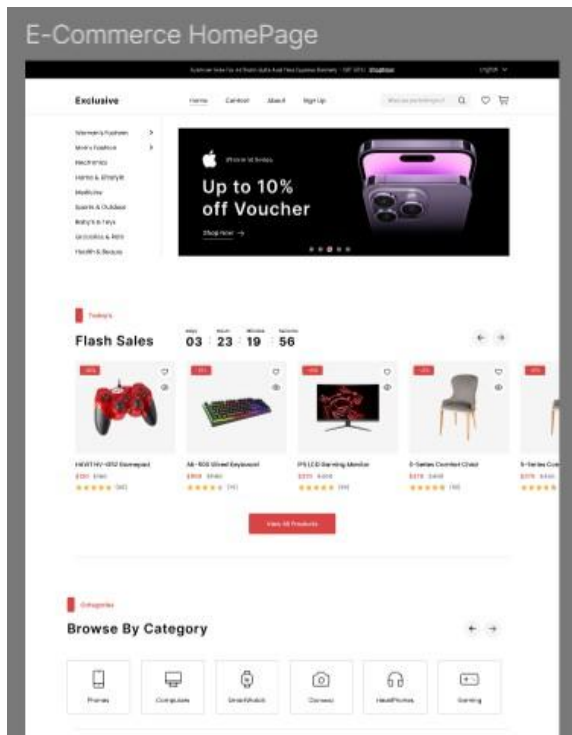
- Click on the **"Buy Now" button** in the Product Page.
- Drag it to the **Cart Page**.

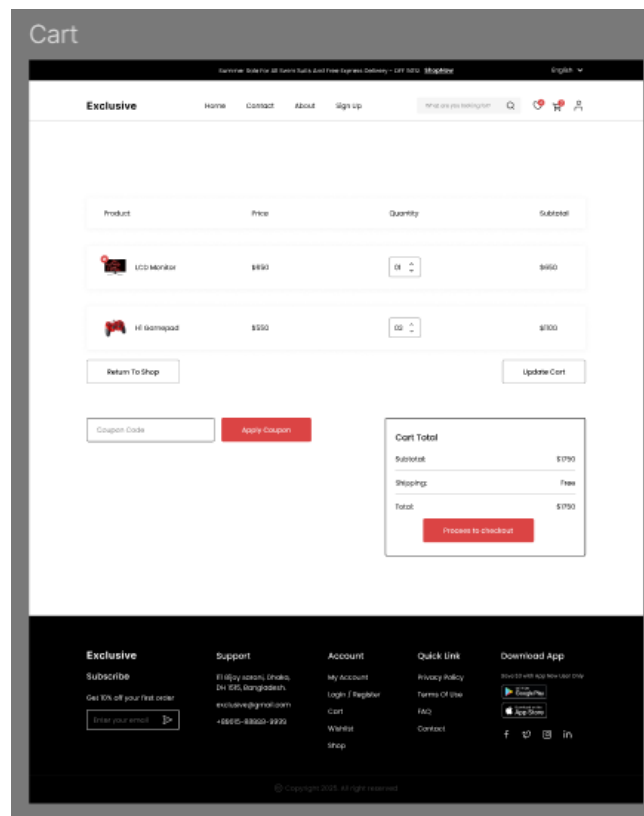
Step 5: Test the Prototype

- Click on the **"Present" button (Play icon) at the top-right**.
- Now, clicking products, the cart icon, or buy buttons will **navigate between pages**.

