

exp13 - Figma

figma.com/design/6w9wiFSAEcH1dL9XnuvUB8/exp13?t=qCwkHliW1jaUWDV-0

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Pages

Page 1

Layers

Slide 4:3 - 1

Slide 4:3 - 1

Mobile app vs Mobile web

Mobile App	Mobile Web
Performance	
Runs locally with quick loading & fluid interaction	Internet reliance results in slower load & response
Cost	
More investment due to resources & time demand	Less investment as it's quicker & easier to develop
Maintenance	
Updated through new versions for users to download	Relatively simple to maintain with instant updates
Compatibility	
Separate versions required for each operating system	Easy creation of cross platform & browser versions
User Experience	
Made for mobile screens, fluid interface to use	Optimised from desktop website, no less satisfying

Navigation

Tools

Layers

Properties

Design Prototype 68%

Prototype settings

Presentation

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Creating a connection

Select a frame or object in a frame and use the circular node to drag a connection to another frame.

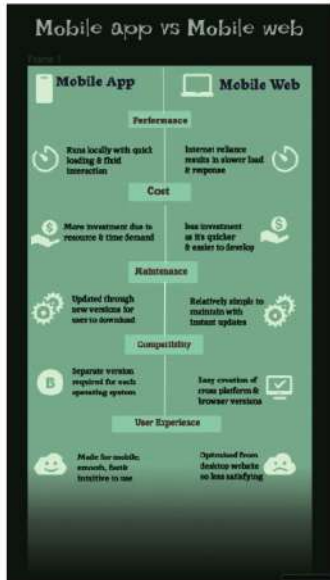
Running your prototype

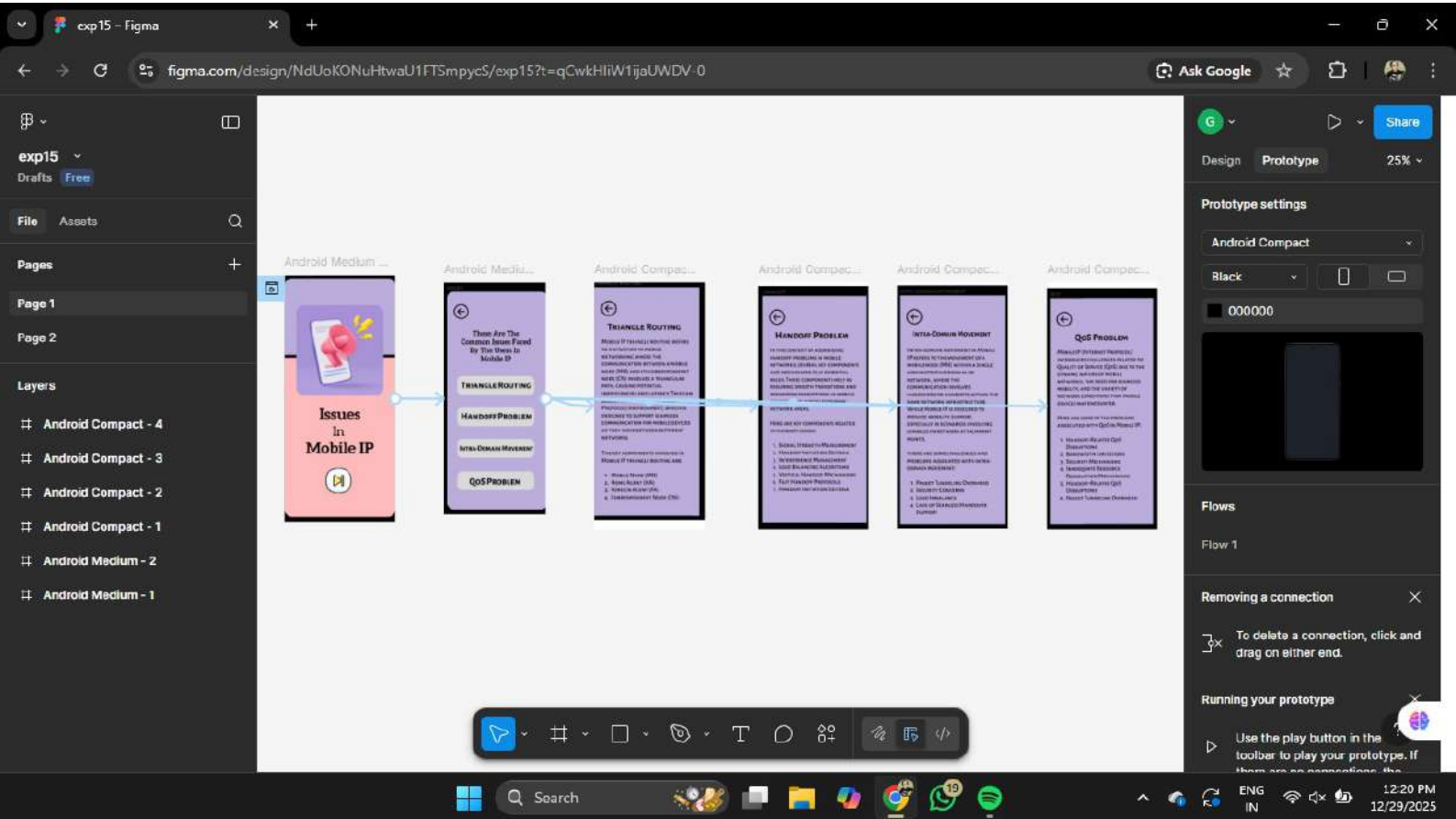
Use the play button in the toolbar to play your prototype. If there are no connections, the play button can be used to play a presentation of your frames.

