



# Ferramentas

- Wireframes
- VS Code



**Certified  
Developer**  
The Ultimate Tech Degree

**DigitalHouse** >  
Coding School



# Temas da Aula



- 1 Wireframes
- 2 VS Code
- 3 Organização de Arquivos

# 1 | Wireframes





# Wireframes



Gerentes de Projeto



Marketing



Stakeholders

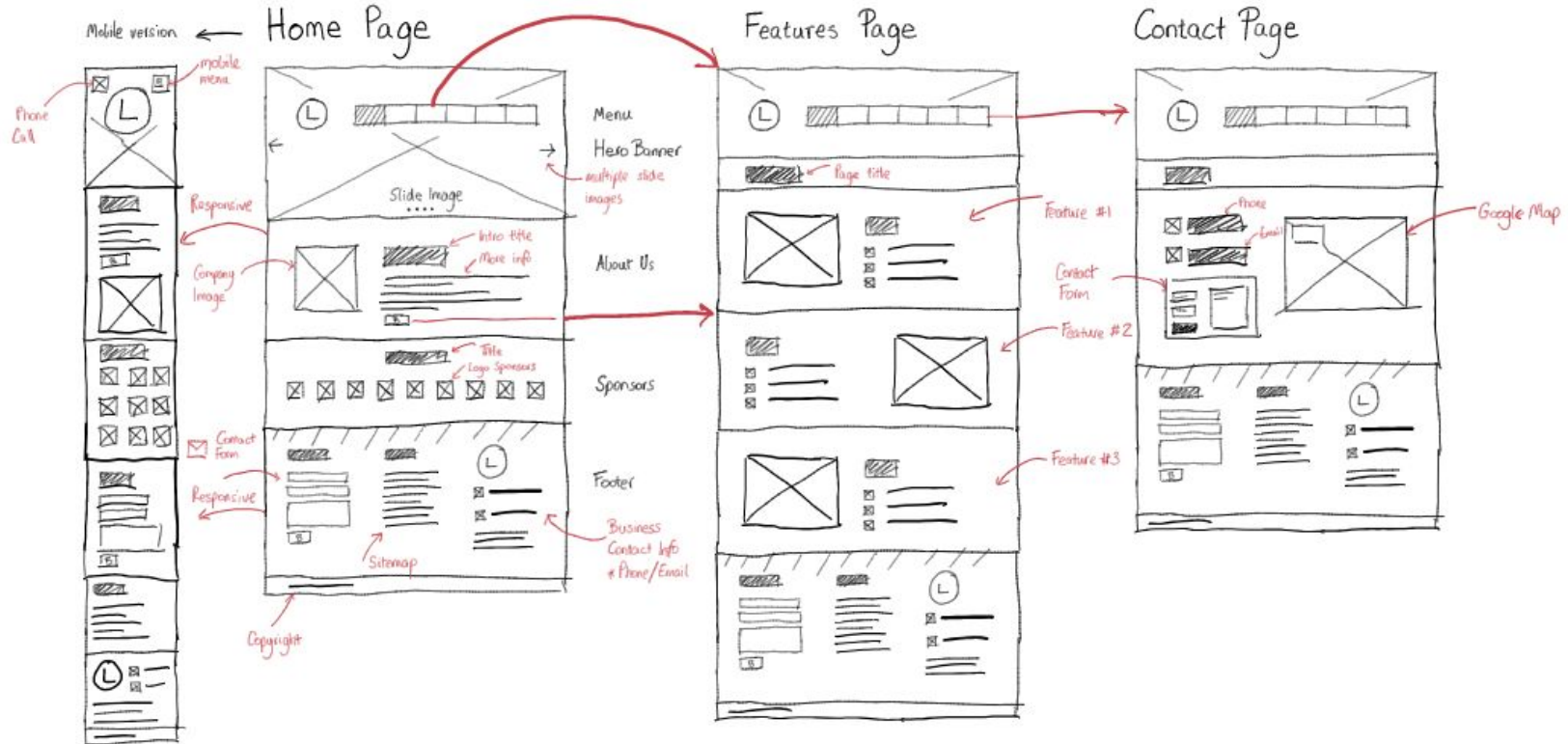
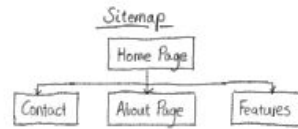


