

Application Development for Mobile and Ubiquitous Computing

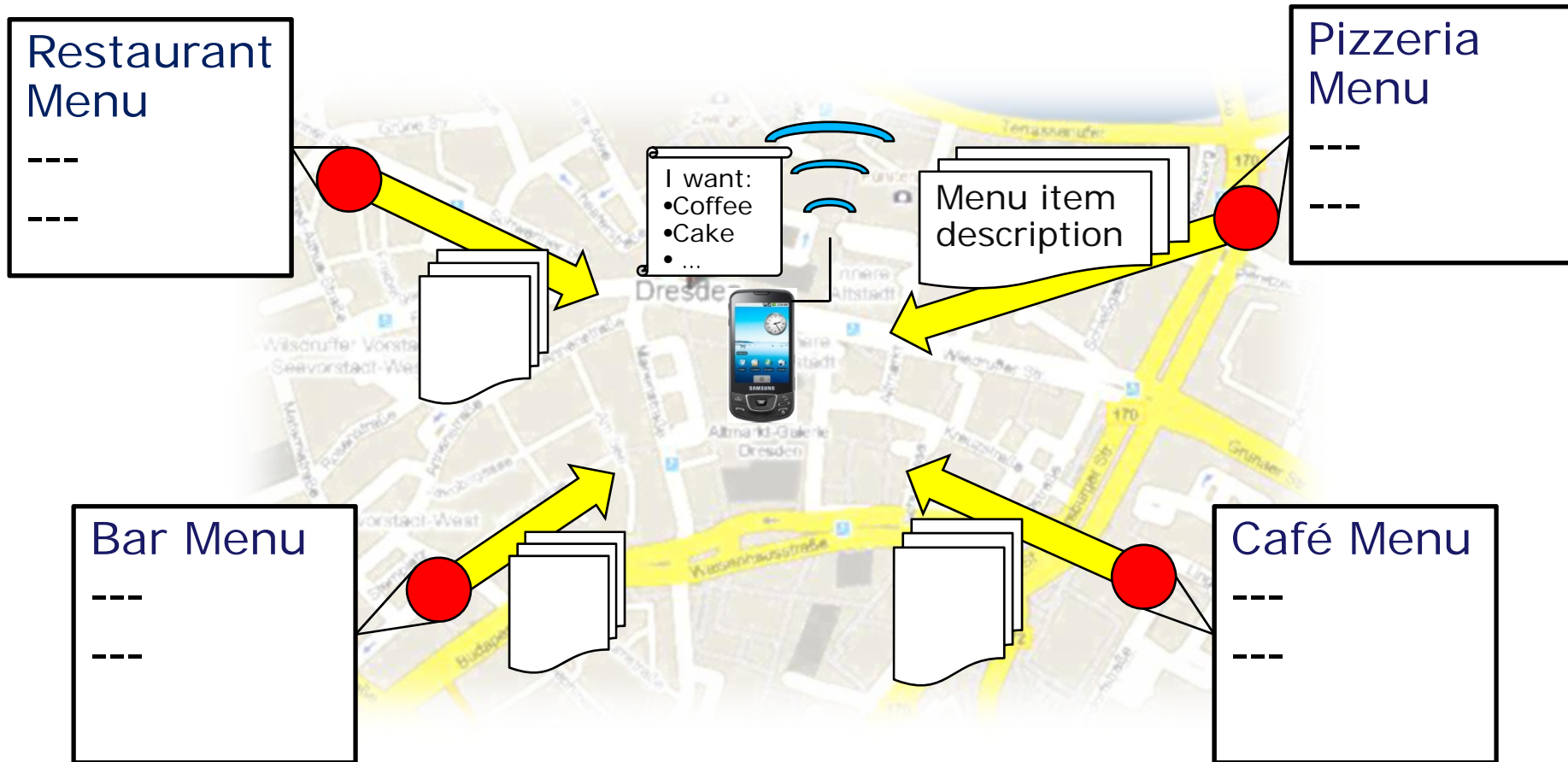
Seminar Task - MobileEatFind First Presentation

