



How to Draw Wireframe for Android Apps?

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A [wireframe](#) is a basic sketch of the application, website or system that you plan to build. Unlike many other screen design or mock-up techniques, wireframes are created in black and white using simple placeholders, boxes and lines. Rather than focusing on details, wireframes provide a general idea of what the final product - i.e. the application - will look like, how screens will flow, and how different elements will be laid out on the screen.

What is an Android Wireframe?

Android wireframes are a type of wireframe that can be used to design mobile apps for the Android operating system. Wireframes serve as the foundation for the visual design of your mobile application, providing a blueprint of the app's layout and user interface.

One of the key advantages of using wireframes is that they are simple and easy to understand, even for those without a technical background. This makes them an ideal tool for including in a business requirements document, as they can help clients or stakeholders visualize the final product and provide valuable feedback.

What is this Tutorial about?

This is an Android wireframe tutorial written to demonstrate the use of [wireframe tools](#) in creating Android wireframes.

We need an example to demonstrate the ideas. Let's switch on your mobile phone and turn on the Google Play Store. You are going to create a wireframe for Google Play Store.

Preparation

In order complete this tutorial, make sure you have Visual Paradigm downloaded and installed. [Click here to download Visual Paradigm](#) if you do not have it installed.

Part I - Creating an Android Wireframe

1. Create a new project by selecting **Project > New** from the application toolbar. In the **New Project** window, enter *Tutorial* as project name and click **Create Blank Project**.
2. Select **Diagram > New** from the application toolbar.
3. In the **New Diagram** window, select **Android Phone Wireframe** and click **Next**.

4. Enter *Google Play Store* as the name of the wireframe (diagram) and click **OK**. This creates a blank Android Phone wireframe.

Part II - Drawing an Android Wireframe

In this section, you are going to draw the wireframe content for the Android wireframe with the Android wireframe tools.

1. Let's show the action bar first. Right-click at the top of the phone and select **Action Bar > Show** from the popup menu.
2. This shows the action bar at the top of the phone. On the left hand side of bar there is a back button. Let's change it to a Drawer button. Right-click on it and select **Android...** from the popup menu.
3. In the popup window, scroll down and choose the **Drawer** icon, which is the second last icon. Click **OK**.
4. There should be an icon for Play Store, next to the drawer icon. Let's add a placeholder for this icon. Select Image from the diagram toolbar.
5. Click next to the drawer icon to create the image.
6. Make it smaller by dragging its resize handler at bottom right.

7. Release the mouse button until the image placeholder fit into the action bar.

Adjust the position of image placeholder by dragging it. When you drag, you can see a dotted alignment guide. That guide helps you reposition the dragging content upon an adjacent shape.

Wireframe is simple. It contains little or even no details about graphical and text content. You do not need to show the actual graphical content of the Play Store icon (unless it has a significant functional importance).

8. Next to the icon there should be a caption "Play Store". Create a label for it. Instead of using the diagram toolbar, let's try something different. Click once next to the image shape you just created. This shows a green icon, known as the smart resource.
9. Press on the smart resource and hold the mouse button. Drag towards bottom right to form the label shape.
10. Release the mouse button. A button should is created for you. Change it to a label by selecting **More > Label** from the drop down menu.
11. This creates a "gray shadow", as a placeholder of label. Double click on it.
12. Enter Play Store as caption and press **Ctrl-Enter** to confirm editing.
13. On the right hand side of the action bar, there should be a search button, represented by a magnifier. Let's replace the original **Overflow** icon with a magnifier. Right-click on the icon and select **Android...** from the popup menu.
14. Choose the **Search** icon and click **OK** to confirm.

15. Resize the icon to make it fit into the action bar. Up to now, the action bar should look like this:

16. Let's proceed with drawing the main content. At the top of the screen there should be six buttons - Apps, Games, Movies & TV, Music, Books and Magazines. Let's create a button for each of them. Select **Button** from the diagram toolbar.

17. Click on the top left of the phone to create a button.

18. Resize it to approximately half of the screen width. Again, you can resize by dragging the resize handler.

19. Double click on the button and rename it to *Apps*.

20. There should be an icon on the left hand side of the button. Apply the techniques described in step 4 to 7 to create an image inside the button.

21. There are six buttons in total. Instead of creating them one by one, you can make use of the Duplicate function to make copies from the *Apps* button. Click on the *Apps* button to select it.

22. The Duplicate resource is shown below the selection. Press on it and hold the mouse button. Drag it to the right hand side.

23. Release the mouse button. This creates a new button that looks the same as the source.

24. Rename *Apps* to *Games*.

25. Let's create the other buttons. Select the two buttons first. You can select a range of shape by pressing on the background and dragging over the target shapes.

26. Duplicate them to produce two new buttons.

27. Repeat these steps to create all the six buttons.

28. Let's create a *New Movie Releases* section under the buttons. Add a label under the button. Double click and set its caption to *New Movie Releases*.

29. Let's make the text larger. Click to select the label. Click on the **Font Size** resource and drag on the slider to increase the font size.

30. Add a *See More* button on the right hand side. Resize it to make it smaller.

31. There should be three "recommended picks" columns this section. Let's create the first item. Create a panel for a column. Again, select **Panel** from the diagram toolbar and then click on the wireframe to create it.

32. The upper part of the panel should be a preview image. Add an image shape in it.

33. Under the image, there should be the name of the item, along with a short description. Represent this with two labels.

34. On the right hand side, there should be an Overflow icon, and price information. Represent this with an image shape and a label.

35. Make use of the Duplicate function to create two more panels.
36. Let's create the *Recommended for You* section by duplicating the *New Movie Releases* section. Select the related wireframe elements and duplicate them.
37. Release the mouse button and rename *New Movie Releases* to *Recommended for You*.
38. There should be only two columns under this section. So let's delete the third panel, then resize the remaining two to make it look like:

That's all for drawing a wireframe. Your end result should look like this:

Part III - Exporting Android Wireframe to Image File

You can now export your work into image file. To export image:

1. Select **File > Export > Active Diagram as Image...** from the main menu.
2. In the **Save** window, adjust the save options such as the file type and output quality.
3. Click **Save**. You now obtain an image file for your great Android wireframe! :-)

Resources

1. [YouTube video - Requirements Gathering with UeXceler 3.0](#)
2. [Tutorial - How to Gather Requirements with UeXceler? \(YouTube Example\)](#)
3. [YouTube - How to Create Scenario-Based Wireframe?](#)
4. [Requirements Gathering with UeXceler](#)
5. [Sample Android Wireframe Project - Android-Wireframe-Sample.vpp](#)

Related Links

- [Full set of UML tools and UML diagrams](#)

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