1. Based on the reports of your fellow classmates during last night's class (2020-09-09), 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.
A classmate had reported in an app for a scam calls. The idea should extend to create a similar app for text messages. Have the app allow to block key words created by the user. Have an option that the user can report the number and create a database of spam numbers.

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.
A way developers can reap their creativity and efforts' without alienating their "customer base" is by sponsorships or deals/contracts by bigger companies. Developers are compensated by the companies while keeping the app completely free and without having ads.

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.
Google and any of its apps have an excellent UI/UX. It is simple to use for almost daily tasks such as email, Google Search, Google Maps, and Google Drive. Have a google email can connect everything.

4. Have last night's class discussions and/or items #1-3 gotten you closer toward a mobile app you would like to pursue as a project for this course? Please discuss briefly.
I was planning to make an app that helps you with school and your classes. This app will help you track your grades, assignment, exams/quizzes. I had some problems with this too. There are so many apps for this but usually lack a feature or two. I usually have to use two or three different apps to do the same thing.