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| **Experiment No.** | 2 |
| **Aim** | Design UX for a given problem definition by using open source UX tools. |
| **Theory** | Figma is a powerful, web-based tool widely used for UI/UX design, offering features that enable designers to create intuitive and visually appealing interfaces. It supports everything from wireframes to high-fidelity prototypes, allowing users to design elements like buttons, icons, and layouts with precision. Figma’s real-time collaboration feature is a standout, enabling multiple team members to work simultaneously on the same project, streamlining feedback and revisions. The tool also supports responsive design, ensuring interfaces adapt well to different screen sizes.  For UX design, Figma excels in creating interactive prototypes and testing user flows, helping designers visualize how users will interact with a website or application. Its component-based system and design libraries ensure consistency across the project, while built-in prototyping features allow for easy testing and presentation of ideas. Overall, Figma enhances the design workflow, from initial research and wireframing to final handoff to developers, making it an all-in-one solution for modern UI/UX design. |
| **Output** | Main Home Page :-          Home List Page :- |
| **Conclusion** | Hence by completing this experiment I got to know how to use Figma tool to make UI/UX for website. I made Hotel Booking UI/UX through this tool. |