RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM - 602 105



CS23A34 USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

Name: SRIHARI S

Year/Branch/Section: II/CSE/D

Register No.: 230701340

Semester: IV

Academic Year: 2024-25

Ex. No.: 5b

Register No.: 230701340 Name: Srihari 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:

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

2. Define Use Cases:

- o 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:

- o 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:

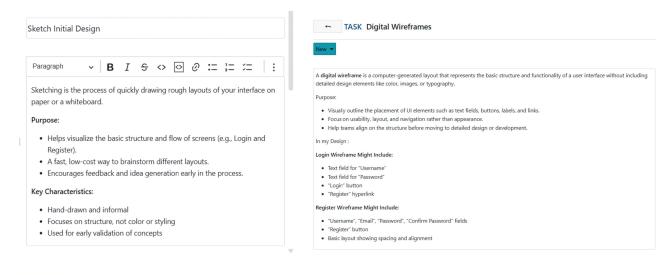
o Implement final designs and functionalities based on feedback.

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

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

Output:

In OpenProj:





New **▼**

The "Develop Prototype" task involves converting digital wireframes into interactive, clickable models that simulate the real behavior of the user interface. It helps visualize how users will interact with the system before actual coding begins.

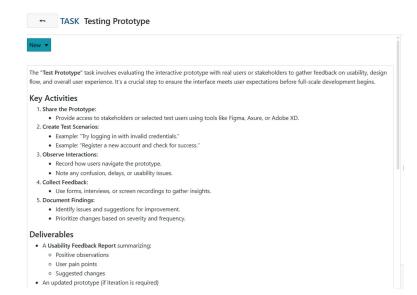
I have developed the prototype using Figma (Prototype Mode).

Key Activities

- 1. Import Wireframes: Start with your finalized wireframe screens.
- 2. Add Interactions:
 - Link "Login" button to a fake dashboard screen.
 - Link "Register" button to a success confirmation screen.
- 3. Simulate User Flows: Clicking through buttons, switching between login and register.
 4. Include Basic Validation: (Optional) Fake error messages or success prompts to simulate logic.

Deliverables • A fully payinable prototype demonstrating the flow from le

- A fully navigable prototype demonstrating the flow from login to registration.
- Ready to be shared with stakeholders or test users for feedback.



40	Testing Prototype	TASK	New	-
39	Develop Prototype	TASK	New	-
38	Digital Wireframes	TASK	New	-
37	Sketch Initial Design	TASK	New	-

Result:

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