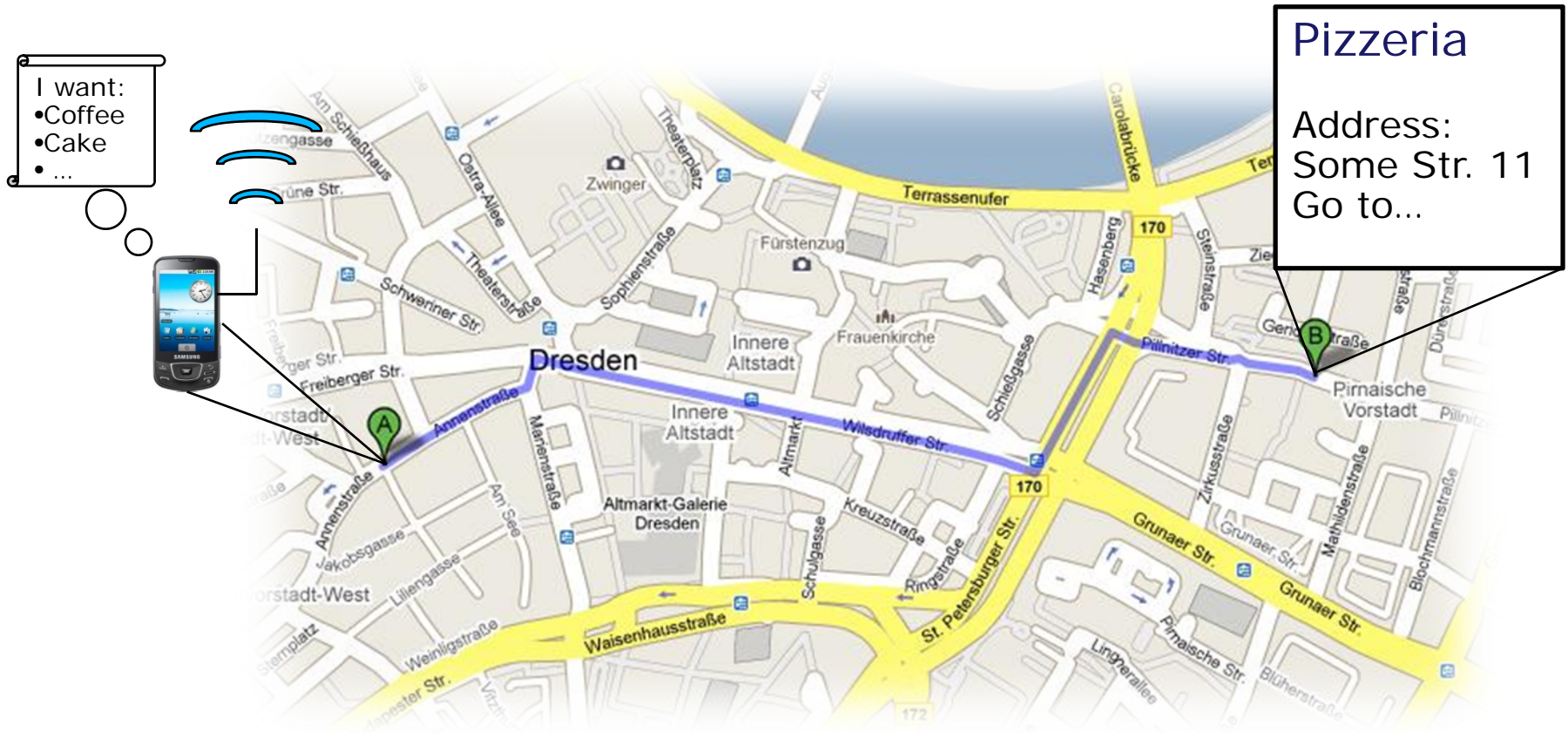
Group 10

Team:

