

## EX-8

Creating a wireframe for a Quiz App using Balsamiq involves laying out the basic UI components to represent the flow and structure of the app.

### 1. Home / Welcome Screen

#### Purpose:

Let users start the quiz, pick a category, or read instructions.

#### Components:

- **Label:** “Welcome to QuizMaster!”
  - **Image Placeholder:** App logo
  - **Combo Box or List:** Choose category (optional)
  - **Button:** “Start Quiz”
  - **Button:** “Instructions”
  - **Button:** “Settings”
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### 2. Quiz Question Screen

#### Purpose:

Show questions with multiple-choice answers.

#### Components:

- **Label:** “Question 2 of 10”
  - **Rectangle:** Question container
  - **Text:** “What is the largest planet in the solar system?”
  - **Radio Button Group:**
    - Earth
    - Mars
    - Jupiter
    - Venus
  - **Timer** (if applicable): Progress bar or countdown
  - **Button:** “Next” or “Submit”
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### 3. Results Screen

#### Purpose:

Display the user's performance at the end.

#### Components:

- **Label:** "Quiz Complete!"
  - **Text:** "You scored 8/10"
  - **Bar Graph or List:** Summary of questions and answers (optional)
  - **Button:** "Retake Quiz"
  - **Button:** "Go to Home"
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#### ScreenShots :



