16. Develop a wireframe for a mobile application that addresses challenges related to ad hoc wireless networks using Figma.

Aim: -

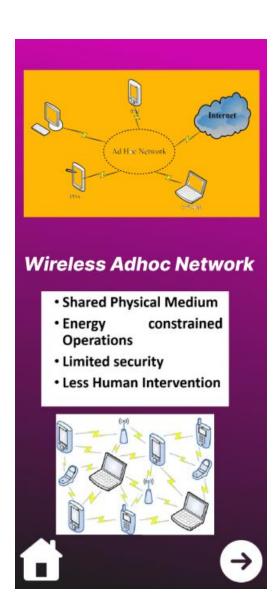
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Procedure: -

- 1. open Figma
- 2. Create a new file
- 3. Select the Frames
- 4. Design Visual Elements
- 5. Make it Interactive
- 6. Add icons on the Frame
- 7. Incorporate Multimedia
- 8. Storyboard Animation
- 9. Review and edit the Prototype
- 10. Save and Share

Design: -





1. Dynamic Topology:

- MANETs have a dynamic topology as nodes move unpredictably. This dynamic nature makes it challenging to establish and maintain stable network connections.
- Frequent changes in network topology require efficient routing protocols that can adapt to these changes.

2. Limited Bandwidth and Energy Constraints:

- Devices in ad hoc networks often operate on limited battery power.
 Energy efficiency is crucial, and communication protocols need to be designed to minimize energy consumption.
- Limited bandwidth is another constraint, requiring efficient use of available resources for data transmission.

3. Routing Protocols:

 Developing robust and efficient routing protocols for ad hoc networks is challenging due to the dynamic nature of the topology.

Result: -

Hence a wireframe for a mobile application that addresses challenges related to ad hoc wireless networks using Figma is created and executed successfully