Dang Khoa Tran, Denis Naletov

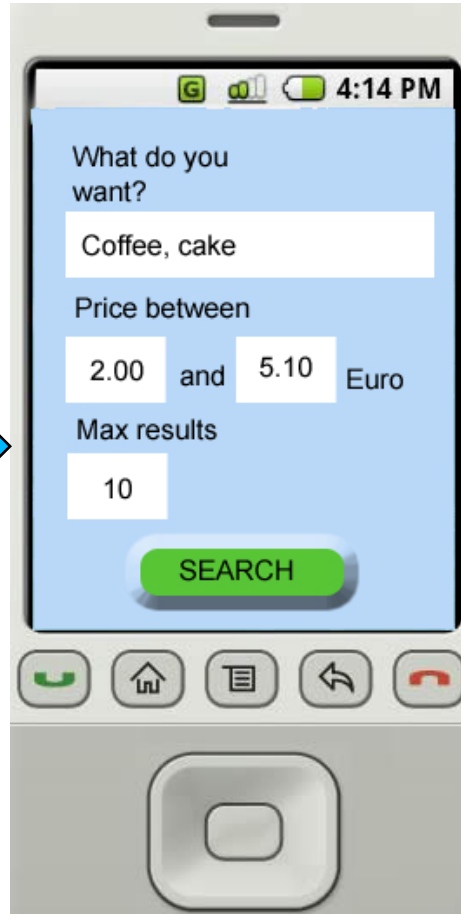
- Historical city center with lots of cafes, restaurants, bars...
- Customer is thirsty/hungry/tired/lazy and has no wish to enter any queues or check menus and prices „on-foot“
- Instead he has a mobile device with application capable to check menus, compare prices, check free tables amount...
- ... and when suitable offer has been found, there is a possibility to find the place via navigation



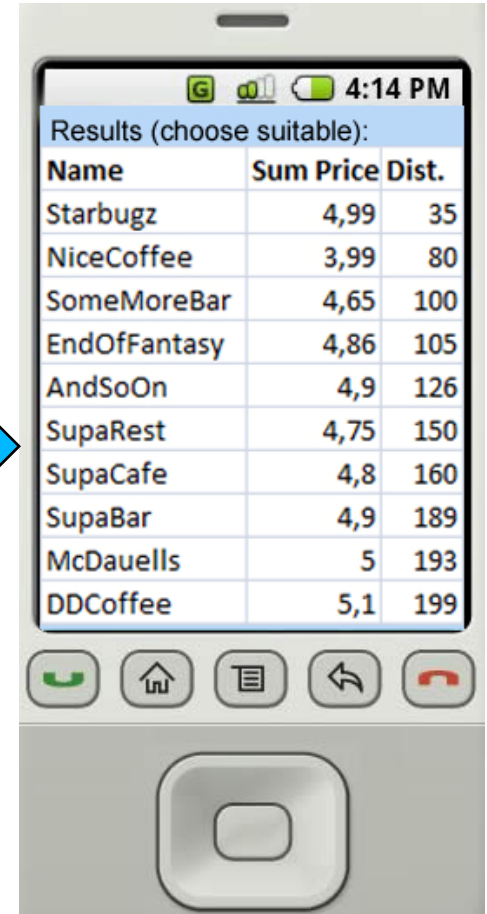




Activate program

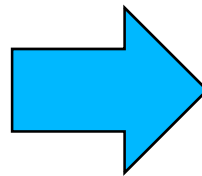
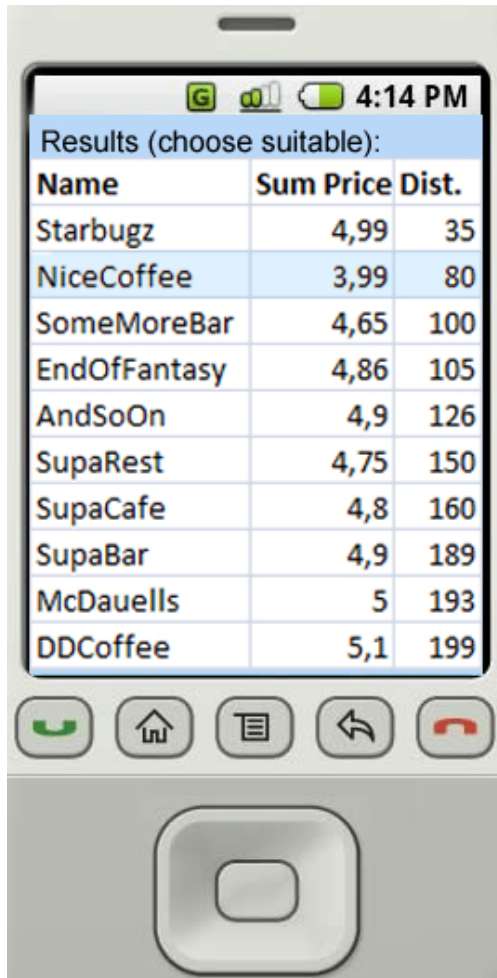


