

# Application Development for Mobile and Ubiquitous Computing

## Seminar Task First Presentation

GroupNo.

11

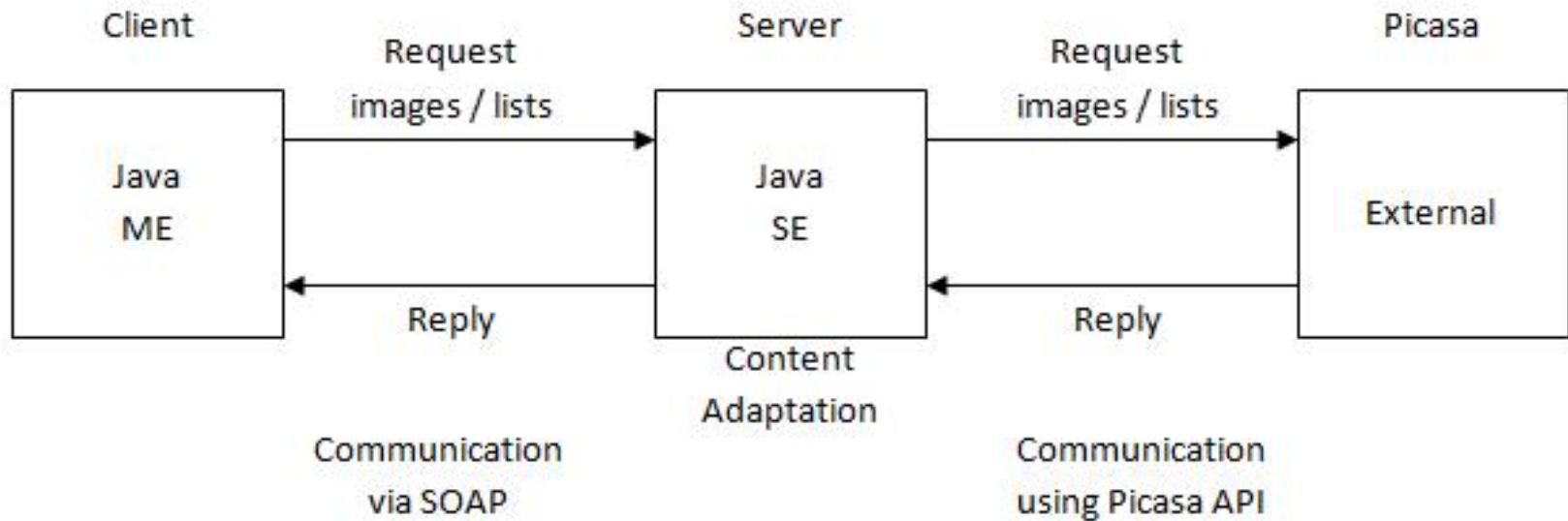
Team:

Diogo Brito

Mateusz Szal

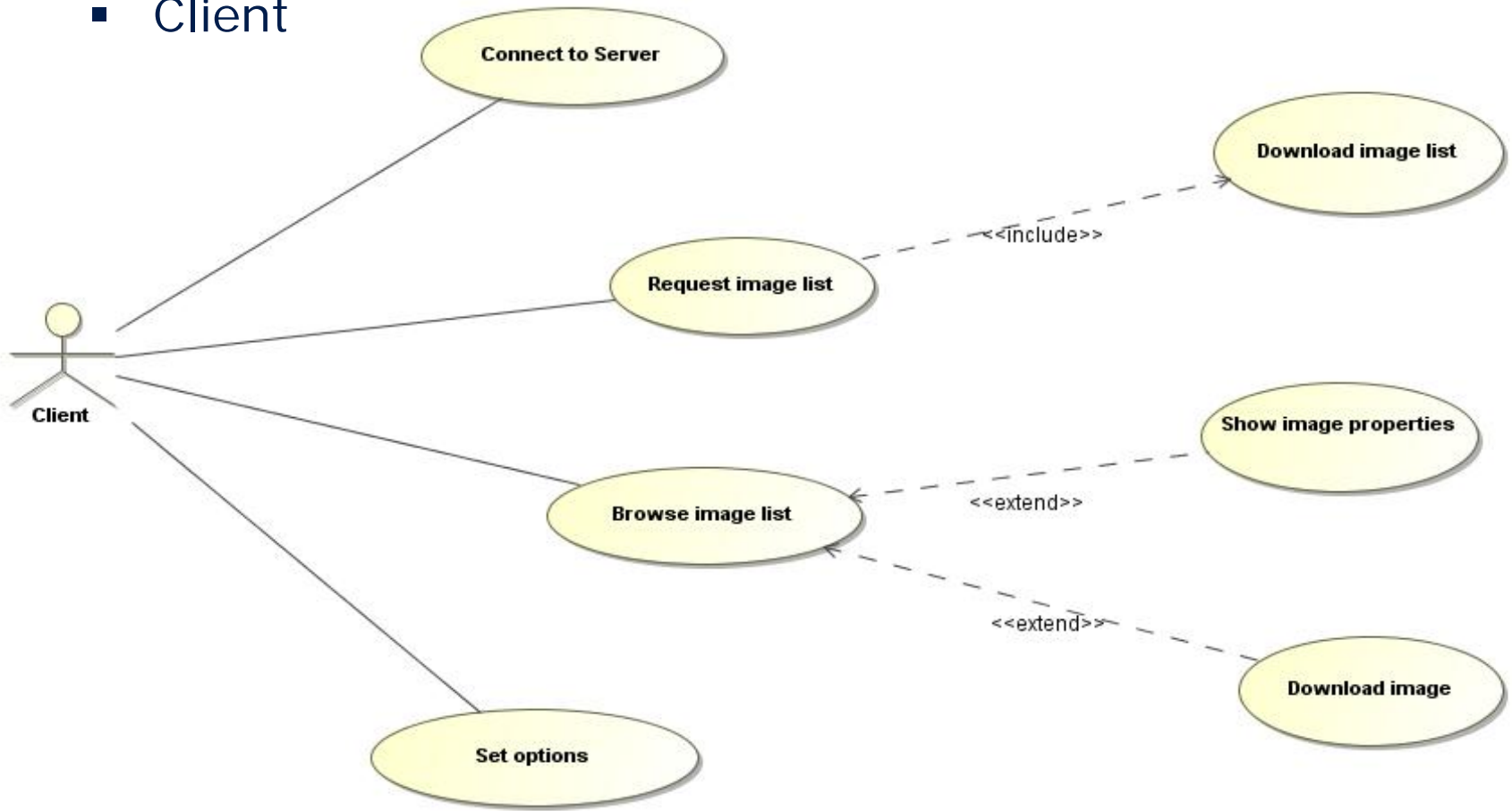
- Team
- Adaptative Image Viewer
  - Client
  - Server


