

# Exercise 6

## Online Shopping UI using RAD Model

**Register Number:** 230701257

**Tool Used:** Axure RP

**Project Title:** Online Shopping App Interface

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### Introduction

Designing a great user interface (UI) is all about making apps easy to use, accessible, and enjoyable. In this assignment, I explored the **Rapid Application Development (RAD)** model—a process that focuses on quick prototyping, regular user feedback, and constant improvement.

For this project, I designed an **Online Shopping App UI** using **Axure RP**, covering important screens like **Home**, **Registration**, **Payment**, and **Order Confirmation**. The goal was to walk through each RAD phase while building an interactive shopping experience.

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### Applying the RAD Model to UI Design

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#### Phase 1: Requirements Planning

In this phase, I focused on understanding what the app needs to do and how users will interact with it.

##### Key Features:

- Simple registration form (Name, Phone, Email, Password)
  - Easy navigation by product categories (Electronics, Mobiles, Groceries, etc.)
  - Highlighting top deals
  - A payment screen
  - Final confirmation after payment
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#### Phase 2: User Design

**Tool Used:** [Axure RP](#)

**Project Title:** *Online Shopping App Interface*

1. **Registration Page**
  - Fields for user details
  - “Next” button to continue
2. **Registration Success Page**
  - A thank-you message
  - “Start” button to go to the home screen
3. **Home Page**
  - categories like Mobiles, Electronics, Groceries
  - A “Top Deals” section with product cards
4. **Payment Page**
  - Inputs for card number, expiry, CVV
  - “Pay” button to process the payment
5. **Payment Success Page**
  - “Payment Successful!” message
  - A button to continue shopping

#### **Interactive Features:**

- Clickable buttons to simulate page transitions
  - Category tiles that behave like real navigation
  - Scrollable product lists
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### **Phase 3: Construction**

After designing the wireframes, I brought them to life by adding interactions and transitions in Axure.

#### **What I built:**

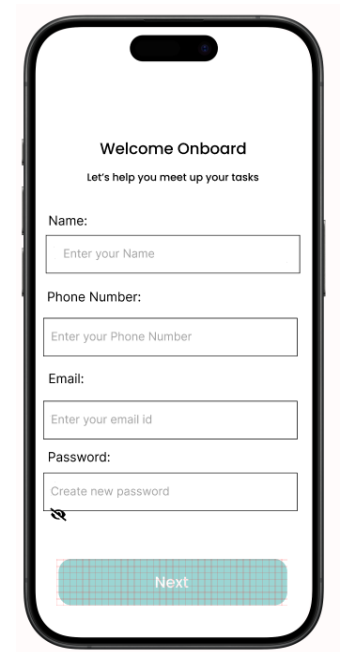
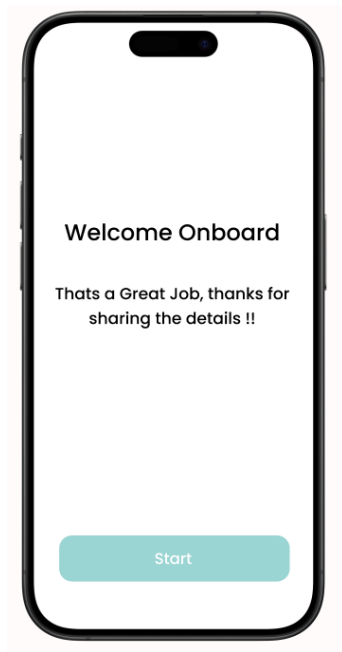
- All screens are linked with OnClick events
  - Navigation between registration, home, payment, and success flows smoothly
  - A realistic shopping flow from start to finish
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### **Phase 4: Cutover**

In the final phase, I prepared everything for sharing and presentation.

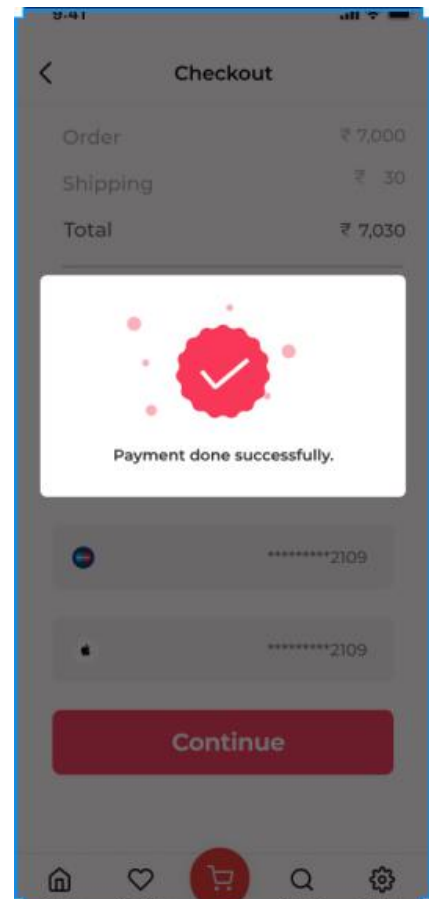
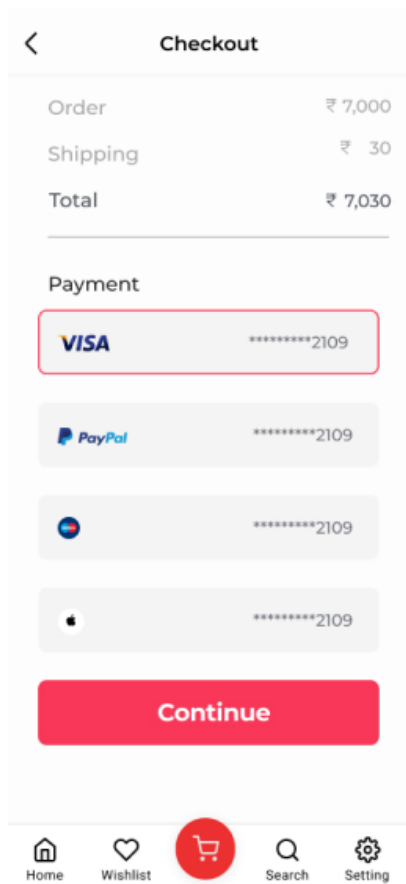
#### **Deployment:**

- The project was exported or published via Axure Cloud
- Shared with classmates and instructors for review



## Screens Overview

Page	What It Does
<b>Registration</b>	Collects user info (name, email, etc.)
<b>Success</b>	Confirms registration, leads to shopping
<b>Home</b>	Displays categories and top deals
<b>Payment</b>	Simulates entering card details
<b>Success Page</b>	Confirms successful payment and closes loop



## Conclusion

This project was a great hands-on experience in using the **RAD model** to build a UI. With Axure RP, I was able to quickly prototype and improve the app based on user needs. The process showed how rapid design, feedback, and iteration can create a smooth, intuitive shopping experience without slowing down development.