Q1. What are the different phases of UI lifecycle?

1. **Requirement Gathering** – Collect user needs and system goals.
2. **User Research** – Study user behavior, needs, and expectations.
3. **Design Phase** – Create wireframes, mockups, and design layout.
4. **Prototyping** – Build a working model to show the user flow.
5. **Implementation** – Developers build the actual UI.
6. **Testing** – Check usability, functionality, and performance.
7. **Feedback and Evaluation** – Take user feedback to improve design.
8. **Maintenance** – Keep updating the UI based on new needs or issues.

Q2. What are the different tools we can use for UI Design?

1. **Figma** – Used for collaborative UI designing.
2. **Adobe XD** – Design and prototype interactive user interfaces.
3. **Sketch** – Design tool mainly used on macOS.
4. **Balsamiq** – For quick low-fidelity wireframes.
5. **InVision** – For interactive prototypes and user testing.
6. **Photoshop & Illustrator** – For graphic and UI element design.

Q3. What are the different types of Users?

1. **Primary Users** – People who directly use the product regularly.
2. **Secondary Users** – People who use it occasionally or indirectly.
3. **Tertiary Users** – People affected by the product but don't use it.
4. **End Users** – Final consumers of the product.
5. **Admin Users** – Users who manage and maintain the system.

Q4. What do you mean by contextual enquiry? What are the different ways to collect the requirement?

Contextual Enquiry:

- A method where designers visit users in their natural work environment to observe how they interact with systems or products.

Ways to collect requirements:

1. User Interviews
2. Surveys or Questionnaires

3. Observations
4. Contextual Enquiry
5. Focus Groups
6. Workshops with stakeholders

Q5. What do you mean by mental model?

- A **mental model** is what users believe about how a system works.
- It is based on their previous experience.
- Designers should make the system match the user's expectations to avoid confusion.

Q6. What is wireframe? What are the different types of wireframe?

Wireframe:

- A rough sketch or blueprint of the user interface.
- It shows structure and layout without detailed colors or graphics.

Types:

1. **Low-Fidelity Wireframe** – Basic layout, often drawn on paper.
2. **Mid-Fidelity Wireframe** – More detailed, often done digitally.
3. **High-Fidelity Wireframe** – Closely resembles the final design, includes colors and fonts.

Q7. How you can differentiate social model and physical model?

Social Model:

- Focuses on how users interact socially using the system.
- Example: Chat features, social media, collaboration tools.

Physical Model:

- Focuses on physical interaction with devices or systems.
- Example: Pressing a button, using a touchscreen, turning a knob.

Q8. What do you mean by contextual analysis?

- Contextual analysis means studying the user's real environment and behavior.

- It helps designers understand how users do their tasks, what tools they use, and what problems they face in real life.

Q9. What is prototype and what are the different types of prototype?

Prototype:

- A sample or model used to test ideas before final development.

Types:

1. **Paper Prototype** – Drawn on paper, low-cost and quick.
2. **Low-Fidelity Prototype** – Basic clickable versions, minimal design.
3. **High-Fidelity Prototype** – Interactive, close to final product.
4. **Coded Prototype** – Developed using real code, used to test logic and functionality.

Q10. What are the different methods of testing?

1. **Usability Testing** – Check if the product is easy to use.
2. **A/B Testing** – Compare two versions to see which performs better.
3. **Accessibility Testing** – Make sure it's usable by disabled users.
4. **Performance Testing** – Check the speed and responsiveness.
5. **Remote Testing** – Users test the product from different locations.
6. **Heatmaps or Eye-tracking** – See where users click or look the most.

Q11. How we can create the use cases?

1. Identify who will use the system (actors).
2. Define what tasks they want to achieve (goals).
3. Write the step-by-step flow of interaction between user and system.
4. Include alternative flows or exceptions.
5. Use diagrams or flowcharts if needed for clarity.

Q12. What do you mean by user persona?

- A **user persona** is a fake but realistic character created to represent the target user.
- It includes:
  - Name and background

o   Age and job
o   Goals and frustrations
o   Behavior and technology habits
- Helps in designing with the user in mind.

Q13. What is the difference between UI and UX?

UI (User Interface):

- Focuses on the look and feel of the product.
- Includes layout, colors, buttons, fonts, and visuals.

UX (User Experience):

- Focuses on the user's overall experience while using the product.
- Includes how easy, smooth, and satisfying the product is to use.

Let me know if you need answers in a printable format (PDF or DOC) or with diagrams and examples.