

EXPERIMENT 21
ITA0305-Mobile Computing For App Development

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21 In Figma, design a mobile app interface that prioritizes user connectivity and convenience. Highlight key elements.

Aim:

To design a mobile app interface that prioritizes user connectivity and convenience. Highlight key elements.

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 :

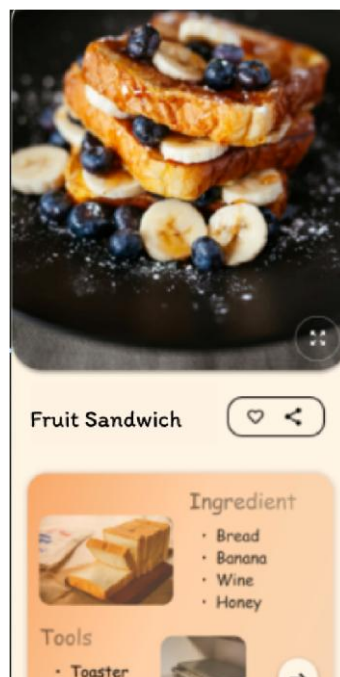
Interface Of Experiment



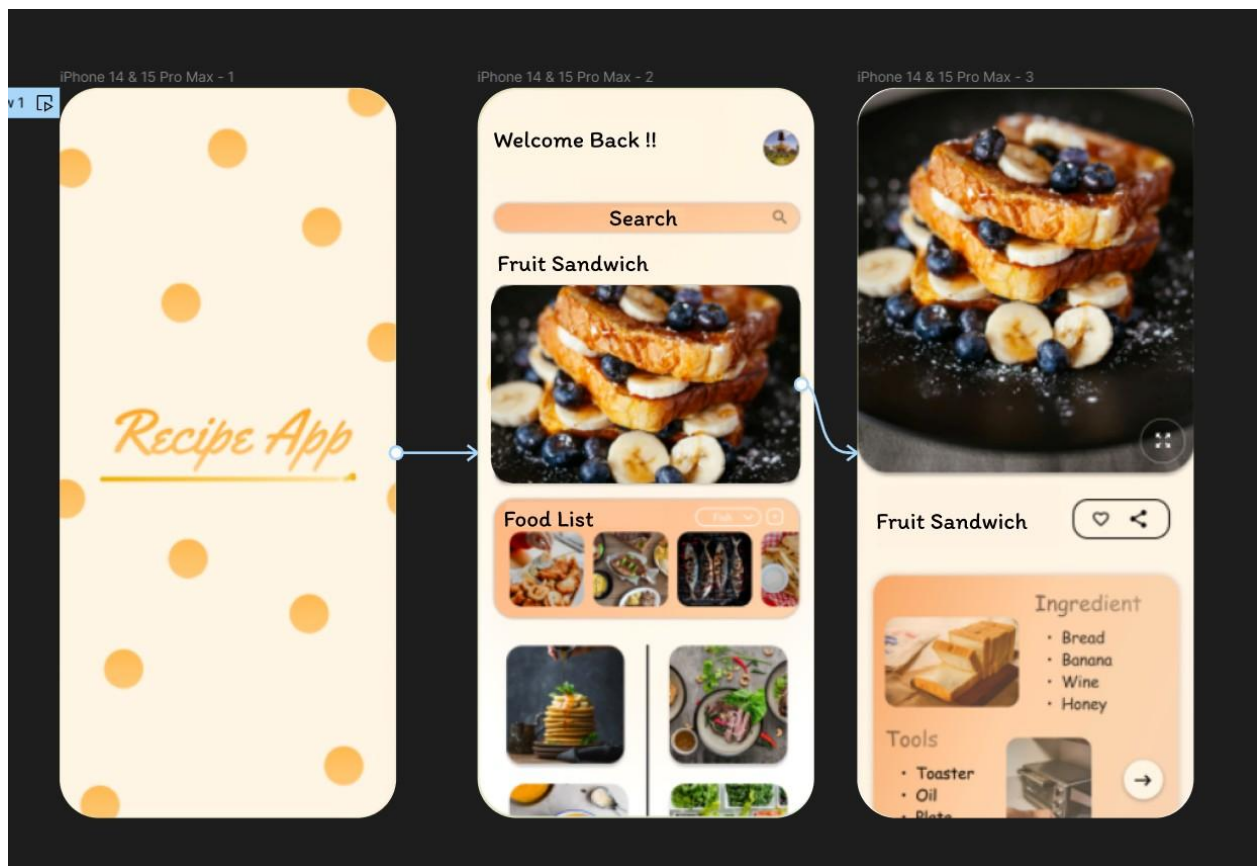
Menu Page:



Final Step:



Prototype:



Result:

Hence the mobile app interface that prioritizes user connectivity created and executed successfully.