



https://miprimerproyecto.com



Sobre nosotros

Recoleccion

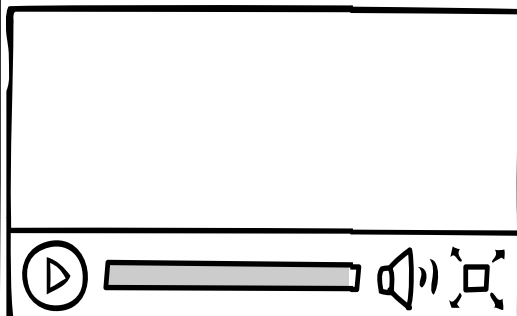
Registrate



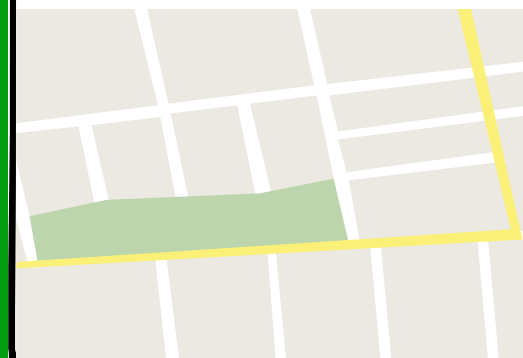
Q search



Proceso de recoleccion y  
reciclaje

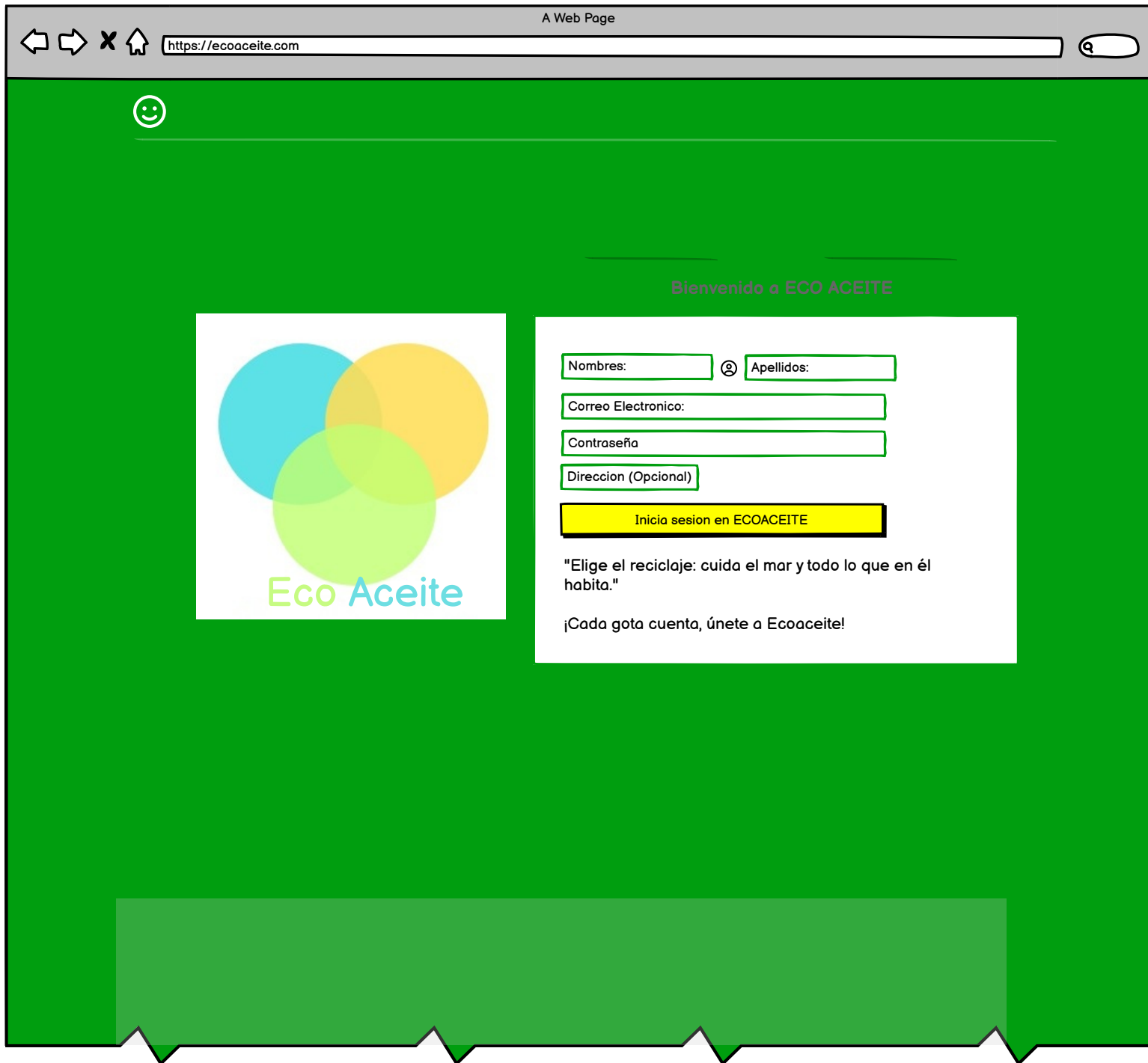


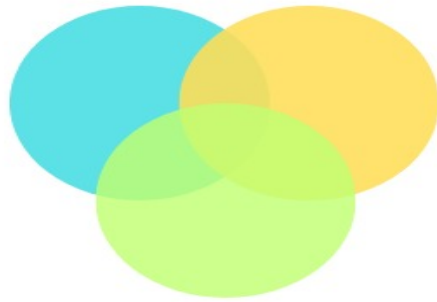
Puntos de recoleccion



