RAJALAKSHMI ENGINEERING COLLEGE

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CS23A34 USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

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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:

Step 1: Requirements Planning

- Gather Requirements:
 - Identify key features and functionalities needed for your interface.
 - Example: A simple "Login" and "Register" interface with debug logs.
- Define Use Cases:
 - Specify use cases for user login and registration.
 - Example: User logs in with valid credentials, user registers with a new account.

Step 2: User Design

- Sketch Initial Designs:
 - Draw rough sketches of the "Login" and "Register" screens on paper.
- Create Digital Wireframes:
 - Use a tool like Figma or Sketch to create digital wireframes.

Example Wireframes:

- Login Screen: Username field, Password field, Login button, Register link.
- Register Screen: Username field, Email field, Password field, Confirm Password field, Register button.

Step 3: Rapid Prototyping

- Develop Prototypes:
 - Use a tool like Axure RP to convert wireframes into interactive prototypes.
- Test Prototypes:
 - Share prototypes with stakeholders for feedback.
 - Collect feedback and iterate on the design.

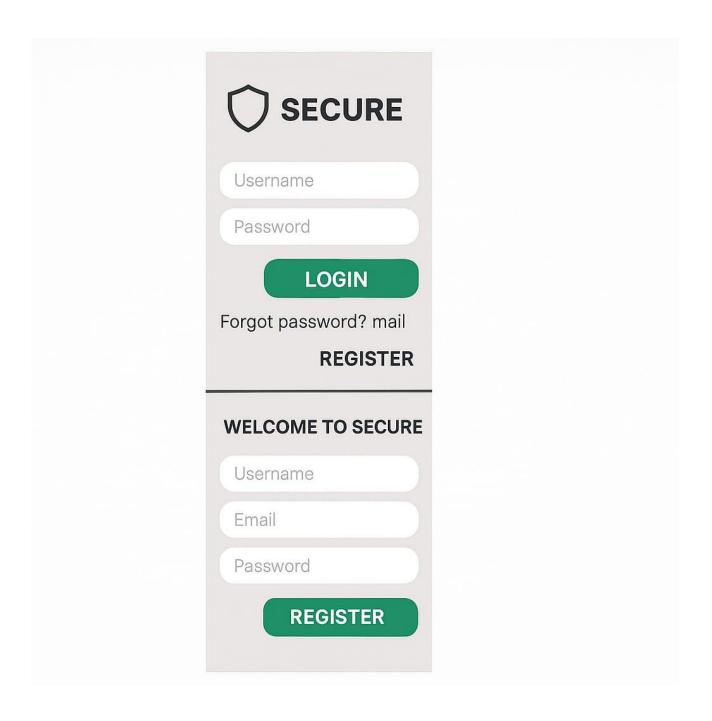
Step 4: User Acceptance/Testing

- Review Prototype:
 - Conduct user and stakeholder reviews.
- Conduct Usability Testing:
 - Perform usability testing and document feedback.

Step 5: Implementation

- Develop Functional Interface:
 - Implement final designs and functionalities based on feedback.
- **Integrate Backend** (if required):
 - Connect the UI with backend services for tasks like user authentication.

Output:



Result:

Hence the recreation of the lifecycle stages of UI design using the RAD model and successfully designed a small interactive interface with OpenProj.