EXPERIMENT 2

ITA0305-Mobile Computing For App Development

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2.Design a user interface prototype for a mobile station using Figma, considering connectivity and convenience.

Aim: -

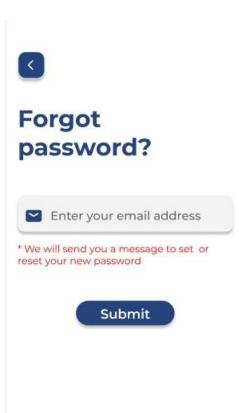
To create a user interface prototype for a mobile station using Figma, considering connectivity and convenience.

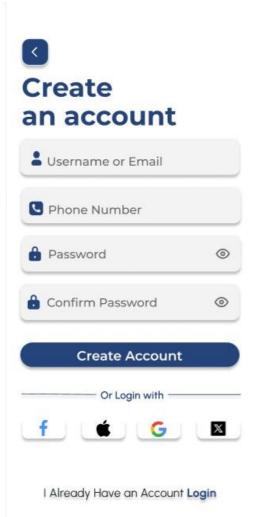
Procedure: -

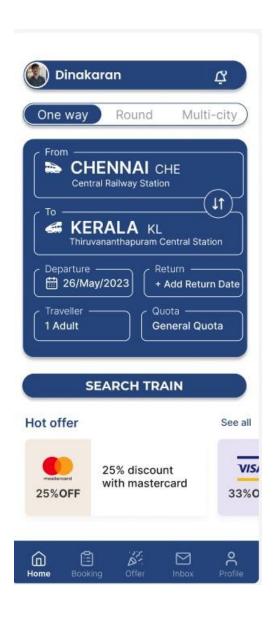
- 1. open Figma
- 2. Create a new file
- 3. Select the Frames
- 4. Design Visual Elements
- 5. Make it Interactive
- 6. Add icons on the Frame
- 7. Incorporate Multimedia
- 8. Storyboard Animation
- 9. Review and edit the Prototype
- 10. Save and Share

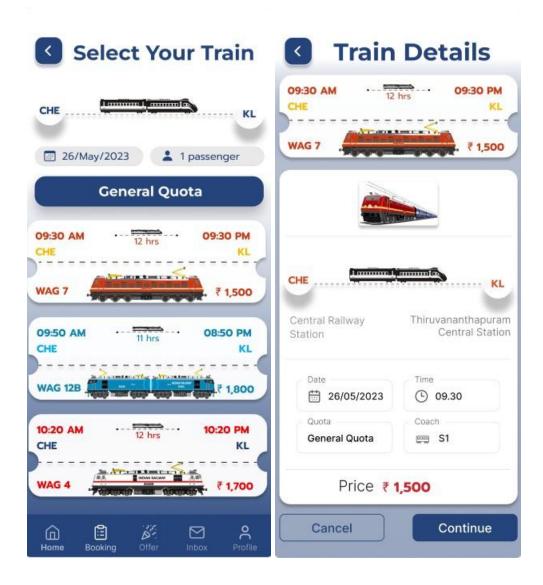
Design:-

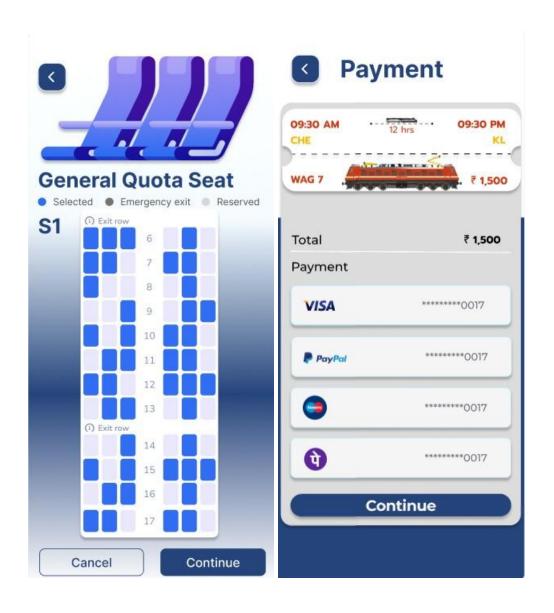


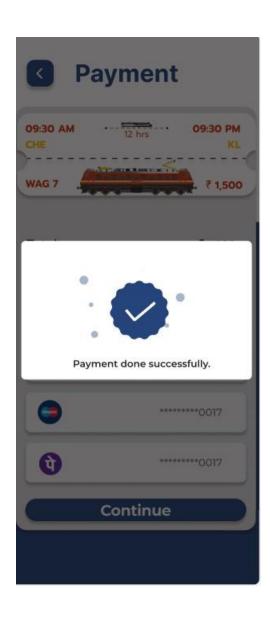








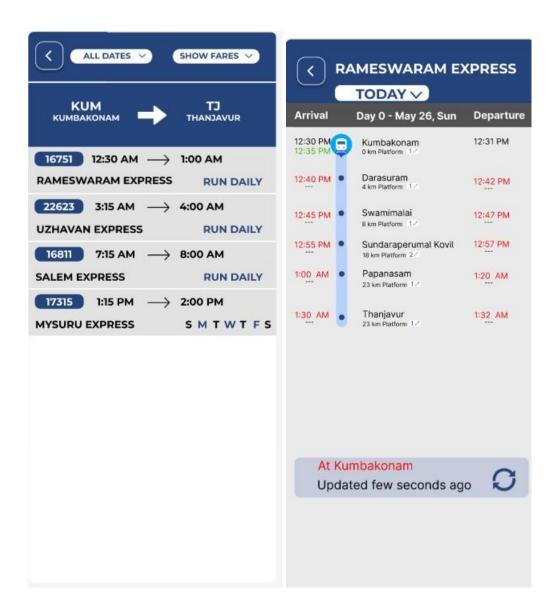




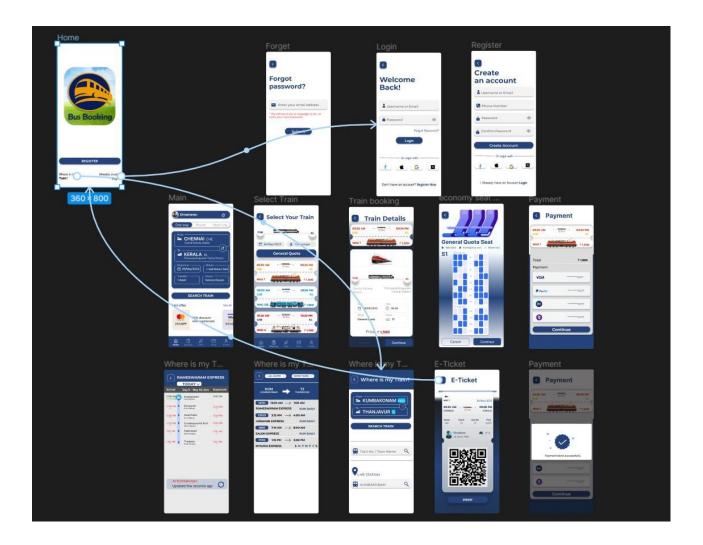








Prototype: -



Result: -

A user interface prototype for a mobile station using Figma, considering connectivity and convenience using Figma is created and executed successful