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**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:**

○ 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 -&gt; New to create a new project.

○ Name the project (e.g., &quot;Shopping App Interface&quot;).

## 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.

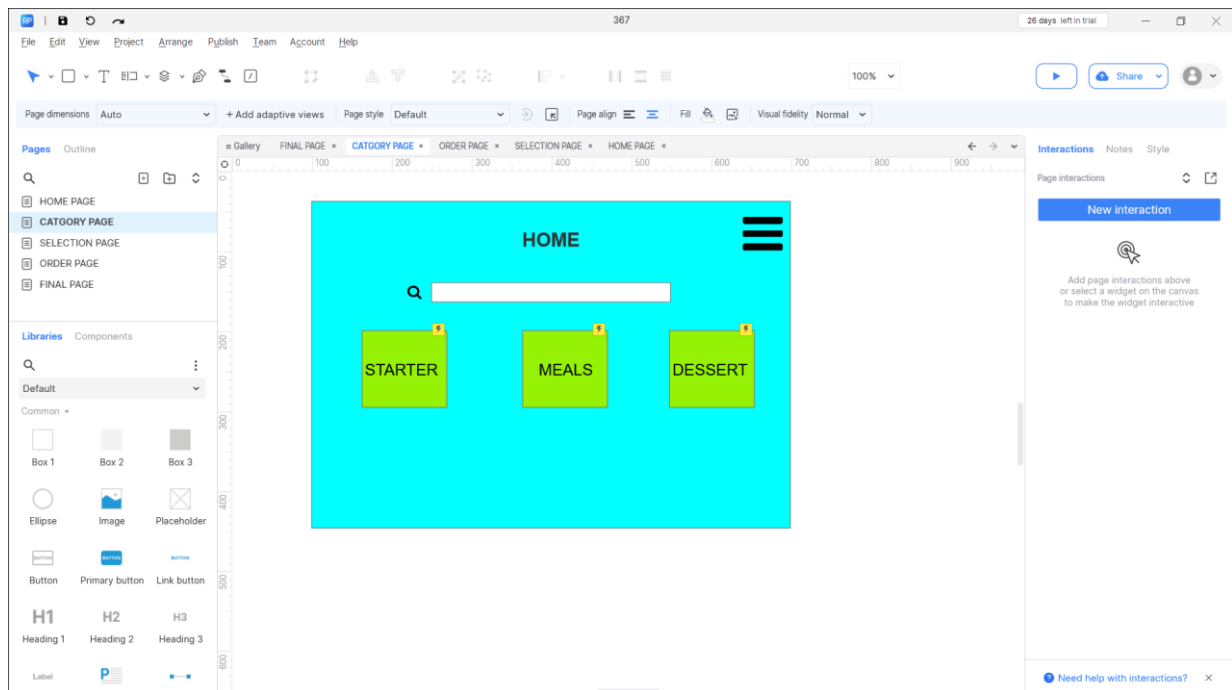