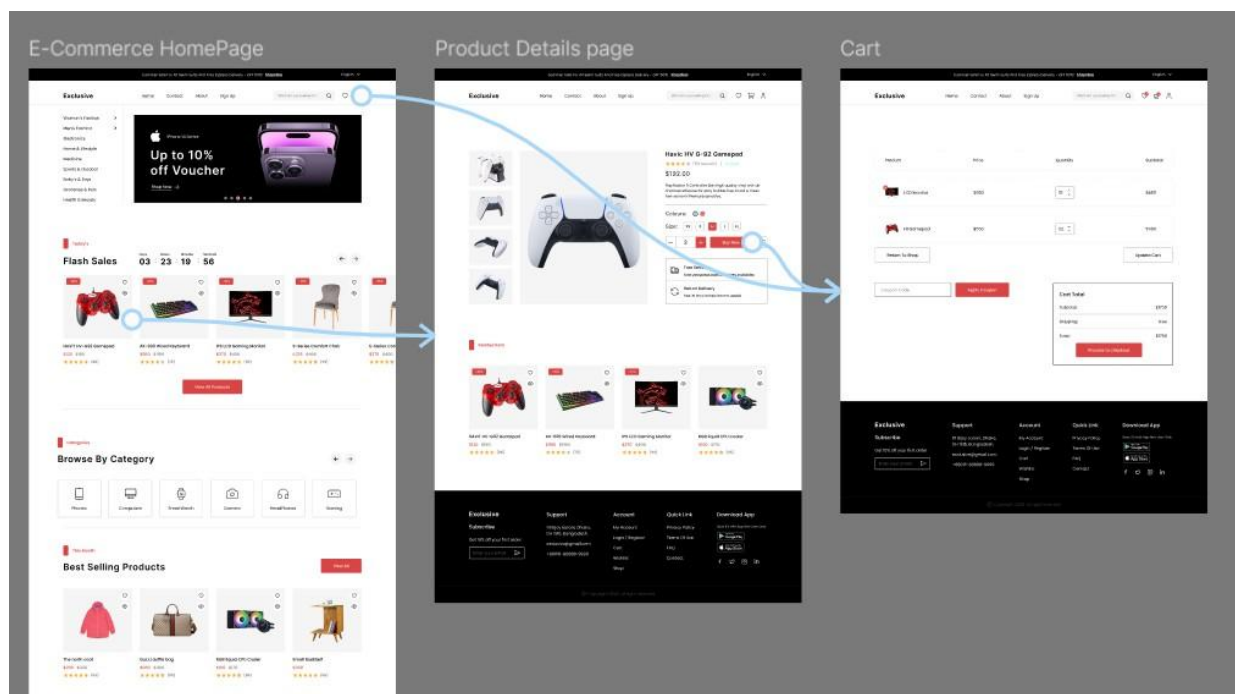
Output:

- Design:





- **Prototype:**



PROBLEM 9

Educational Website: Create a wireframe, Design and Prototype the UI for an educational website include a Homepage with footer, About Us Page, Programs page, Instructors page, Pricing page, Payments page with radial buttons. Design dropdowns for programs button

We need 3 pages for this problem:

- Educational website
- Instructors page
- Payment page

Step 1: Design the Home Page

1. Start with a frame:

- A frame is like a blank canvas where we create our page.

2. Add a navigation bar:

- Draw a big rectangle at the top of the frame.
- Add the text "Educational Website" as the logo.
- Next to the logo, add navigation links for "Home," "About Us," "Programs," "Instructors," "Pricing," and "Payments."

3. Add a sale section:

- Draw a small rectangle at the top left corner to display a special sale or discount.

4. Add the main banner section:

- Draw a large text box and write a catchy tagline, like "Learn From The Best!"
- Below it, add a subtitle and a small paragraph describing the website.
- Add two buttons: "Explore Programs" and "View Pricing."
- Place a spark icon near the text for decoration.

5. Add company logos:

- Draw small rectangles and place company logos inside them to showcase partnerships.

6. Add a video preview section:

- Draw a rectangle and place an image inside.
- Add a play button in the center to make it look like a video.

7. Create the "Our Programs" section:

- Add a heading "Our Programs" and a small subtitle.
- On the right side, add a button labeled "View All."

8. Create a program card:

- Draw a rectangle to represent one course.
- Inside it, add:
 - An image of the course.
 - Course duration, course level, and instructor name.
 - The title of the course and a small description.
 - A "Get it now" button.

9. Duplicate the program cards:

- Copy and paste the card multiple times to fill the section.

10. Create the "About Us" section:

- Add a heading "About Us" with a subtitle.
- Add paragraphs about the company's mission and values.

11. Create the "Our Pricing" section:

- Add a heading "Our Pricing" and a subtitle.
- On the right, add a monthly/yearly toggle switch.

12. Create a pricing card:

- Draw a large rectangle and inside it:
 - Add a smaller rectangle with rounded corners.
 - Color it red and add the text "Free Plan."
 - Below, write "\$0/month."
 - List available features of the plan.
 - Add a "Get Started" button.

13. Create the footer:

- Draw a rectangle at the bottom.
- Inside it, add:
 - Contact information (email, phone, location).

- Navigation links (like Home, About, Programs, etc.).
- Social media icons.
- A copyright notice.

Step 2: Design the Payments Page

1. Start with a frame:

- Create a new frame for the payments page.

2. Duplicate the navigation bar:

- Copy the navbar from the home page and place it at the top.

3. Add a heading:

- Write "Payment Methods" at the top.

4. Add payment options:

- Draw rectangles for payment platform logos.
- Next to each, write the payment platform name and add a small arrow icon.

5. Duplicate a program card:

- Copy one program card from the home page.
- Change the image and text to show the selected course.

Step 3: Create the Prototype (Interactive Elements)

1. Create a hover animation:

- Select a frame with text inside it.
- Right-click and select "Create Component."
- Click "Add Variant" and change the background color for the hover effect.

2. Make the navigation interactive:

- Go to the left panel, under "Assets," select "Created in this file."
- Choose each navigation link and link them to their respective pages.

