



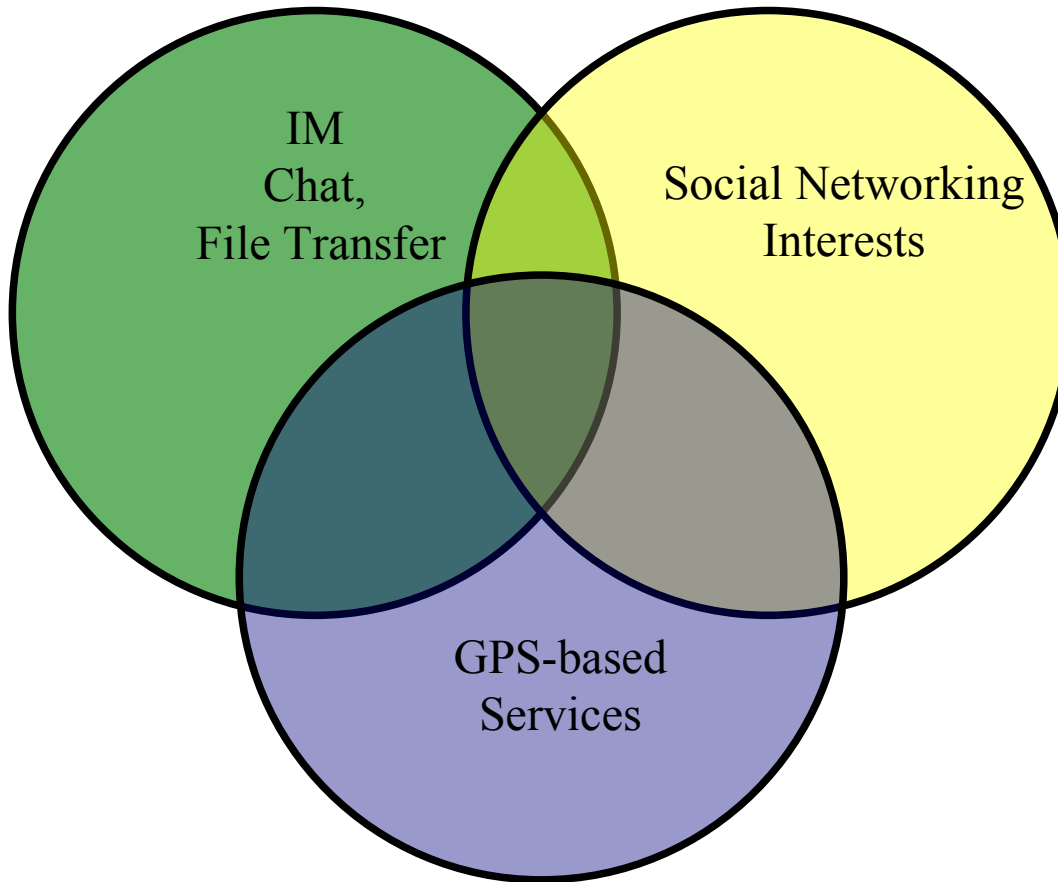
# Application Development for Mobile and Ubiquitous Computing