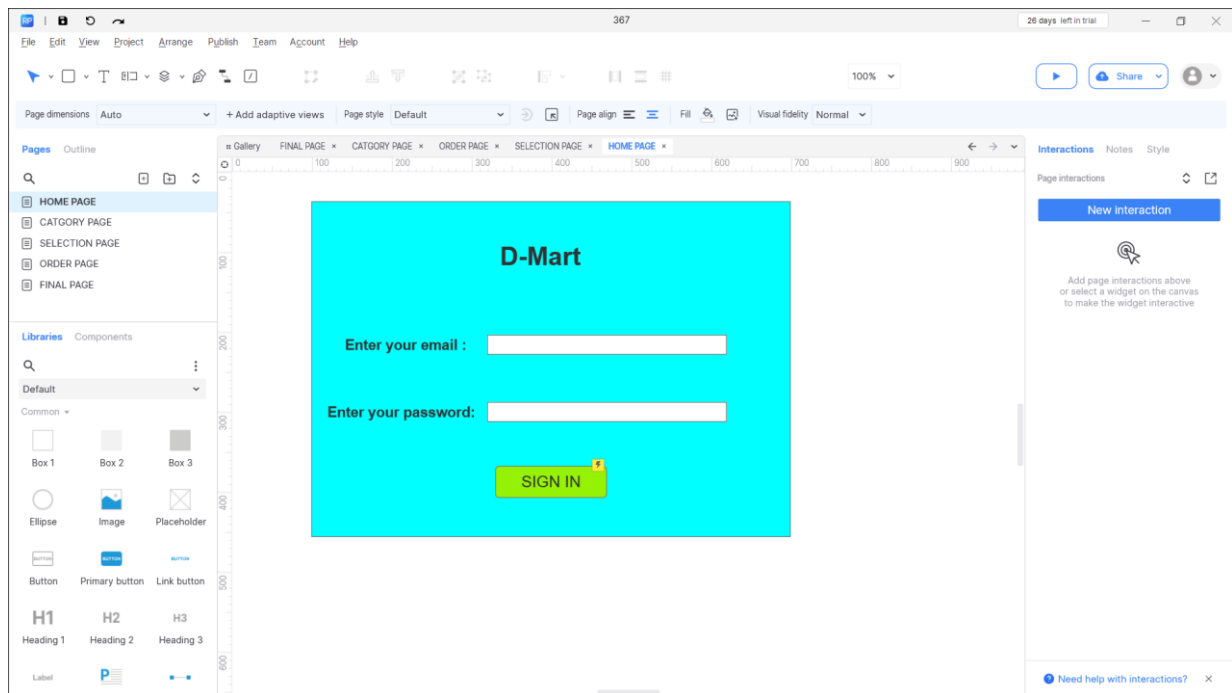○ Make necessary adjustments based on feedback.
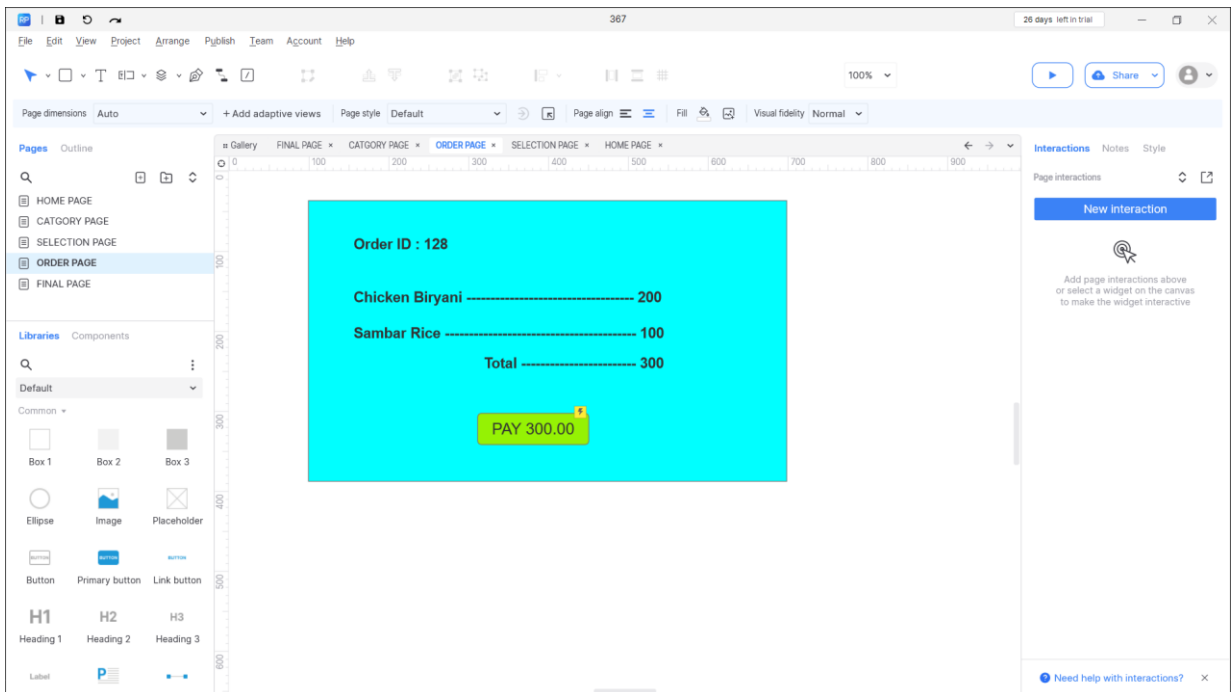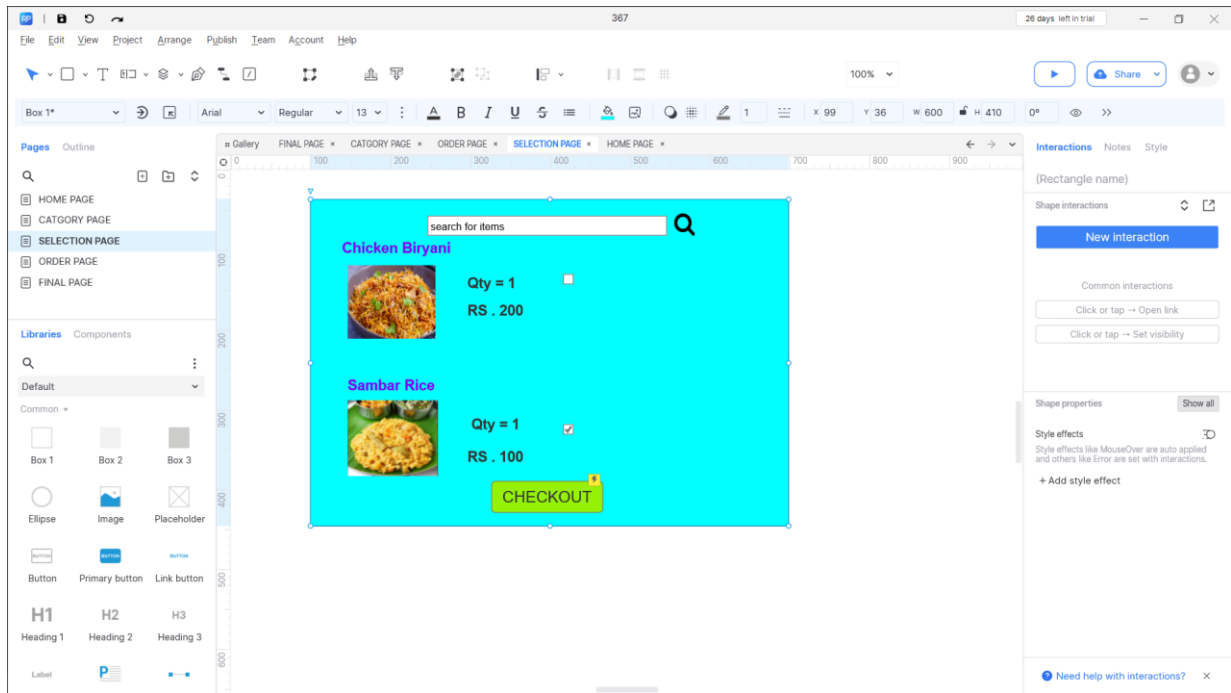
## Phase 4: Cutover