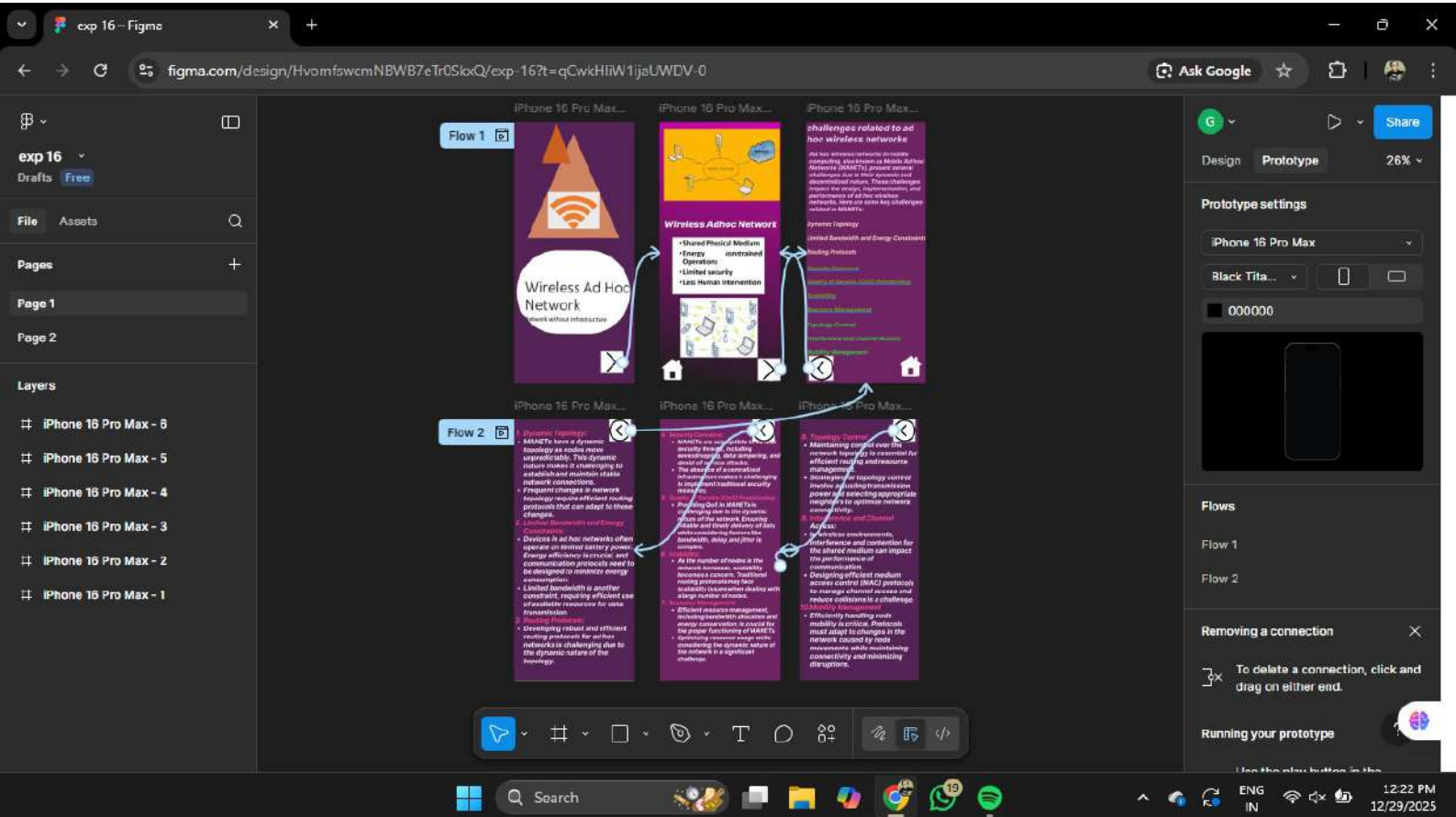
Search

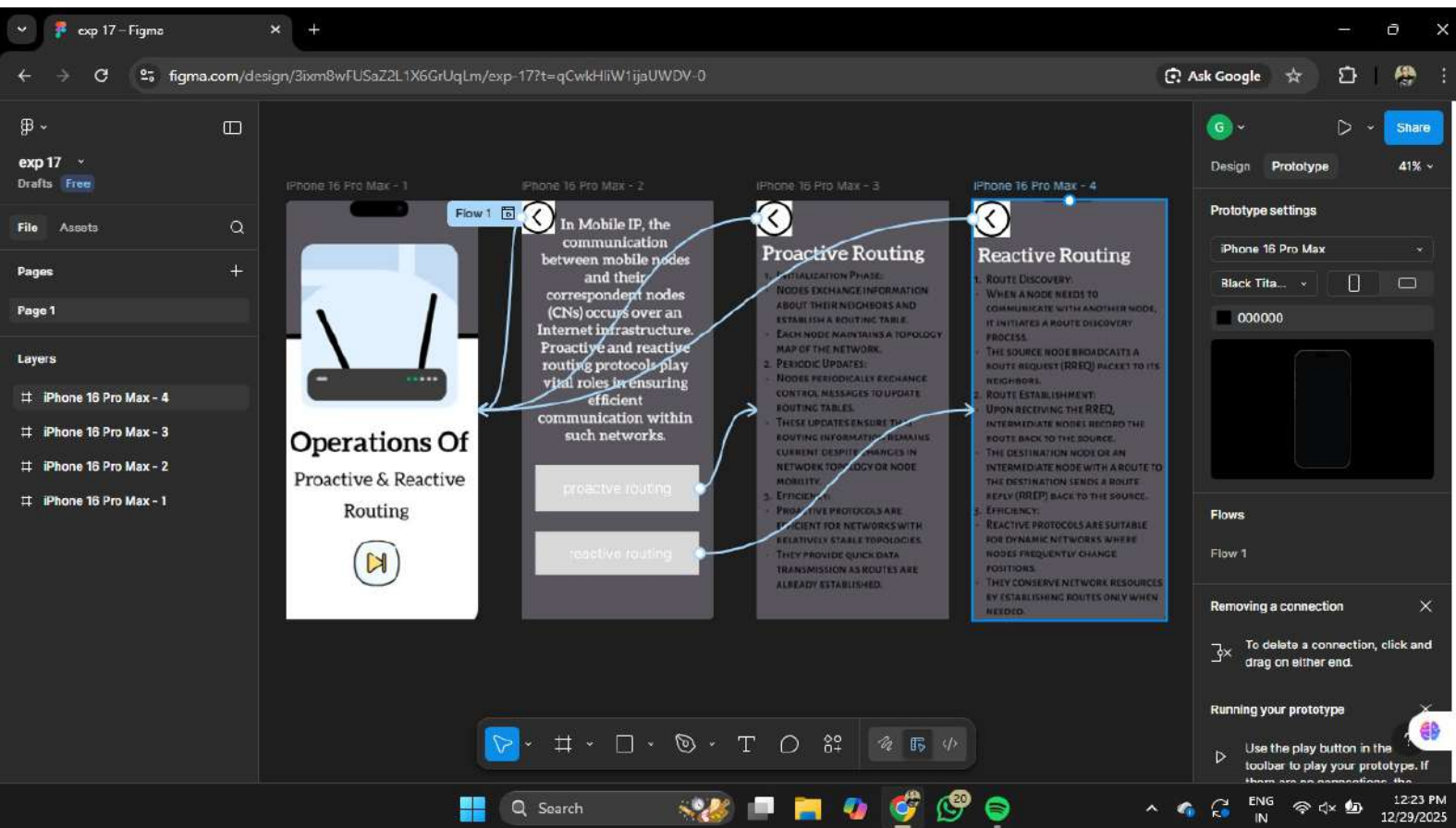
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exp 18 - Figma

