PRACTICAL: 2

AIM:

To create low-fidelity wireframes and design a complete UI screen navigation flow for the selected mobile application.

1. INTRODUCTION:

Wireframes act as the blueprint of a mobile application. They help in defining the overall structure of the application, screen layout, component placement, and user interaction flow without focusing on final colors or visual styling.

A UI flow diagram visually represents how users navigate between different screens of the application, ensuring smooth, logical, and user-friendly navigation.

In this practical, low-fidelity wireframes for the "LeaveWise – Smart Attendance & Leave Planning App for Students" are designed using Figma. A complete UI navigation flow is also created to represent the movement of users across screens. These designs will be useful for future labs involving UI development, CRUD operations, and navigation implementation.

2. PRACTICAL OBJECTIVES:

By the end of this practical, the following objectives are achieved:

- To create low-fidelity wireframes for essential app screens
- To understand layout organization and content hierarchy
- To visualize user navigation patterns across the application
- To design a complete UI flow diagram
- To prepare visual documentation for future development
- To improve usability through clear and simple screen structure

3. WHAT TO DO/ HOW TO DO:

Step 1: Identify Required Screens:

Based on project requirements and use cases, the following screens are identified for the LeaveWise application:

1. Splash Screen
2. Login Screen
3. Semester Setup Screen
4. Timetable Upload / Planner Screen
5. Attendance Planning Screen (Planned Attendance – CRUD)
6. Actual Attendance Marking Screen (Actual Attendance – CRUD)
7. Dashboard / Attendance Summary Screen
8. Notifications Screen
9. Profile / Settings Screen

Step 2: Create Low-Fidelity Wireframes:

Low-fidelity wireframes are created using **Figma**. Only simple shapes, boxes, and labels are used without colors or styling.

Each wireframe includes:

- Buttons
- Text fields / inputs
- Header / AppBar
- Placeholder icons
- Cards and lists
- Navigation buttons
- Message and warning placeholders

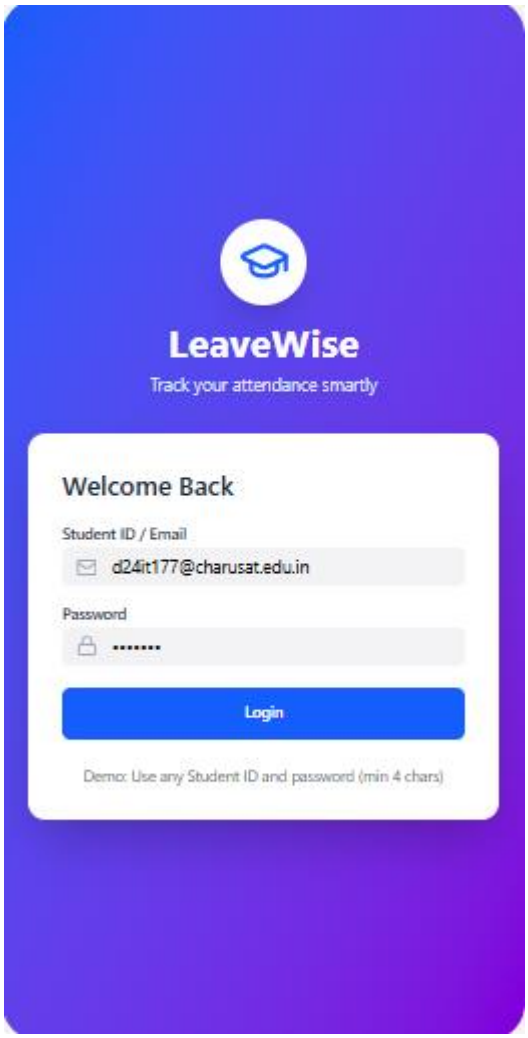
Screen-Wise Wireframe Description & Design~

