Name: user

<Files\\DEV- 11> - § 5 references coded [4.28% Coverage]

Reference 1 - 0.65% Coverage

¶66: In the system users upload their prescription and our backend system analyzed it.

Reference 2 - 0.81% Coverage

¶70: Here, we need to process a vast amount of data by users disease and semantic web-based technologies.

Reference 3 - 0.70% Coverage

¶93: Like they take the requirements from end user at first where the main requirement comes.

Reference 4 - 1.18% Coverage

¶122: **MD:**

Reference 5 - 0.95% Coverage

<Files\\DEV- 12> - § 9 references coded [11.77% Coverage]

Reference 1 - 1.79% Coverage

¶48: **DEV-14**
¶49: I have encountered quite a few human centric issues in the apps that I developed, such as age, physical and mental disability related issues of the end users, also the socioeconomic status, and language.

Reference 2 - 1.33% Coverage

¶55: The main problem lies here is that, there is a user input based field, we are not using any sensor or anything, so that user had to manually input the values.

Reference 3 - 0.99% Coverage

¶59: For example, when the system asked user about the question, they just answered it and input is recorded in the system.

Reference 4 - 1.41% Coverage

¶78: Till now, we didn't get any users feedback on these issues, so almost all of them were identified during either requirement analysis or coding for that particular app.

Reference 5 - 1.17% Coverage

¶82: **DEV-14:**

¶83: During requirement analysis, we identified the end users age, culture as well as the mental or physical disability related issues.

Reference 6 - 0.83% Coverage

¶90: For example, the multilingual support, or the ability for the mental or physically disabled users.

Reference 7 - 1.25% Coverage

Reference 8 - 2.00% Coverage

¶111: This is because, we usually try to maintain the user's personal security while developing the app through some technical mechanism and we asked users about the application that we need to use the app properly, not nothing more than that.

Reference 9 - 1.00% Coverage

<Files\\DEV-1> - § 16 references coded [10.13% Coverage]

Reference 2 - 0.29% Coverage

¶49: But we will observe some of our end user data in near future.

Reference 3 - 1.46% Coverage

¶66: The app helps the end user to determine what is her/his current physical condition, take notes of his medicine, set a reminder in upcoming days to memorizing the health related IT support etc. In addition, the app also able to provide mental support for the users, since this is a personal assistant app.

Reference 4 - 0.49% Coverage

¶68: One is conversation model and another one is skill based model, just like Google Assistance app SIRI.

Reference 5 - 0.94% Coverage

¶68: In conversation model user can participate with our app in different conversation topics, such as politics, current world health issue, and sports related conversation and any other conversation.

Reference 6 - 0.59% Coverage

Reference 7 - 1.03% Coverage

¶73: It is basically a standalone project to fill the user assistance needs, it means users can stay his home or office or any other place; and if user give command to this app, for example let say our app name is ABC.

Reference 8 - 0.23% Coverage

¶88: So, young user can also have fun while using it.

References 9-10 - 0.88% Coverage

¶109: So we have some level of encryption AES, we do store our data in Amazon AWS, so that integrity and data protection and user to user data also separated by device ID and user profile.

Reference 11 - 0.67% Coverage

¶115: We spend a lot of times even 20 hours in a day to learn the characteristic the app should have, particularly user needs (human centric one).

Reference 12 - 1.01% Coverage

¶148: And we do various kinds of meetings with end-users to identify their needs, we also do collect user feedback from experts e.g., conversation with PhD/Masters students, from their theses, to get more knowledge.

Reference 13 - 0.30% Coverage

¶153: It means we have access to users location and voice recording.

Reference 14 - 0.71% Coverage

Reference 15 - 0.56% Coverage

¶166: Then, end users feedback point some, which is very essential to progress that test, just like a non-educated person.

Reference 16 - 0.68% Coverage

¶190: Currently, we use some sensor to observe user behavior, just like blood pressure, and similar that are available in smartwatch or smart band.

<Files\\DEV-10> - § 7 references coded [5.09% Coverage]

Reference 1 - 1.37% Coverage

¶78: One is UI for different target users considering their age, background call, and legal issues that involved with copying existing app look.

References 2-3 - 0.75% Coverage

¶102: Then, obviously after user reports, or user feedbacks are provided we receive further feedback that app becomes better.

Reference 4 - 0.31% Coverage

¶113: These driver wanted a very simple user interface.

Reference 5 - 0.63% Coverage

¶159: We use a lot of analytics tool analysis to give us a abundance like where our demographic users are?

