Name: challenging

¶62: As you know that there are some restricted drugs, the main challenge is to give rapid delivery to people that who actually need it, whereas avoid addicted people to some specific drugs.

¶68: These are the main things, I think main challenges for any e-healthcare system is appropriate validation

¶96: **DEV-14:**

¶97: We basically face technological challenges, say for example, for this app that we were developing, we used add resource to manually input the value from the end users.

¶54: Thus, UI will generally accepted is the main challenge in that project.

¶171: **DEV-12:**

¶172: I suggest more easier inputs and outputs need more works in app development industry, for example person who cannot see a screen properly, how to make it possible is quite challenging.

References 1-2 - 4.47% Coverage

<Files\\DEV-3> - § 5 references coded [5.60% Coverage]

References 1-2 - 2.15% Coverage

Reference 3 - 1.80% Coverage

¶65: **DEV-4:**

¶66: I think the challenging part for a programmer, when s/he start developing an app they only think about the technology or how it works in terms of IT, but we generally miss a part that how it affects the human life or day to day life or the circumstances of our lives.

Reference 4 - 0.92% Coverage

¶68: I consider this as main challenging part, because it doesn't usually come to our mind when we design the app or when we start working on it.

Reference 5 - 0.73% Coverage

¶70: In addition, most important challenges I faced as project manager is costing of the app and resource management.

<Files\\DEV-4> - § 3 references coded [1.75% Coverage]

Reference 3 - 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.

<Files\\DEV-5> - § 4 references coded [4.41% Coverage]

References 1-2 - 2.04% Coverage

Reference 3 - 0.73% Coverage

¶80: Thinking about all the domain people developing the UI, there's quite challenging thing to meet in current approaches.

Reference 4 - 1.64% Coverage

¶105: So, I think updating updates, getting update about the project all the time, that's a major limitations, and if the if the team is a small them communication is not that much important issue, but if the company is big maintaining all the things is a big challenge.

<Files\\DEV-6> - § 3 references coded [4.31% Coverage]

References 1-2 - 2.78% Coverage

¶44: **MD**

Reference 3 - 1.52% Coverage

¶52: To incorporate the needs of elderly user we face several challenges, because we're not so much experienced to design some kind of app that consider diversity of the user that time.

<Files\\DEV-7> - § 5 references coded [5.32% Coverage]

References 1-2 - 2.89% Coverage

Reference 3 - 0.34% Coverage

¶56: That was the two most challenging part.

Reference 4 - 1.40% Coverage

¶76: **DEV-9:**
¶77: One of the main challenge is to detect Germ in terms of development, how could we detect it appropriately, this is very challenging as many not visible.

Reference 5 - 0.68% Coverage

¶79: Then, human centric challenge were how to relate the consumer in with our app.

<Files\\DEV-8> - § 5 references coded [6.69% Coverage]

References 1-2 - 2.58% Coverage

Reference 3 - 0.88% Coverage

¶56: **DEV-10:**
¶57: In this project the main challenge was to integrate machine learning behavior in the app appropriately.

Reference 4 - 1.62% Coverage

¶59: Let's say one user is old, very old, or older people in general, they actually they are not educated to technologies as much as developers, thus incorporating requirement for application was bit challenging.

Reference 5 - 1.61% Coverage

¶92: Then we got some high-level feedback from the faculty that bipolar disorder tracking app has a promising future but gathering more information and getting more accurate data to integrate is bit challenging.

<Files\\DEV-9> - § 2 references coded [1.24% Coverage]

References 1-2 - 1.24% Coverage