

**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.

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**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.**