APPLICATION DEVELOPMENT FOR MOBILE AND UBIQUITOUS COMPUTING

Seminar Task1

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- *Scenario:*
  - *using and managing MusicStore with mobile phone*
  - *Customers can buy music files every where*
  - *instead of paying cash, they have to buy accountCard and register the account (with registercode) before buying*

- *Usecases:*
  - *user login/logout*
  - *Storemanager :*
    - *add, remove music items and*
    - *change music items's properties (price,desctiptions,genre ...)*
  - *Customer :*
    - *register an account*
    - *see and buy music items*

- *Usecases:*

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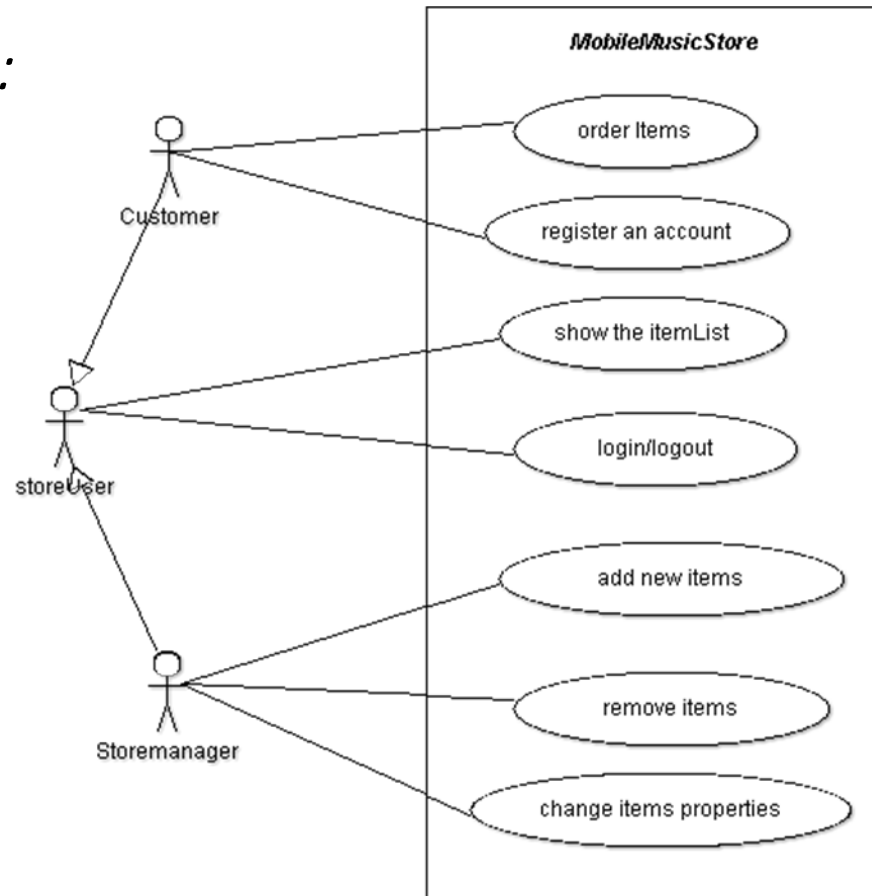
- *Architecture:*
  - *client/server architecture :*
    - *server implementation based on webservices*
    - *client application runs on mobile phone*
    - *access webservice using REST/XML*

Internet

Database
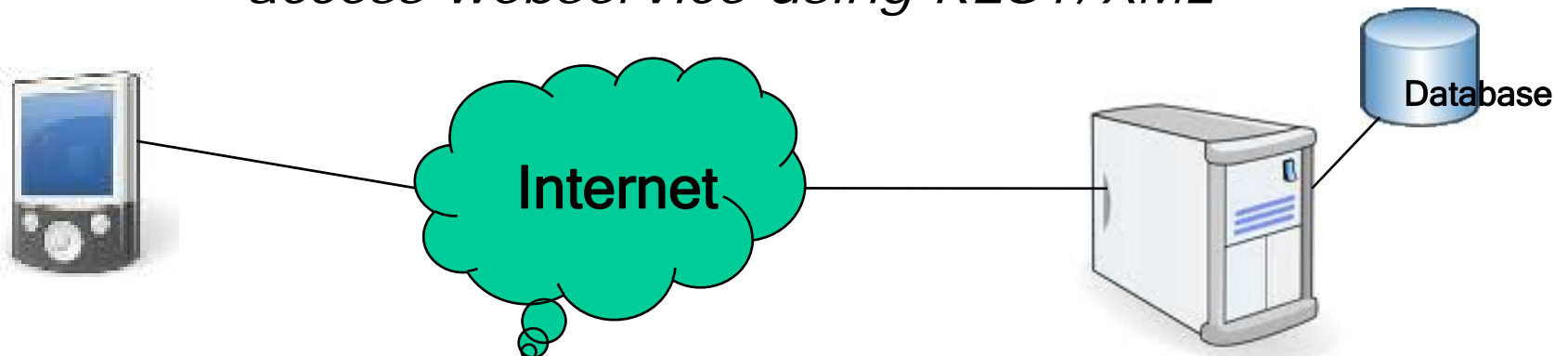
- *Challenges:*
  - *Device resources – processing power*

    Server manages sales process

    using REST instead of SOAP webservice
  - *Usability - Interaction*

    adopt UI to small screen

- *GUI Mockup*
  - *all music items*
  - *item details*
  - *buy and cancel buttons*

- *Technologies:*
  - *server :*
    - *server implementation using JAX-RS framework*
    - *tomcat 6.xx*
    - *Database mySQL*
  - *client :*
    - *mobile phone with Android OS*
    - *client implementation using Android SDK*