**Part 1**: Good vs Great Websites

Think about the last time you utilized a mobile application or attempted to build your mobile website.  What planning process did you go through before you began your project?  You may have considered the steps or tasks you needed to perform.  You may also have considered the resources and platforms needed for your outcome.  For example, which model fits your business domain needs?  Do you have time constraints that will make completing the web application/site complex within a reasonable period?  You may also have considered the myths surrounding developing mobile apps and the difficulties generally associated with mobile app development.  Please answer the following questions.  Write a 2-to-3-page response.

* Illustrate how design & utility makes a difference between good vs. great websites.  Explain
* Distinguish how deciding between a mobile application vs. a mobile website is an essential consideration for developers. Explain.
* Examine how NoSQL databases be used in APP development.
* Interpret how push notifications are the preferred method of communication over instant messaging amongst young people.

Your assignment must follow these formatting requirements:

* Use at least three-five (3 - 5) quality resources in this assignment.Note: Wikipedia and similar Websites do not qualify as quality resources.
* Be typed, double-spaced, using Times New Roman font (size 12), with one-inch margins on all sides; citations and references must follow APA or school-specific format.
* Include a cover page containing the assignment title, the student’s name, the professor’s name, the course title, and the date. The cover and reference pages do not count toward the page count.

**Part 2**: Create a Tip Calculator Android App

Create a project called TipCalculator.

▪ The main activity layout should contain one EditText, three buttons, and one TextView (Figure 3.10).

▪ The first button should be labeled 15% and should take the amount entered in the EditText and calculate 15% of that value.

▪ The second button should be labeled 18% and should take the amount entered in the EditText and calculate 18% of that value.

▪ The third button should be labeled 20% and should take the amount entered in the EditText and calculate 20% of that value.

▪ All the buttons should display the tip and total bill in the TextView with this format: Tip: $99.99, Total Bill: $99.99.

▪ The widgets should be centered horizontally in the screen with the EditText on top, the button below it in a single row, and the TextView below the button.

