

# Application Development for Mobile and Ubiquitous Computing

## Facebook Friend Finder

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# Overview

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1. Concept
2. Use Cases
3. Prototype presentation
4. Challenges
5. Limitations
6. Architecture
7. Experience



# Concept

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Mobile application to:

- Find your position in a map,
- Find friends in a map,
- Find the best path to them,
- Post on your facebook Wall.

# Use Cases

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- Login
- View Yourself in a Map
- View Friend List
- View Friend in a Map
- View path to a specific friend
- Post on Wall



# Prototype

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# Challenges

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- Small display
- Low bandwidth
- Limited device resources, processing power
- Usability



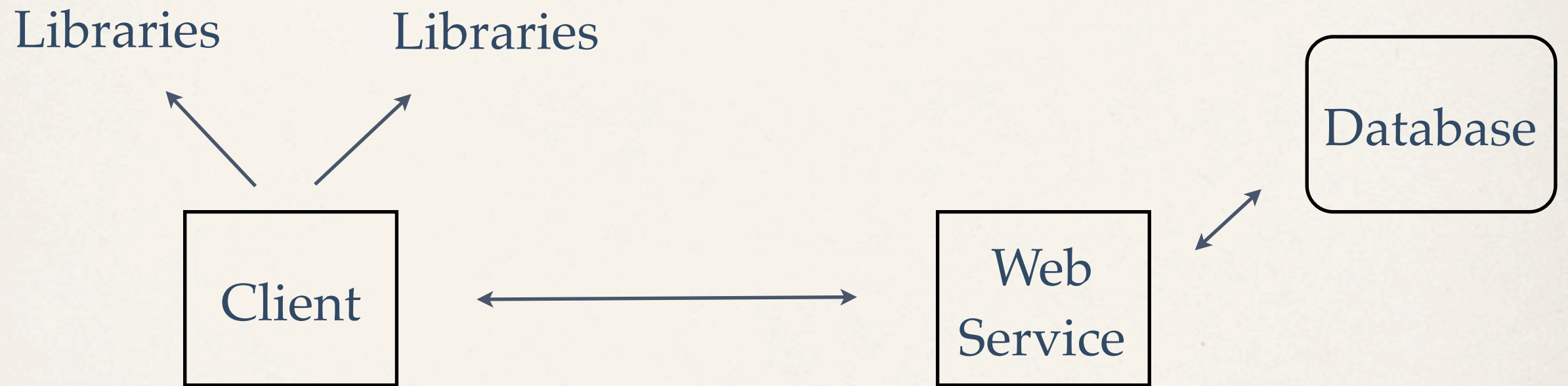
# Limitations

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- User Interface
- Speed
- Functionality

# Architecture

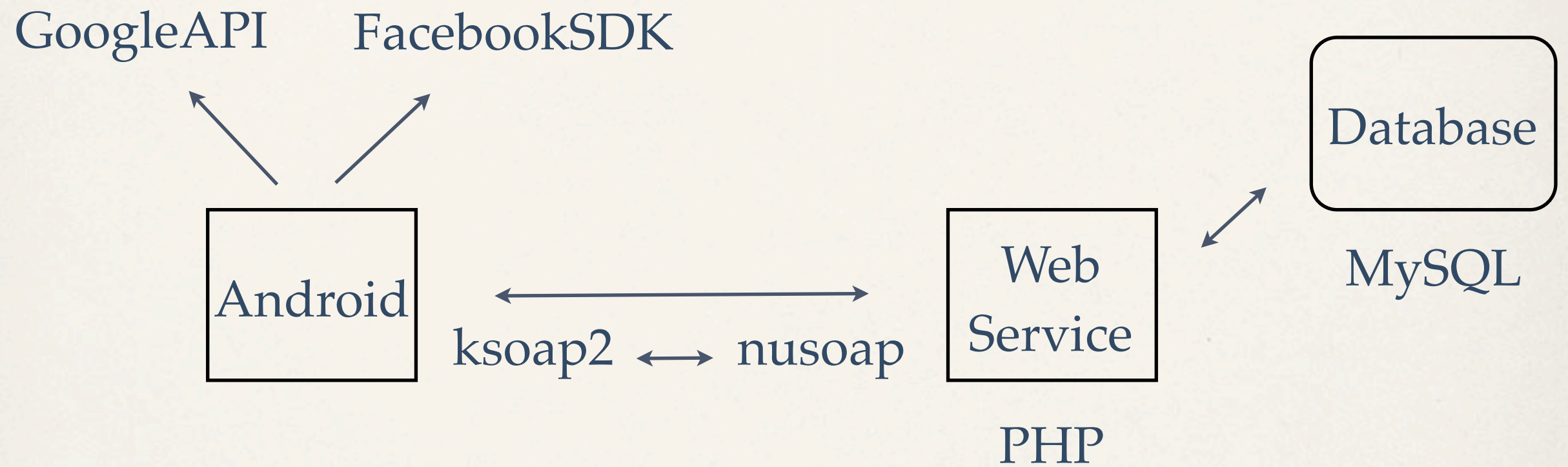
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# Architecture

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# Experience

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## Helpful websites:

- <http://blogs.itemis.de/frey/2009/04/04/location-based-services-on-android-part-1/>
- <http://www.vimeo.com/9633556> (Android Webservice)
- <http://www.scottnichol.com/soap/index.html> (nusoap)
- <http://www.anddev.org/> (android forum)

## Pitfalls:

- Nusoap + MAMP
- geofix on avd with googlemaps api < 1.5