# Wireframes

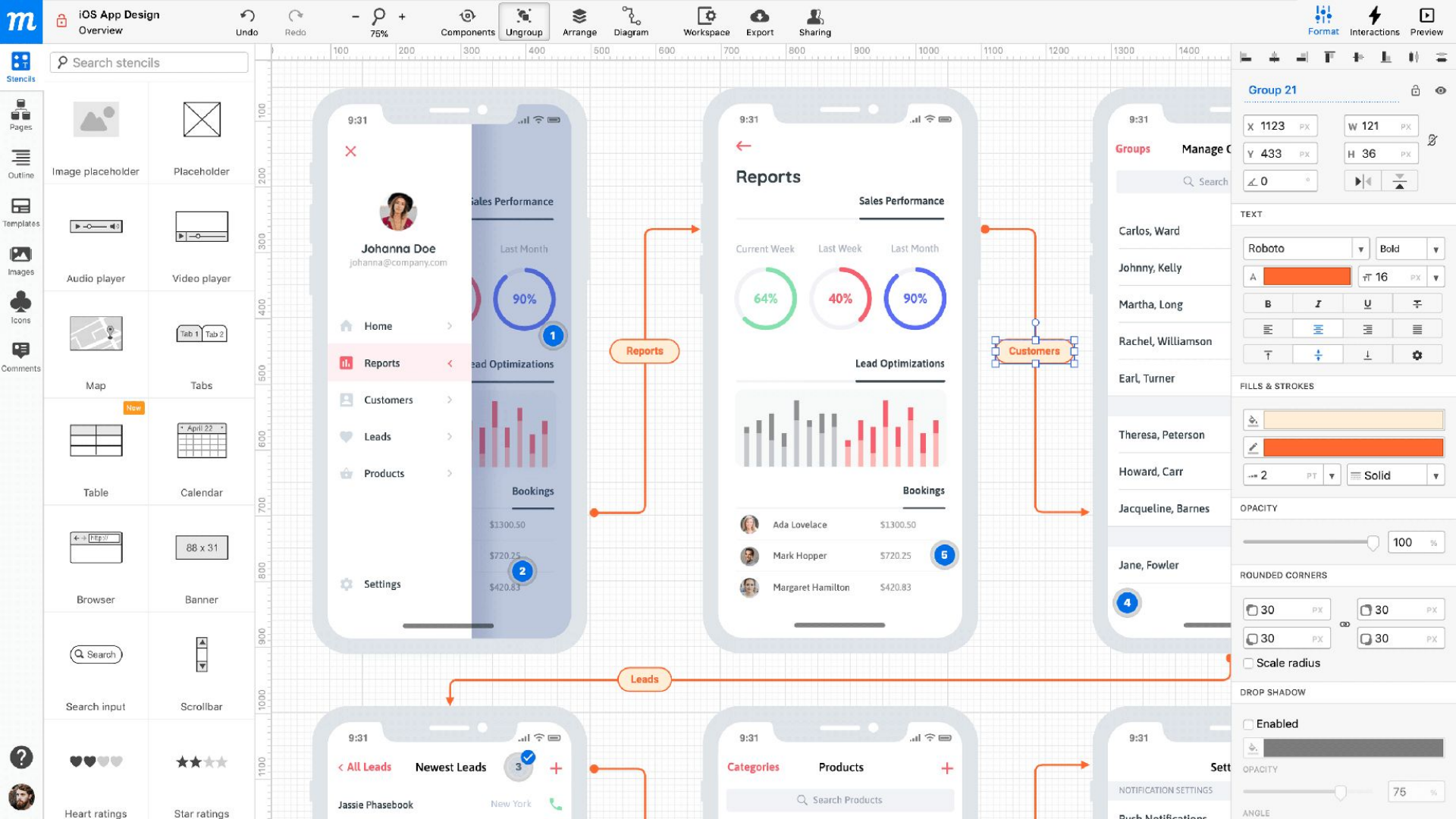
**Estrutura  
&  
Funcionalidade**



**Estilo  
&  
Aparência**



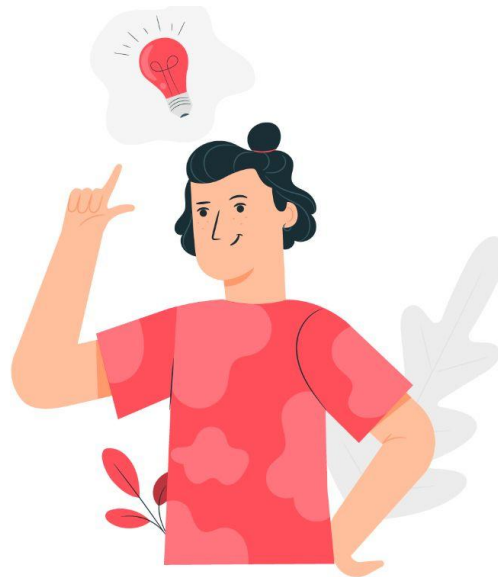








# Benefícios ao Usar Wireframes



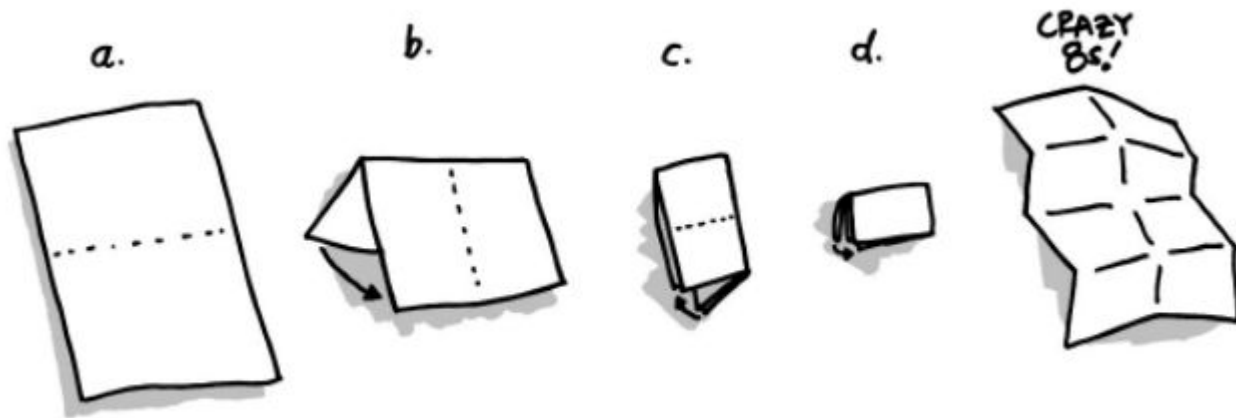


## Benefícios ao Usar Wireframes

- **Permite que o time esteja envolvido na fase de ideação**
- **Ajuda a entender os objetivos do time**
- **Determina o que se espera do projeto**



# Crazy 8





**generating  
ideas with  
crazy\_eights.**



**wireframe|cc**



## Outras Ferramentas

- **Balsamiq**
- **Omnigraffle**
- **Axure**
- **Go Mockingbird**
- **UXPin**
- **Adobe XD**
- **Figma**
- **Sketch**

**2 | VS CODE**



# **3 | Organização de Arquivos**

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