Reference 6 - 1.11% Coverage

Reference 7 - 0.93% Coverage

¶174: For example, a Galaxy S nine mobile phone have the ability to sense your blood pressure, and BPM in the app, but isn't it costly for a general user.

<Files\\DEV-2> - § 4 references coded [4.16% Coverage]

Reference 4 - 1.62% Coverage

<Files\\DEV-3> - § 4 references coded [2.88% Coverage]

Reference 2 - 0.43% Coverage

¶49: I also think it effectiveness depends on the end user age mostly.

Reference 3 - 0.97% Coverage

<Files\\DEV-4> - § 21 references coded [9.40% Coverage]

Reference 2 - 0.50% Coverage

¶53: With respect to that project, I think end user age, culture and language are the three most particularly challenging human centric issues.

Reference 3 - 0.34% Coverage

¶59: It was kind of asking user day to day life, I mean, user open the app and go to the dashboard.

Reference 4 - 0.31% Coverage

¶61: After a while, we'll launch the beta version and try to have some test user to use it.

Reference 5 - 0.43% Coverage

¶61: So test user are mostly Japanese people around and we found much more aged people among the Japan's current population.

Reference 6 - 0.43% Coverage

¶67: For example, you go to some app and you are actually giving your too personal data e.g., how is your health condition?

Reference 7 - 0.69% Coverage

¶67: However, for tracking users health condition we need these data to know whether s/he get sick and actually get infected by COVID-19, because then we can recommend her/him to go to hospital.

Reference 8 - 0.43% Coverage

¶94: He report an issue mentioning that when he enter health data, on app screen or the user dashboard, not remembering it.

Reference 9 - 0.40% Coverage

¶100: **DEV-5**
¶101: Yes, we use encryption and third party server for health data, our own server for authentication data.

Reference 10 - 0.34% Coverage

¶101: I mean, there's two sort of thing here, one is user authentication data, like who is the user?

Reference 11 - 0.80% Coverage

¶107: He explained it that it okay, if someone get the data related to that user headache, high body temperature, but that someone should not track who is the person, as the authentication data is in our server and encrypted.

Reference 12 - 0.57% Coverage

¶107: Thus we realise, even if data are leaks from third party server, intruder can’t guess user age and location, like, what age of the people living in what area?

Reference 13 - 0.30% Coverage

¶113: So if it get leakes the company will be in problem, user right are protected by law.

Reference 14 - 0.37% Coverage

¶113: If any user claim, their data is getting breached, they may take some legal action against the company.

Reference 15 - 0.73% Coverage

Reference 16 - 0.42% Coverage

¶164: The later feedback was pointing to dependence on the user interface and mostly related with the accessibility issue.

Reference 17 - 0.21% Coverage

¶170: It was something related to user centric design principal.

References 18-19 - 0.61% Coverage

¶170: For the web part and application part using the same back end using APIs, those are totally back end things and doesn't relate that much the user accessibility issues.

Reference 20 - 0.48% Coverage

¶170: So I think, the UI one, saying like generalized user centric principle was used, especially the positioning the options and buttons.

Reference 21 - 0.63% Coverage

<Files\\DEV-5> - § 6 references coded [3.48% Coverage]

Reference 1 - 0.47% Coverage

¶70: So based on your user domain, we try to develop and design our application.

Reference 2 - 1.03% Coverage

¶79: **DEV-7:**
¶80: I think, most crucial thing is maintained the deadline in the perspective of development, because the application is diversified and the user domain is vast.

References 3-4 - 0.53% Coverage

¶80: You already mentioned about that there is a multicultural user and multi domain user.

Reference 5 - 0.72% Coverage

¶91: Then, there is some issues was covered in the alpha version, test by the domain user there for testing the position.

Reference 6 - 0.74% Coverage

Reference 2 - 1.50% Coverage

¶63: That's why we provide two language support Bangla and English, we consider our user base individual, both male and female need to considered, and we always consider our culture.

Reference 3 - 1.40% Coverage

¶65: Here culture is particularly important with respect to User interface, because when user use or install an app, first thing s/he noticed about the app is interfaces.

Reference 4 - 1.66% Coverage

¶65: And if they even though, there is some difference for Internet users and for local users also, we are always give them support through manuals, as I said early, Bangla to English language support.

Reference 5 - 1.01% Coverage

Reference 6 - 1.52% Coverage

¶137: **DEV-3:**

¶138: I don't think every team and every company takes sufficient account of user diversity into consideration, but we should consider it, from both angles, user and developers

Reference 7 - 0.71% Coverage

¶144: It's their job to design a system for every kind of user base rooting for diversity.

