1. Based on the reports of your fellow classmates during our last class (2021-09-08), 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.
   - One of my classmates mentioned an app that has every restaurant in the area to order from without fees. This got me to think about an app that allows you to compile a map/list of your favorite restaurants and organize the restaurants by type of food, personal rating, and location. The app would also include basic information about the restaurant including the menu and hours of operation.
   - Another one of my classmates suggested an app that has easy recipes for days when you don't feel like cooking a complex meal. This gave me an idea for an app where you can create your own recipe book from your family recipes or your favorite recipes that you've found online. You would also be able to add pictures of your recipes and share your recipes with friends.
   - One classmate had an idea for an app that figures out if your outfit goes together. I think this would be a great app. I would add features to the app that give you information and statistics on your wardrobe including the condition of your pieces, how long you've had them, and how many of each type of clothing item you have. It would also be nice if it had a feature that could pull images from the internet (celebrities and models) of different ideas for a clothing piece that you want to incorporate into your outfit of the day.

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 with ads and/or charging them.

   One way to make money that I often see with apps that I download myself is that they are free, but include in-app purchases or options to purchase subscriptions or premium versions of the app. These options aren't required, but they give you additional features or advantages within the app. Another way to make money that I found online is to become a white label mobile app reseller where you license your code for other companies to use. To make money you can also join an app referral program that compensates you when you refer a customer to a related app (this might be just as annoying as an advertisement).

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.
   - One website that I really enjoy browsing and think has a pleasant UI/UX is Blackbird Spyplane which provides interviews, stories, and essays regarding fashion and culture. What I like most about this website is that it is simple and it is easy to navigate. It has a lot of personality and character and doesn't feel too perfect or corporate. It is also aesthetically pleasing and features cool collages for each article.
   - I like the UI/UX of the Bode website. Bode is a high end fashion brand with a very simple, easy to navigate website that allows the clothing pieces to shine without any distractions.
   - Another website that I enjoy is the Khan Academy website because it has a lot of necessary content and is still well organized for the amount of content it has

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

   Seeing and hearing others' ideas has given me more ideas for apps that I might consider pursuing. I haven't yet narrowed down what exactly the app I want to make yet, but I think it has been helpful to hear others ideas and items #1-3 have gotten me to think about the details of what I look for in an app and what I want to include in my app.

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