- Application

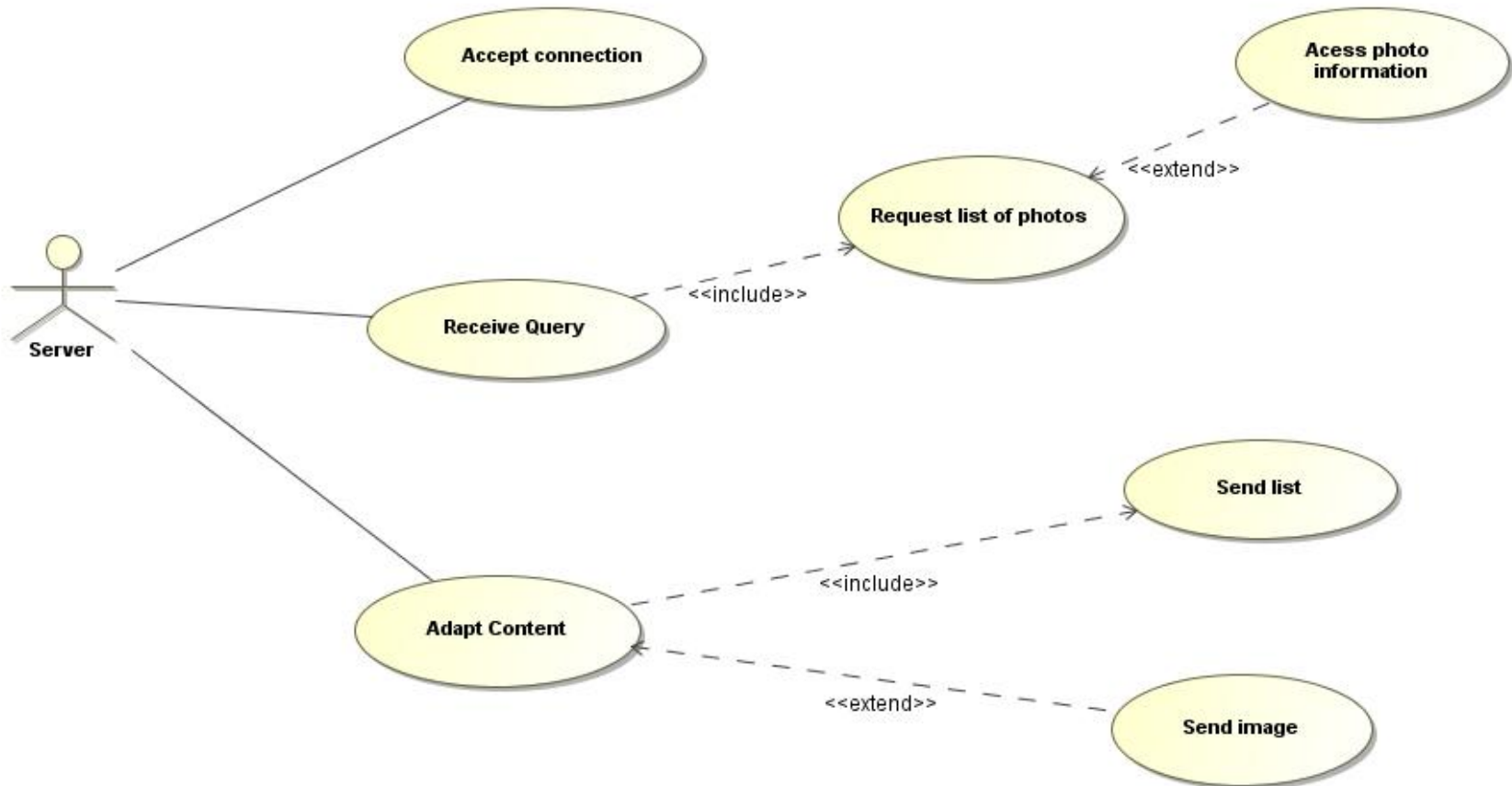


package Data [ Client ]

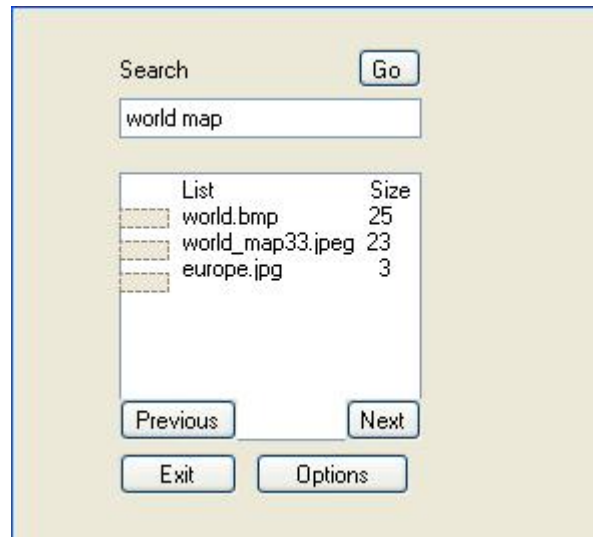
## Client



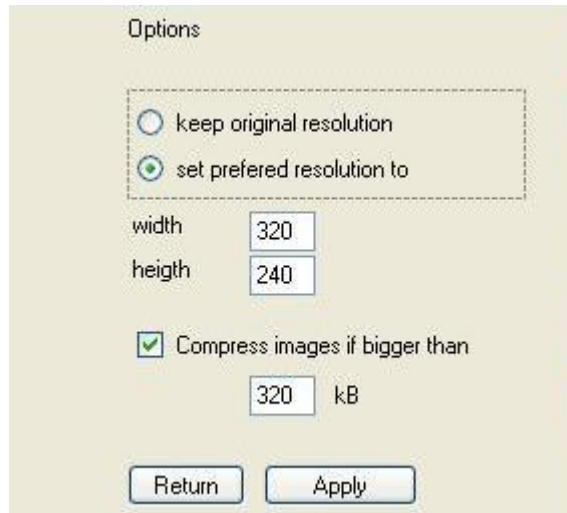
package Data [  Server ]



- Somewhat Interface



- Somewhat Interface



Options

keep original resolution

set preferred resolution to

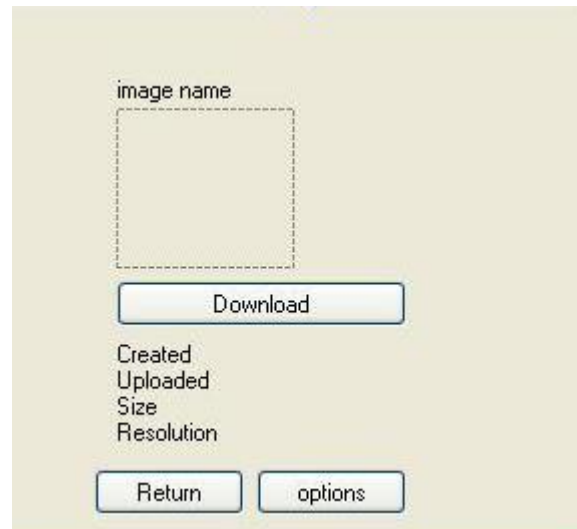
width

height

Compress images if bigger than

kB

- Somewhat Interface





- Java ME (Micro Edition)
  - Used for mobile devices and embedded systems
  
- SOAP (Simple Object Access Protocol)
  - Protocol for exchanging structured information
  - relies on XML

- Adapting the content
  - Depending on mobile
  - Resolution
  - Bandwidth..

- 1st Presentation 30.10.2009
  - Application Scenario
  - Defining the Server and Client Use Cases
  - Defining the technology used
  - Defining the schedule

- 2nd Presentation 18.12.2009
  - Server implemented
  - User interface finished

- Final Presentation 29.09.2010
  - Running application
  - Screenshots