3. Create a mobile menu interaction:

- Select the hamburger icon and go to the Prototype section.

- Add an "On Click" trigger to open the mobile menu as an overlay.
- Set position manually and enable "Close while clicking outside."

4. Add button interactions:

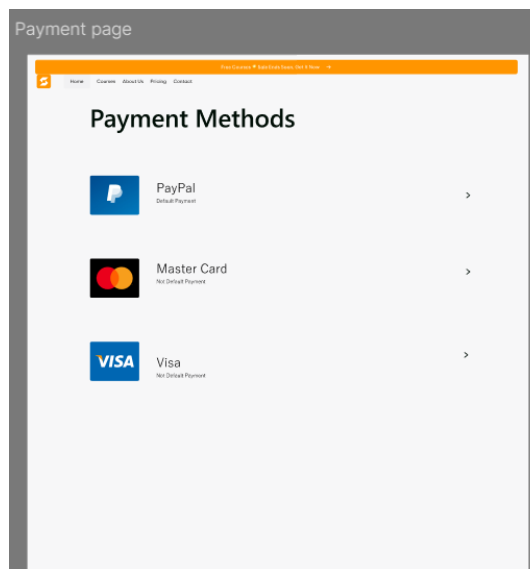
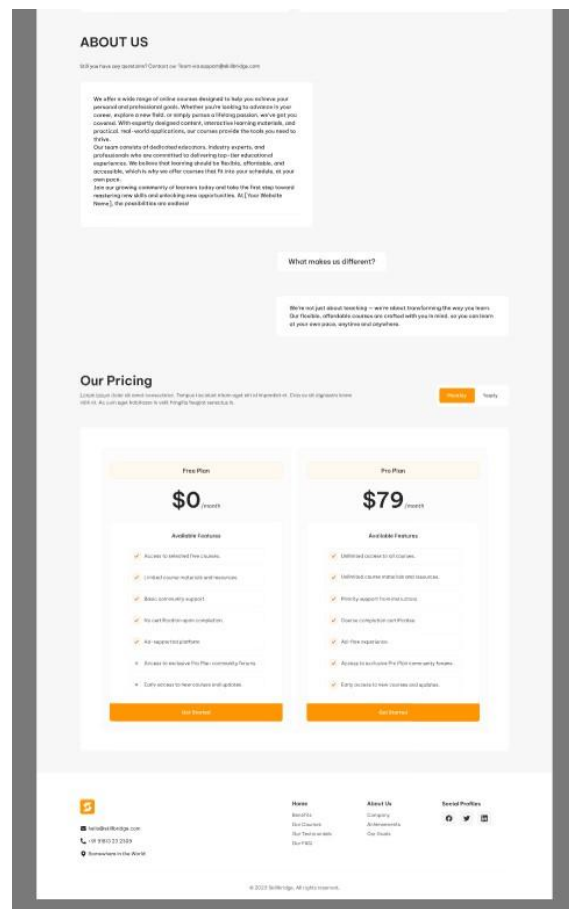
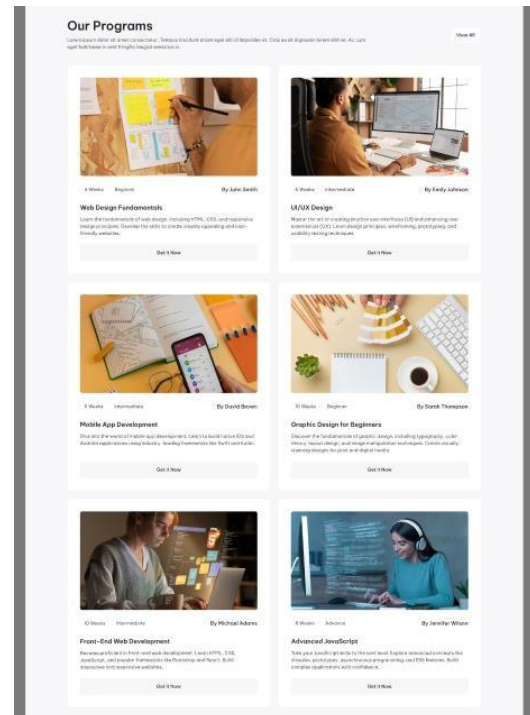
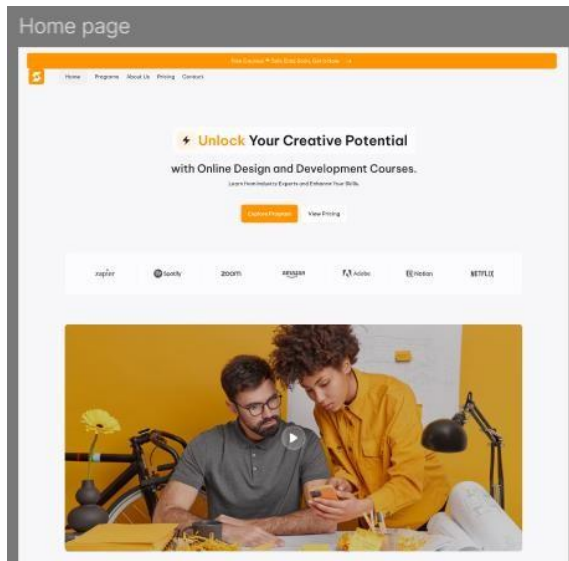
- Link the "View Pricing" button to the pricing section.
- Link all "Get it now" buttons to the pricing section.
- Link the "Get Started" button in the pricing section to the payment page.
- Link the "Get it now" buttons in the instructors' page to the payment page.

