

# Application Development for Mobile and Ubiquitous Computing

Group 13

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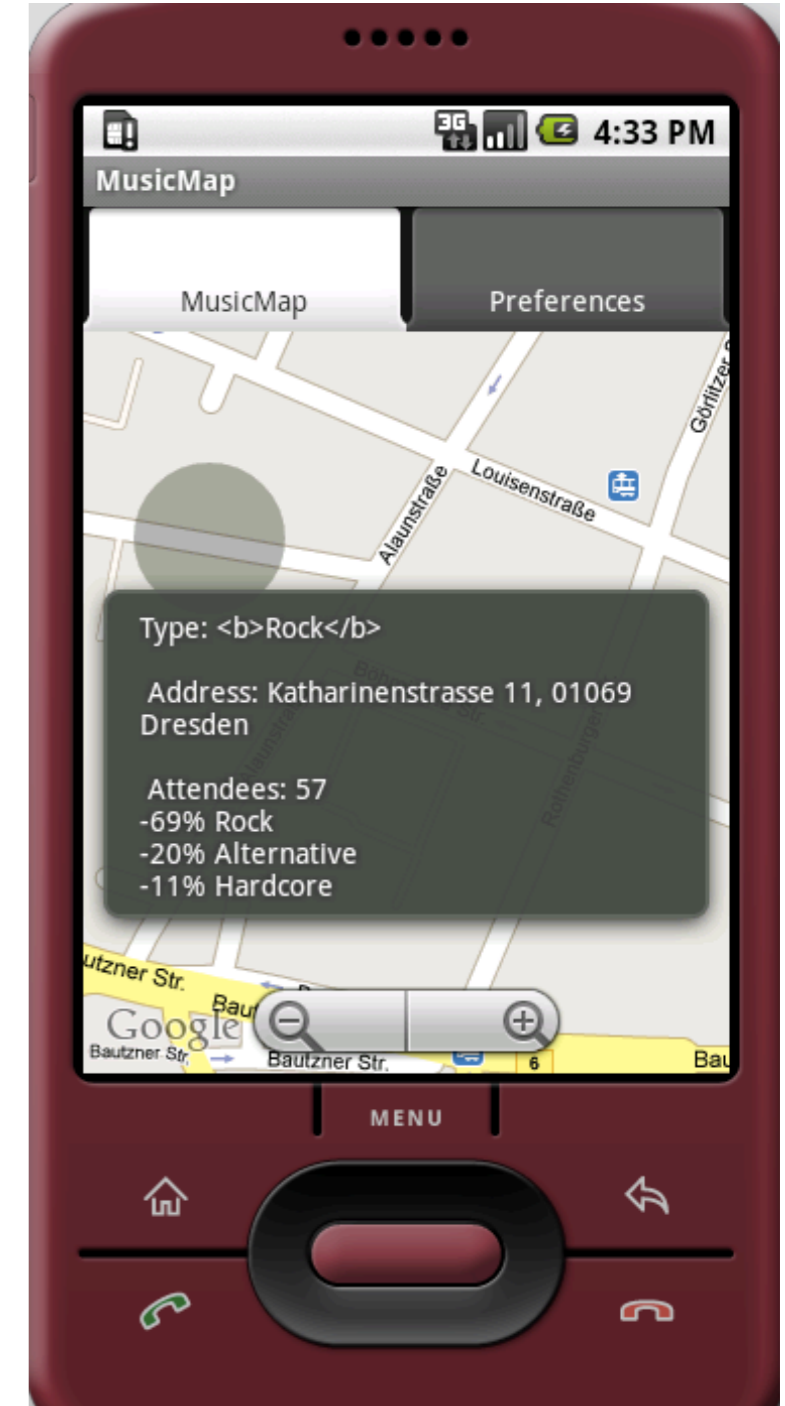
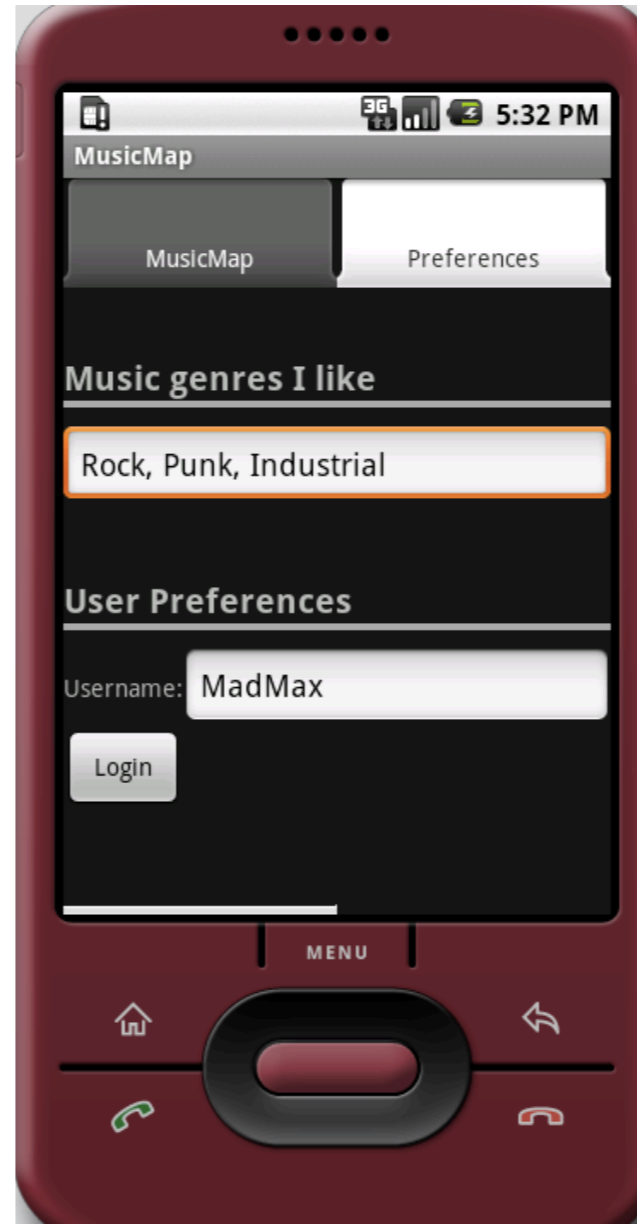
# Music Map

