**Assignment 2: Reflections, Ideas, and Planning**

1. Someone mentioned that their dad wanted an app for score keeping in golf. I think that an app could definitely be made to solve that problem and more. The app could have a basic score card, but also could keep track of previous games scores, so the user can track their progress. Maybe the app could also access information from golf courses, so the user can choose that course and it will automatically know what the par is for each hole without the user having to enter that information.
2. I think a good way for developers to get compensated from a free app, but not ruin the users experience, is to use ads that just take up a little space at the top or bottom of the screen, instead of periodic ads that take up the whole screen and require the user to wait to exit out of. Or the developers could add an option to get rid of all of the ads at a cost of a few dollars or something. I think if the app is not free, then there should be absolutely no ads, since the user is already paying for it.
3. I think Venmo has a very good UI. It is very simple to send money to someone using Venmo, there is a big button on the bottom of the screen to pay or request, and you can just scan someone's QR code, or access them from your contacts list, or simply just search for their username. It also has cool little features like a plus, minus, multiply and divide button on the keyboard when typing in the amount to send, so you can easily split a bill three ways or something like that.
4. The golf app I described in question 1 might be something I would be interested in doing for a project for this course, since it does not seem like it would be overly complex, but also not too simple. The last part I described about accessing information from golf courses might be a little hard to implement, but I have never made a mobile app so I’m not sure how difficult it would actually be.