

Homework Assignment 1: Reflections, ideas, and planning

1. Based on the reports of my fellow classmates during our last class below are the ideas that I have liked and have come up with as a result of listening to other students.
 - ⇒ I have liked the idea where we can create an app for restocking the items in the Fox hall which can be implemented in the university.
 - ⇒ The application is usable and have a problem to focus.
 - ⇒ I also feel it will be an add on to the current situation as it being done manually and is being managed without major issues.
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?
 - ⇒ By giving consumers the option to donate voluntarily to support the app. If users think the software is useful, some could be eager to contribute.
 - ⇒ Encouraging users to refer the app to their friends by providing awards or bonuses for successful referrals.
 - ⇒ Minimum ads that do not interrupt or interfere the use of app.
 - ⇒ Reward loyal users with points or virtual money that can be redeemed for premium features or discounts.
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.
 - ⇒ WhatsApp: WhatsApp provides a simple and secure messaging service. It has user-friendly chat interface, end-to-end encryption, and dependable voice and video calling.
 - ⇒ It has dark mode which makes the app more aesthetic and is easier on the eyes in low light.
 - ⇒ Google Maps: Google Maps excels in providing a seamless and intuitive mapping experience. Its clean design, accurate directions, and real-time traffic updates contribute to its exceptional user experience.
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.
 - ⇒ I have not finalized on the topic for the project but after listening to various ideas and problems during previous class I understood that there are a lot of factors to consider before starting the project.

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- ⇒ I understood the importance of security measures to protect user data and sensitive information.
- ⇒ I have also realized the importance of user interface and user experience and its role in creating an app.