

Homework Assignment 1: Reflections, ideas and planning

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.
 - A. One of the problems from the last class was expense tracker, where in the expenses should be entered into the app manually by the customer to get the analysis of his/her expenses. In this example, there could a possibility that the user might forget to enter few of the expense details. So, my suggestion for this app is the user should take the bank statement of his credit/debit account at the end of the month wherein they can see the details of the transactions made. Now, this image/pdf should be loaded into the app and by the use of image recognition (or) any suitable technology the app should be able to take the data of the expenses (For eg: Walmart 250\$, Target 156\$, etc.). Also, sometimes the user withdraws the amount from the bank so there wouldn't be any store name for this transaction. In this case, the app should ask the reason for the withdrawal. This would reduce the time of the user and also all the transactions (or) the expenses are tracked and the analysis would be much more efficient.
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. One way to get both the customer and the developer satisfied is through referrals (For eg: credit card). When a customer wants to take a credit card, friends/relatives will send us a referral code, when we enter the referral code they will receive some amount. By this, people will refer the app to as many friends as possible. Due to which the number of downloads (or) usage of app increases. So, the developer also gets the profit. So, through referrals, games, discounts, etc. we can reach the goals of both the customer and the developer without ads/paying money.

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.

A. The best UI/UX app in my opinion is “CLUE”. This app is used to track our periods. The app has good representation of our menstrual cycle with the variation in colours, shapes, symbols, etc. We have diff icons for more information (eg: cycle, calender, track, etc.). This information is designed in an organized way. It is very user friendly with simple layout and has all the options one can ever ask for.

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.

A. Yes, I got an idea of what constraints to be considered while developing an app. I have a thought about a project for this course. Now-a-days, we spend most of our time on surfing the internet. While surfing or scrolling the data we might close it due to some reason or emergency and also we might not get the link which we have referred previously. Sometimes, we might not open the important links or the URL’s which our friends send us. Due to which we might miss lot of information unread or incomplete. For this if we develop an app wherein we can set a remainder according to our free time to the website or URL. We can also postpone the remainder. Also, an status bar can be set for knowing whether the reading is completed or not. This is how we will not miss any important information.