

## **Exercise 5b**

### **Simulate the life cycle stages for UI design using the RAD model and develop a small interactive interface using OpenProj**

#### **AIM:**

The aim is to recreate the lifecycle stages of UI design using the RAD model and design a small interactive interface with OpenProj

#### **PROCEDURE:**

**Tool Link:** <https://sourceforge.net/projects/openproj/>

#### **Step 1: Requirements Planning**

##### **1. Gather Requirements:**

- Identify key features and functionalities needed for your interface. ○

Example: A simple "Login" and "Register" interface with debug logs. 2.

##### **Define Use Cases:**

- Specify use cases for user login and registration.
- Example: User logs in with valid credentials, user registers with a new account.

#### **Output in OpenProj:**

- Create a new project.
- Add tasks: "Gather Requirements" and "Define Use Cases."
- Set durations and dependencies for each task.

#### **Step 2: User Design**

### **1. Sketch Initial Designs:**

- Draw rough sketches of the "Login" and "Register" screens on paper.

### **2. Create Digital Wireframes:**

- Use a tool like Figma or Sketch to create digital wireframes.

### **Example Wireframes:**

**1. Login Screen:** Username field, Password field, Login button, Register link.

**2. Register Screen:** Username field, Email field, Password field, Confirm Password field, Register button.

### **Output in OpenProj:**

- Add tasks: "Sketch Initial Designs" and "Create Digital Wireframes."
- Allocate time and resources to complete these tasks.

### **Step 3: Rapid Prototyping**

#### **1. Develop Prototypes:**

- Use a tool like Axure RP to convert wireframes into interactive prototypes.

#### **2. Test Prototypes:**

- Share prototypes with stakeholders for feedback.
- Collect feedback and iterate on the design.

### **Output:**

- Interactive prototypes for "Login" and "Register" screens.

### **Output in OpenProj:**

- Add tasks: "Develop Prototypes" and "Test Prototypes."

- Set dependencies and milestones.

#### **Step 4: User Acceptance/Testing**

##### **1. Review Prototype:**

- Conduct user and stakeholder reviews.

##### **2. Conduct Usability Testing:**

- Perform usability testing and document feedback.

#### **Output:**

- Documented feedback and test results.

#### **Output in OpenProj:**

- Add tasks: "Review Prototype" and "Usability Testing."
- Track progress and resources.

#### **Step 5: Implementation**

##### **1. Develop Functional Interface:**

- Implement final designs and functionalities based on feedback.

##### **2. Integrate Backend (if required):**

- Connect the UI with backend services for tasks like user authentication.

## OUTPUT:

The image displays two mobile application screens side-by-side. The left screen, titled 'WELCOME TO MY BANK', features a light blue background with a darker blue header. It contains a 'LOGIN' section with labels for 'USERNAME' and 'PASSWORD', each followed by a blue input field, and a white 'LOGIN' button at the bottom. The right screen, titled 'USER DASHBOARD', has a similar layout. It includes an 'ACCOUNT DETAILS:' section with a list of options: 'CHECK BALANCE', 'CHECK DETAILS', and 'ACCOUNT TYPE'. Below this is a box showing 'account number: xxxx xx', followed by 'DEPOSIT AMOUNT' and 'WITHDRAW AMOUNT' buttons.

### WELCOME TO MY BANK

#### LOGIN

USERNAME

PASSWORD

LOGIN

### USER DASHBOARD

#### ACCOUNT DETAILS:

CHECK BALANCE

CHECK DETAILS

ACCOUNT TYPE

account number: xxxx xx

DEPOSIT AMOUNT

WITHDRAW AMOUNT