Punto 1: <https://lucid.app/lucidspark/invitations/accept/inv_b76d8c83-d025-4832-91ad-c836def549a4>

* **Resolución de problemas:**

En Armenia, hay un problema con la cantidad de basura que se acumula en las calles. Los contenedores de basura se llenan rápidamente y la gente no siempre sabe dónde depositar sus residuos correctamente. Esto genera problemas de higiene, contaminación y mal olor.

* **Analice y diseñe la solución de una aplicación móvil que ayude a:**

• Encontrar el contenedor más cercano.

• Reportar contenedores llenos para su recolección inmediata

• Recibir notificaciones sobre fechas programadas de recolección.

• Aprender sobre el reciclaje y la correcta disposición de residuos.

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**Solving problems**

In order to provide a properly solution about the last problem, it’s more than just necessary to watch out basic aspects from a program that’ll solve complex tasks, based on some requested access towards a mobile device (smartphone).

Partly, an app which’s used gets destinated to solve many problems all over a town, relative to trash collecting, must base on the following rules: location, communication and understanding.

* **Designed app goals or working configuration procedure:**
* **Location access:** once all program designed’s fully complete, users will be able to allow location access,a single request coming from the app, wich’ll let them take a look at a map composed by dots who are supossed to help find out the nearest garbage deposite (trashcan).
* **Notifications about trashcans:** As of trashcan’s location, it’ll be used a drop-down menu, from where you’d report issues relative to them (trashcan’s full, damaged or somewhere else it shouldn’t be).
* **Uptading information spot:** At a certain time, info relationated with recycle and collecting garbage’ll be updated in order to share accuracy, comfort and an unic learning process to everyone who could be using the app.

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* **Cree un algoritmo en seudocódigo y en diagrama de flujo que enseñe a las personas sobre la disposición de residuos. (use una herramienta digital):**

Texto

Descripción generada automáticamente

Punto 2.3







