RAJALAKSHMI ENGINEERING COLLEGE

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RAJALAKSHMI
ENGINEERING COLLEGE

CS23A34
USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

Ex. No. : 5b

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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.

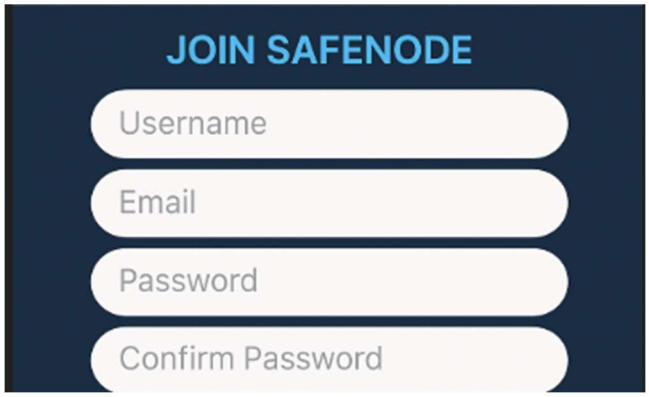
Step 4: User Acceptance/Testing

- **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.