

# **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.

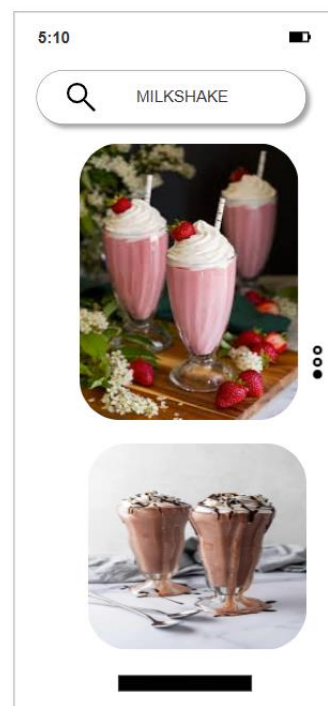
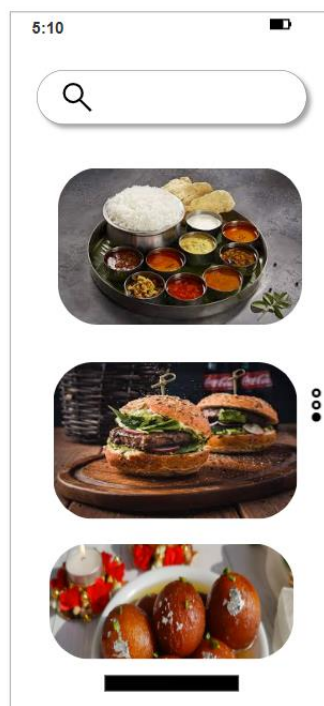
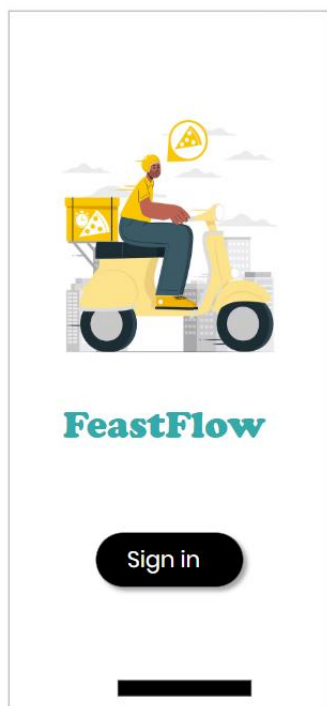
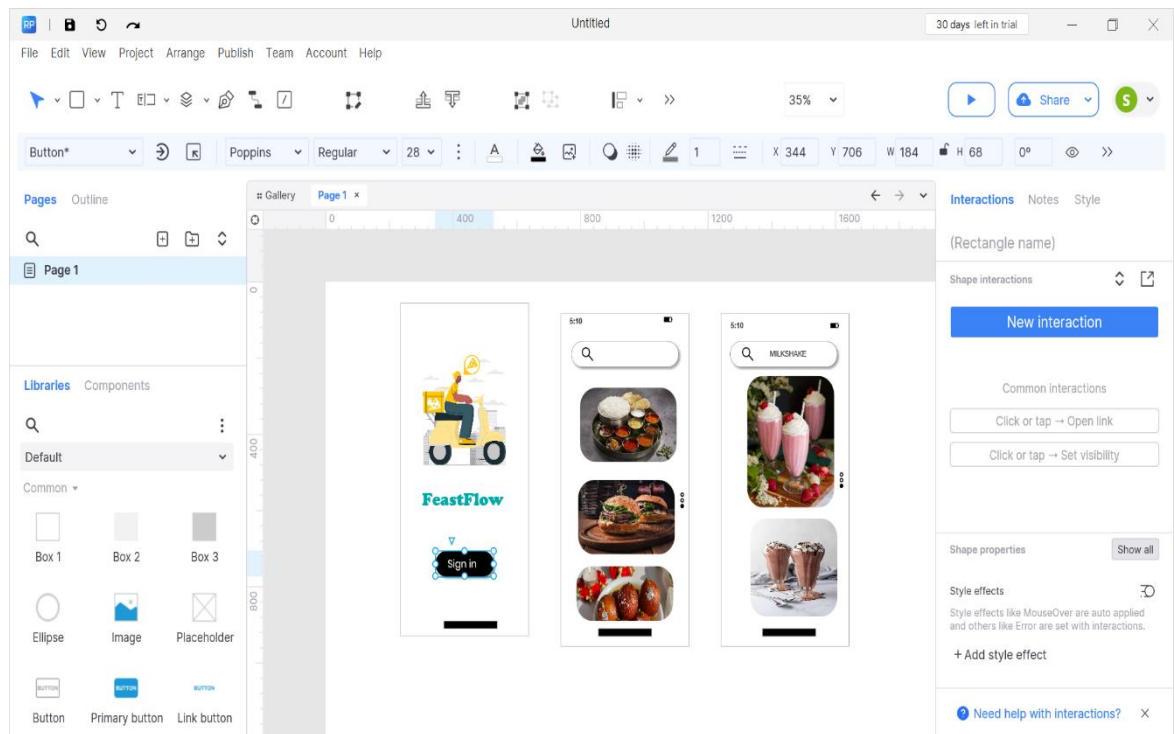
### **Phase 3: Construction**

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:



**Result:**

Thus the demonstration the lifecycle stages of UI design via the RAD model and successfully developed a small interactive interface employing Axure RP.