

RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105



**RAJALAKSHMI
ENGINEERING COLLEGE**

**CS23A34
USER INTERFACE AND DESIGN LAB**

Laboratory Observation NoteBook

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**Simulate the lifecycle stages for UI design using the RAD
model and develop a small interactive interface using Axure
RP.**

Aim:

The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.

Procedure:

RAD Model (Rapid Application Development): The RAD model emphasizes quick development and iteration. It consists of the following phases:

1. Requirements Planning:
 - Gather initial requirements and identify key features of the UI.
 - Engage stakeholders to understand their needs and expectations.
2. User Design:
 - Create initial prototypes and wireframes.
 - Conduct user feedback sessions to refine the designs.
 - Use tools like Axure RP to develop interactive prototypes.
3. Construction:
 - Develop the actual UI based on the refined designs.
 - Perform iterative testing and feedback cycles.
4. Cutover:
 - Deploy the final UI.
 - Conduct user training and support.

Axure RP Interactive Interface Development

Phase 1: Requirements Planning

1. Identify Key Features:

- Navigation (Home, Product Categories, Product Details, Cart, Checkout, Order Confirmation, Order History)
- User actions (Browsing, Searching, Adding to Cart, Checkout, Tracking Orders)

2. Create a Requirements Document:

- List all features and functionalities.
- Document user stories and use cases.

Phase 2: User Design

1. Install and Launch Axure RP:

- Download and install Axure RP from Axure's official website.
- Launch the application.

2. Create a New Project:

- Go to File -> New to create a new project.
- Name the project (e.g., "Shopping App Interface").

3. Create Wireframes:

- Use the widget library to drag and drop elements onto the canvas.
- Design wireframes for each screen:
 - Home Page
 - Product Categories
 - Product Listings
 - Product Details
 - Cart
 - Checkout
 - Order Confirmation

4. Add Interactions:
 - Select an element (e.g., button) and go to the Properties panel.
 - Click on Interactions and choose an interaction (e.g., OnClick).
 - Define the action (e.g., navigate to another screen).
5. Create Masters:
 - Create reusable components (e.g., headers, footers) using Masters.
 - Drag and drop masters onto the wireframes.
6. Add Annotations:
 - Add notes to describe each element's purpose and functionality.
 - Use the Notes panel to add detailed annotations.

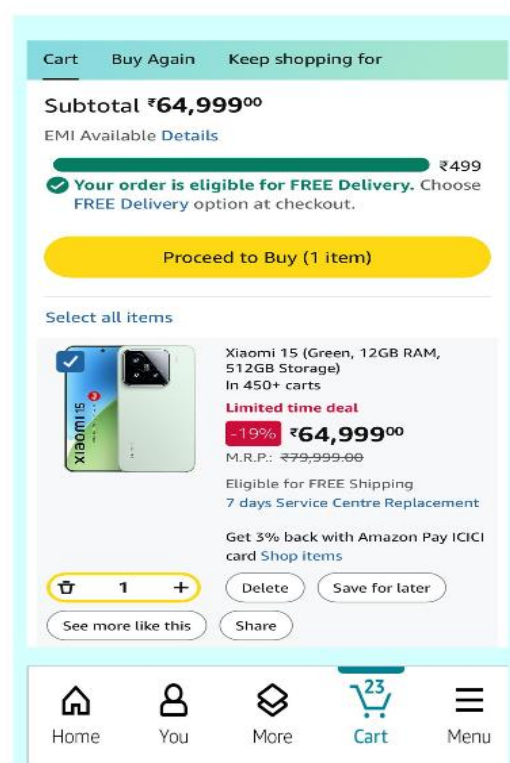
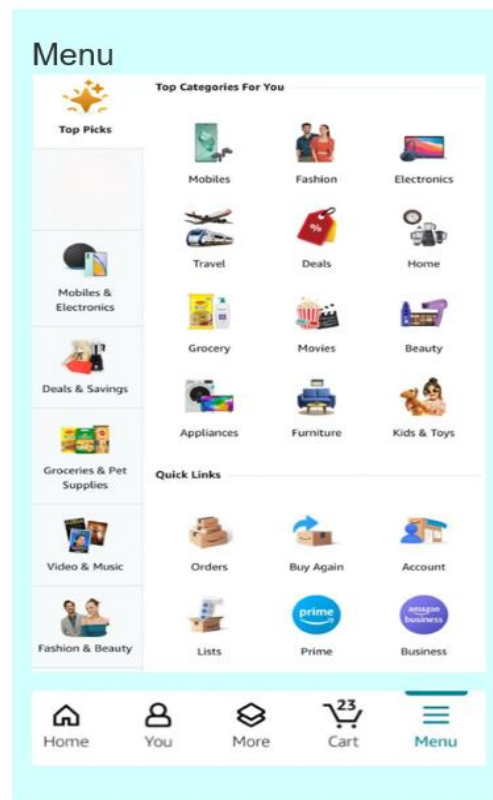
Phase 3: Construction

1. Develop Interactive Prototypes:
 - Convert wireframes into interactive prototypes by adding interactions and transitions.
 - Use dynamic panels to create interactive elements (e.g., carousels, pop-ups).
2. Test and Iterate:
 - Preview the prototype using the Preview button.
 - Gather feedback from users and stakeholders.
 - Make necessary adjustments based on feedback.

Phase 4: Cutover

1. Finalize and Export:
 - Finalize the design and interactions.
 - Export the prototype as an HTML file or share it via Axure Cloud.
2. User Training and Support:
 - Conduct training sessions to familiarize users with the new interface.
 - Provide documentation and support for any issues.

Output:



Checkout

Delivering to Sreevarssini
door no., street, area, pincode
landmark, district, state
[Change delivery address](#)

Continue

Select a payment method

- Cash on delivery
- UPI
- Debit card
- Credit card
- Net banking

Proceed to pay

Place Order

Order Confirmation



Order Confirmed
Successfully

Estimated Delivery :
10th April 2025

Track your order

Result:

Hence the task analysis and documentation for a online shopping app has been successfully done with the help of Dia.