## Scenario

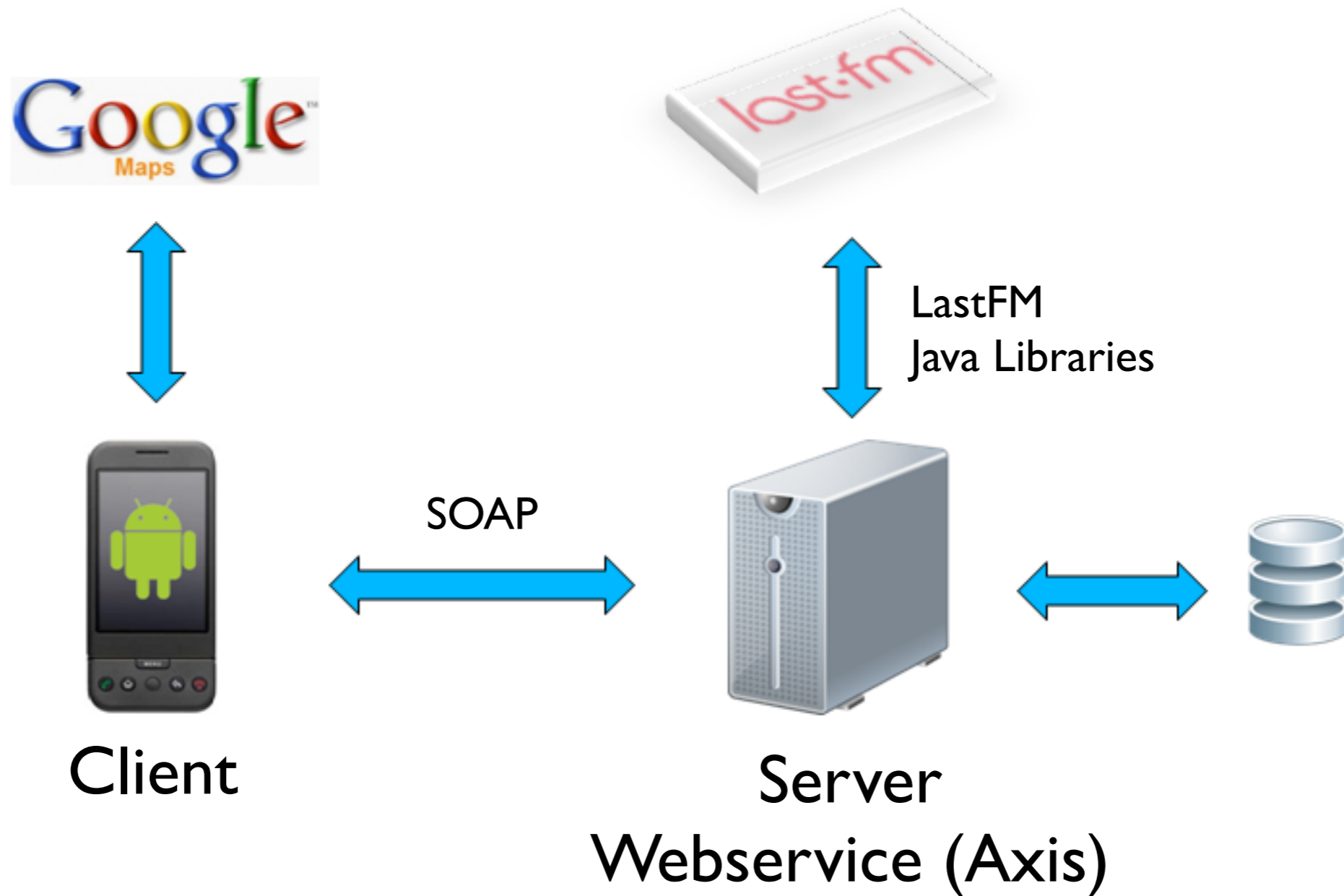
Find a party with the kind of music you like