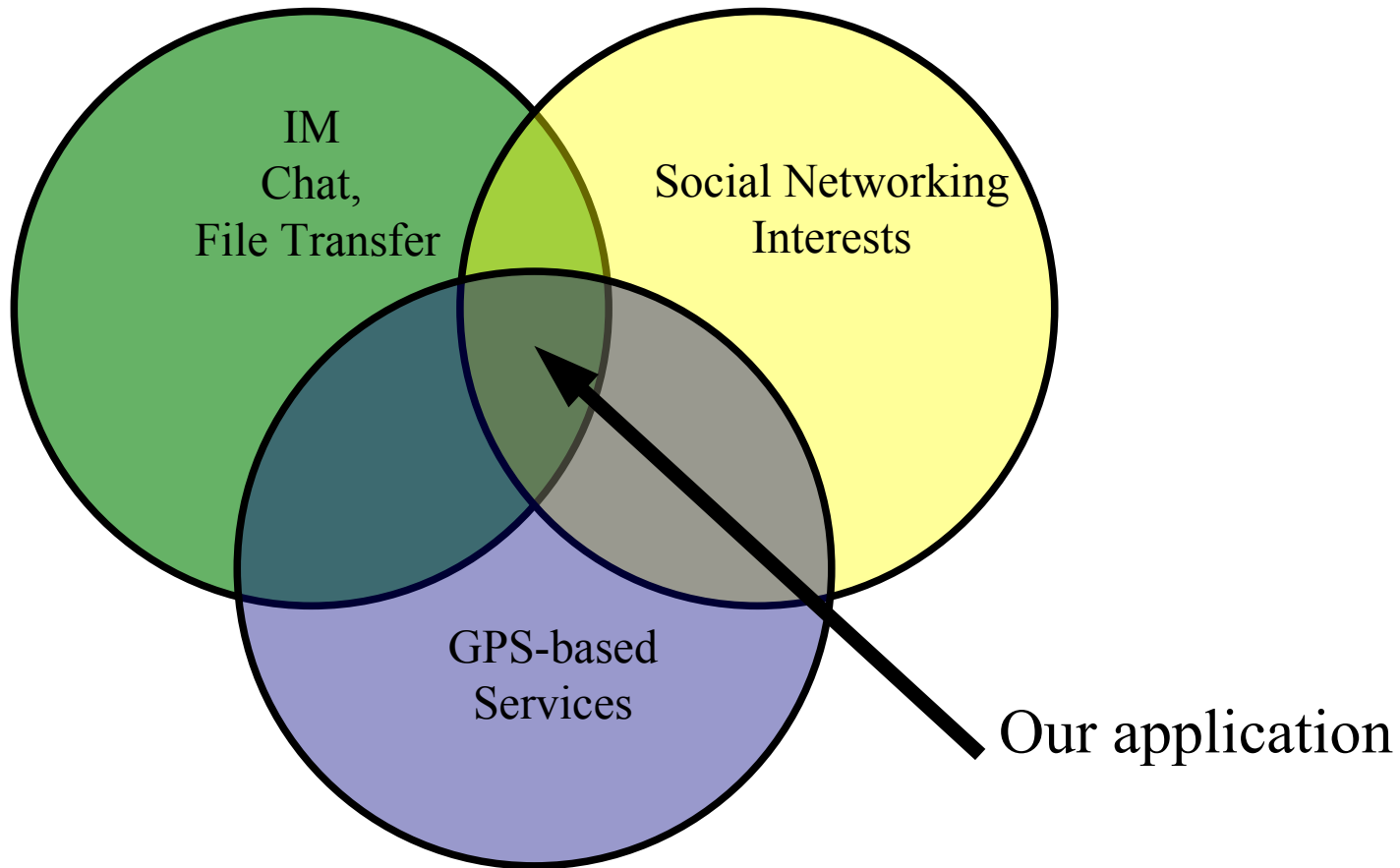
## Seminar Task First Presentation

Group: Team2  
Christian Magenheimer, Michael Jahn

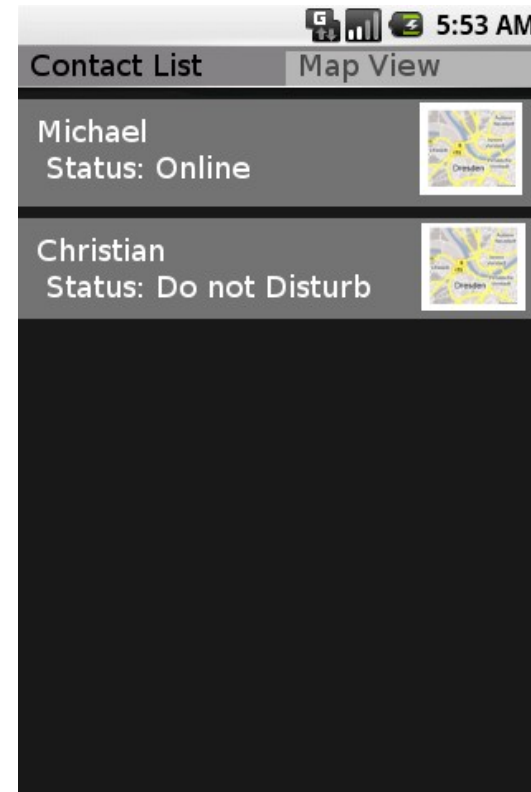
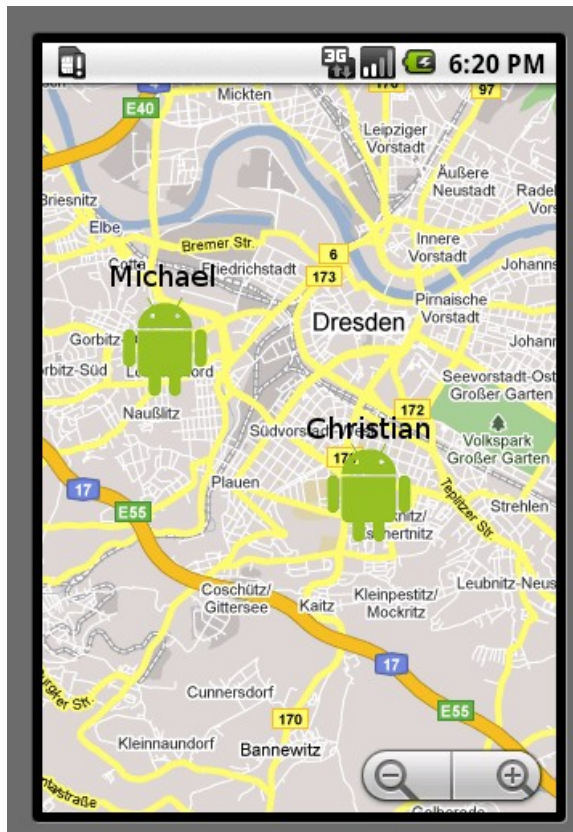
Dresden, 10/30/09

- Classic Approaches: 1 Application for 1 domain
  - Chatting:
    - Instant Messenger: i.e. ICQ, Pidgin...
  - Bring people together:
    - Social Networking: i.e. Facebook, StudiVZ...
  - Locating services:
    - i.e. Geocaching
- Typically you use different technologies:
  - Instant Messenger, Browser, GPS-Device
- What if we could bring it all together?
- What if we could get it into 1! application?

