Excercise 5a Date:

# 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.
- 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:

- o Conduct training sessions to familiarize users with the new interface.
- o Provide documentation and support for any issues.

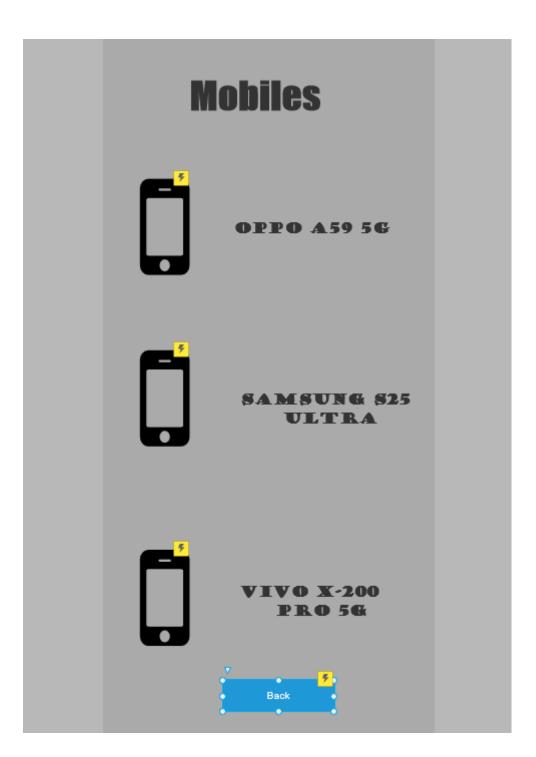
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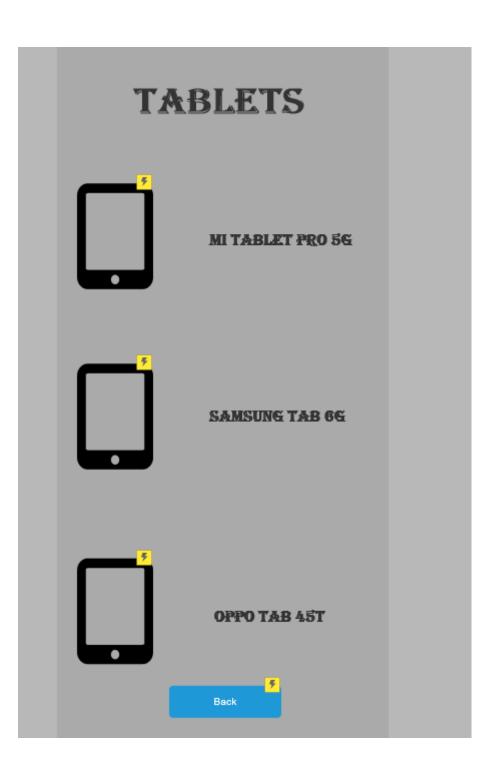


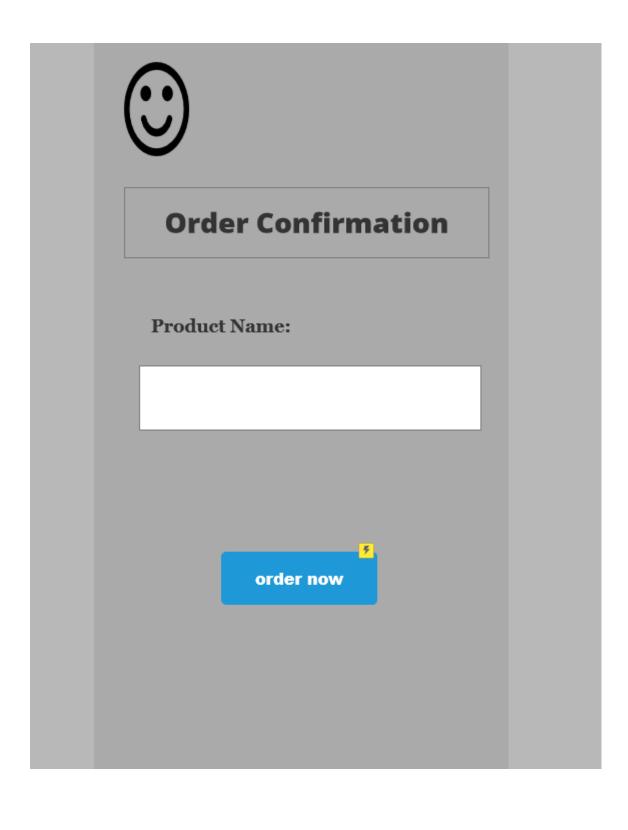
















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**10TH MATHS TEXTBOOK** 



# **RESULT:**

Demonstration of the lifecycle stages of UI design via the RAD model and development of a small interactive interface employing Axure RP has been successfully completed.