## How

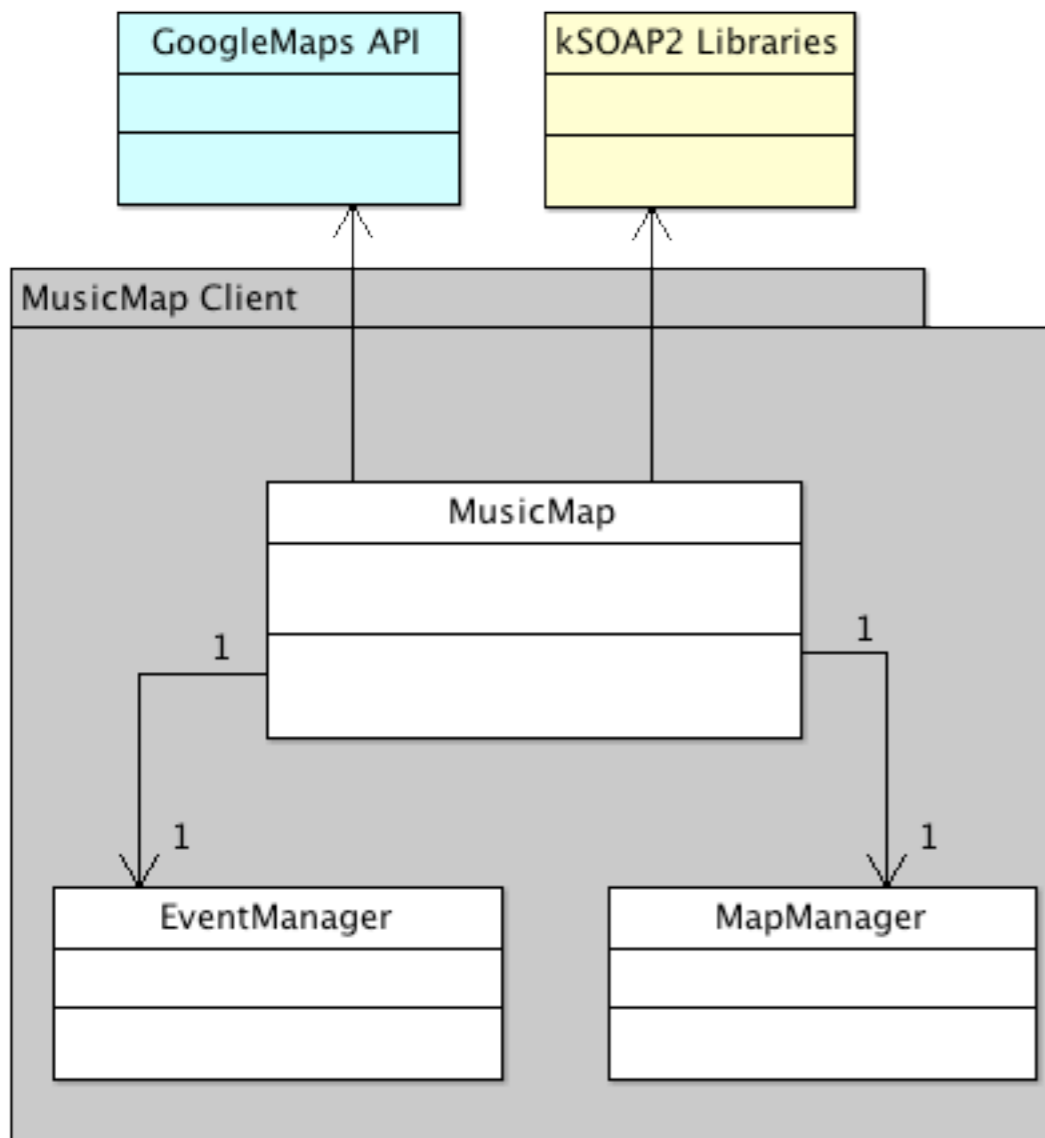
1. Choose your favorite music
2. Login
3. View available locations on the collaborative map
4. Get additional information about the events
5. Enjoy the party!



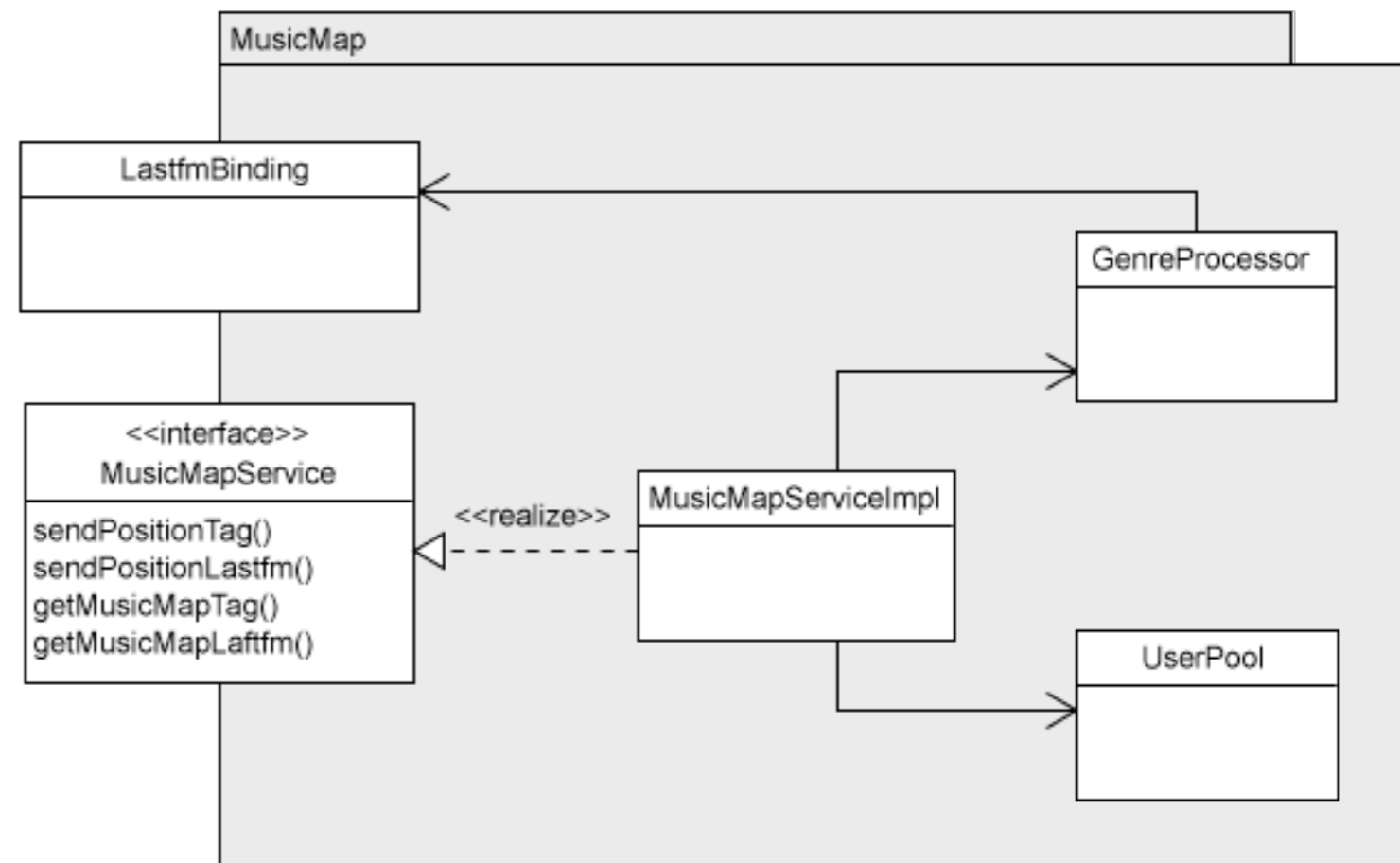
# Architecture



## Client



## Server



- Basic client UI
- Web service implementation
- Communication between the server and the client
- Communication between the server and LastFM
- Users and user-groups management (server-side)

- Refine the map overlay items
- User interface customization (standard android menu)
- Bind all components together
- Test Module to test the server with many clients
- Database to backup the user information
- Request Caching (LastFM accepts not more than 5 requests per second)

Thank you for your attention!  
Merry Christmas!

