

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

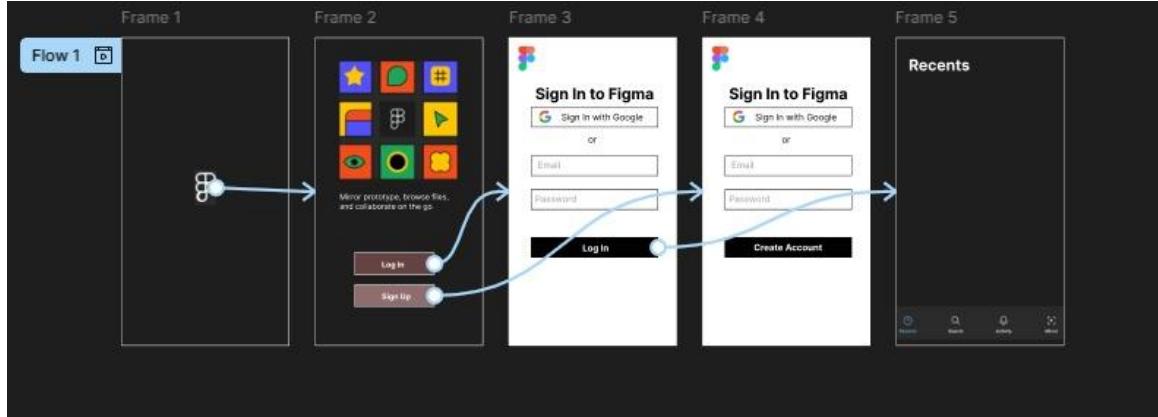
Aim:

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

Design:



Result:

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