**Excercise 5a Date:**

**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's 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:**