# What can you wireframe with Balsamiq?

## Websites and Web Apps





## Eco Aceite

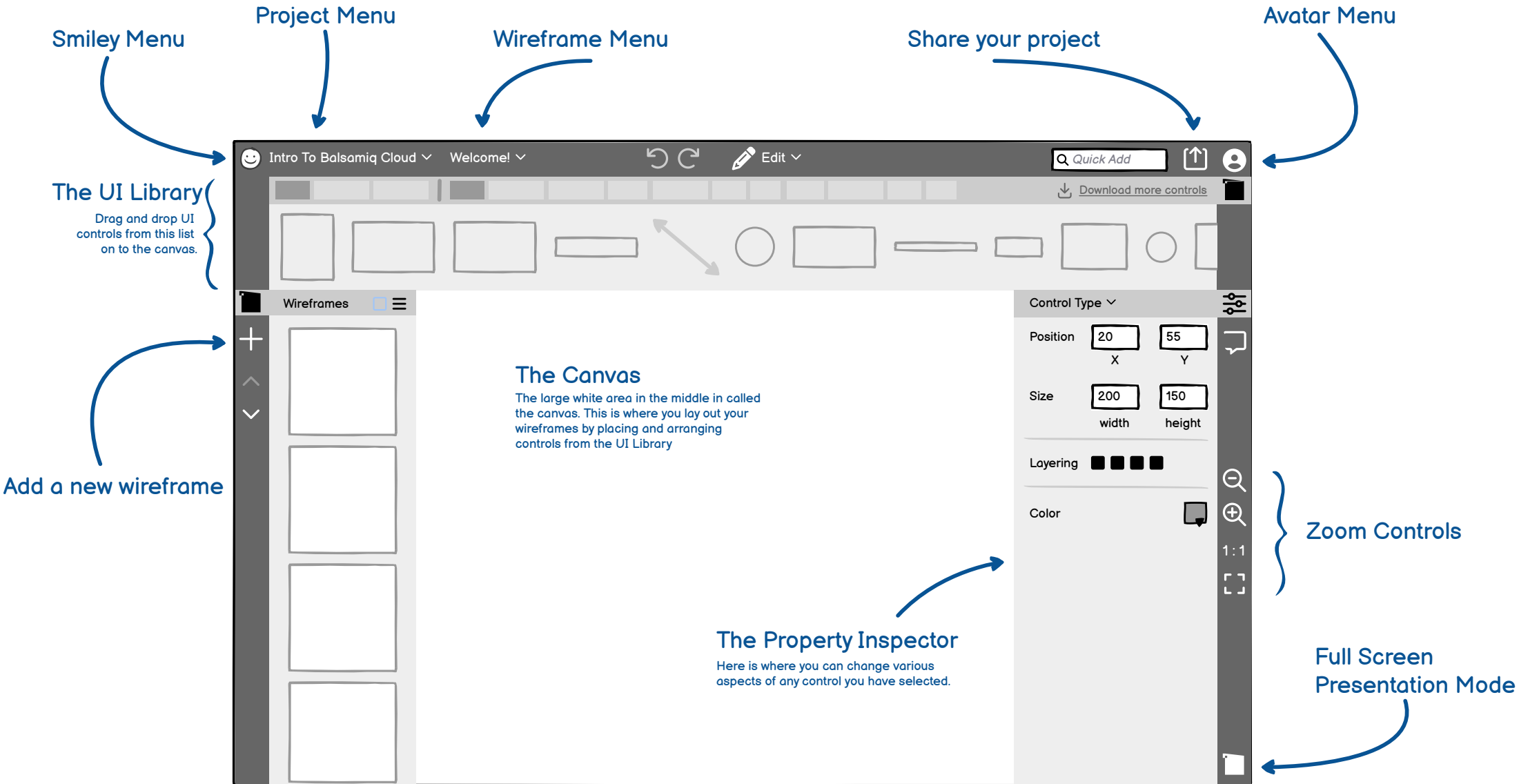


Sabias que:

¡Un solo litro de aceite puede contaminar hasta 1 millón de litros de agua, lo que es aproximadamente la cantidad de agua que consumen 50 personas durante un año!



