RAJALAKSHMI ENGINEERING COLLEGE

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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:

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:

- 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.
- o 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.
- o 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:







Checkout	
Name :	
Phone no.	
Email ID	
Address:	
Mode Of Payment	
Order Summary :	



RESULT:

Hence, demonstration of the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.