

**RAJALAKSHMI ENGINEERING COLLEGE**

**RAJALAKSHMI NAGAR, THANDALAM – 602 105**



**RAJALAKSHMI**  
**ENGINEERING COLLEGE**

**CS23A34**

**USER INTERFACE AND DESIGN LAB**

**Laboratory Observation NoteBook**

**Name : AL UMA**

**Year/Branch/Section : II/CSE/D**

**Register No. : 230701368**

**Semester : IV**

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Ex. No. : 5a

Date : 29.03.2025

Register No. : 230701368

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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:

## 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.

## OUTPUT:

The image displays two mobile application screens side-by-side, both featuring a pink, textured background.

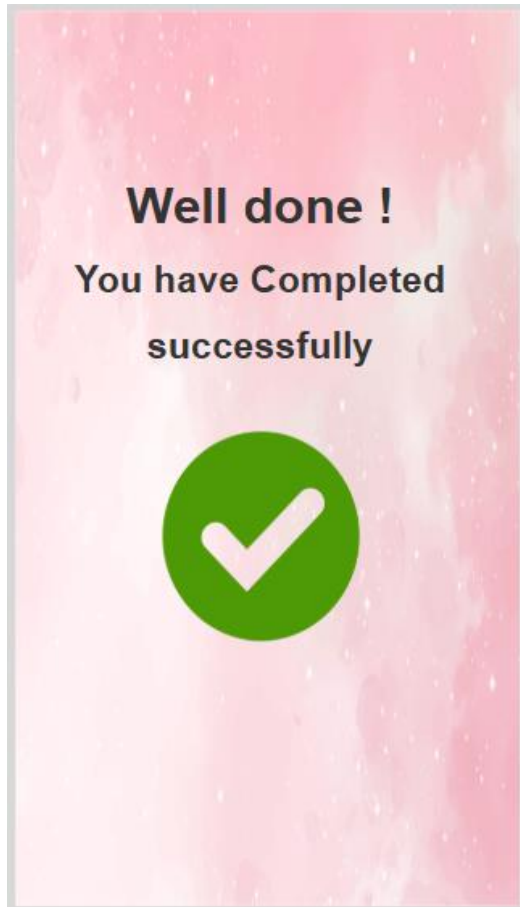
**Sign In Screen (Left):**

- Title: **Sign In**
- Icon: A large black silhouette of a person's head and shoulders inside a white circle.
- Form Fields:
  - Username**: A white rectangular input field.
  - Password**: A white rectangular input field.
- Action Button: A black rounded rectangle with the text **Signin** in teal.

**Profile Screen (Right):**

- Title: **Profile**, preceded by a small black icon of a person's head and shoulders.
- Form Fields:
  - Name**: A white rectangular input field containing the text "AL UMA".
  - Email**: A white rectangular input field containing the text "uma3557@gmail.com".
  - Phone**: A white rectangular input field containing the text "9456789123".
  - Age**: A white rectangular input field containing the text "19".
- Action Button: A black rounded rectangle with the text **Submit** in teal.





## **RESULT:**

Hence, demonstration of the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.