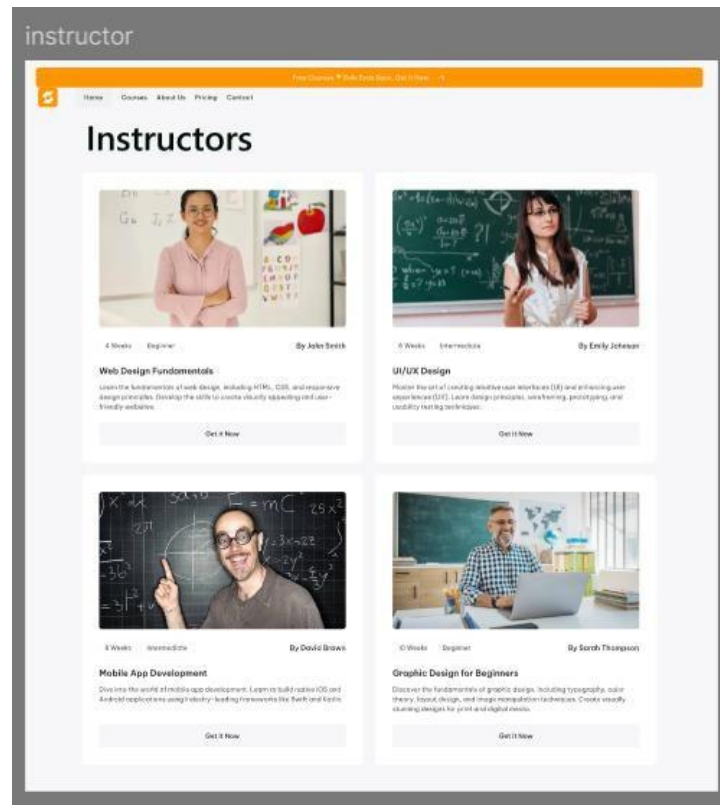
Step 4: Test the prototype

- Click the "Present" icon (a play button at the top-right) to test the interactions.

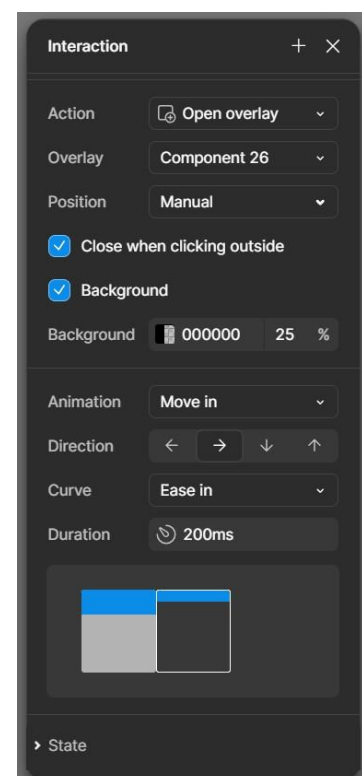
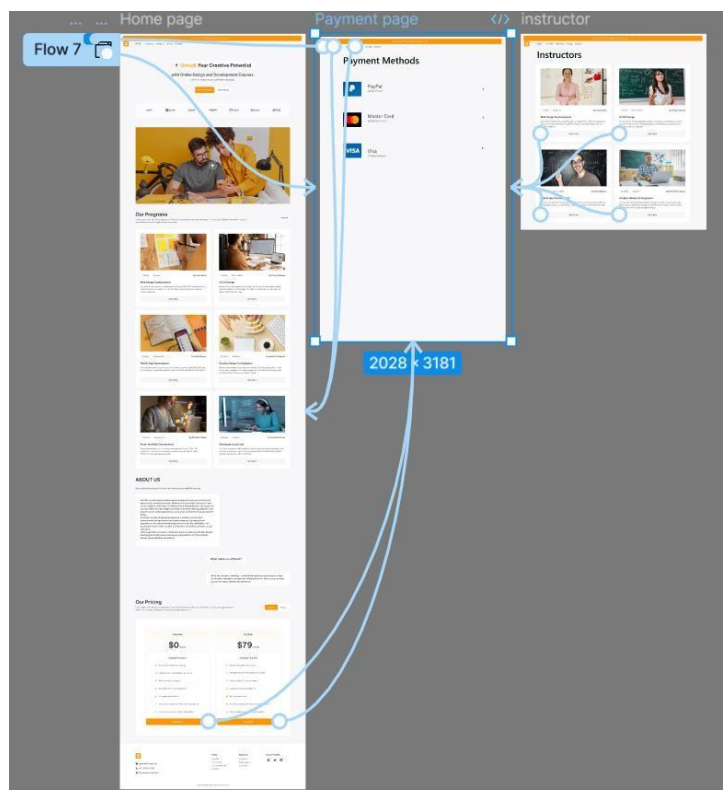
Output:

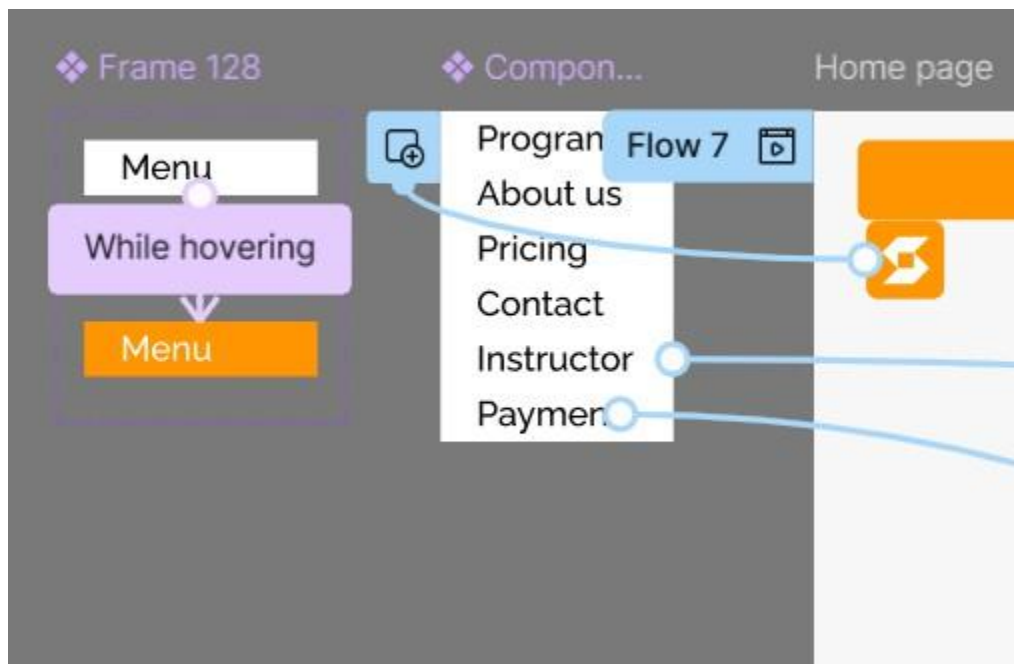
- Design:





- **Prototype:**





PROBLEM 10

Music Player App: Create a wireframe, Design and prototype the pages with a background and a Rollover button, and Song selection Page with a Home Rollover button. The third page may include animated play and pause button, play music animation, timer animation.

We need 4 pages for this problem:

- Welcome page
- Song list page
- Song playing page
- Song pause page

Step 1: Welcome Page

1. Create a Frame:

- In Figma, click on the **Frame tool** (shortcut: press F).
- Select a **phone size** (like iPhone 14).

2. Add the App Logo:

- Click on the **Text tool** (T key).
- Write the name of your app, like **"App Music"**.
- Make it big and bold!
- Add a **music note icon** (you can use an image or draw one).

3. Add a "Get Started" Button:

- Click on the **Rectangle tool** (R key).
- Draw a button at the bottom.
- Write **"Get Started"** on it (use the Text tool).
- **Round the corners** to make it look nice.

Step 2: Song List Page

1. Create a New Frame:

- Again, use the **Frame tool (F)** and select the **same phone size**.

2. Add the App Header:

- Draw a **rectangle at the top**.
- Write **"Music Player"** on it (Text tool).

- Add **two small icons** for search and settings.

3. Create the Playlist Section:

- Write "**Play Lists**" as a title.
- Add a **plus (+) icon** so users can add new playlists.
- Insert **playlist cover images** (you can use any random image).
- Below each image, write "**Playlist Name**" and "**123 tracks**".
- **Duplicate** (copy-paste) this **four times** so it fills the screen.

4. Add the Song List Section:

- Write "**Songs**" and the **total number of songs** (e.g., **11**).
- Add **small song cover images**, song names, and artist names.
- **Duplicate** (copy-paste) this **many times** to fill the list.

