



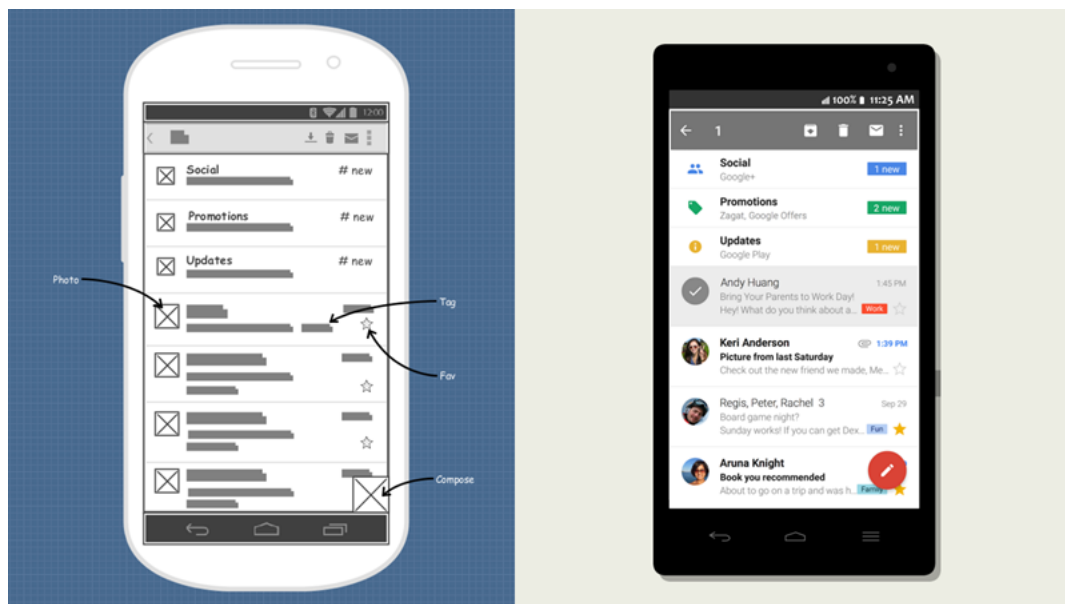
## Android Phone Wireframes

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Android phone wireframes are screen sketches of an app that's run on an Android phone. We create Android phone wireframe for confirming of app design ideas with end users.

### What is an Android Phone Wireframe?

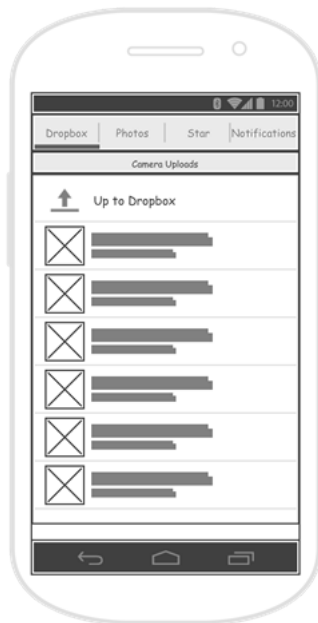
Android wireframes are screen sketches of an Android apps. It helps you present and explain design ideas of apps to customers, which ultimately leads to a consensus on the ideas proposed.



Wireframes are intended to use to demonstrate the functionalities, user interactions and screen flows, without explicitly specifying the actual screen components should look like and how the components should behave in order to keep the upfront development effort and cost in its lowest minimum.

### Android wireframe examples

Here is an Android wireframe example created based on Dropbox. As you can see, instead of showing real photos we used image placeholders. Placeholder of text has also been used instead of showing any file name.



The following Android wireframe example is about a sport tracking app. It consists of the mixed use of label, spinner, image (placeholder) and polygon shape (i.e. the play button).

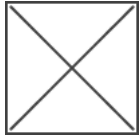


## Android phone wireframe components

An Android app wireframe is only a low-fidelity version of an interface. Each Android wireframe comprises basic graphic elements that represents the screen components, or the placeholders of screen components. The following are the Android wireframe components you can use in creating a wireframe.

