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 as a result of listening to other students.
   Ans: The food ordering app, as mentioned allergies are considered and some alternatives to the ingredients must be mentioned by the customer on preference basis and these can be selected from drop down bars which will be segregated category wise by the developer and must be accessible for the hotel management to select and show on application according to their stock available, so that it will be easier for chefs to give their best service.

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. -
   Subscriptions and ads are the easiest ways to earn money for the developers, but if they want to serve for free and keep it ads free, then tie ups with other applications is a solution, where they can be redirected to other app which is a better and convenient way of promoting another app which can be used by the user. For example, earlier in splitwise app there was no payment option, but now it has a payment option which is not invented by splitwise but is a tie up with other payment apps which made users easy to make instant payment and the app is also being profited.

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.
   Ans: By far, Dropbox boasts one of the most intuitive user interfaces. Anyone who has ever used a computer is familiar with having a folder and file organizational structure. There isn't much that the typical user won't know how to perform right away in terms of learnability. Because it's so commonplace, it's only natural for most people to try dragging and dropping files from their desktops onto the page without even understanding if it's possible or not. The business chose to make its navigation simpler in order to meet these UX objectives. Users may now share Paper files and documents, offer feedback, and immediately check any status updates—all from the Dropbox interface—instead of engaging in lengthy email dialogues. The toolbar has also undergone cosmetic changes. Now, based on the user's selections, just the necessary next steps for his workflows are displayed. Users ought to be able to complete their tasks more quickly as a result of the reduced friction caused by the navigation. Users are now presented with information in a better way. Users can now use a thumbnail view to visually browse their files and see who is working with them on shared files and folders, adding more information to the tap at a look feature.

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.
   Ans: Yes, I want to pursue Expense tracker as project - It tracks each expense and makes a graph analysis which will help you make mindful expenses. From the last class discussion, I can say that the younger generation are not able to manage their expenses, so we can give a solution of having credentials and a parent can enter their child's or spouse's or any family member's or friend's expense and that can be reflected on the

member app. We can also fix a limit on an expense which will remind you of your extra expenses that can be customized according to the user.