RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105

CS23A34
USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

Name : Swetha
Year/Branch/Section : II/CSE/D
Register No. : 230701357
Semester : IV
Academic Year: 2024-25

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:

Tool Link: https://www.axure.com/

Simulating the Lifecycle Stages for UI Design Using the RAD Model

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**

■ **Order History**

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.**

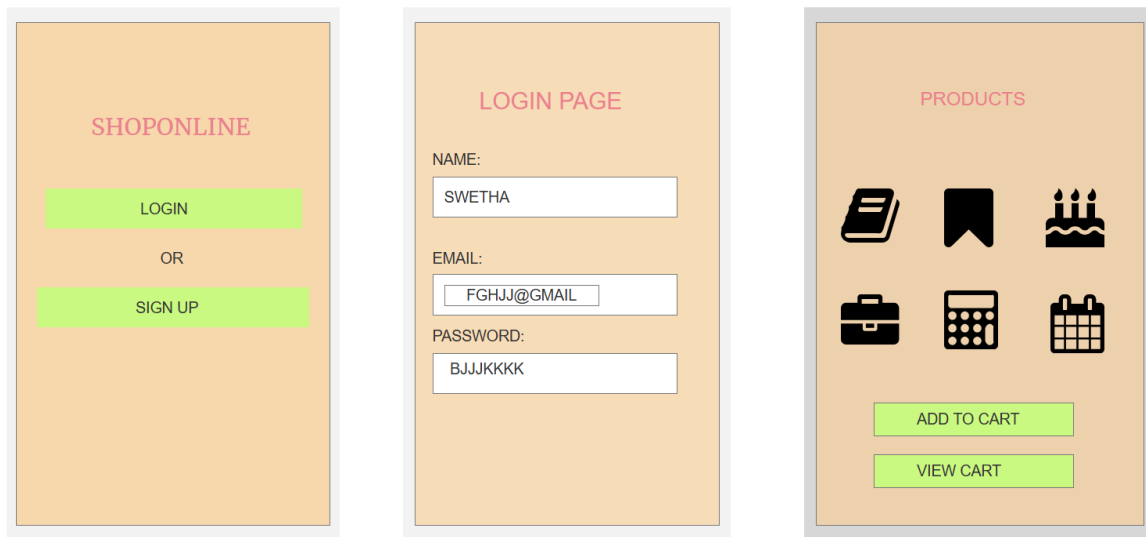○ **Make necessary adjustments based on feedback.**

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:

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