Exercise 1   **Date: 25-01-25**
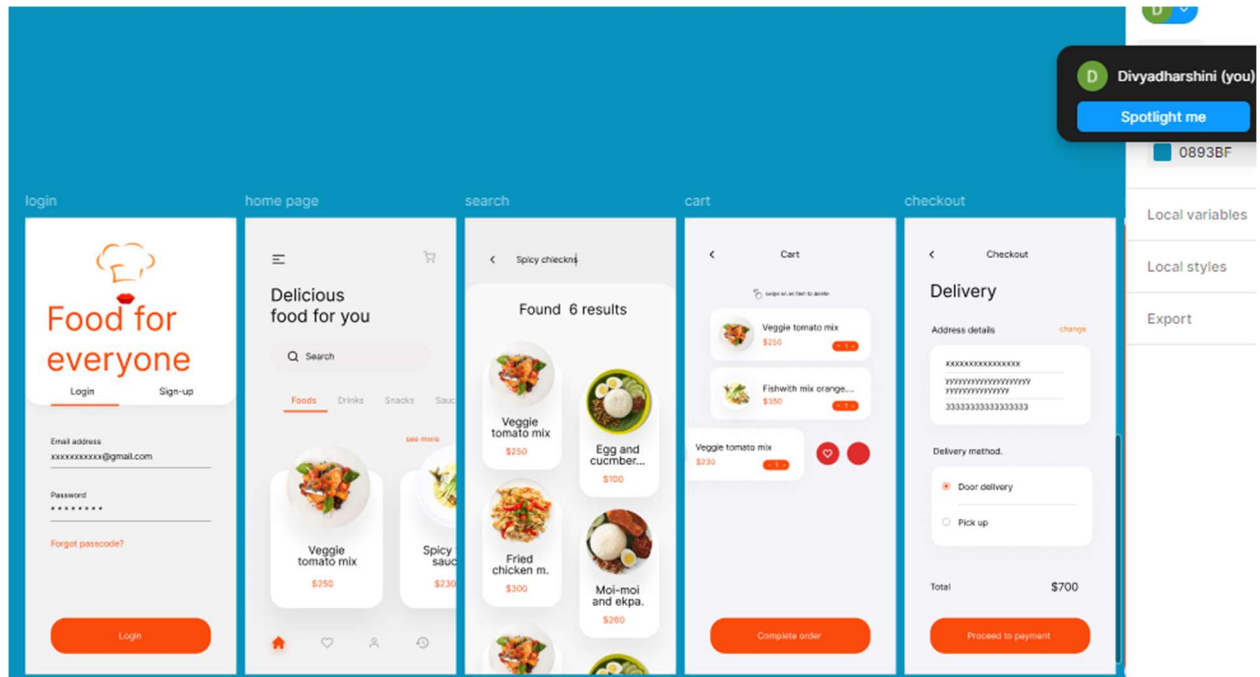
Design a UI in Figma

AIM:

To design an interactive and visually consistent user interface using Figma for a selected application or website.

PROCEDURE:

Tool Link: https://www.figma.com/

1. Open Figma and start a new design file or project.
2. Use frames to define layouts for different screen sizes (mobile, tablet, desktop).
3. Create UI components such as buttons, cards, navbars, and input fields using basic shapes.
4. Apply color schemes, borders, shadows, and gradients to enhance visual appea
5. Add text elements like headings, body text, labels, and placeholders.
6. Organize components using alignment tools and grouping for structured design.
7. Use auto-layout for responsive and scalable UI elements.
8. Apply interactive elements using prototyping features (e.g., link buttons to other frames).
9. Preview the UI design and gather feedback or suggestions.
10. Refine the design based on feedback and finalize the layout.

Output

Result
A clean and interactive user interface was successfully designed using Figma. All components were styled, aligned, and linked to create a visually appealing layout.