1. Based on the reports of your fellow classmates during our last class (2023-09-25), 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.

developers have different ways to make money without annoying users with lots of ads or making them pay upfront. They can offer a basic version of their app for free and let users upgrade to a fancier version for a fee. Or, they can let users buy virtual stuff or content within the app. Another option is to offer special features in exchange for regular payments. Developers can also make money by teaming up with other companies to promote their stuff or by accepting donations from users who want to support them. These methods help developers earn money while keeping users happy without bothering them with annoying ads or making them pay right away.

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 them with ads and/or charging them?

I think GardenWeb is a great idea, and I'd like to suggest some cool features to make it even better:

* Let's add a tool that helps you figure out what plant you have by just showing a picture.

* We can make it more social by adding forums and groups where gardeners can chat and share their gardening stories and tips.

* The app could give you advice on how to take care of your plants, based on where you live and what plants you have.

* We could have guides that tell you what to plant in different seasons to make your garden thrive all year.

* And how about online classes with gardening experts to teach you new things about gardening?"

These ideas aim to make GardenWeb more   user-friendly and helpful for gardeners.

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.

Apple Music's design is modern and easy to use, with nice album artwork and simple menus. It suggests music you might like in the "For You" section, which is cool. Finding new songs and artists is straightforward with the search and browse features. You can also see lyrics, watch music videos, and listen to handpicked playlists. It's handy because it connects with your existing music collection, and you can download songs to listen to when you're not online. In simple words, Apple Music looks good, recommends music you'll enjoy, and is easy to use, making it a great way to listen to music.

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.

After our class chat, I'm considering making an app that helps people find their way in shopping malls. This app would give digital maps for all the malls nearby, especially the big ones. Right now, I'm just starting to gather info and plan how to make this app.