ASSIGNMENT-1

1. **Based on the reports of your fellow classmates during our last class (2022-09-08), please briefly summarize any new ideas for apps to solve people's problems that you have come up with because of listening to other students.**

   From the class discussion I noticed two important things to solve user problems they are as follows:

   The features of the application should be presented with proper user interface like fonts, icons, voice-based searches etc.

   The application should consider the scope of users and develop the application that should be used by majority of population. For example: The expense tracker application can be developed in general way where some people can add their monthly expenses for tracking and others like students who live in paying quest or hostel can split their expenses among friends.

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 with ads and/or charging them.**

   There are suggestions as follows:

   There is an option where application can provide the basic app features to the customers for free but to access for other high-end features, the application should charge. [Reference – Class Discussion]

   In addition, the developers/application can share the profit from the advertisement   revenue.
   for instance if an app is making 10c for a non-skipped advertise, then the company should share 3-4c as a reward to user so that users will love to use the app more as it earns them rewards.

   The developers can have subscription-based model with adds and without adds. The subscription for an app without adds should be of less amount than with adds. [Reference – Netflix's add based subscription planned for future]

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.**

   In my opinion the below websites provide good UI/UX.

   Amazon website - The Amazon is having a user-friendly interface. The items are well grouped under appropriate sections. The products displayed are having the nice attractive font and the detail of the item is given out in points. The rating of the product is eye catching. User navigation is easy.

   Instagram app - Easy refreshing, feeds are always populated with latest and unseen content. Stories of friends are placed in attractive manner. The scrolling in Instagram is easier and lighter. Instagram always keeps the people engaged.

4. **Have last class's 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.**

   The homework notifier and tracker is the application where the parents can keep track of their kids homework. The user can login as a teacher and the parent or guardian. The teachers will be having the responsibility of creating a classroom. After creating classroom, they will create some homework for the students, which will notify all the parents about the homework in their application. The parents will be responsible for making their kids prepared with the homework before due date. Once the homework is done by kids the parents can change the status of that homework which will notify the teacher. In case the homework is not done then there should be a note for parents to write the reason. This avoids keeping separate notebook for homework by kids. Avoids confusion in parents if the kids don't write the homework correctly in their homework notebook.