

Application Development for Mobile and Ubiquitous Computing

Seminar Task

Final Presentation

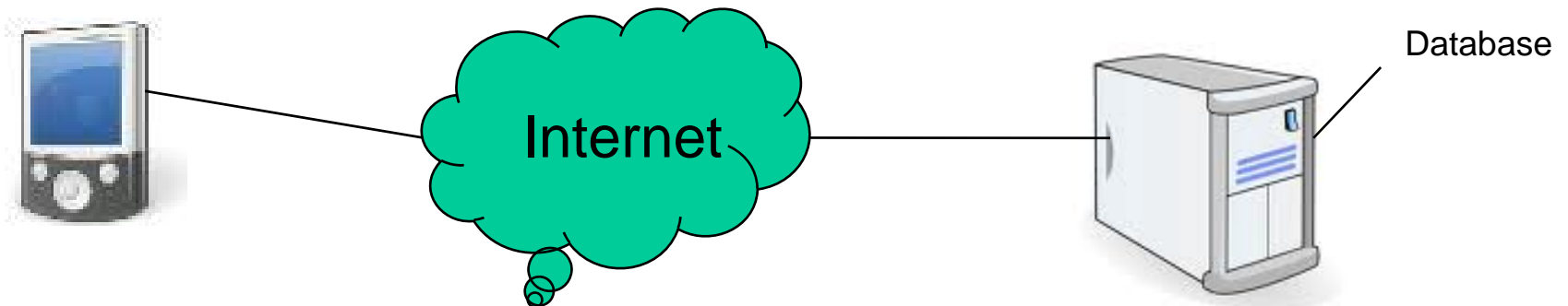
Group 13

Team: Nguyen Viet Anh

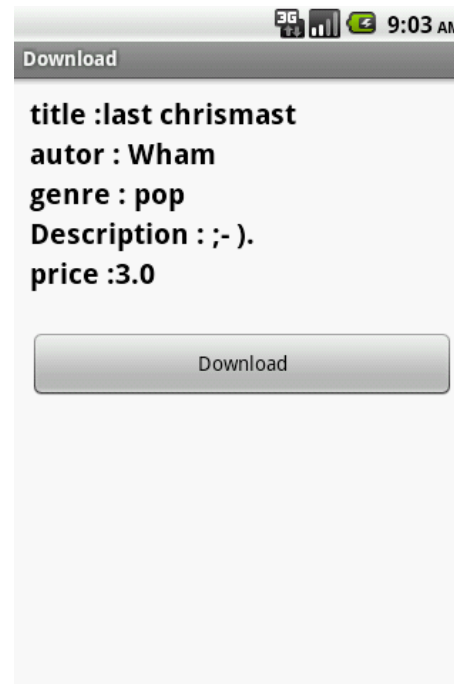
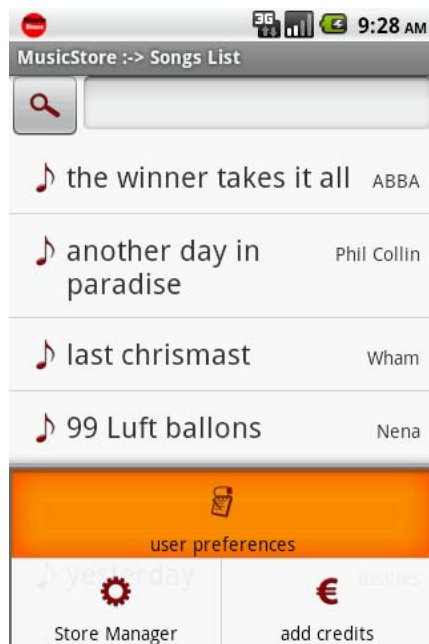


ANDROID MUSIC STORE

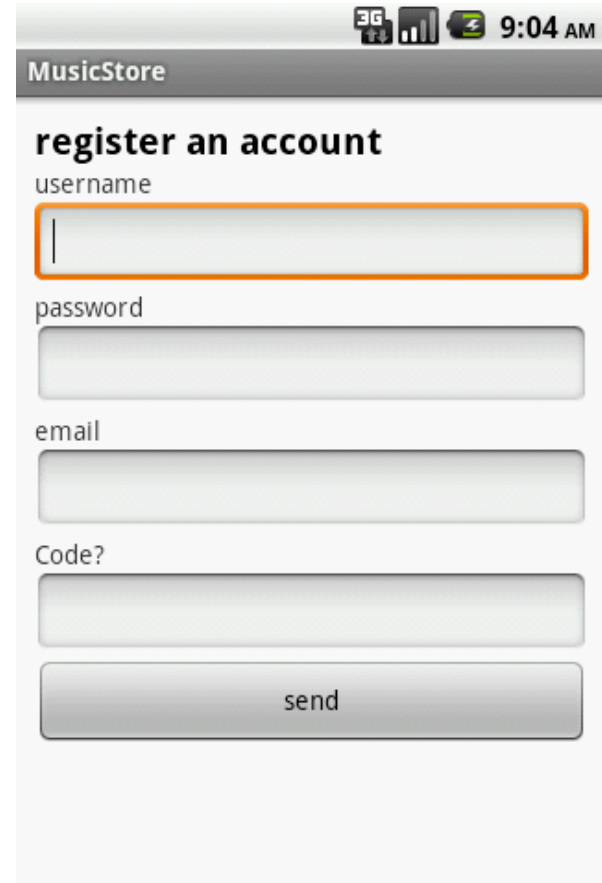
- *Architecture :*
 - *Client /Server architecture*
 - *Implementation based on REST webservice*
- *Technologies*
 - *Servlet , JAX-RS , Tomcat 6.0*
 - *Database MySQL*
 - *Android SDK 2.2*