Step 3: Song Playing Page

1. Create a New Frame

- Select the **same phone size**.

2. Add a Rectangle for the Song Cover

- Place the **song cover image** in the centre.
- Below it, write "**Song Name**" and "**Artist**".

3. Add a Music Animation (GIF)

- Find an **animated GIF** of a sound wave.
- Place it under the song cover.
- This will show that the song is playing!

4. Add Music Player Controls

- Icons for **previous song, pause, next song**.
- A **progress bar** (a long rectangle).
- A **circle (knob)** to move along the progress bar.
- **Timer text** (e.g., **0:35 / 2:35**).

Step 4: Song Pause Page

1. Duplicate the Song Playing Page

- Click on the page and press **Ctrl + D** (Windows) or **Cmd + D** (Mac).

2. Change the Pause Button to Play Button

- Click on the **pause icon** and replace it with a **play icon**.

3. Remove the Music Animation GIF

- Since the song is **paused**, we don't need the moving sound wave.

Step 5: Connect Pages (Prototype Mode)

1. Go to "Prototype" Mode

- In Figma, click on the **Prototype tab** (at the top right).

2. Link "Get Started" Button to Song List Page

- Click on the **"Get Started"** button.
- At the right panel, find **"Interactions"** and click **"+"**.
- Set **Trigger = On Click**.
- Set **Action = Navigate to**.
- Set **Destination = Song List Page**.
- Set **Animation = Smart Animate**.

3. Link a Song to the "Song Playing" Page

- Click on **any song** in the song list.
- Repeat the same steps as above, but **navigate to the Song Playing Page**.

4. Link Pause Button to "Song Pause" Page

- Click on the **Pause Button**.
- Repeat the same steps, but navigate to **Song Pause Page**.

5. Link Play Button to "Song Playing" Page

- Click on the **Play Button**.
- Repeat the same steps, but navigate to **Song Playing Page**.

6. Link Back Buttons to Song List Page

- Click on **Back Arrow** in the **Song Playing** and **Song Pause** pages.

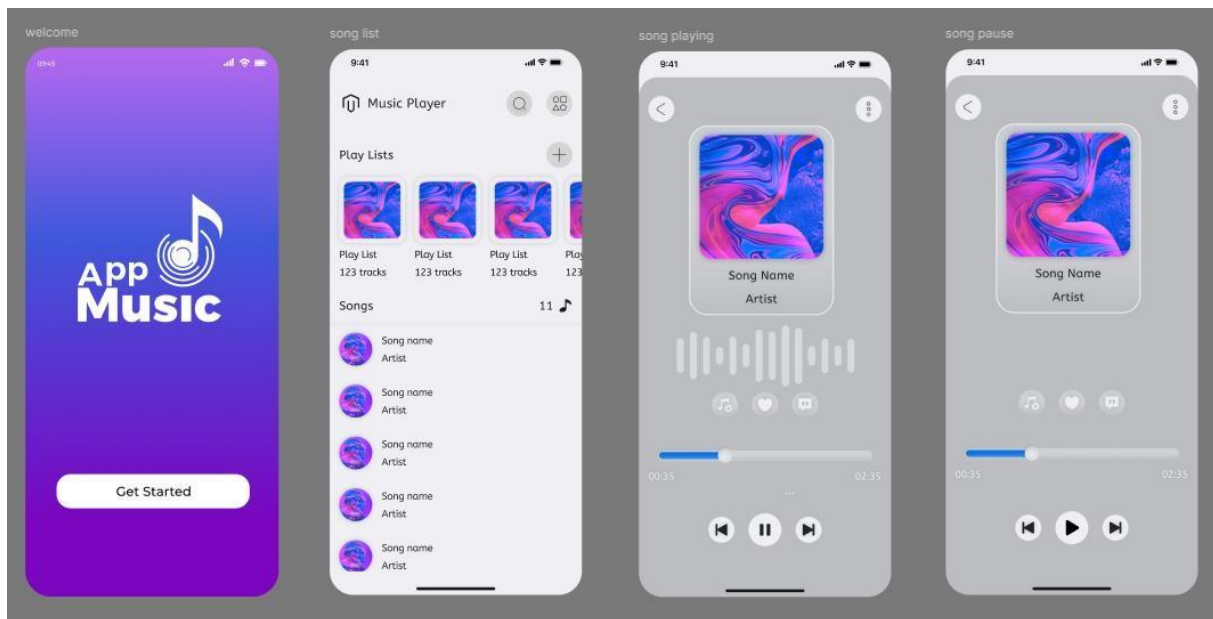
- Set them to **go back to the Song List Page**.

