* How do you interpret user needs and implement them into applications?

The Quickest way to interpret a user’s need is by asking them. Some questions you could ask them is whether or not they have an example of an application they already like. You could also ask them the purpose of an application as a whole or just in part, depending on what they are looking for. You could also anticipate what the user wants based on your past experience.

* How do you approach designing applications?

My initial thought is to keep it simple. And if there is a lot on the application, my thought is better to have more pages rather than trying to get everything on one page. However, that may not always be the case.

* How do you approach developing applications?

In developing applications, always remembering the user. We could also keep in mind what is the applications purpose. With the user’s idea, we can usually determine what system they want us to run off of. I am most experienced with Android studio. Then once the app is set up, run tests on the pages to make sure they work. Once you have a working app, you can then release the app.