<Files\\DEV-7> - § 13 references coded [11.73% Coverage]

Reference 3 - 0.84% Coverage

¶50: Here we found two types of user (i) Children and (ii) Elderly users have some form difficulties.

Reference 4 - 1.40% Coverage

¶54: To do this, we explained user process of our app through some comic characters, as we think children will love cartoon characters explain some day life process.

References 5-6 - 1.72% Coverage

¶71: **DEV-9:**

¶72: How to pass your information more effectively to the user, diverse user like children, elderly people, uneducated users.

Reference 7 - 2.08% Coverage

¶86: Our testing and Q/A departments also working on the behavioural aspect of the app, connecting through students of different ages, actually school aged students for children related issues and teachers for the elderly user related issues.

References 8-9 - 1.05% Coverage

¶94: **DEV-9:**
¶95: As I mentioned early, mostly by the testing and Q/A teams from user feedback; that is the user data and opinion.

Reference 10 - 0.58% Coverage

¶97: Moreover, the Coronavirus does have some impact on users response.

Reference 11 - 1.30% Coverage

Reference 12 - 0.61% Coverage

¶121: We also found some user review pointing to our goals in this project.

Reference 13 - 1.04% Coverage

<Files\\DEV-8> - § 12 references coded [12.35% Coverage]

Reference 1 - 0.60% Coverage

¶50: Our aims is to incorporate the user behaviour, i.e, happiness and depression.

Reference 2 - 0.59% Coverage

¶52: We took two approaches in app modeling, one is by cracking user voice call.

Reference 3 - 0.59% Coverage

¶52: The second one was taking direct user input, like how you're feeling today.

References 4-5 - 1.18% Coverage

¶59: For example, some not all elderly users can only take a user voice call, like receive a call, , but don't know how to use the application or software.

Reference 6 - 1.76% Coverage

¶65: In our case, we gather all the information, and now it's time to give some feedbacks about the German users has some particular situations in their case, we found the result varies from mental phase or situation countrywide.

Reference 7 - 1.65% Coverage

¶69: So here how we are evaluating the result it has some input parameters to accommodate the user country, age and culture, where we noticed the language was missing and it has a huge impact in the overall project.

References 8-9 - 1.36% Coverage

¶101: In this case, we must develop the front sight in a very simple way, but doing so is very very challenging due to the users age (young or elderly users) or culture and so on.

Reference 10 - 1.12% Coverage

¶101: In a first loop they must understand how to use the application, but from developers point of view it was easy not from the user point of view.

Reference 11 - 2.36% Coverage

¶109: **DEV-10:**
¶110: In my opinion, first of all, we must have to more focused on medical related e health application for the diverse users, because some could be really helpless, Then, we need to integrate complex medical data through a simples representation for the user, some actual terms many not be useful.

Reference 12 - 1.16% Coverage

<Files\\DEV-9> - § 12 references coded [6.46% Coverage]

Reference 1 - 0.31% Coverage

¶63: In the light version, it was more like of that one to fit these kind of user needs.

Reference 2 - 0.24% Coverage

¶103: Taking users data was not cheap in 2017/2018 due to data charge.

Reference 3 - 0.97% Coverage

¶112: So, a lot of time of what happened is when connection frequently dropped off, then a lot of navigation stopped, because it is not like application user interface just go from one phase to another, I mean in the background, there is a lot of call happening.

Reference 4 - 0.70% Coverage

¶116: **DEV-11:**
¶117: As a domain expert or stakeholder, initially the product team come up with idea about what kind of thing we can incorporate in an application that will add more user engagement.

Reference 5 - 0.77% Coverage

¶119: By the way, I like to mentioned that we use slightly different user interface for that app based on different country where it is in use, that means in all the countries it is not exactly same interface.

Reference 6 - 0.43% Coverage

¶130: **DEV-11:**

¶131: I think most of the time software team actually think about this based on their own app using experience.

Reference 7 - 0.56% Coverage

Reference 8 - 0.45% Coverage

Reference 9 - 0.54% Coverage

¶174: So whenever we double up, so different screen size, and different configuration, like ram availability, historical impact user experience a lot.

References 10-11 - 0.86% Coverage

¶180: So what you can do, you probably create an application, then you can create a user flow, let's say the flow can be what user open the application user log in, then let's say user writes in this, then boom, then what will happen.

Reference 12 - 0.63% Coverage

¶182: So if you create a user flow, then you can use their service third party tooling, and they will actually test it in a lot of different periods and provide you report.