

Assignment: **1_ReflectionsIdeasAndPlanning**

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- 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.**

Answer. As discussed in last class, In the United States, approximately 30-40% food is being wasted which is a serious problem as it is affecting billions of dollars of loss to the economy. It is because massive amount of energy and resources has been put into producing, processing, transporting and, at the end, a huge portion of that food has been wasted.

So, the app, which helps to reduce food waste, can be used to buy food from restaurants or supermarkets which otherwise going to be wasted. Whatever food is left after the business hours can be available at greater discount. Also, the app can be connected to social service agencies and volunteers to deliver the food to the needed people.

- 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.**

Answer. Depending upon the features and customer crowd any developer gets, if developer is offering any service which makes user task easier than there should be 1-month free trial. So, if the customer finds the application useful, they can pay for the app. otherwise, if the app is for just entertainment and developer can make any use from the data, he/she gather from users then the app should be free. Moreover, to retain the customers, a web app should have good front-end interface and efficient algorithm to handle business model along with back-end. Attractive and dynamic design of application with two or three colors combination is good while the algorithm should be optimized to load data quickly and run processes faster.

- 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.**

Answer. According to me, 'Too good to go' is the best application, which is working on reducing food wastage. Also, it is user-friendly. It has very easy starting process like you can log-in with e-mail and so many countries. Firstly, customer can explore and discover the nearest stores and find if any extra food is available there. Secondly, we can filter out our preference like vegetarian/non-vegetarian, dairy products, grocery products etc. Thirdly, in the UI itself, it is showing how much money and food we saved. Moreover, the developer uploads different kinds of blog to aware the people regarding what are the places they have started the service, what are the social communities they are working with, what are the ways we can save the food.

- 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.**

Answer. I learned numerous new concepts and had the opportunity to become familiar with new technology from the last class's discussion and above answers. By reading different resources I came to know a little about how any application can make a use of geographical location to search and place order to nearby location. So, I will try to implement this feature in the course project if possible. Also, I am planning to make API based web application to have real data in the database. Moreover, as mentioned in the earlier evaluation of the app, UI/UX is good. I will use two to three colors to keep the app neat and clean.