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CS 375

Answer the following questions for Chapter 13 in Pressman and Maxim
- What did you find interesting about the reading? Why?

The most interesting part of Chapter 13 was the context aware app because these can adapt their behavior based on the user's environment. This was very interesting because you can create an app that will give users a more personalized experience and it can change how we interact with our device.

- It can be costly to develop an app for more than one mobile device. Describe a way to mitigate the risk of building a mobile app for the wrong device platform.

It can be costly to develop an app for more than one mobile device. In order to avoid building a mobile app for the wrong device platform, start by identifying the most popular mobile platforms among the target users. This will give an idea of where the users are and focus on developing for those platforms first. After that, cross platform development tools like React Native or Flutter, which lets you write code once and run it on multiple platforms. This approach can save time and money and you can update the app based on user feedback to make sure it works well across all platforms.

- Describe two context aware features that you would like to add to the Safe Home App. Why would users find them desirable?

Two context aware features that I would like to add to the Safe Home App would be Geofencing Alerts and Automated Emergency Response. Geofencing Alerts can allow the users to use the device location to automatically arm or disarm their house like when they leave their house or enter their house. The user will find it very desirable because it will automatically make their house safer without manually entering anything in the system. The Automated Emergency Response can detect if the user is in an accident and automatically alert emergency contacts. The user will find it desirable because it will help save people's lives when they are in an accident.

- What do you consider the key take away from this chapter? Why?

The key takeaway from Chapter 13 is the challenges of designing apps specifically for the mobile context. They have their own unique requirements, such as adapting to different screen sizes, input methods, and network conditions. When designing for mobile, you have to consider these factors early in the development process inorder to create apps that are user friendly and function well on a wide range of devices.