Choose, then
press search

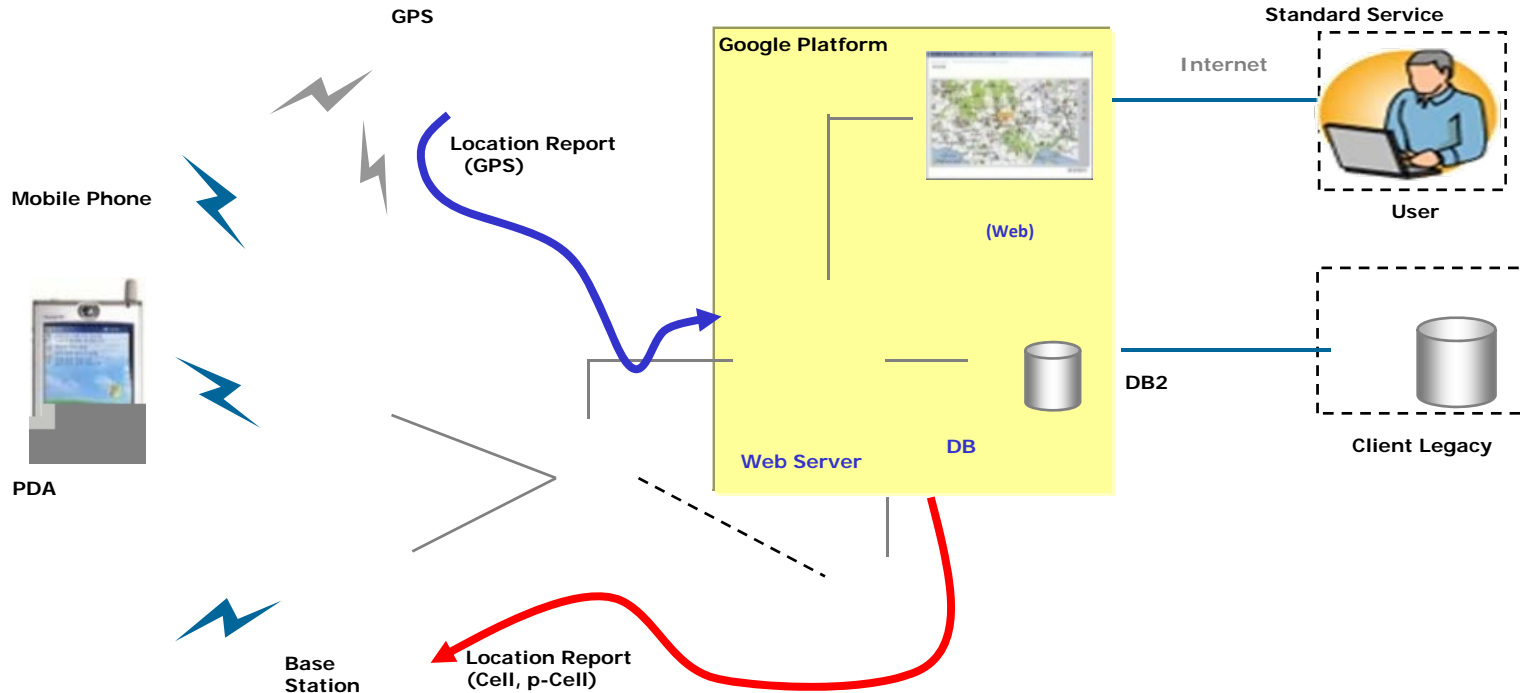


Enjoy results

Let's try NiceCoffee as cheapest:)



- Eclipse Framework with Android Development Tools extension
- Google SDK
 - *The Google SDK provides the tools and APIs necessary to begin developing applications on the Android platform using the Java programming language.*
- IBM DB2 Everyplace
 - *a small-footprint relational database and high-performance data synchronization solution*
- WLAN Connection
- 3G Internet Connection