# Getting around Balsamiq



# Adding UI Controls

User Interface Controls are the building blocks for your wireframes.

Sometimes called *widgets*, *elements*, or *components*, these are Buttons, Checkboxes, Labels, etc. Balsamiq includes 75+ control types, for websites, as well as web, desktop, or mobile apps.

## Let's try it!

### 1. Double-Click on a "Squiggly Block of Text" control in the UI Library (above)

Balsamiq will place it in the top-left of your wireframe. You can also drag+drop if you prefer.

### 2. Grab the new control and move it to this area

Just click anywhere in the middle of the control, and drag.



### 3. Drag the bottom-right control point to resize it.

Try to hit the target!



## That's it!

You've just learned how to add, move, and resize UI controls!

This is most of what you will be doing to assemble wireframes in Balsamiq.

# Customizing Controls

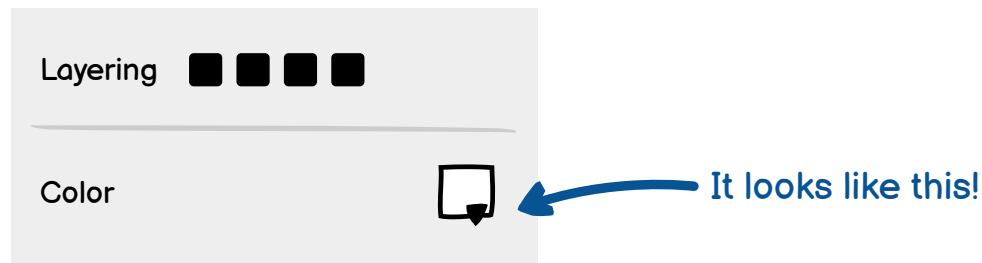
After adding a control, you can customize it via the Property Inspector (the panel on the right).

## Let's try it!

1. Click on the Sign Up button to select it.

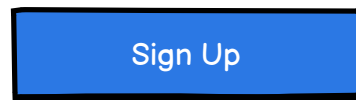


2. Look right to the Property Inspector, and use it to change the button color to blue.



## That's it!

The button above should now look like this:



Try customizing the button some more with the inspector!

# Editing Text in Controls

To edit a control's text, you can double-click on it, or use the ENTER key after selecting it.

## Let's try it!

### 1. Double-click on this button control

You will see a text editing area pop up.



Button

### 2. Enter a new label for your button

For instance, "Subscribe".

### 3. Hit the ENTER key to commit the new text

Or click anywhere on the canvas.

## That's it!

The button should now look like this:

Subscribe

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## Text in Balsamiq is really powerful!

You can make it **bold**, *italic*, and even make it change the format of controls.

Double-click on each of the controls below to see some examples.

This is **bold** text.

[Home](#) > [Products](#) > [Xyz](#) > Features

One	Two	Three
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Alert

Alert text goes here

NoYes

A **paragraph** of **text** with an [unassigned link](#).

A *second row* of ~~text~~ with a [web link](#)

An icon  inline with text.

Fancy hidden feature!

Try typing 'lorem' in a Text Paragraph control, and see what happens!

# Drawing Controls

There is another way to add UI controls to the canvas. It takes two hands!

## Let's try it!

- 1. With your non-dominant index finger, hold down the R key

The mouse pointer will change to look similar to this: 

- 2. While holding the key, drag your mouse across the screen

Try to hit the.  target!

- 3. Let go of the mouse button to finish drawing the rectangle

You might need to practice this a couple of times, but once you get it, you'll be so fast.



You can draw other controls quickly the same way.

Key	Draws a...
R	Rectangle
T	Squiggly Block of Text
Y	Squiggly Line of Text
I	Image
A	Arrow

Try them out in this area!





# Working with Images

To add images to your wireframes, you simply drag and drop them onto the canvas.

## Let's try it!

1. Find an image file (PNG, JPG) on your computer, and drag it here.

The image will be imported into this project.

2. Move and resize it as you please

Hold down the SHIFT key to maintain its aspect ratio.

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## Fancy things you can do with images and screenshots!



Crop them!

To use only the parts that you want to see.



Split them!

To make room for new features in existing UIs.



Sketch them!

So that people don't get hung up on colors.



Extract text from them!

To magically split the text from the image, so you can edit it.