Ex. No. : 5a

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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:

◯ 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 -> 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.

◯ 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.

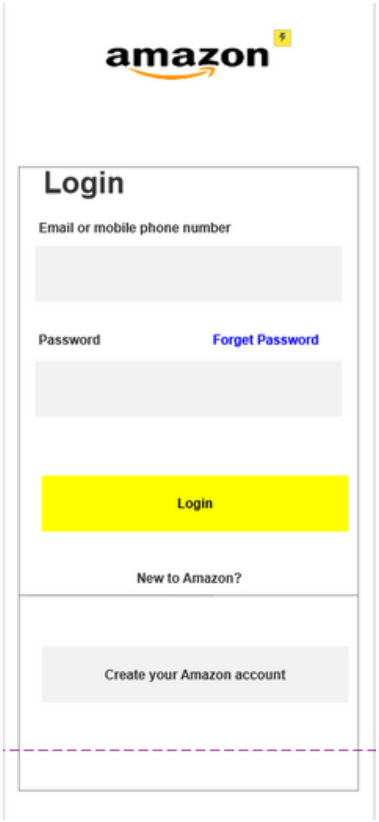
◯ Export the prototype as an HTML file or share it via Axure Cloud.

2. User Training and Support:

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

◯ Provide documentation and support for any issues.

OUTPUT:



RESULT:

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