

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

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Ex. No. : 5b

Date : 29.03.2025

Register No. : 230701368

Name : AL UMA

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:

Tool Link: <https://sourceforge.net/projects/openproj/>

Step 1: Requirements Planning

1. Gather Requirements:
 - Identify key features and functionalities needed for your interface.
 - Example: A simple "Login" and "Register" interface with debug logs.
2. Define Use Cases:
 - Specify use cases for user login and registration.

- Example: User logs in with valid credentials, user registers with a new account.

Output in OpenProj:

- Create a new project.
- Add tasks: "Gather Requirements" and "Define Use Cases."
- Set durations and dependencies for each task.

Step 2: User Design

1. Sketch Initial Designs: ○ Draw rough sketches of the "Login" and "Register" screens on paper.
2. Create Digital Wireframes: ○ Use a tool like Figma or Sketch to create digital wireframes.

Example Wireframes:

1. Login Screen: Username field, Password field, Login button, Register link.
2. Register Screen: Username field, Email field, Password field, Confirm Password field, Register button.

Output in OpenProj:

- Add tasks: "Sketch Initial Designs" and "Create Digital Wireframes."
- Allocate time and resources to complete these tasks.

Step 3: Rapid Prototyping

1. Develop Prototypes: ○ Use a tool like Axure RP to convert wireframes into interactive prototypes.
2. Test Prototypes:
 - Share prototypes with stakeholders for feedback.
 - Collect feedback and iterate on the design.

Output:

- Interactive prototypes for "Login" and "Register" screens.

Output in OpenProj:

- Add tasks: "Develop Prototypes" and "Test Prototypes."
- Set dependencies and milestones.

Step 4: User Acceptance/Testing

1. Review Prototype:
 - Conduct user and stakeholder reviews.
2. Conduct Usability Testing:
 - Perform usability testing and document feedback.

Output:

- Documented feedback and test results.

Output in OpenProj:

- Add tasks: "Review Prototype" and "Usability Testing."
- Track progress and resources.

Step 5: Implementation

1. Develop Functional Interface: ○ Implement final designs and functionalities based on feedback.
2. Integrate Backend (if required):
 - Connect the UI with backend services for tasks like user authentication.

OUTPUT:

The image displays two wireframe screens for a mobile application. The left screen is titled 'LOGIN' and features a 'Username' field with the text 'AL UMA' and a 'Password' field with masked characters. A 'Login' button is positioned at the bottom. The right screen is titled 'REGISTER' and includes fields for 'Name', 'Email', 'Phone no.', and 'Password'. A 'Register' button is located at the bottom of this screen. Both screens are enclosed in rounded rectangular frames with a slight drop shadow.

LOGIN
Username
AL UMA
Password
.....
Login

REGISTER
Name
Email
Phone no.
Password
Register

RESULT:

Hence the lifecycle stages of UI design using the RAD model and design of a small interactive interface with OpenProj has been successfully executed.