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 website to track the miles per gallon of your vehicle over time. It would take your miles driven and fuel used over time to calculate your mileage and give graphs of performance.

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 and efforts' rewards without alienating their "customer base" by inundating with ads and/or charging them.

   -Developers can help people and maintain a free app by charging commercial users and using the income from the commercial stream to subsidize home users.

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.

   I find that google maps has an excellent UI. The UI is semi language independent as it uses symbols to communicate a lot of information. The UI is not overbearing and does not obscure the map but gives all the required info.

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.

   I have seen all the others' suggestions and am inclined to make an app for mileage tracking.