Aim: to develop and design a mobile application to change background colour and menus.

Procedure:

 Outline your design goals and user needs.

 Set up a Figma file with frames, grids, and guides.

 Create reusable components like buttons, icons, and text styles.

 Design layouts, prototype interactions, and refine details.

 Share for feedback, finalize, and export deliverables.

Output:

