EXPERIMENT 5

ITA0305-Mobile Computing For App Development

THOUHID.S

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5. Design a wireframe for a mobile application that incorporates localization features using Figma.

Aim: -

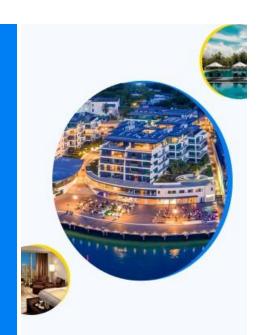
To design a wireframe using Figma for a mobile application that incorporates localization features

Procedure: -

- 1. open Figma
- 2. Create a new file
- 3. Select the Frames
- 4. Design Visual Elements
- 5. Make it Interactive
- 6. Add icons on the Frame
- 7. Incorporate Multimedia
- 8. Storyboard Animation
- 9. Review and edit the Prototype
- 10. Save and Share

Design: -





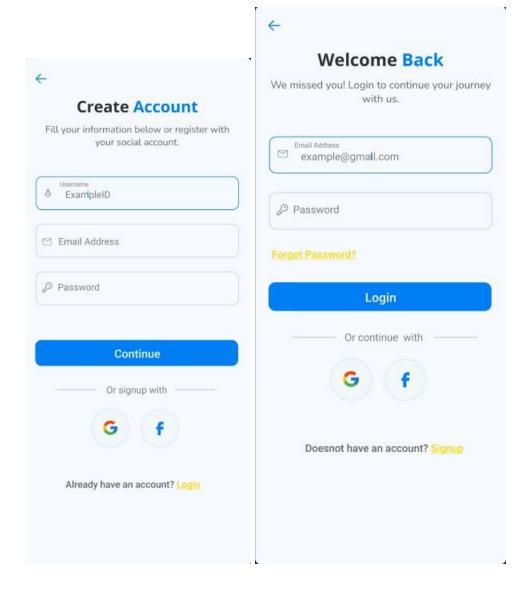
Unleash Your Inner Traveller

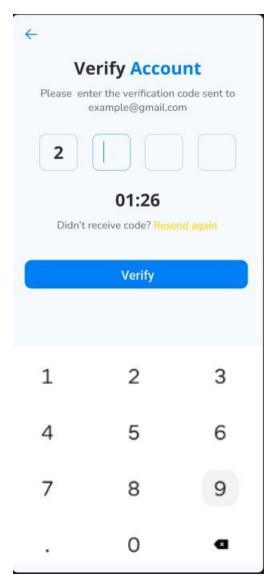
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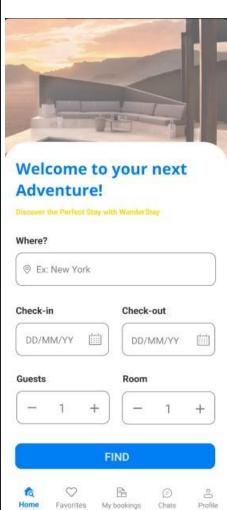
Start Exploring

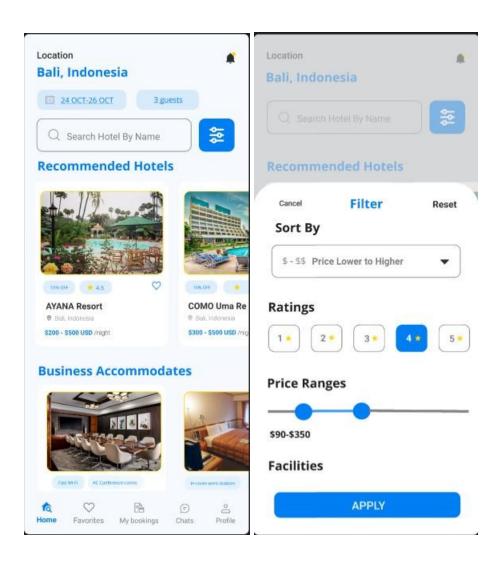
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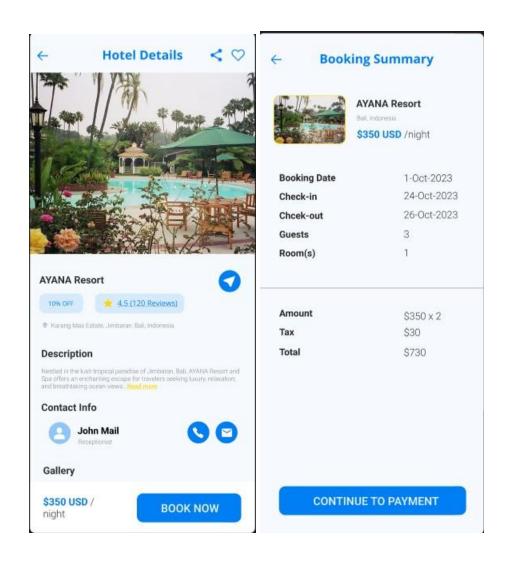
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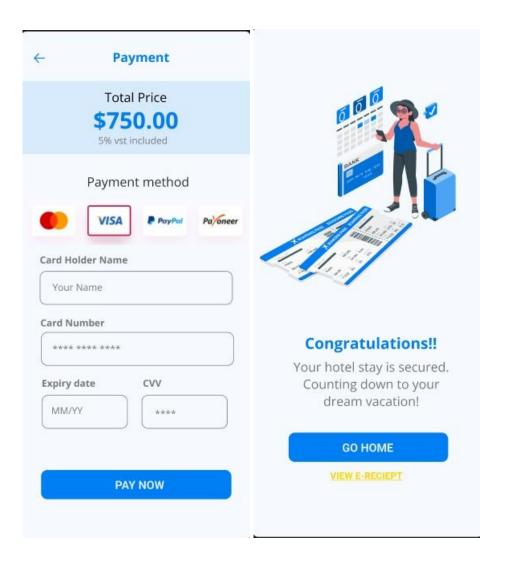




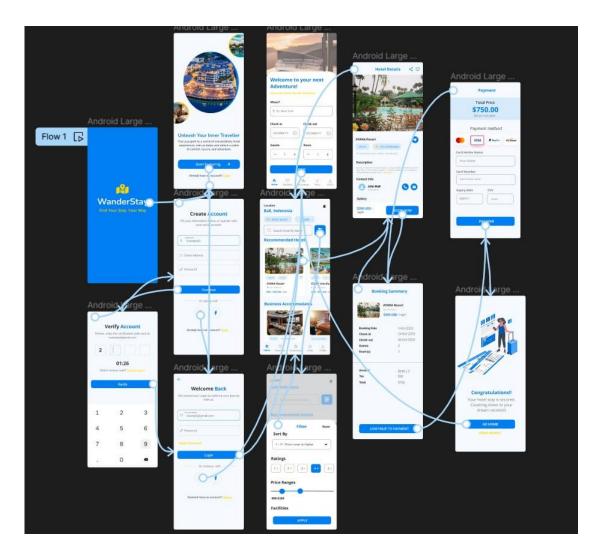








Prototype: -



Result: -

Hence the wireframe for a mobile application that incorporates localization features using Figma is created and executed successfully