# UID - EXERCISE 8: User interface using

# Axure RP

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### AIM:

To demonstrate the stages of UI design based on the RAD (Rapid Application Development) model and develop a small interactive shopping app interface using Axure RP.

### **Procedure:**

I followed the RAD Model which includes the following stages:

### **Phase 1: Requirements Planning**

- Identified the scope: a simple shopping app UI
- Key features decided:
  - Navigation (Home, Product Categories, Product Listings, Product Details, Cart, Checkout, Order Confirmation, Order History)
  - o User actions (Browsing, Adding to cart, Checkout, View past orders)
- Prepared a basic requirements list based on a typical e-commerce flow.

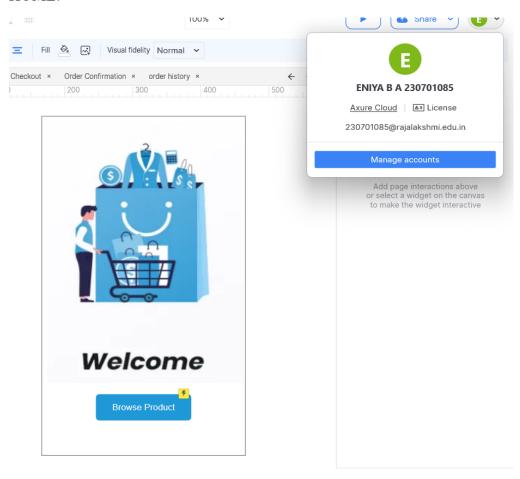
### Phase 2: User Design

- Created a new project in Axure RP titled **Shopping App Interface**.
- Designed wireframes for each screen using Axure widgets:
  - o **Home Page** Welcome text, Browse button
  - o **Product Categories** Buttons for product categories
  - o **Product Listings** Sample product boxes with View Detail buttons
  - **Product Details** Product description, Add to Cart button
  - Cart Item list with checkout button
  - o Checkout Form inputs for shipping/payment

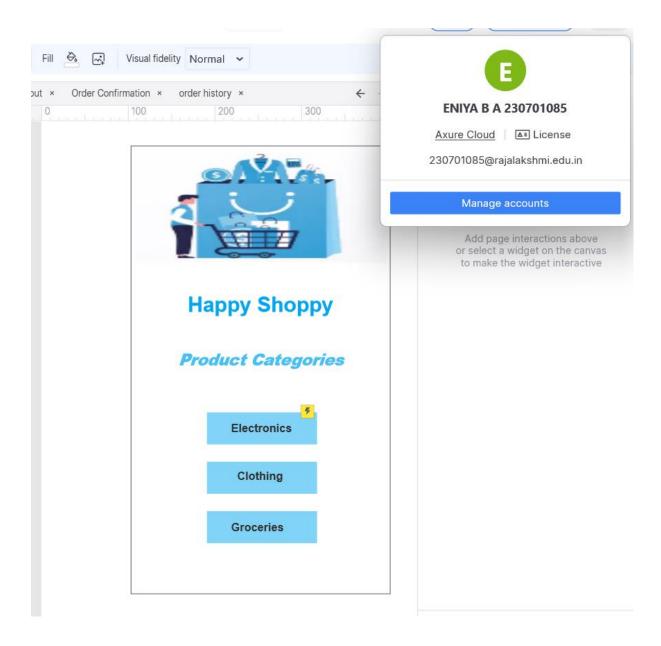
- o **Order Confirmation** Confirmation message
- o **Order History** Static table showing past orders
- Added interactions:
  - $\circ$  Button clicks lead to the appropriate pages (using OnClick  $\to$  Open Link) Annotated each widget to explain its function and behavior.