1. Splash Screen:

- App name placeholder
- Logo placeholder
- Loading indicator

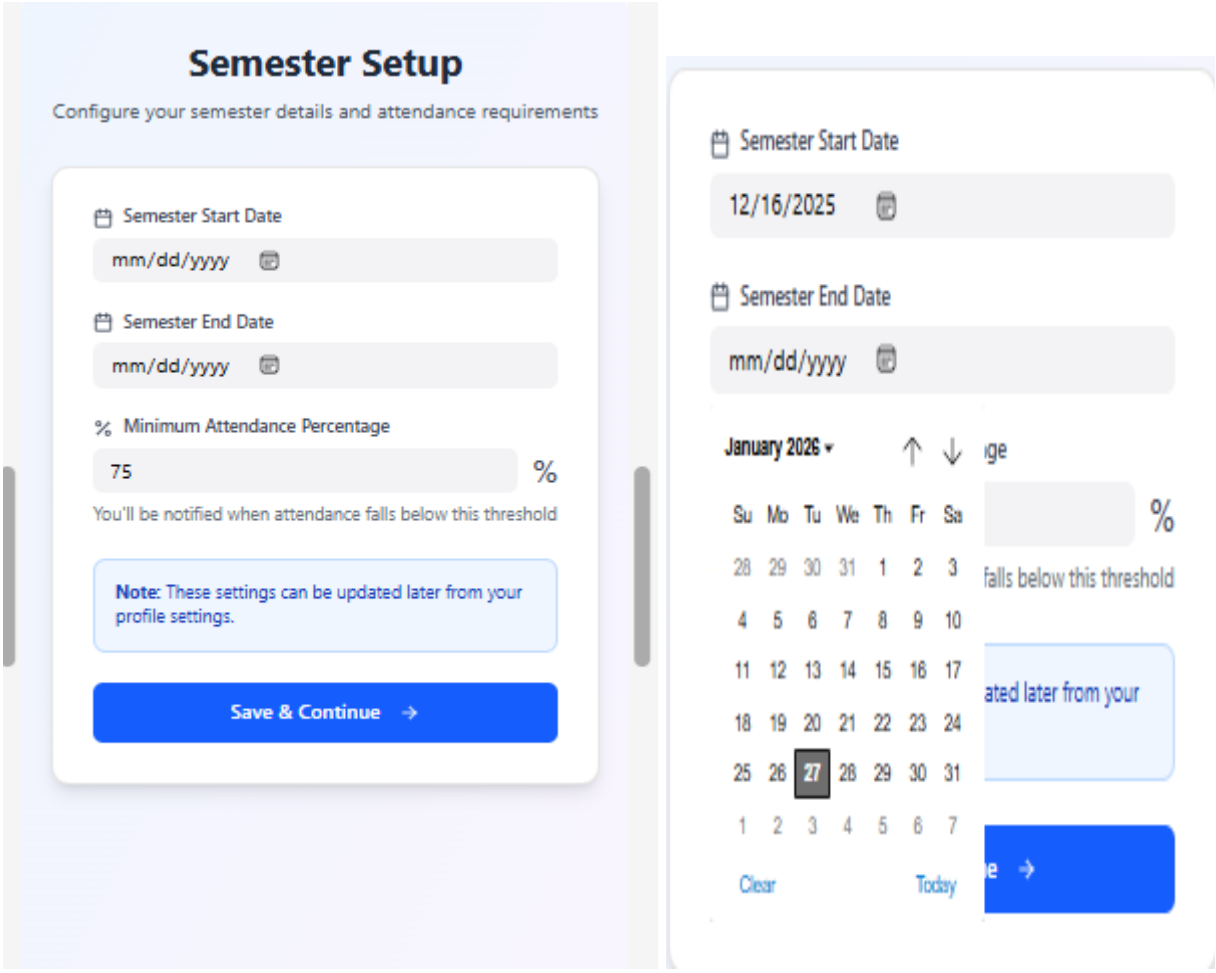
2. Login Screen:

- Input field: Student ID / Email
- Input field: Password
- Login button
- Error message placeholder