- *Scenario*
 - *Customer looks the list*
 - *Login or register new account*

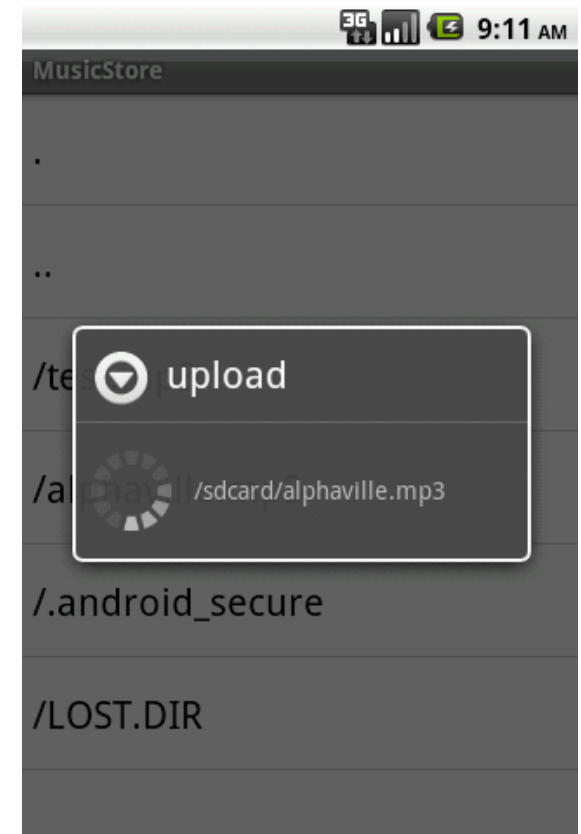
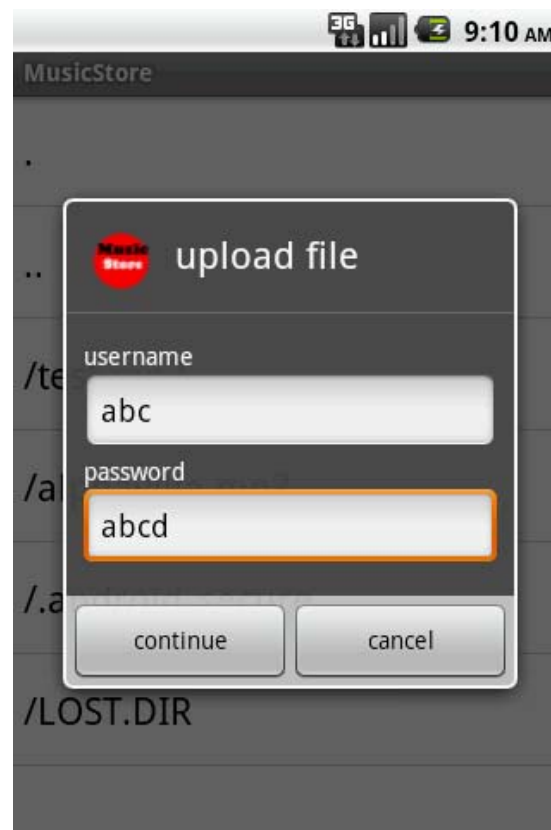
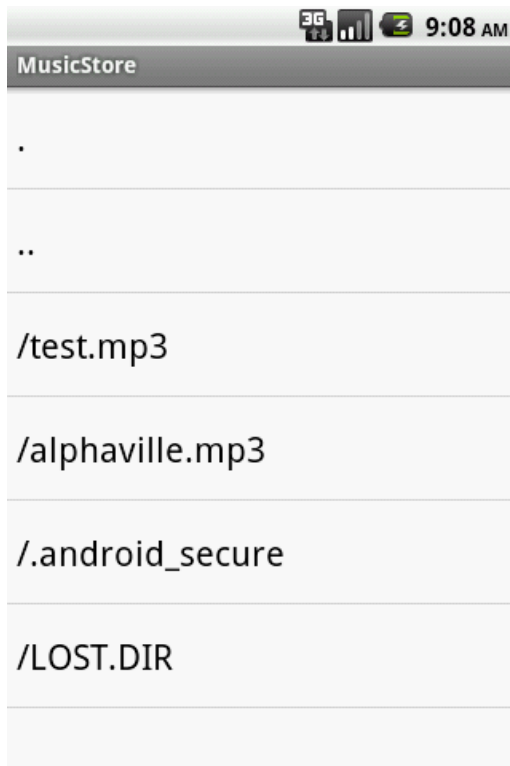


- *Access control*
- *Login successful user get a session Id to continue*



The screenshot shows a mobile application interface for 'MusicStore'. At the top, there is a status bar with '3G', signal strength, battery, and the time '9:04 AM'. Below the status bar is a dark grey header with the text 'MusicStore'. The main content area is white and contains the text 'register an account' in bold. Below this, there are four input fields: 'username' (with an orange border), 'password', 'email', and 'Code?'. At the bottom of the form is a grey button labeled 'send'.

- *Storemanager scenario*





MusicStore

title

autor

price

genre

short description

send

- *Display is too small to UI design*
- *Implementation based on simulator*
- *Difficulties for down/up loading files do to connection*
- *IPC communication between activities and processes*
 - *Android aidl*
- *GUI design with xml*