

**RAJALAKSHMI ENGINEERING COLLEGE**

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**RAJALAKSHMI  
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<p><b>CS23A34 USER INTERFACE AND DESIGN LAB</b></p>
<p><b>Laboratory Observation NoteBook</b></p>

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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 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**

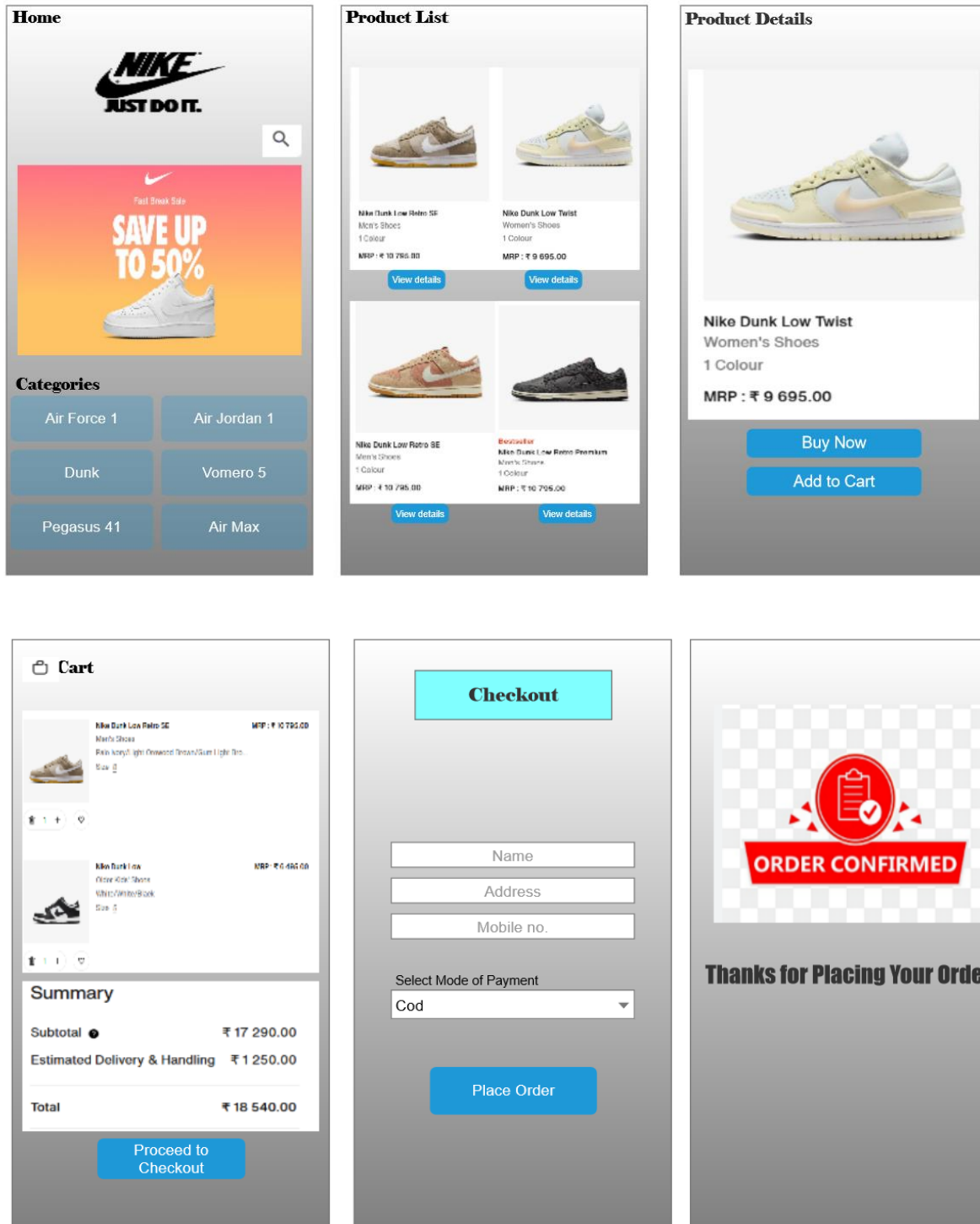
#### **1. Finalize and Export:**

- 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:



## **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.