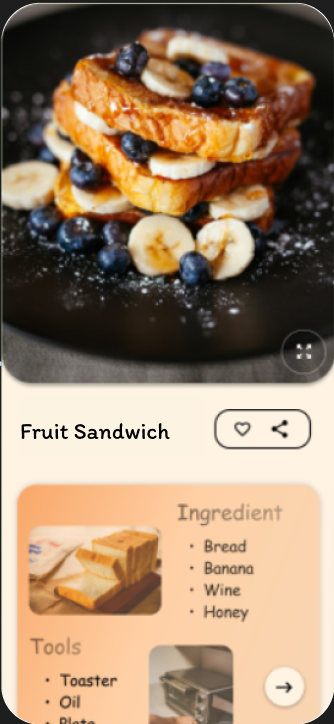
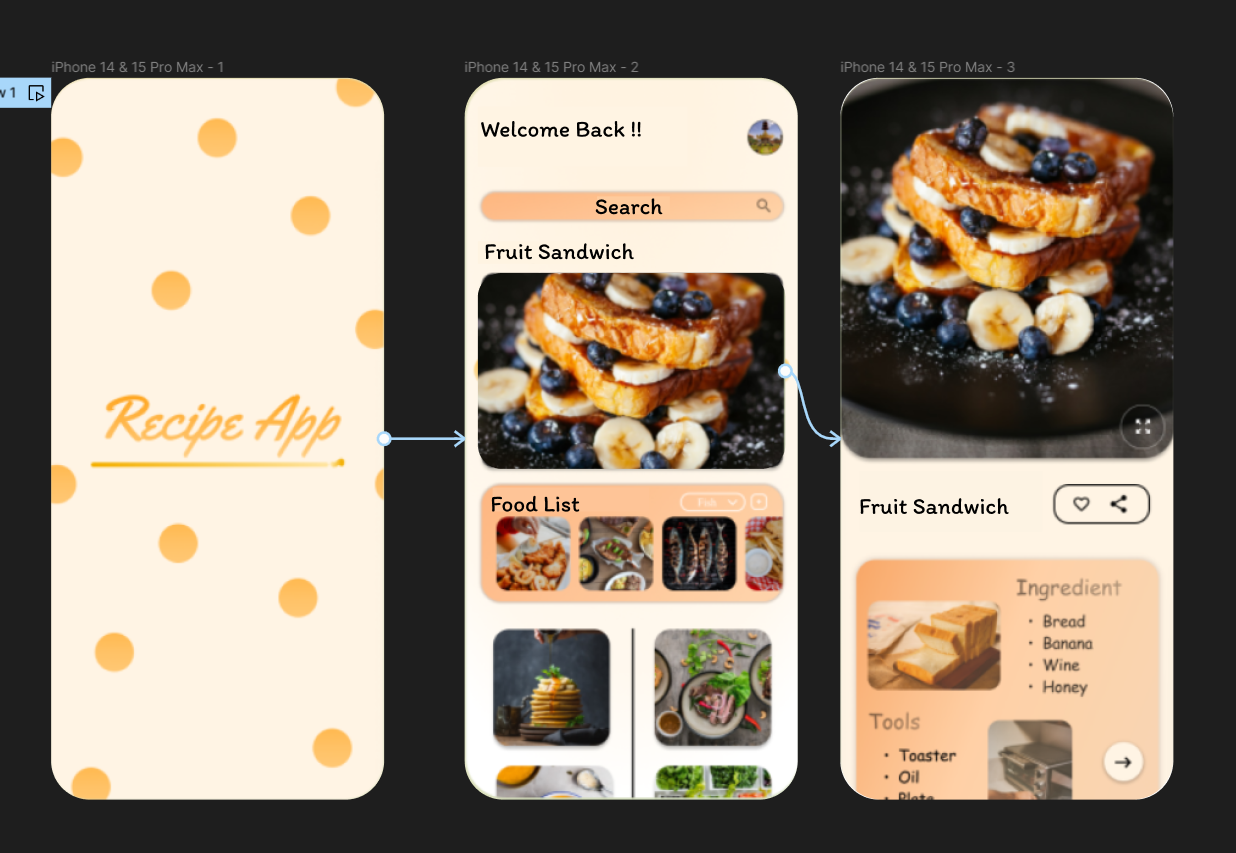
**Experiment 21 - In Figma, design a mobile app interface that prioritizes user connectivity and convenience**

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