Step 6: Test the app

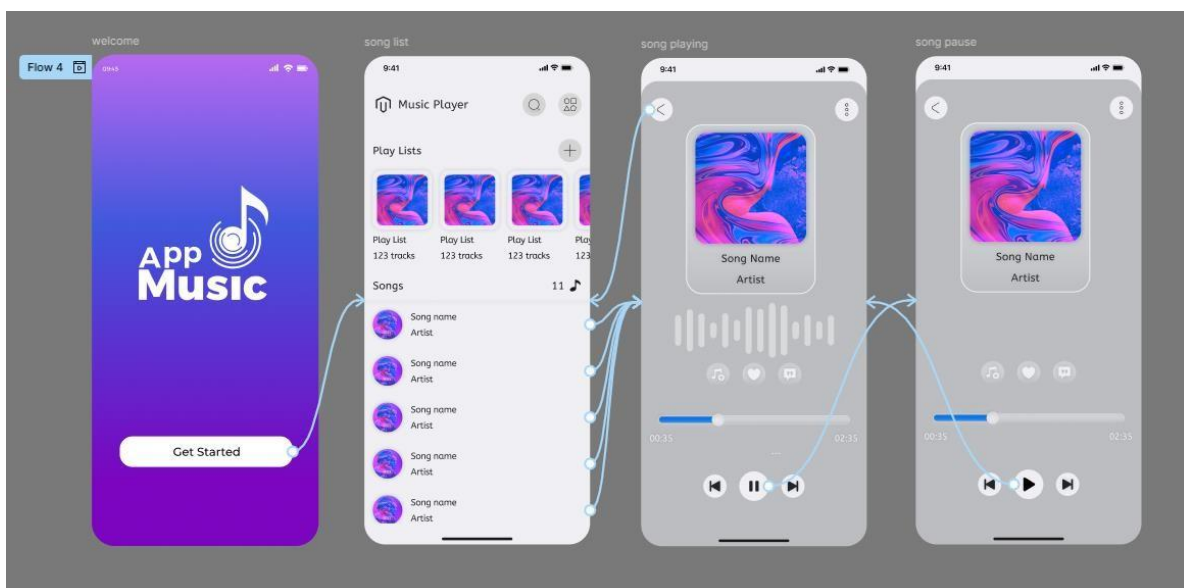
1. Click the "Present" Button (Run Icon) at the Top Right
2. Click "Get Started" and navigate through the app!
3. Play, Pause, and Go Back!

Output:

- **Design:**



- **Prototype:**



Practice and Explore the Figma File

To help you understand and practice the concepts covered in this manual, we have provided a Figma file with all the wireframes, UI designs, and prototypes. You can explore different pages, interact with components, and experiment with design elements. Click the link below to access the Figma file and start practicing:

Figma File Link: <https://www.figma.com/design/dyonVT5GC094K75ACKPQzl/Lab-Manual?node-id=155-2101&t=k9BRcgUEzdKUcp8J-1>

Viva Voce Questions

1. Chat App Redesign

Q1: What is a wireframe, and why is it essential in UI/UX design?

A: A wireframe is a basic, low-fidelity layout of a webpage or app that outlines structure and functionality. It helps designers plan the interface before adding visual elements.

Q2: How does a chat app maintain a seamless user experience?

A: By ensuring a minimalistic design, real-time message updates, easy navigation, and consistent UI elements like chat bubbles and input fields.

Q3: What are the key UI components required for a chat app?

A: Chat window, message input field, send button, timestamps, user avatars, and a notification system.

Q4: How can you improve accessibility in a chat application design?

A: By using readable fonts, high-contrast colors, voice input options, and screen reader compatibility.

Q5: What are the best practices for designing a responsive chat interface?

A: Use scalable UI elements, optimize for different screen sizes, and ensure smooth animations and transitions.

2. Food App

Q6: How do you create an effective wireframe for a food application?

A: By outlining key elements such as the menu, search bar, food categories, and checkout process using Figma's wireframing tools.

Q7: What UI elements are crucial for a food ordering app?

A: Search bar, filters, food images, ratings, add-to-cart button, and checkout page.

Q8: How does the color scheme impact a food app's user experience?

A: Warm colors like red and orange stimulate appetite, while green represents freshness and health.

Q9: What role does user research play in designing a food app?

A: It helps in understanding user preferences, common pain points, and improving usability.

Q10: What are the key differences between a prototype and a wireframe?

A: A wireframe is a static blueprint, while a prototype is an interactive, functional design mockup.

3. Social Media App

Q11: What are the primary components of a social media photo-sharing app?

A: Profile page, news feed, upload button, like/comment/share buttons, and notifications.

Q12: How can UI/UX design enhance user engagement in a social media app?

A: By creating an intuitive interface, using visually appealing layouts, and incorporating interactive elements like swipe gestures.

Q13: What challenges arise while designing a scalable social media UI?

A: Handling large amounts of user data, ensuring fast load times, and providing a consistent experience across devices.

Q14: How do you implement interactive elements in Figma?