### Image

An image can be an icon or any image data.



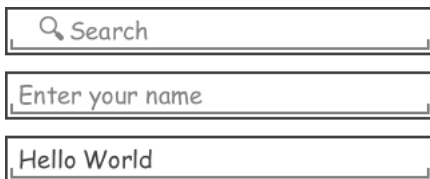
#### Label

A label is a text on screen.



#### Text Field

A text field allows user to type text. Touching the text field shows the cursor and displays the keyboard. User can then start typing. Text fields also supports functions like ranged text selection, copy, cut and paste.



#### Button

A button allows user to touch it for triggering an action. It consists of a text, an icon, or both text and icon that shows the action to trigger.



#### Toggle Button

A toggle button allows user to change the selection between two possible choices by touching it.



#### Switch

A switch is a kind of toggle button. It was introduced in Android 4.0. It allows user to switch between two states (e.g. on or off) when touching it.



#### Checkbox

Checkboxes allow user to select one or more options from a set.

- ☐ Apple
- ☐ Orange
- ☐ Pineapple

#### Radio Button

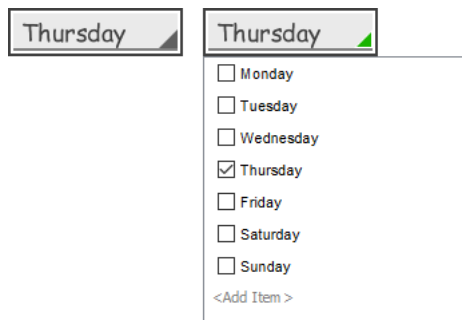
Radio buttons allow the user to select one and only one option from a set. If you think that the user needs to see all available options on the screen, use radio buttons. Otherwise, use a spinner instead.

### Attending?

- ☒ Yes  
☐ No  
☐ To-be Confirmed

### Spinner

A spinner provides a drop-down menu for the quick selection of a value from a set. A spinner shows in its 'body' the currently selected value. By touching the spinner, a drop-down menu will be displayed, listing all the available values from which the user can make a selection.



### Progress

A progress indicates the progress of certain running operation in a circle shape.



### Progress Bar

A progress bar is a bar that indicates the progress of certain running operation. It displays how far the operation has progressed.



#### Seek Bar

A seek bar allows the selection of progress level. A seek bar has a draggable thumb. User can drag the thumb to left or right to set the current progress level or use the arrow keys.



#### Ranking Bar

A ranking bar supports rating and the displaying of rating in stars. User can touch the star on the bar to set the rating.



#### Panel

A panel is a visual container of wireframe components.



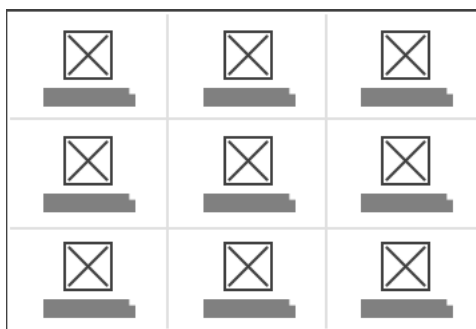
#### List View

A list view displays a list of scrollable items.



#### Grid View

A grid view displays items in a two-dimensional and scrollable grid.



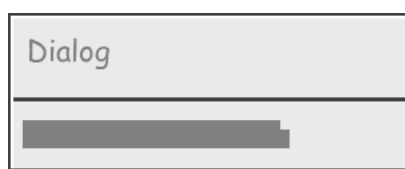
#### Tab Host

A tab host is a container of tabs. User can click to select a specific tab to populate related content.



#### Dialog

A dialog is a small window that prompts the user to make a decision (e.g. Confirm/Cancel). A dialog is shown on top of all the other components on a screen. It is used for modal events that require users to take an action before they can continue.





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