figma.com/design/AhxP6WUH3PLLPmbBFZkehmf/exp-18?t=qCwkHfW1tjaUWDV-0

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exp 18

Drafts Free

File Assets

Pages

Page 1

Layers

image 8

image 7

image 6

iPhone 16 Pro Max - 5

iPhone 16 Pro Max - 4

iPhone 16 Pro Max - 3

iPhone 16 Pro Max - 2

iPhone 16 Pro Max - 1

Flow 1

Comparing and contrasting the architectures of Android, iOS, and Windows involves understanding their underlying structures, principles, and approaches to system design. Here's a breakdown:

android

ios

windows

Android

1. OPEN SOURCE AND CUSTOMIZABILITY:

- Android is built on a modified version of the Linux kernel, making it open-source and highly customizable.

2. APPLICATION SANDWICH:

- Android applications run within a sandboxed environment, ensuring security and preventing one app from interfering with others or accessing sensitive system resources without proper permissions.

3. USER INTERFACE:

- Android follows a modular approach to user interface design, with layout defined using XML and rendered through Java-based activities.

iOS

1. CLOSED ECOSYSTEM:

- iOS is a closed ecosystem developed exclusively by Apple for its hardware devices like iPhones, iPads, and iPods.

2. KERNEL AND SECURITY:

- iOS is built on a Unix-based kernel, offering a secure and stable foundation for its operations.
- Security features like sandboxing, code signing, and secure boot protect apps and system resources.

3. OBJECTIVE-C AND SWIFT:

- iOS app development primarily uses Objective-C or Swift programming languages.
- Cocoa Touch framework provides a set of APIs for building user interfaces, handling user input, and accessing device hardware functionalities.

Windows

VERSATILITY:

- Windows operates across a wide range of devices, including desktops, laptops, tablets, and smartphones.
- It offers a unified platform for developers to create applications that can run on various device types with adaptations for different screen sizes and input methods.

MODULAR ARCHITECTURE:

- Windows architecture consists of various layers, including the kernel, device drivers, and user-mode components.

.NET FRAMEWORK:

- Windows app development often utilizes the .NET framework and languages like C# and XAML for building user interfaces.

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Design Prototype 32%

Prototype settings

iPhone 16 Pro Max

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Flows

Flow 1

Removing a connection

To delete a connection, click and drag on either end.

Running your prototype

Use the play button in the toolbar to play your prototype. If there are any connections, the

