# RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105



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

#### 4. Cutover:

- o Deploy the final UI.
- o Conduct user training and support.

## **Axure RP Interactive Interface Development**

## **Phase 1: Requirements Planning**

- 1. Identify Key Features:
  - o Navigation (Home, Product Categories, Product Details, Cart, Checkout, Order Confirmation, Order History)
  - o User actions (Browsing, Searching, Adding to Cart, Checkout, Tracking Orders)
- 2. Create a Requirements Document:
  - o List all features and functionalities.
  - o Document user stories and use cases.

## **Phase 2: User Design**

- 1. Install and Launch Axure RP:
  - a. Download and install Axure RP from Axure's official website.
  - b. Launch the application.
- 2. Create a New Project:
  - a. Go to File -> New to create a new project.
  - b. Name the project (e.g., "Shopping App Interface").
- 3. Create Wireframes:
  - a. Use the widget library to drag and drop elements onto the canvas.
  - b. Design wireframes for each screen:
    - i. Home Page
    - ii. Product Categories
    - iii. Product Listings
    - iv. Product Details

- v. Cart
- vi. Checkout
- vii. Order Confirmation

#### 4. Add Interactions:

- a. Select an element (e.g., button) and go to the Properties panel.
- b. Click on Interactions and choose an interaction (e.g., OnClick).
- c. Define the action (e.g., navigate to another screen).

#### 5. Create Masters:

- a. Create reusable components (e.g., headers, footers) using Masters.
- b. Drag and drop masters onto the wireframes.

#### 6. Add Annotations:

- a. Add notes to describe each element's purpose and functionality.
- b. Use the Notes panel to add detailed annotations.

## **Phase 3: Construction**

- 1. Develop Interactive Prototypes:
  - o Convert wireframes into interactive prototypes by adding interactions and transitions.
  - o Use dynamic panels to create interactive elements (e.g., carousels, pop-ups).

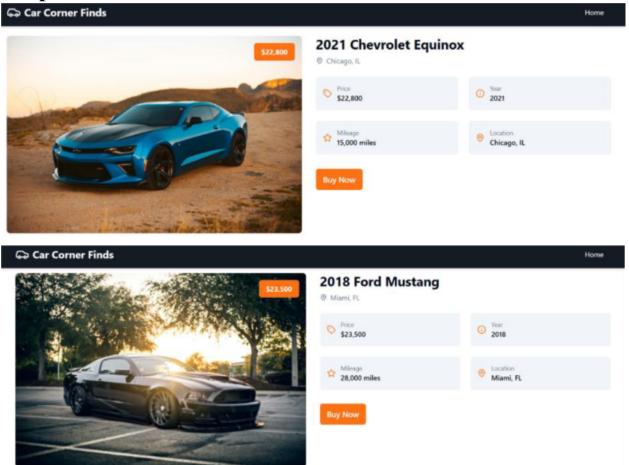
#### 2. Test and Iterate:

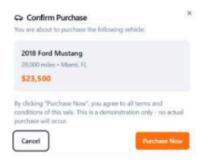
- Preview the prototype using the Preview button.
- o Gather feedback from users and stakeholders.
- Make necessary adjustments based on feedback.

## **Phase 4: Cutover**

- 1. Finalize and Export:
  - o Finalize the design and interactions.
  - o 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.
  - o Provide documentation and support for any issues.

**Output:** 





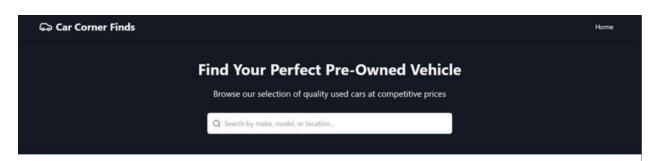




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## **Result:**

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