A: By using components, auto-layout, interactive prototypes, and smart animations.

Q15: What are some accessibility considerations for a social media app?

A: Text-to-speech options, alternative text for images, colorblind-friendly themes, and scalable fonts.

4. Product Website

Q16: What is a product website, and how does UI/UX design impact conversions?

A: A product website showcases and sells a product. Good UI/UX improves engagement, reduces bounce rates, and boosts sales.

Q17: How do you use Figma to design interactive rollovers?

A: By adding hover states in the prototype mode and using variants to change button appearances on hover.

Q18: What elements should be included in a product page wireframe?

A: Product images, descriptions, price, CTA buttons, and customer reviews.

Q19: How can animations be effectively used on a product website?

A: For smooth transitions, micro-interactions, and visual engagement without overwhelming the user.

Q20: What are the key factors to consider when designing a responsive product website?

A: Mobile-friendliness, adaptive images, flexible grids, and fast loading times.

5. Travel Agency Website

Q21: Why is the search bar important in a travel agency website?

A: It helps users quickly find destinations, hotels, and travel packages.

Q22: How do you design an engaging homepage for a travel website?

A: By using high-quality images, a clear CTA, and an easy navigation system.

Q23: What are the essential UI components for an activity booking page?

A: Filters, date pickers, activity details, and a booking confirmation button.

Q24: How can you use Figma to create an interactive testimonial page?

A: By adding a carousel component and using prototype interactions.

Q25: How do you design an image gallery to enhance user experience?

A: By using a grid layout, lightbox effects, and smooth transitions.

6. UI/UX Designer Portfolio Design

Q26: What are the critical sections of a UI/UX designer's portfolio website?

A: About page, work showcase, blog, and contact page.

Q27: How do you ensure consistency across different pages in a portfolio website?

A: By using a uniform color scheme, typography, and layout grid.

Q28: Why is an “About Me” page important for a portfolio?

A: It introduces the designer, their skills, and experience to potential clients.

Q29: How can micro-interactions improve portfolio usability?

A: By making navigation more engaging and providing feedback to user actions.

Q30: What navigation strategies can be used to enhance user experience in a portfolio website?

A: Fixed navigation bars, side menus, and scroll-based interactions.

7. Dashboard Design

Q31: What are the essential components of a dashboard UI?

A: Charts, graphs, widgets, filters, and navigation panels.

Q32: How do you visualize statistics effectively in a dashboard design?

A: Using bar charts, pie charts, and line graphs with proper legends.

Q33: What role do dropdowns play in a dashboard interface?

A: They help organize information and provide quick access to options.

Q34: How do you choose the right color scheme for a dashboard?

A: By using a balanced mix of contrast, readability, and theme consistency.

Q35: What are the challenges in designing an interactive dashboard?

A: Handling real-time data updates and ensuring smooth user interactions.

8. E-Commerce Website

Q36: What are the core UI elements of an e-commerce website?

A: Product categories, search bar, shopping cart, and payment options.

Q37: How does a "Buy Now" page differ from an "Add to Cart" page?

A: "Buy Now" leads directly to checkout, while "Add to Cart" saves items for later.

Q38: How do you ensure a smooth checkout experience in an e-commerce UI?

A: By reducing form fields, offering multiple payment options, and ensuring security.

Q39: What UX principles should be followed while designing product category pages?

A: Clear navigation, high-quality images, and informative descriptions.

Q40: How can Figma be used to create interactive product pages?

A: By using components, interactive prototypes, and transitions.

9. Educational Website

Q41: What are the essential pages for an educational website?

A: Homepage, About Us, Programs, Instructor's Page, Pricing, and Payments Page.

Q42: How can dropdowns enhance user experience on an educational website?

A: They help organize course categories, making navigation more efficient and reducing clutter.

Q43: Why is a footer important in an educational website?

A: It provides quick access to contact details, policies, and social media links.

Q44: What are some UI/UX best practices for an online learning platform?

A: Simple navigation, mobile responsiveness, engaging visuals, and easy course enrollment.

Q45: How can Figma help in designing an intuitive instructor's page?

A: By using reusable components, structured layouts, and interactive prototypes for profile views.

10. Music Player App

Q46: What are the key UI elements of a music player app?

A: Play/Pause buttons, progress bar, album artwork, shuffle, repeat, and volume control.

Q47: How can rollover buttons improve a music player's user experience?

A: They provide interactive feedback, making controls more engaging and intuitive.

Q48: What animations can be used to enhance a music player UI?

A: Play/pause button transitions, music waveform animations, and smooth progress bar movement.

Q49: How do you create a song selection page in Figma?

A: By designing a list layout with album covers, song names, and interactive play buttons.

Q50: How can accessibility be improved in a music player app?

A: By providing keyboard shortcuts, screen reader support, and high-contrast mode.