RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105



CS23A34 USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

Name: SREE VARSSINI K S

Year/Branch/Section: II/CSE/D

Register No.: 230701332

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Ex. No.: 5b

Register No.: 230701332 Name: Sree Varssini K S

Simulate the life cycle stages for UI design using the RAD model and develop a small interactive interface using OpenProj.

Aim:

The aim is to recreate the lifecycle stages of UI design using the RAD model and design a small interactive interface with OpenProj.

Procedure:

Step 1: Requirements Planning

1. Gather Requirements:

- Identify key features and functionalities needed for your interface.
- Example: A simple "Login" and "Register" interface with debug logs.

2. Define Use Cases:

- Specify use cases for user login and registration.
- Example: User logs in with valid credentials, user registers with a new account.

Step 2: User Design

1. Sketch Initial Designs:

 Draw rough sketches of the "Login" and "Register" screens on paper.

2. Create Digital Wireframes:

o Use a tool like Figma or Sketch to create digital wireframes.

Example Wireframes:

- 1. **Login Screen**: Username field, Password field, Login button, Register link.
- 2. **Register Screen**: Username field, Email field, Password field, Confirm Password field, Register button.

Step 3: Rapid Prototyping

1. **Develop Prototypes**:

 Use a tool like Axure RP to convert wireframes into interactive prototypes.

2. Test Prototypes:

- Share prototypes with stakeholders for feedback.
- o Collect feedback and iterate on the design.

Step 4: User Acceptance/Testing

1. Review Prototype:

o Conduct user and stakeholder reviews.

2. Conduct Usability Testing:

Perform usability testing and document feedback.

Step 5: Implementation

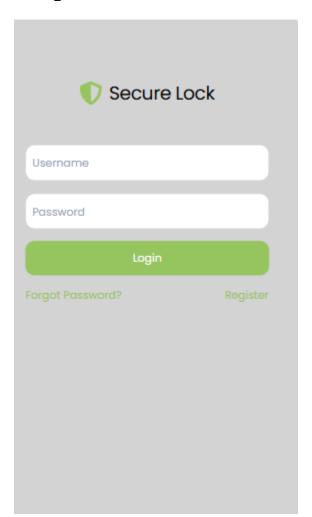
1. Develop Functional Interface:

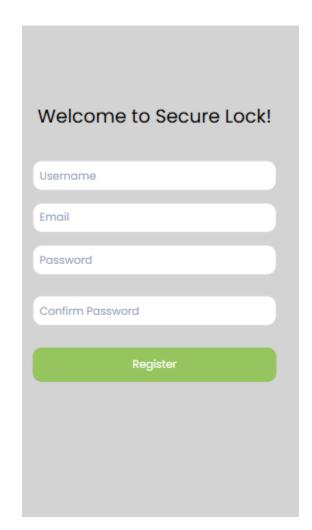
o Implement final designs and functionalities based on feedback.

2. **Integrate Backend** (if required):

 Connect the UI with backend services for tasks like user authentication.

Output:





Result:

Hence the recreation of the lifecycle stages of UI design using the RAD model and successfully designed a small interactive interface with OpenProj.