

EX.NO: 5(a)

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NAME: Y.THRILOK

CHANDER

REG.NO:230701366

Simulate the lifecycle stages for UI design using the RAD model and develop a small interactive interface using AxureRP

### 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:

- 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:

- o Download and install Axure RP from Axure's official website.
- o Launch the application.

##### 2. Create a New Project:

- o Go to File -> New to create a new project.
- o Name the project (e.g., "Shopping App Interface").

### 3. Create Wireframes:

- o Use the widget library to drag and drop elements onto the canvas.
- o Design wireframes for each screen:

■ Home Page

■ Product Categories

■ Product Listings

■ Product Details

■ Cart

■ Checkout

■ Order Confirmation

■ Order History

### 4. Add Interactions:

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

### 5. Create Masters:

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

### 6. Add Annotations:

- o Add notes to describe each element's purpose and functionality.
- o 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:

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

## Phase 4: Cutover

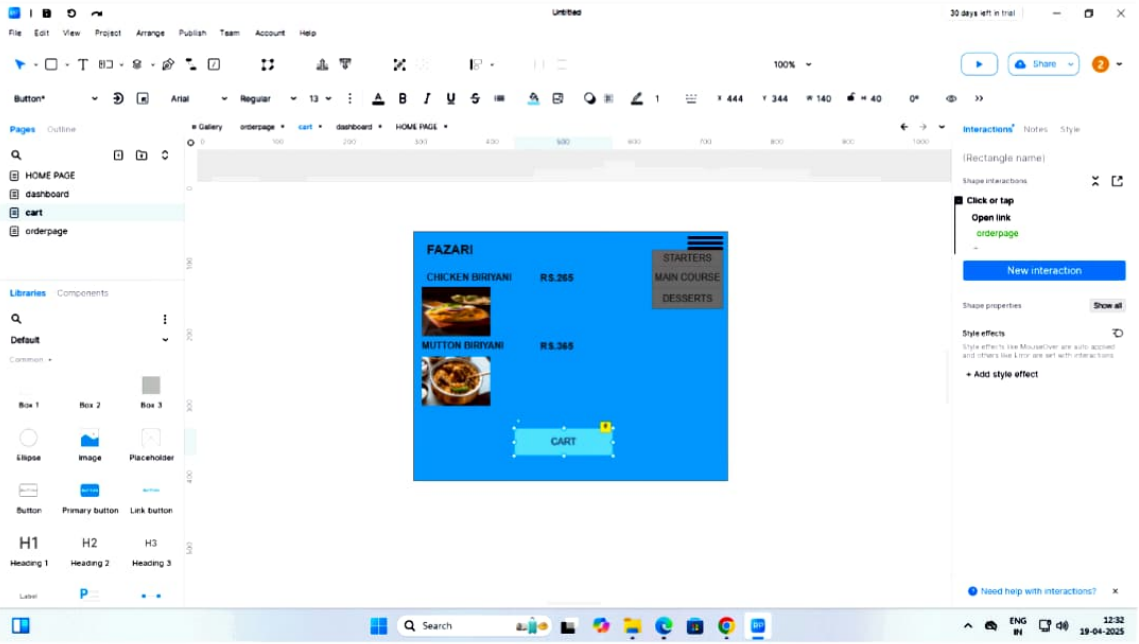
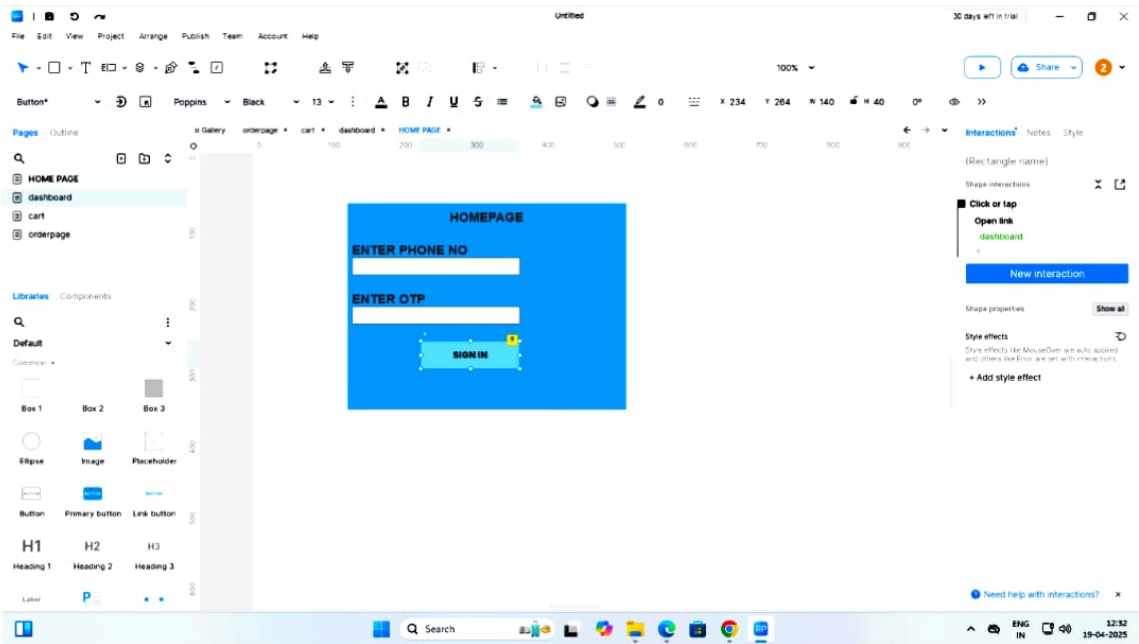
### 1. Finalize and Export:

