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HW1

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**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.**

App/Website	Problem	Solution
Hoppers	Getting trustworthy travel information is challenging	<ol style="list-style-type: none"><li>1. Create a peer review system where travel agents or frequent travelers can verify or validate travel information. This increases the trust factor for the users.</li><li>2. Reduce the number of pop-up ads and instead incorporate native advertising that blends with the content.</li></ol>
Wikipedia	Unreliable citations	<ol style="list-style-type: none"><li>1. Integrate academic databases and journals that students can access for credible information.</li><li>2. Collaborate with educational institutions to ensure updated and relevant academic content.</li></ol>
Naukri	Career Opportunities and Job Searches	<ol style="list-style-type: none"><li>1. Incorporate a feature that allows HR managers or recruiters to provide real-time feedback on the job listings.</li><li>2. Provide detailed company profiles, ensuring transparency in the job search process.</li></ol>
Telegram	Privacy and security and controls	<ol style="list-style-type: none"><li>1. Implement an efficient contact management system to help users categorize and prioritize contacts.</li><li>2. Ensure end-to-end encryption for chats to address privacy concerns.</li></ol>

Blackboard	Logout Issues	1. Address the immediate logout issue with a software patch or update. This might be a session or cookie-related problem.
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**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 creativities and efforts’ rewards without alienating their “customer base” by inundating them with ads and/or charging them?**

Answer:

Below are some other ways where a developer can get income from what he makes...

- One-time Purchase with Lifetime Upgrades:
  1. Charge users once and offer lifetime updates for free.
  2. Basically, this attracts users who prefer a one-time investment over recurring payments.
  
- Partnerships and Affiliates:
  1. Collaborate with other companies to offer users special deals or content.
  2. It Can provide value to users while generating revenue without traditional ads.
  
- Free/premium Model:
  1. Offer basic functionalities for free and charge for premium features.
  2. Allows users to experience the app and upgrade based on the value they perceive.

**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:

Spotify Ui/Ux is the one of the best one which I have come across in the music platform.

I. Spotify maintains a simple interface across all device platforms. Whether we are on desktop, mobile, or tablet, the experience is consistent.

II. One of Spotify's standout features is its personalized playlists, like "Summer Hits" and

"Tollywood Mega Hit Mix." The app analyzes our listening habits and offers song recommendations tailored to our taste.

III. By allowing users to "like" or "dislike" songs in radio mode or generated playlists, Spotify can further refine its song recommendations for individual users.

**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:

Actually, We as a team are exploring the concept of initiating a drop shipping e-commerce platform. This model involves setting up an online store without holding inventory. Instead, when a customer places an order, the product is procured from a third-party supplier who ships it directly to the customer.