

RAJALAKSHMI ENGINEERING COLLEGE

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RAJALAKSHMI ENGINEERING COLLEGE

CS23A34

USER INTERFACE AND DESIGN LAB

Laboratory Observation NoteBook

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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:

- Requirements Planning:
- Gather initial requirements and identify key features of the UI.
- Engage stakeholders to understand their needs and expectations.

- User Design:
- Create initial prototypes and wireframes.
- Conduct user feedback sessions to refine the designs.
- Use tools like Axure RP to develop interactive prototypes.
- Construction:
- Develop the actual UI based on the refined designs.
- Perform iterative testing and feedback cycles.
- Cutover:
- Deploy the final UI.
- Conduct user training and support.

Axure RP Interactive Interface Development

Phase 1: Requirements Planning

- 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)
- Create a Requirements Document:
- List all features and functionalities.
- Document user stories and use cases.

Phase 2: User Design

- Install and Launch Axure RP:
- Download and install Axure RP from Axure's official website.
- Launch the application.
- Create a New Project:
- Go to File -> New to create a new project.
- Name the project (e.g., "Shopping App Interface").
- 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
- 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).
- Create Masters:
- Create reusable components (e.g., headers, footers) using Masters.

- Drag and drop masters onto the wireframes.
- Add Annotations:
 - Add notes to describe each element purpose and functionality.
 - Use the Notes panel to add detailed annotations.

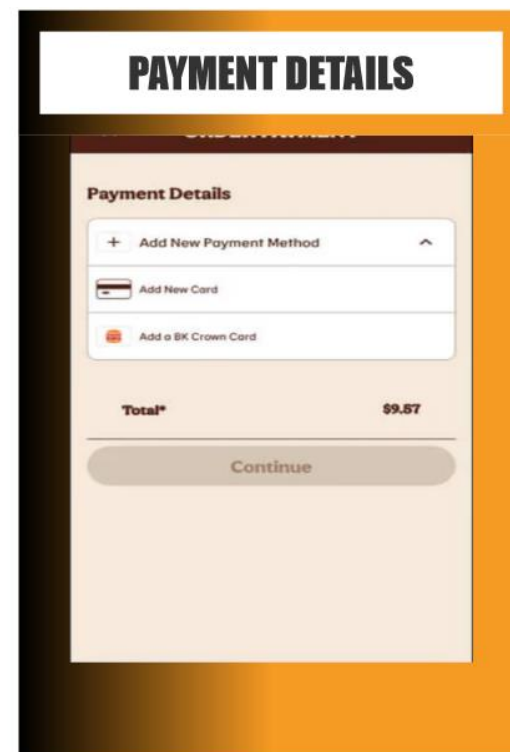
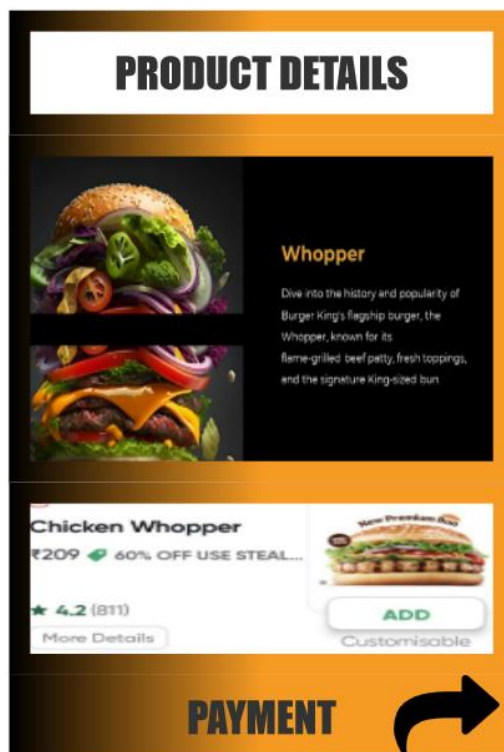
Phase 3: Construction

- 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).
- 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

- Finalize and Export:
 - Finalize the design and interactions.
 - Export the prototype as an HTML file or share it via Axure Cloud.
- User Training and Support:
 - Conduct training sessions to familiarize users with the new interface.
 - Provide documentation and support for any issues.

OUTPUT:



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.