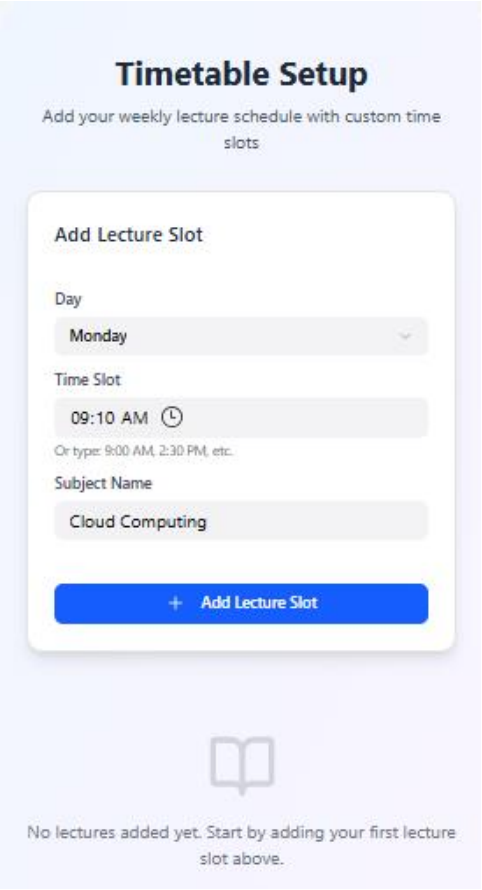
3. Semester Setup Screen:

- Semester start date input
- Semester end date input
- Minimum attendance percentage input
- Save & Continue button



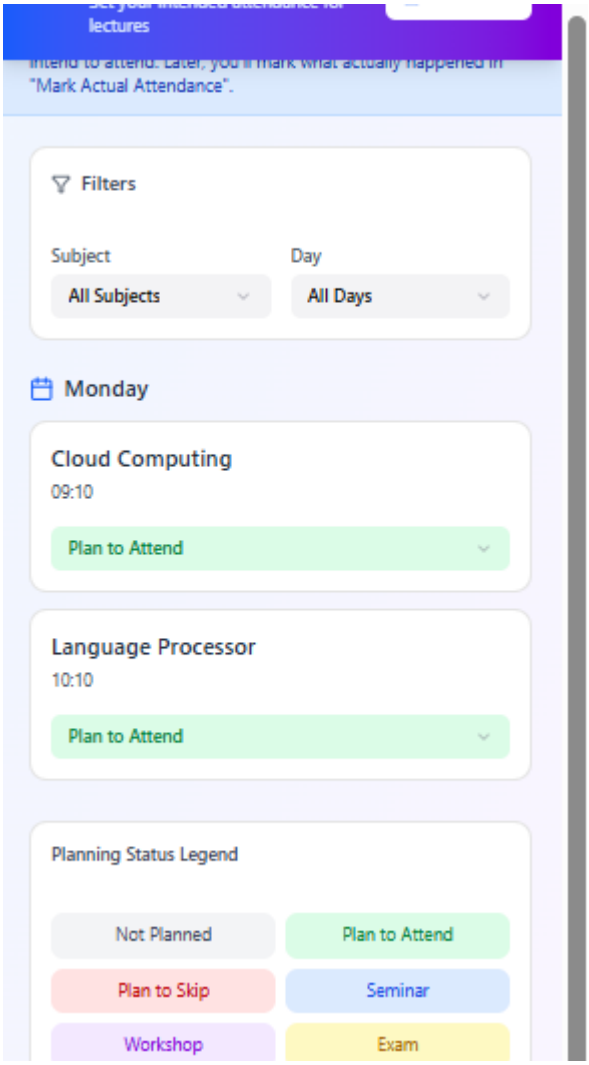
4. Timetable Planner Screen:

- Timetable upload placeholder
- Weekly timetable grid (days and lecture slots)
- Proceed button



