

Homework Assignment 1: Reflections, ideas, and planning

1. Based on the reports of your fellow classmates during our last class (2023-09-25), please briefly summarize any new ideas for apps to solve people's problems that you have come up with as a result of listening to other students.

Answer: Based on Akhila's survey, the problem: : Many aspiring software engineers face the difficulty of accessing coding interview preparation materials on platforms like LeetCode when they have limited or no internet connectivity can be solved by designing an app to enable coding interview practice and learning in offline environments. It provides a downloadable library of coding problems, solutions, explanations, and educational content, allowing users to continue their interview preparation without needing a constant internet connection. This would empower users to prepare for coding interviews effectively, regardless of their internet accessibility, making it a valuable tool for students and job seekers in various settings, including those with limited online access.

2. Several people mentioned the "conflict" between the desire to have a free app, and developers' desire (and need) to get compensated. Can you suggest any ways by which developers can reap their creativity's and efforts' rewards without alienating their "customer base" by inundating them with ads and/or charging them?

Answer: Balancing the desire for a free app with the need for developers to get compensated can be challenging, but there are creative approaches to achieve this equilibrium without overwhelming users with ads or charging them directly. Some strategies are:

- Include a donation button within the app, allowing satisfied users to voluntarily support the work.
- If applicable and ethically, aggregate and anonymize user data to provide valuable insights to third parties in exchange for compensation. Always prioritize user privacy and obtain consent.

3. Please point to any app/software/website that offers in your opinion an excellent UI/UX. Briefly explain in what ways you find its UI/UX to be so good.

Answer: I think that an app that has excellent UI/UX is "Airbnb." It's because of the below reasons

Intuitive Search: Airbnb's search functionality is straightforward and user-friendly. Users can easily filter results based on various criteria such as location, dates, price range, and property type.

High-Quality Imagery: The platform showcases high-quality photos of properties, allowing users to get a clear and appealing view of what they're booking. This enhances trust and encourages bookings.

Map Integration: The map view is seamlessly integrated, allowing users to visualize property locations and explore different neighbourhoods easily. This is especially useful for travellers.

User Profiles and Reviews: Airbnb's user profiles and review system build trust among users. Guests can read about hosts and properties, and hosts can learn about potential guests, creating a sense of community and accountability.

Booking Process: The booking process is straightforward and secure. Users can communicate with hosts, ask questions, and make reservations with confidence.

4. Have last class's discussions and/or items #1-3 gotten you closer toward a page / app you would like to pursue as a project for this course? Please discuss briefly.

Answer: I can instead explain what our team has decided on making as a project. We have a rough idea to build an e-commerce website through which customers can order things online. The main difference between the existing E-commerce websites and our website is : the website only acts as a medium between the customer and the manufacturer i.e., the customers can place order and track the shipping. The manufacturer directly ships the orders with no involvement of the website. The main advantage of this website is this doesn't need any investment for inventory so, it's basically risk-free and also has low maintenance.

We are planning to develop the website using HTML, CSS and JavaScript for the User interface and still gathering thoughts on how to implement the whole idea.