## OUTPUT:

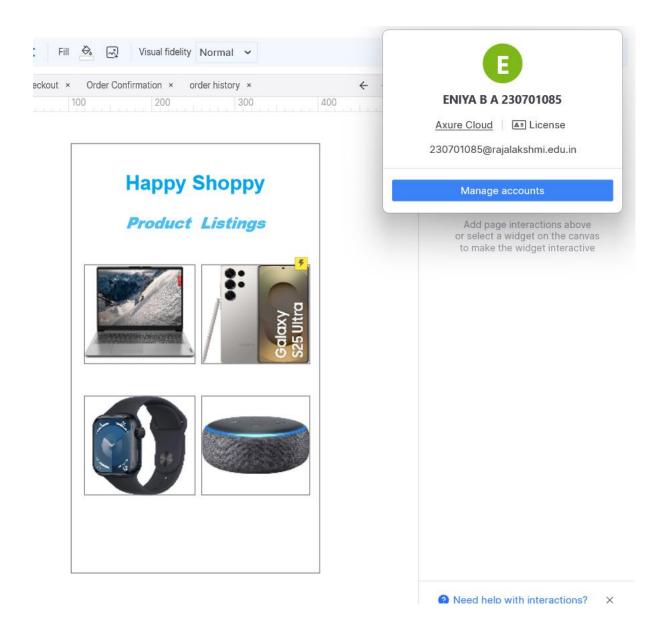
## HOME:



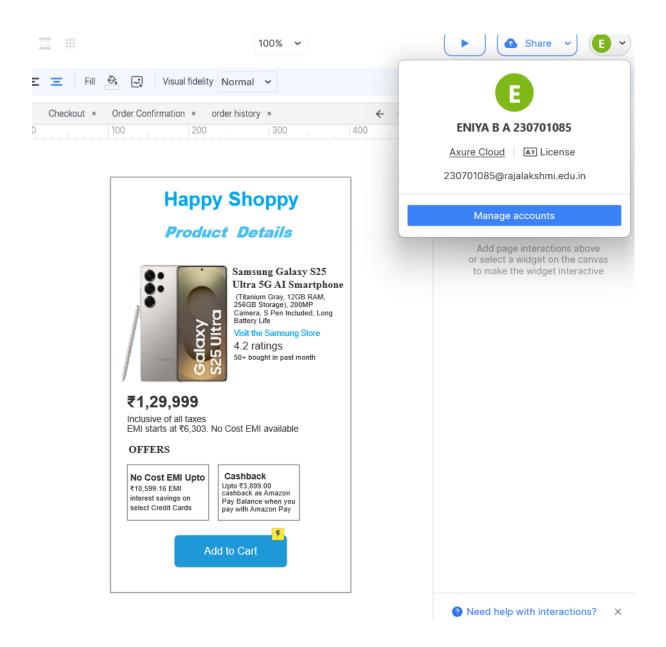
# Product categories:



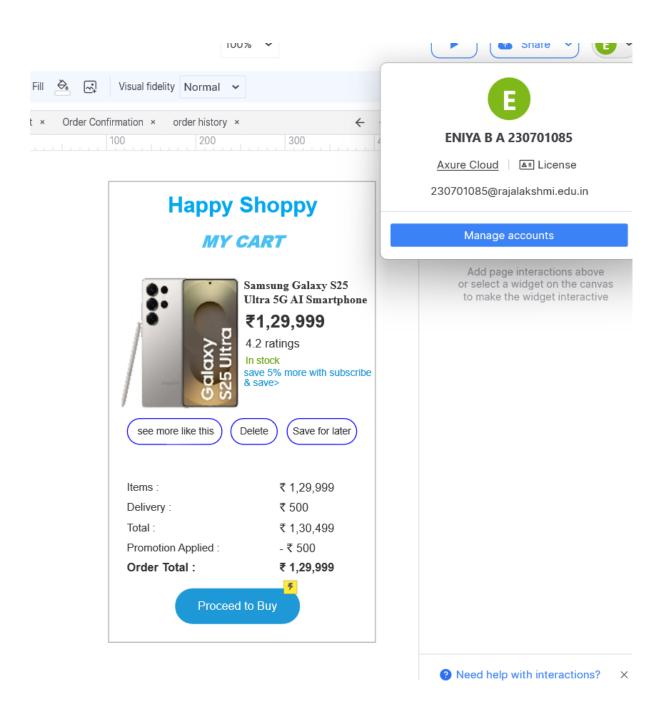
# Product Listings:



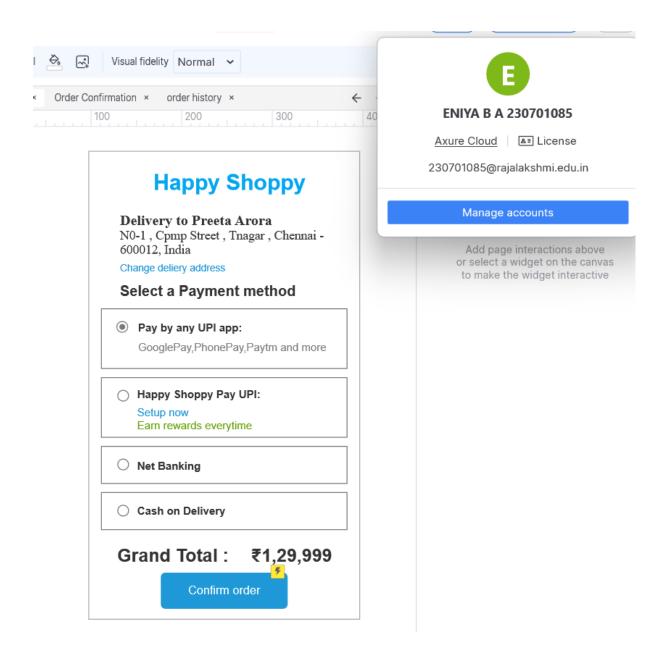
### **Product Details:**



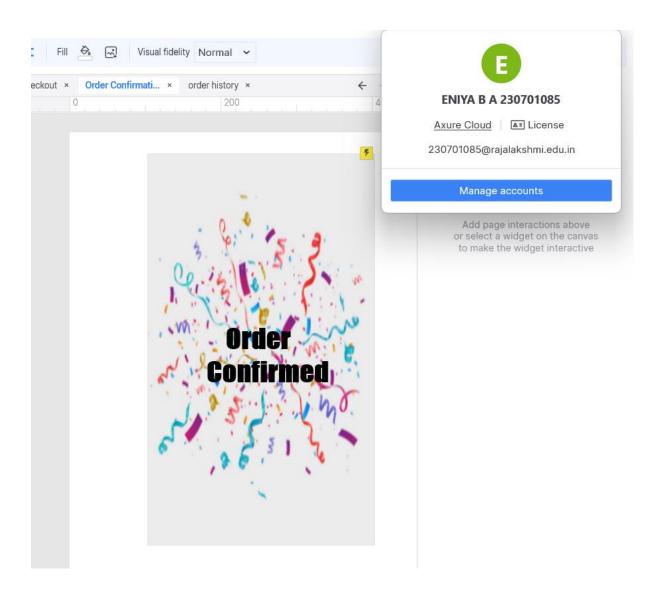
### Cart:



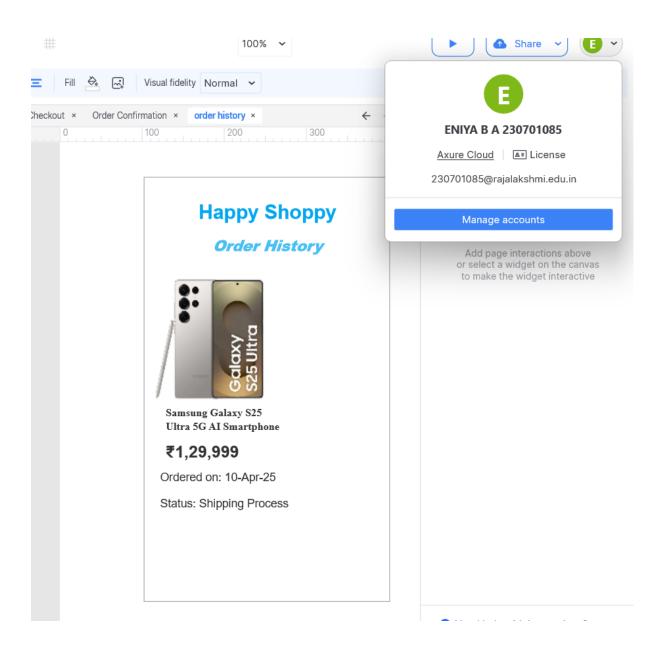
### Checkout:



# Order Confirmation:



## Order History:



# Prototype Link:

https://zfqqbr.axshare.com/?g=4

### **Conclusion:**

This experiment successfully simulated the UI design lifecycle using the RAD model. We used Axure RP to design, prototype, and test a basic shopping app interface. Each stage—from requirements gathering to cutover—was demonstrated with practical steps and an interactive output.