



axure RP

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About the Tutorial

This tutorial aims to provide a brief introduction to Axure RP Pro, one of the leading prototyping tools in the User Experience (UX) industry. With ample examples to work with, you will get acquainted with Axure terminologies as well as unique ways to make the interactions work for you and your team(s).

Audience

Target audience for this tutorial are UX enthusiasts who want to understand what it takes to build a prototype and how Axure RP, as a tool can be used effectively. This tutorial is also a good refresher for UX practitioners to know the recent updates in Axure RP 8.

Prerequisites

The tutorial assumes preliminary knowledge of User Interface (UI), User Experience (UX) and the background of creating simple algorithms/procedural steps. Introductory knowledge of frontend designing is a plus.

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1. Axure RP – Introduction to Prototyping

The word **prototyping** is very common and relevant to folks in Software Development as well as Architectural development. When it comes to architectural development, in Egypt, there are prototypes of the Great Pyramids of Giza. These were constructed with (of course) a smaller version in order to take the agreement or approval from the ruler.

This small but meaningful example precisely illustrates the purpose of a prototype. According to Wikipedia, a prototype is, "A first or preliminary version of a device or vehicle from which other forms are developed."

For the software development world, the definition can be adapted as, a preliminary version of a page, screen, or functionality, which supports the other development by visualizing the screen elements effectively and showcasing the interactions. This definition includes the most critical part, interaction.

In software development, for developing a part of functionality or the complete functionality itself, a considerable investment is required in terms of time and efforts. It is an unending process of developing, validating and correcting issues as per the feedback from clients.

Most of the software development companies want this process to be as quick as possible. Hence, they do not go ahead with effort and time investment from all the team members. Instead, they make a smart move of hiring a User Experience (UX) engineer, who has the skillset of visualizing a particular feature. This gets them on the driving seat when developing the product.

In essence, prototyping is required to simulate and visualize the software requirement very early in the development. The process eventually becomes beneficial to both software development companies and the clients as it reduces the unknown in the feature, thereby providing a right direction to the development.

Right Phase for Prototype Development

In the current era of high profile software development, there have been many advances in the overall software development life cycle table. These advances are from the aspect of technologies as well as the role/position of a particular team member in the life cycle. One such position has started getting traction, which is called a UX engineer.

A UX engineer is equipped with a skill set, which is beneficial for the customers. By using different techniques or steps to know the customer better, the UX engineer can get a good hold of what the user is expecting out of a given software product.

Usually, when the requirement gathering process takes place, tech companies are now involving the UX engineers to go out in the market to understand what the user needs. With the latest trend of Responsive Web XDesign and Mobile-First Approach to software development, there can be a number of areas one wants to focus their attention on. A UX

engineer employs processes such as User Interviews, Market Surveys to know the pulse of its intended audience.

This process is time taking as well as important, as it gets the path clear for the software product to see its suitability in the market. These steps are employed when gathering the software requirements and eliciting them. It is an ideal phase, as it reduces the overall cost of development. However, when the software product is mature, one can introduce the UX research phase in order to gauge the viability of the enhancement being made.

2. Axure RP - Introduction

For the UX engineers, the process of understanding their user base is not just limited to getting the inputs from the customer or the related conversations. There are some interesting steps that they need to take to understand what a user wants. The real work starts when they are somewhat clear about what the user might be expecting out of the software product.

Once some data is available about how the user is perceiving the upcoming software or an enhancement in the existing software, the UX engineer comes back to its den to design the user interface for them. Traditionally or as a common approach, when someone says design, it means software such as Adobe Photoshop, CorelDraw, or even Microsoft Paint. At times, to get back to the users real quick, UX designers make use of good old pen and paper to design interfaces.

However, for UX designer, providing the quality in designing the User Interface means more than just showing an awesome design. User Experience consists of not only how the user sees the interface but also how the user interacts with it. The software tools mentioned above and the likes in the market come with their own feature sets. It is indeed a tedious task for the UX engineer to choose the appropriate software which will enable - brainstorming, designing, and getting feedback.

Enter Axure, the currently trending software to design beautiful user interfaces and interactions. Axure has been around since close to a decade to allow UX engineers to get to the details of creating a software prototype with ease. Axure, along with being the prototyping tool, has a powerful community contributing to the UX world with many examples and skillful interactions.

At a higher level, following are the features offered by Axure:

- Diagramming and Documentation
- Effective prototyping with Dynamic Content
- Conditional Flows
- Beautiful animations to enhance the interactions
- Adaptive Views
- Support on Windows and Mac

