RAJALAKSHMI ENGINEERING COLLEGE

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CS23A34 USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

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Semester: IV

Academic Year: 2024-25

Ex. No. : 9 Date : 07.04.2025

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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:

Tool Link: https://sourceforge.net/projects/openproj/

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

account.

Output in OpenProj:

- Create a new project.
- Add tasks: "Gather Requirements" and "Define Use Cases."
- Set durations and dependencies for each task.

Step 2: User Design

- 1. Sketch Initial Designs:
- Draw rough sketches of the "Login" and "Register" screens on paper.
- 2. Create Digital Wireframes:
- 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.

Output in OpenProj:

- Add tasks: "Sketch Initial Designs" and "Create Digital Wireframes."
- Allocate time and resources to complete these tasks.

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.
- Collect feedback and iterate on the design.

Output:

• Interactive prototypes for "Login" and "Register" screens.

Output in OpenProj:

- Add tasks: "Develop Prototypes" and "Test Prototypes."
- Set dependencies and milestones.

Step 4: User Acceptance/Testing

1. Review Prototype:

- Conduct user and stakeholder reviews.
- 2. Conduct Usability Testing:
- o Perform usability testing and document feedback.

Output:

• Documented feedback and test results.

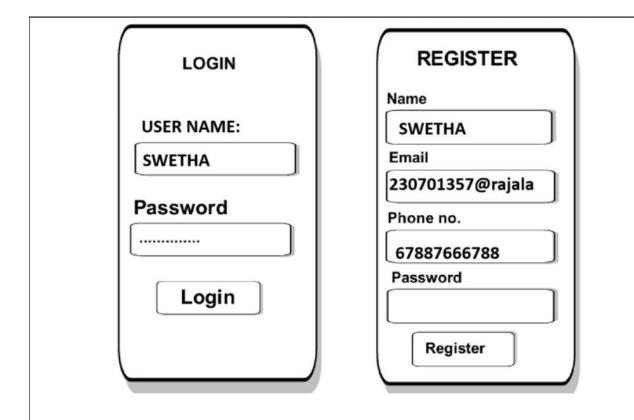
Output in OpenProj:

- Add tasks: "Review Prototype" and "Usability Testing."
- Track progress and resources.

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:

The UI has been created using OpenProj ,demonstrating the lifecycle stages of UI-design.