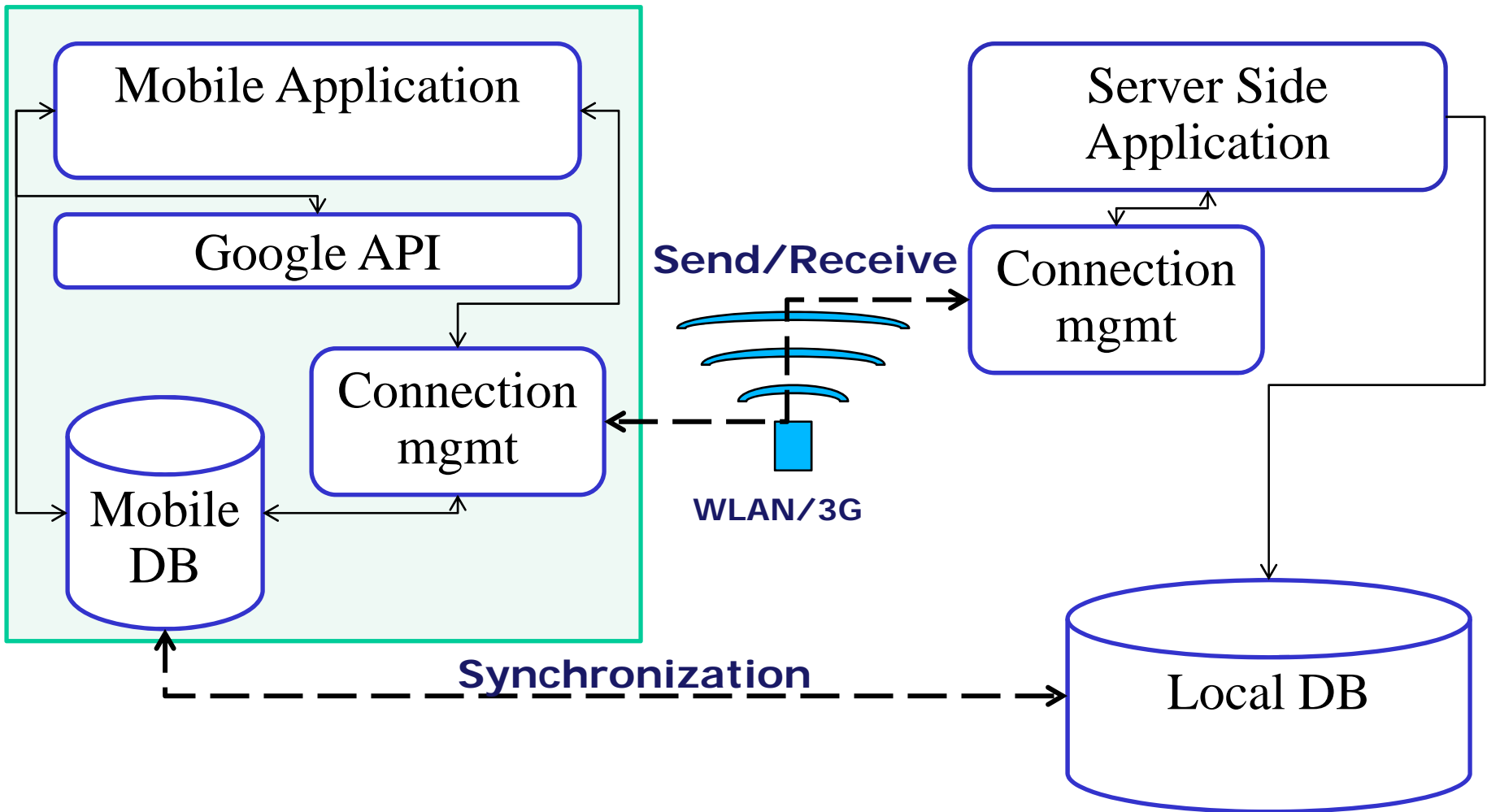


■ Features

Terminal Location Reporting: The location data periodically sent to the central server from the terminal can be monitored by the administrator over the Web

Client (Mobile)

Server



- Simple, but informative GUI
- (fast) Synchronization with (possibly) several DBs
- Google Maps
- Pre-ordering functionality (maybe...)
 - “please, begin making my coffee, while I’m walking...”

- Refined task description on 30.10.2009
- Sprint meetings each week
 - Discussions, info and ideas exchange, programming prototype
- Ongoing development status presentation on 18.12.2009
 - Version 0.1, some screenshots
- Sprint continues
 - Optimizations, a bit testing
- Final presentation on 29.01.2010