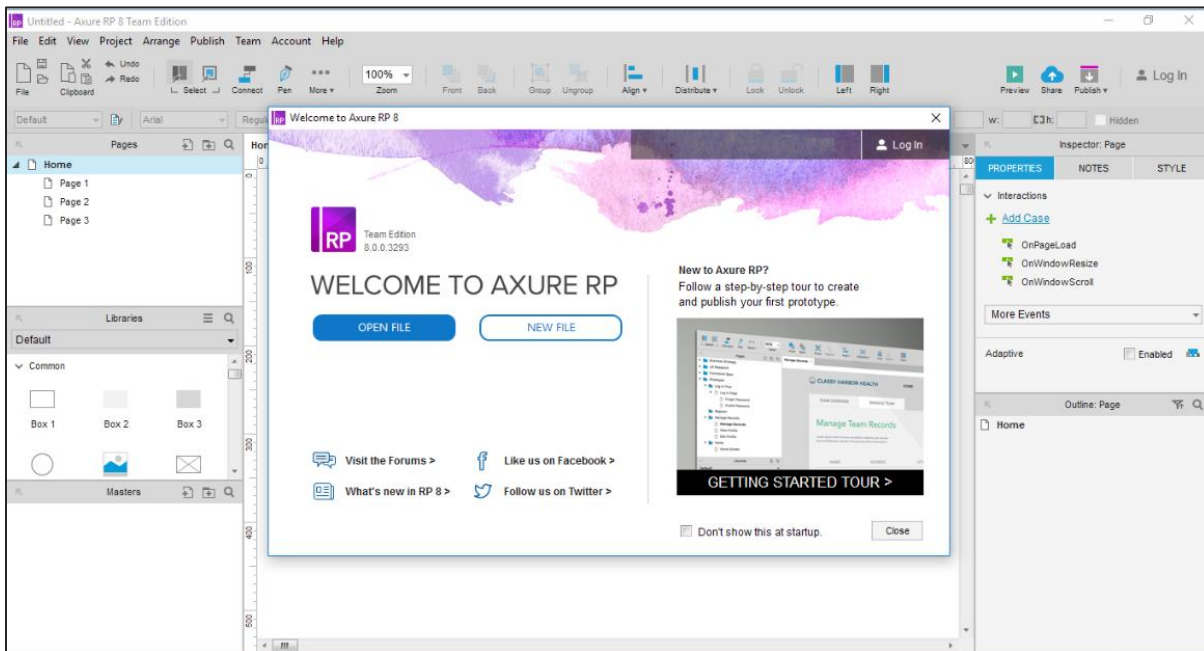
To explore the detailed feature list provided by Axure, please visit <http://www.axure.com>. For installation instructions, follow the link <https://www.axure.com/download>.

For rapid prototyping, Axure RP provides a varied range of tools and techniques, which always help the Analysts/User Experience engineers to visualize the end goal.

With a strong community always available to assist, Axure RP is becoming the preferred tool for UX enthusiasts and practitioners.

3. Axure RP - User Interface

Once you install Axure, you will be presented with an interface as shown in the following screenshot.



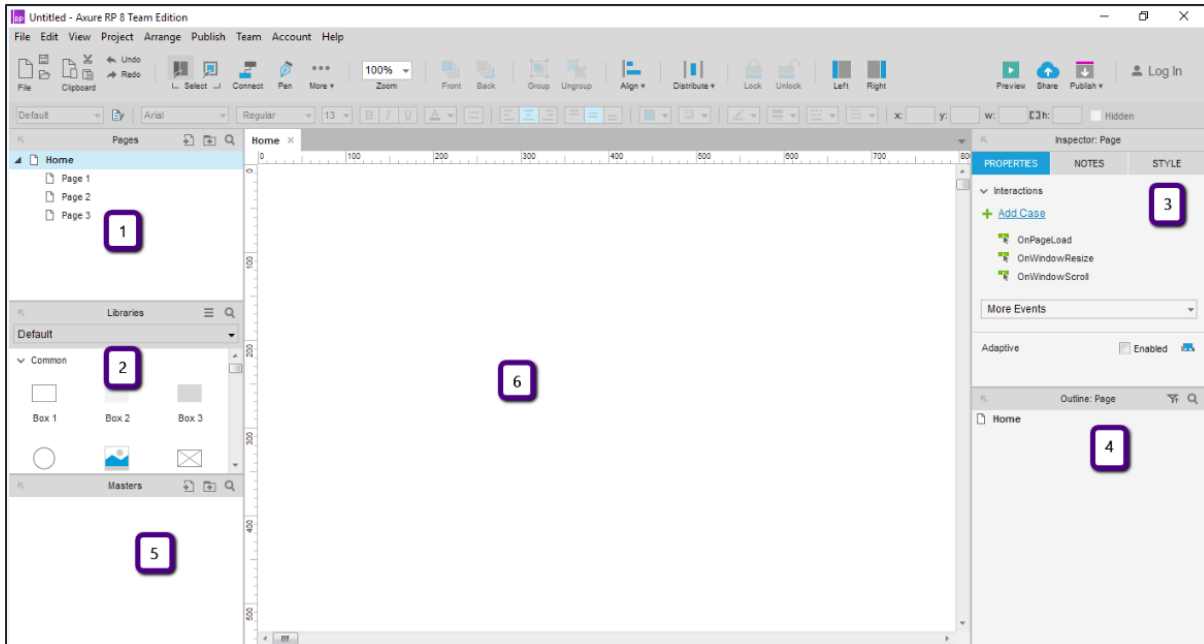
This screen will always be shown at the startup until you opt for not to show it.

On this screen, you have the following options -

- Start a New File in Axure
- Open an existing Axure project

Let us now create a new file with Axure.

When you click the button "NEW FILE", you will be presented with the following screen to create a new prototype.



As shown in the figure above, the workspace is divided into 6 parts.

- Pages
- Libraries
- Inspector
- Outline
- Masters
- Design Area

Let us walk through these parts one by one.

End of ebook preview

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