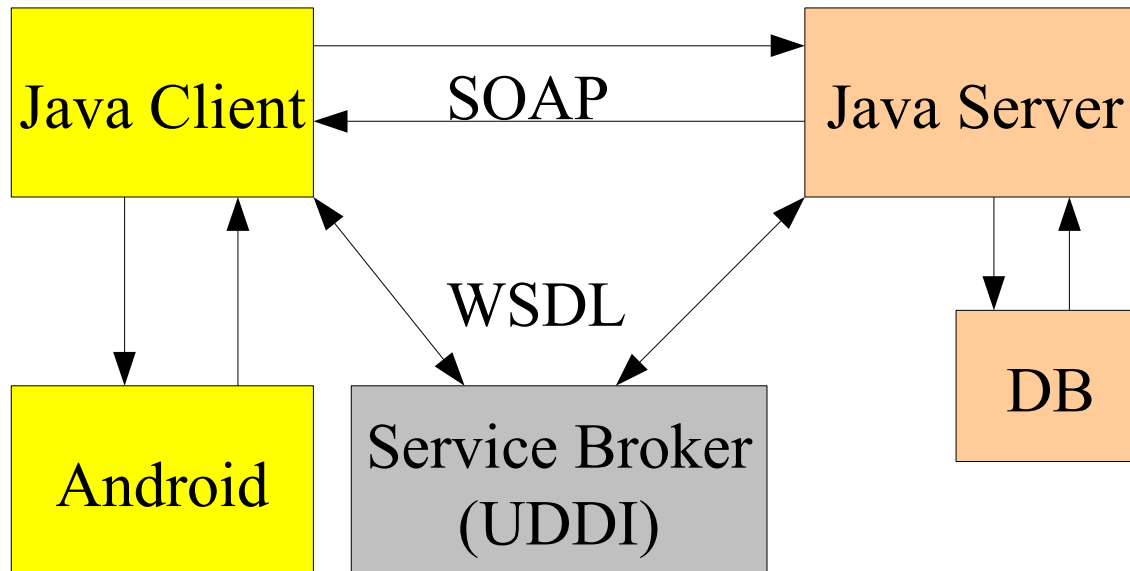




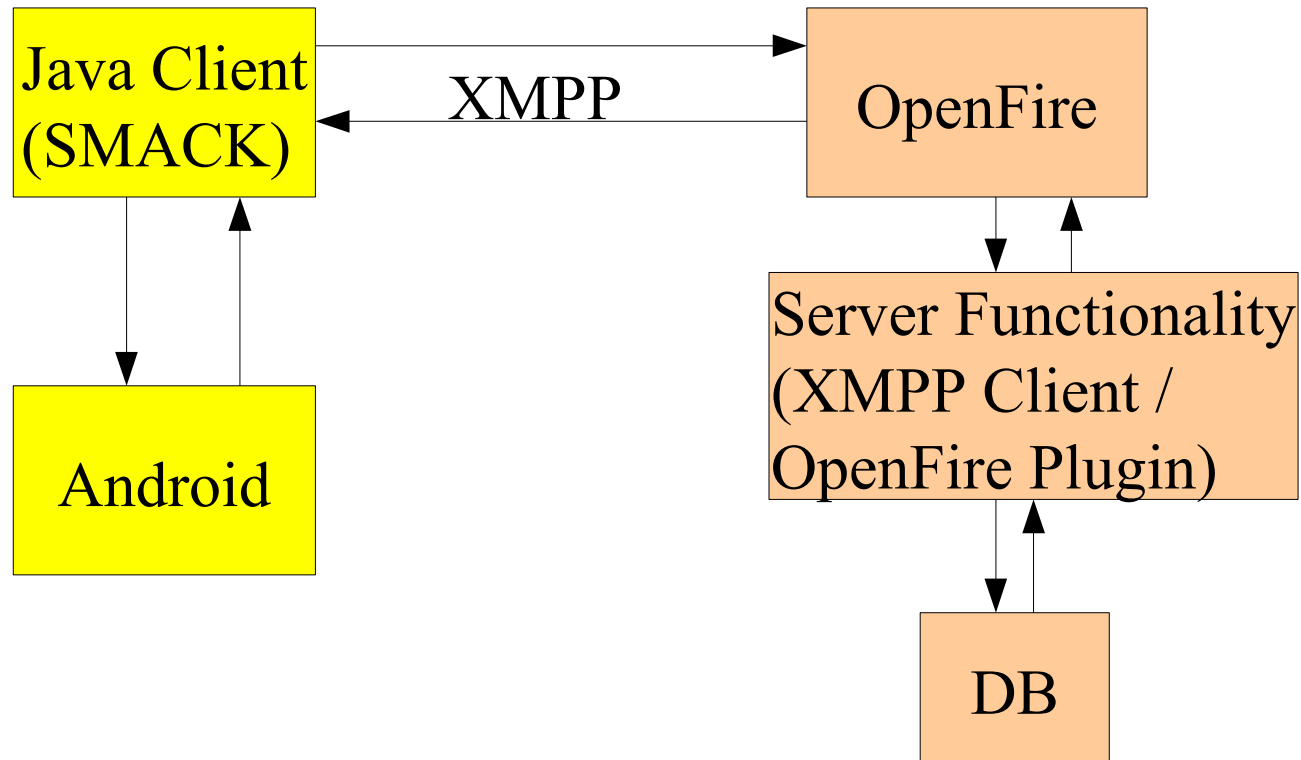
- Functionalities:
  - using an Instant Messenger:
    - chat, share media
    - see your contact list
  - Using interest based social networking:
    - define your own interests, search people with similar interest
  - Using location information:
    - find your buddies on a map
    - find people sharing the same interests on a map



1<sup>st</sup> possibility:  
- using SOA



2<sup>nd</sup> possibility:  
- using XMPP





- Heterogeneity:
  - Using Android as platform
  - Development with Java
  - Standardized communication via XMPP
- Customer Satisfaction:
  - Usability: easy and fast to use
  - Privacy: level based policy for locating service

- Agile development:
  - Building the Instant Messenger
  - Adding the location based service
  - Building the Database with interest information
- For each step we have planned 4 weeks