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1. Based on the reports of your fellow classmates during our last class (2022-09-20), 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.

There were many interesting ideas discussed in the class and of them, was the currency changer converter from one currency type to another. This can be highly useful to international studies.

Another app that interested me was the per care application. This allows us customers (pet owners) to know about ways a pet can be taken care of. It'll focus lo aspects like species, age, breed, concern, etc. it will be helpful if the location of nearby veterans is also provided in the app.

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.

Yes! It is true that there are many conflicts between the desire to have a free app and developers' desire and the need to get compensated. One solution I can think of is to incorporate short ads. This way, both customers do not get to watch long advertisements, and simultaneously the developers get to earn money and their creativity will not go waste.

Another option is to have both a free edition and a premium version of the app. This way people who want to use it for free and happily use it and of course, the premium version will have some additional benefits which customers can pay to use.

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.

openai.com is a website whose mission is "to ensure that artificial general intelligence benefits all of humanity." This website provides good and relevant information and is designed in a user-friendly manner. The contents on the website are well organized, eye-catchy, and easy to navigate.

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.

From the class's discussion, I learned to pursue a project which is useful for a larger group of customers, and that either meets their daily or emergency needs. It needs to be user-friendly and have a nice UI/UX.