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# EXPERIMENT 19

## ITA0305-Mobile Computing For App Development

**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.
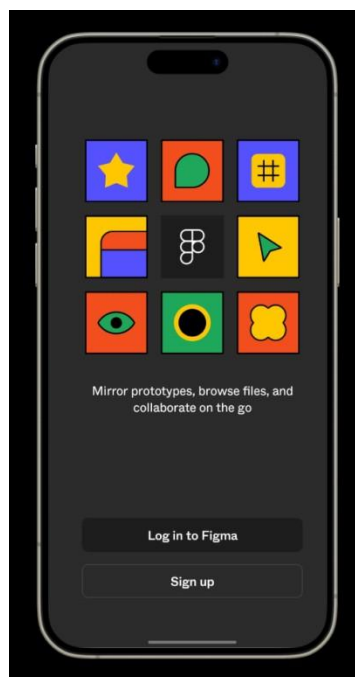
**Procedure:**

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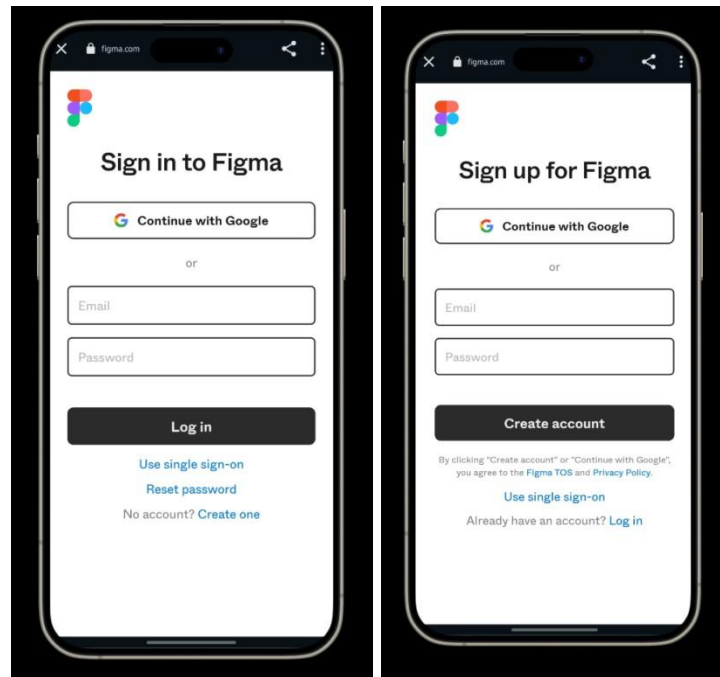6.  Add Prototyping

**Step By Step Procedure :**
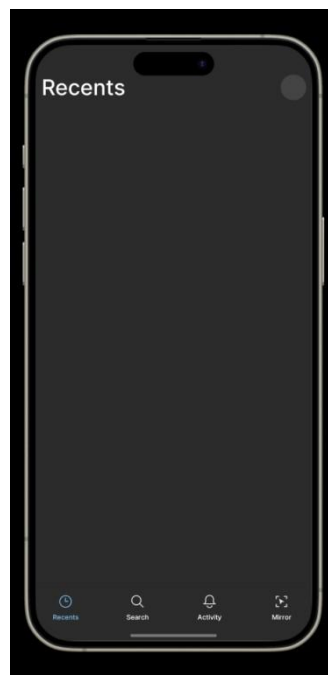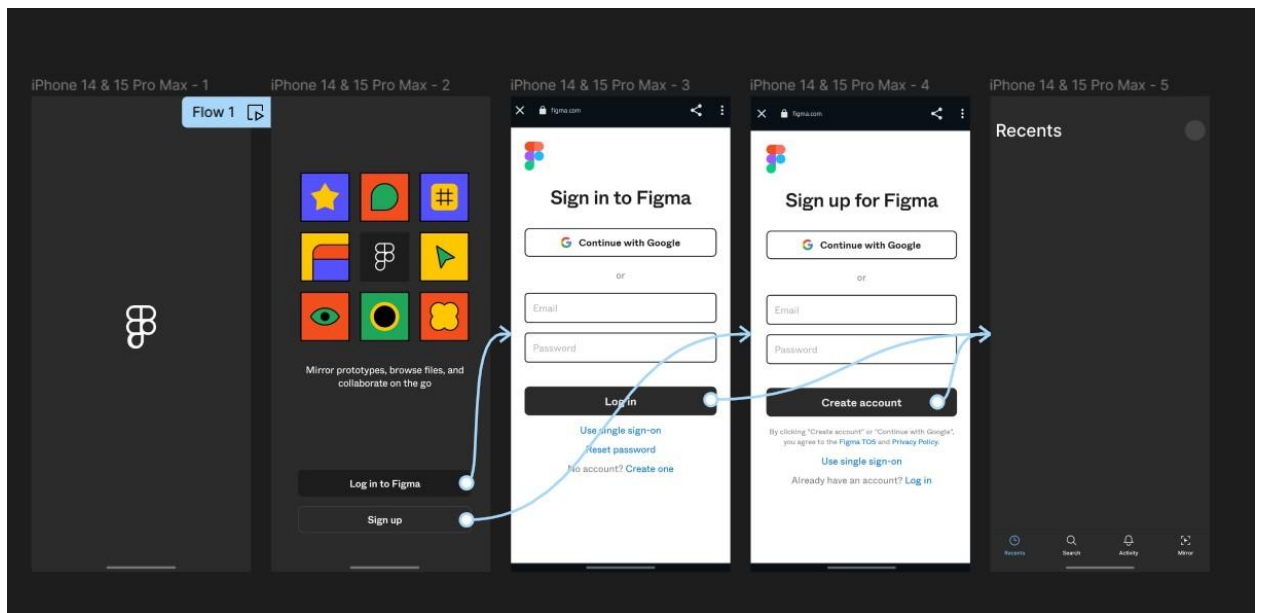
**Interface Of Experiment:**

**Next Page:**



Mirror prototypes, browse files, and
collaborate on the go

Log in to Figma

Sign up

**Login And Signup Page:**

**Final Step:**



**Prototype:**

**Result:**

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