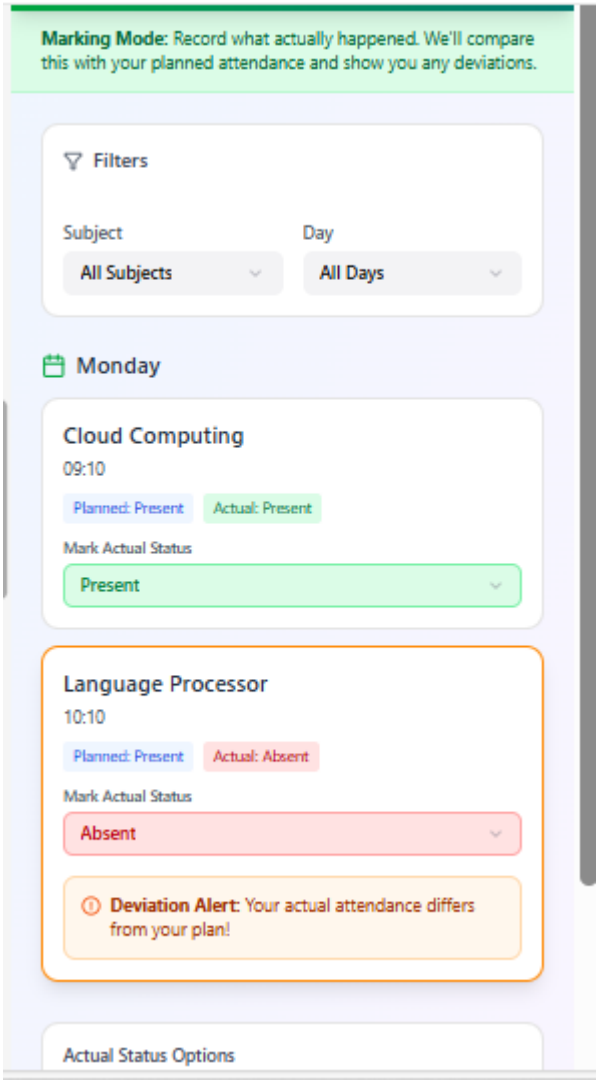
5. Attendance Planning Screen (Planned Attendance – CRUD):

- Subject selection dropdown
- Editable lecture time slots
- Options: Present, Absent, Seminar, Workshop, Exam, Not Taken
- Save Planned Attendance button
- Warning message placeholder



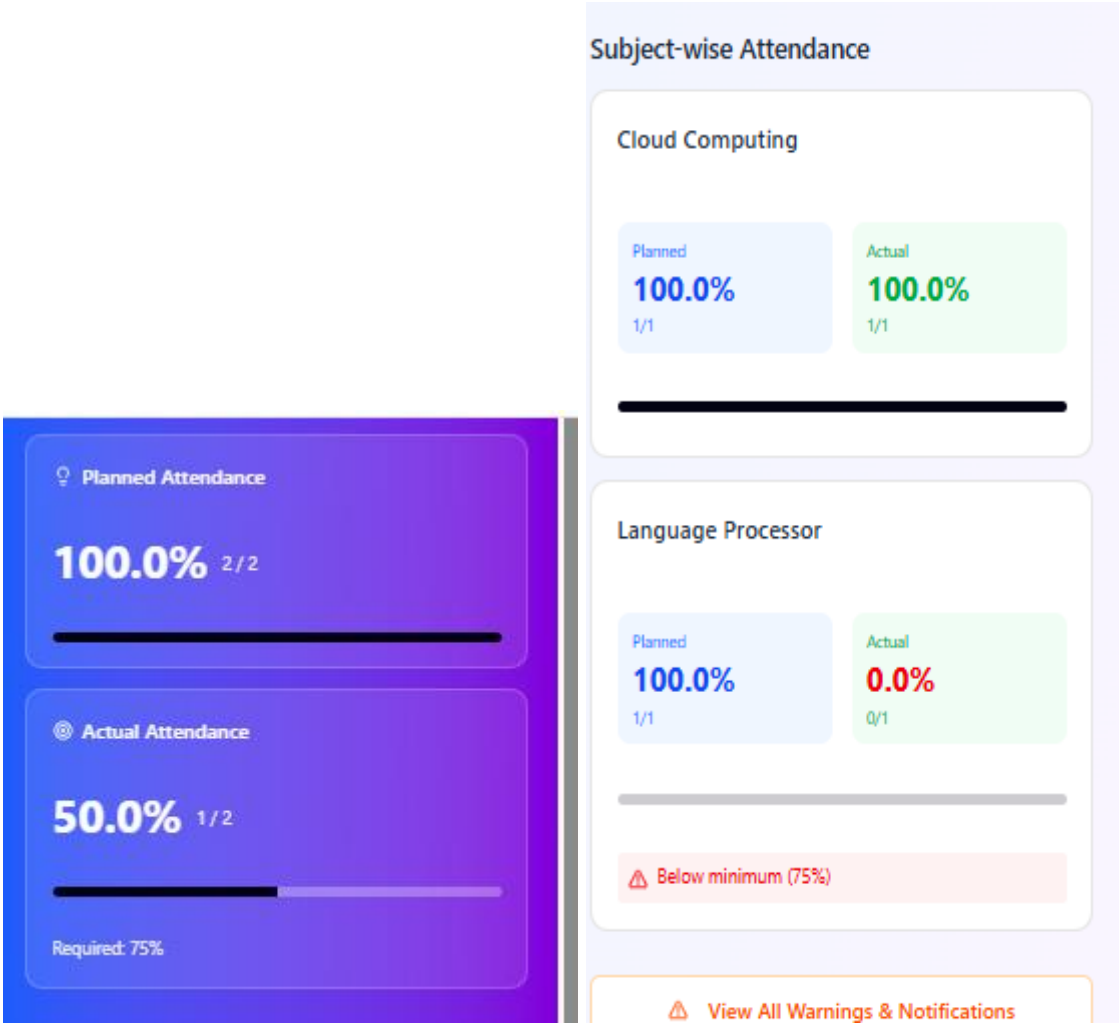
6. Actual Attendance Marking Screen:

- Subject dropdown
- List of lecture slots
- Options: Attended / Not Attended
- Save Actual Attendance button
- Planned vs Actual mismatch message



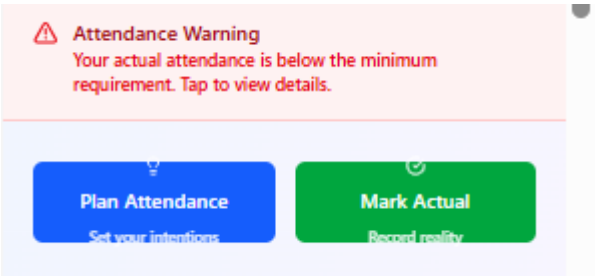
7. Dashboard / Attendance Summary Screen:

- Subject-wise attendance percentage cards
- Overall attendance percentage
- Buttons: Plan Attendance, Mark Actual Attendance, Notifications



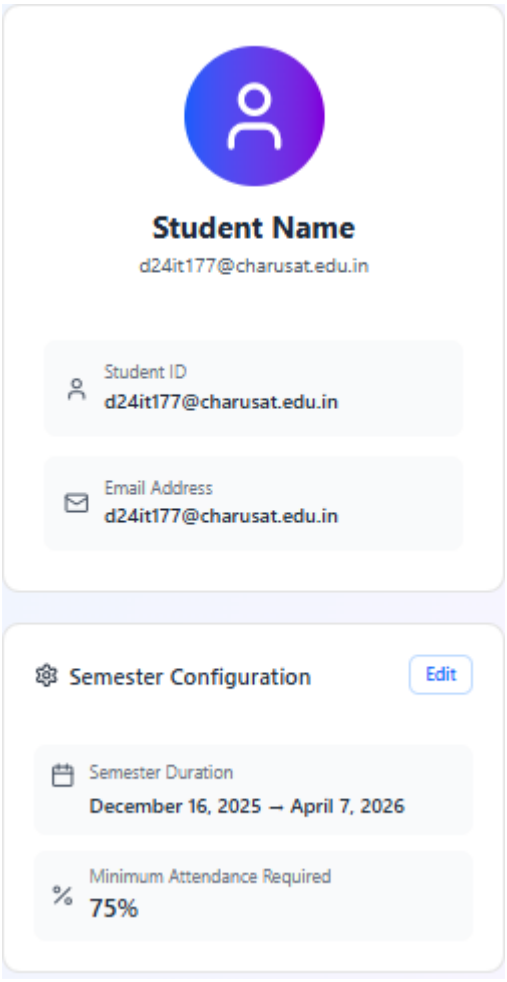
8. Notifications Screen:

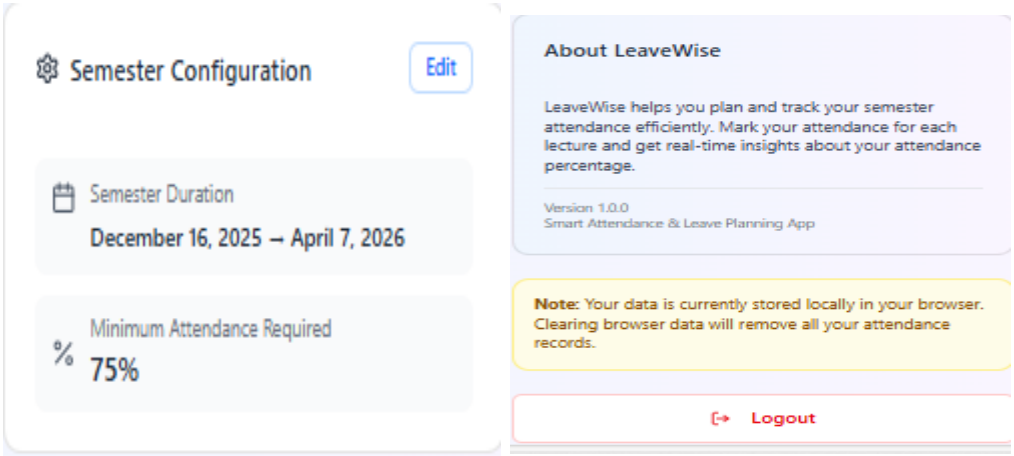
- List of warning messages
- Low attendance alerts
- Plan vs actual attendance alerts



9. Profile / Settings Screen:

- Student details placeholders
- Edit timetable / time slots option
- Logout button





Step 3: Arrange Screens in Sequence:

The wireframes are arranged in the following sequence to represent the user journey:

Splash → Login → Semester Setup → Timetable Upload → Dashboard → Attendance Planning / Actual Attendance → Notifications → Profile → Exit

This sequence helps in building a clear UI navigation flow.

Step 4: Create the UI Flow Diagram:

A UI flow diagram is created using directional arrows to represent navigation between screens.

Major Navigation Flows:

- Login Screen → Dashboard
- Dashboard → Attendance Planning
- Dashboard → Actual Attendance Marking

CRUD Flow:

- Attendance List → Add / Edit Attendance → Save → Back to Dashboard

Optional Flow:

- Dashboard → Notifications
- Dashboard → Profile / Settings

Transitions are labeled clearly such as:

- "On Click: Login Button"
- "Save Planned Attendance"
- "Save Actual Attendance"
- "Low Attendance Warning Trigger"

4. EXPECTED OUTCOME:

After completing this lab, the following outcomes are achieved:

- A complete set of low-fidelity wireframes for the LeaveWise application
- A clear and structured UI navigation flow diagram
- Well-defined interaction between screens
- A strong visual reference for implementing UI components in future labs
- Better understanding of UX planning and screen layout principles

5. CONCLUSION:

Low-fidelity wireframes and a complete UI navigation flow were successfully designed for the *LeaveWise – Smart Attendance & Leave Planning App for Students*. The wireframes helped in clearly defining the structure, layout, and placement of UI components without focusing on visual styling. The

UI flow diagram provided a clear understanding of how users navigate between different screens, including planned attendance, actual attendance, notifications, and settings. This practical improved understanding of UX planning, screen organization, and navigation logic, and will serve as a strong foundation for implementing UI components and functionality in future development labs.