

EXPERIMENT-19

192421416

SUGANTHARAJ.A

19) Develop a user interface prototype for an Android application using Figma.

Aim:

To Develop a user interface prototype for an Android application using Figma.

Procedure:

1. Create a file
2. Add The First Frame
3. Add Shapes
4. Add Text
5. Create The Second Frame
6. Add Prototyping

Step By Step Procedure :

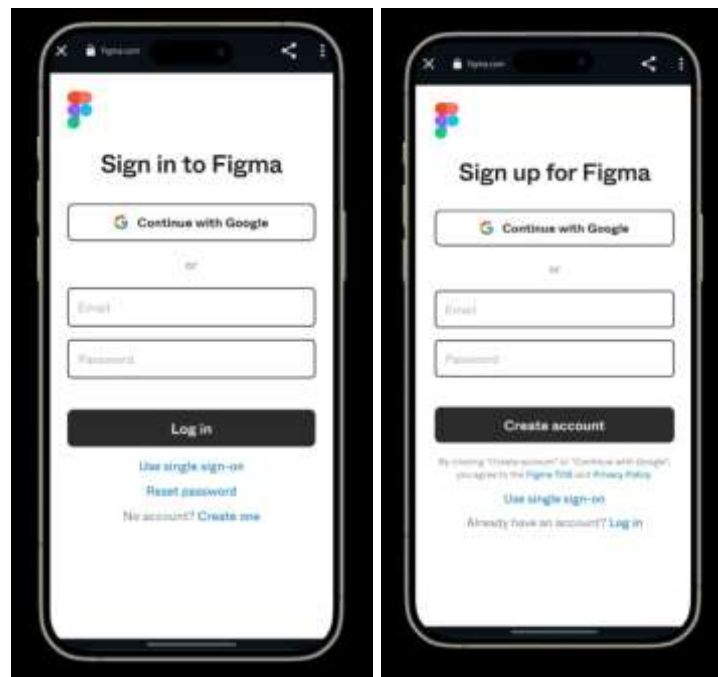
Interface Of Experiment:



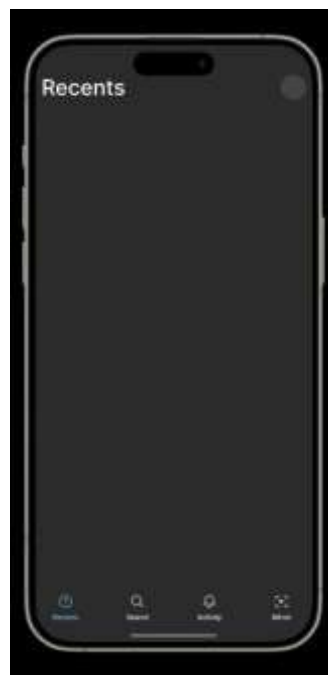
Next Page:



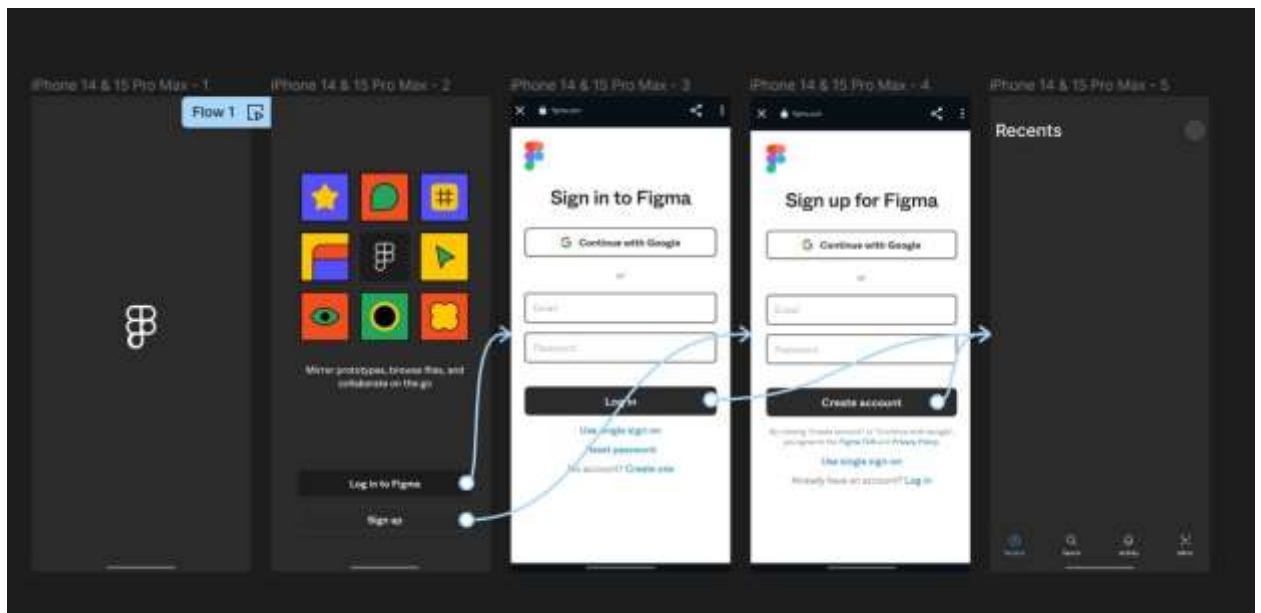
Login And Signup Page:



Final Step:



Prototype:



Result:

Hence the Develop a user interface prototype for an Android application created and executed successfully