**19) Develop a user interface prototype for an Android application using Figma.**

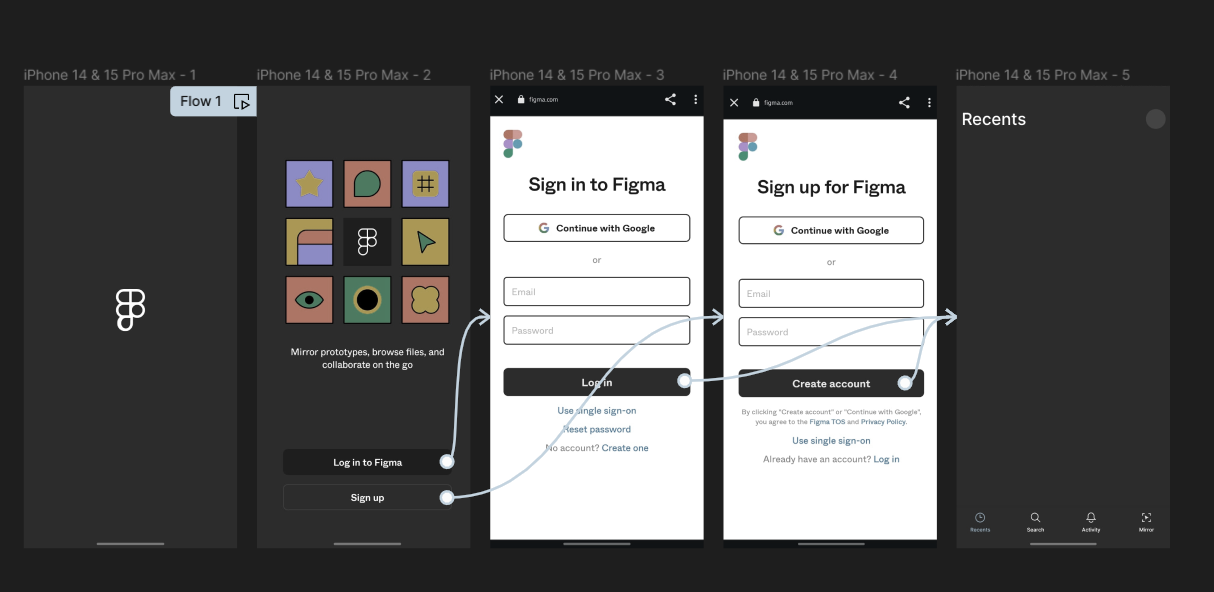
**Aim:**

To Develop a user interface prototype for an Android application using Figma.

**Procedure:**

1. Create a file
2. Add The First Frame
3. Add Shapes
4. Add Text
5. Create The Second Frame
6. Add Prototyping

**Step By Step Procedure :**

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**Result:**

Hence the Develop a user interface prototype for an Android application created and executed successfully