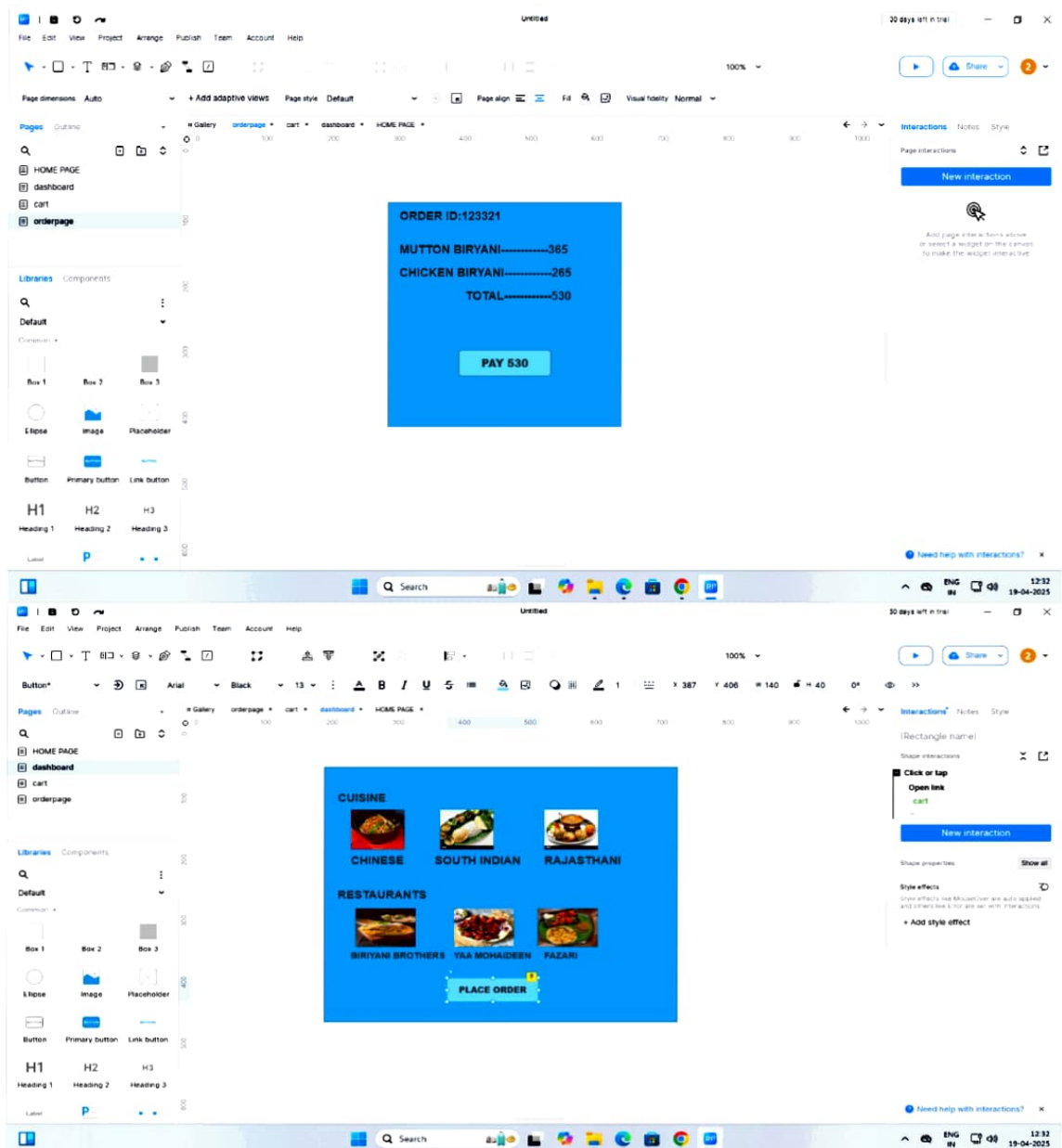
- o Finalize the design and interactions.
- o Export the prototype as an HTML files or share it via Axure Cloud.

### 2. User Training and Support:

- o Conduct training sessions to familiarize users with the new interface.
- o Provide documentation and support for any issues.

OUTPUT:





## RESULT:

Hence, simulating the lifecycle stages for UI design using the RAD model and developing a small interactive interface using AxureRP has been successfully done.

output