## 1. Finalize and Export:

○ Finalize the design and interactions.

○ Export the prototype as an HTML files or share it via Axure Cloud.
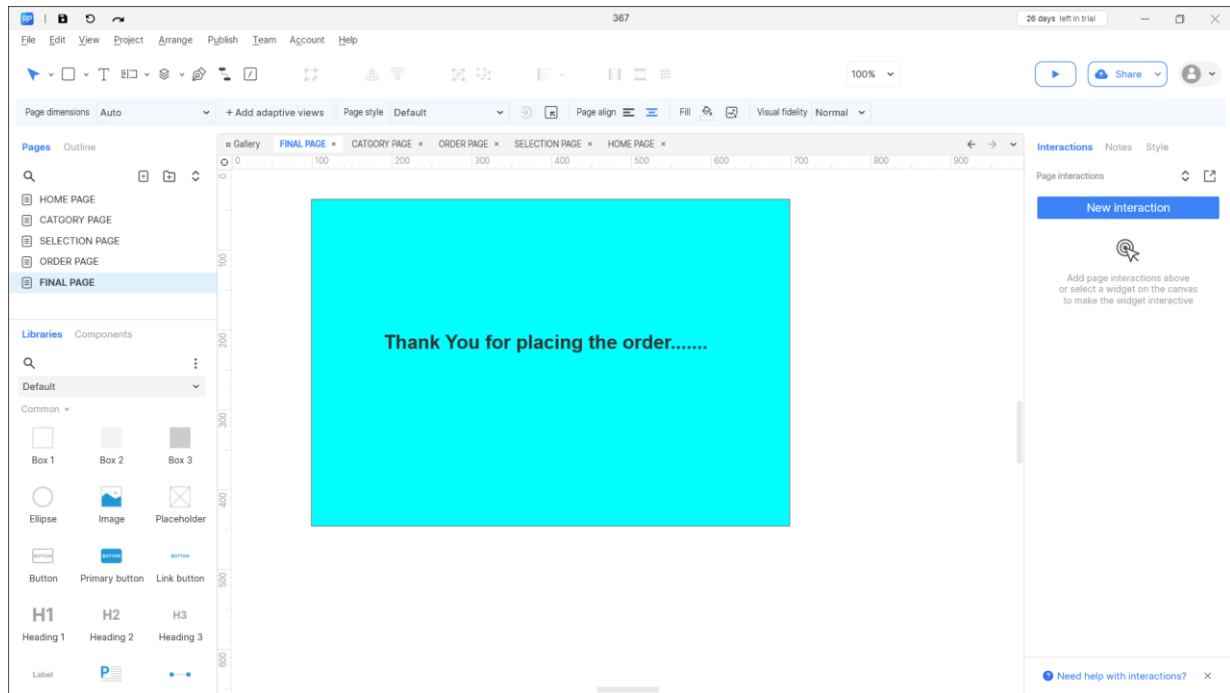
## 2. User Training and Support:

○ Conduct training sessions to familiarize users with the new interface.

○ Provide documentation and support for any issues.

**Screen 1 (top)**

File  Edit  View  Project  Arrange  Publish  Team  Account  Help

Box 1*    Arial    Regular    13    X 99   Y 36   W 600   H 410   0°

100%

Share

Pages  Outline

Default

- HOME PAGE
- CATGORY PAGE
- SELECTION PAGE
- ORDER PAGE
- FINAL PAGE

Libraries  Components

Default

Common

Box 1    Box 2    Box 3

Ellipse    Image    Placeholder

Button    Primary button    Link button

H1    H2    H3
Heading 1    Heading 2    Heading 3

Label    P

Gallery  FINAL PAGE ×  CATGORY PAGE ×  ORDER PAGE ×  SELECTION PAGE ×  HOME PAGE ×

search for items

**Chicken Biryani**

Qty = 1

RS . 200

**Sambar Rice**

Qty = 1

RS . 100

CHECKOUT

Interactions  Notes  Style

(Rectangle name)

Shape interactions

New interaction

Common interactions

Click or tap → Open link

Click or tap → Set visibility

Shape properties    Show all

Style effects

Style effects like MouseOver are auto applied and others like Error are set with interactions.

+ Add style effect

Need help with interactions?

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**Screen 2 (bottom)**

File  Edit  View  Project  Arrange  Publish  Team  Account  Help

Page dimensions  Auto    + Add adaptive views    Page style  Default    Page align    Fill    Visual fidelity  Normal

100%

Share

Pages  Outline

- HOME PAGE
- CATGORY PAGE
- SELECTION PAGE
- ORDER PAGE
- FINAL PAGE

Libraries  Components

Default

Common

Box 1    Box 2    Box 3

Ellipse    Image    Placeholder

Button    Primary button    Link button

H1    H2    H3
Heading 1    Heading 2    Heading 3

Label    P

Gallery  FINAL PAGE ×  CATGORY PAGE ×  ORDER PAGE ×  SELECTION PAGE ×  HOME PAGE ×

**Order ID : 128**

**Chicken Biryani** ------------------------------- **200**

**Sambar Rice** ------------------------------------ **100**

**Total** ------------------------ **300**

PAY 300.00

Interactions  Notes  Style

Page interactions

New interaction

Add page interactions above or select a widget on the canvas to make the widget interactive.

Need help with interactions?

26 days left in trial

## 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](#)