Application Development for Mobile and Ubiquitous Computing

Pizza Connect

Second Presentation

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- order pizza from different delivery services
- customer chooses delivery service that fits his need
- ability to plate his own pizza in the GUI with drag & drop
- delivery location is set manual or through GPS coordinates
- customer can see older bills and can reorder them

- server:
  - web service with Apache Axis
  - runtime environment using Apache Tomcat

- client:
  - Android-platform v. 2.2
  - connection via GPRS/UMTS/WLAN
  - optional location via GPS

- intend tu use client/server architecture
- access server through web service using SOAP
- no database, stored in XML file
- client runs on mobile device with Android OS
- sending the order to server to initiate delivery

Android Phone
WebService
XML
Internet
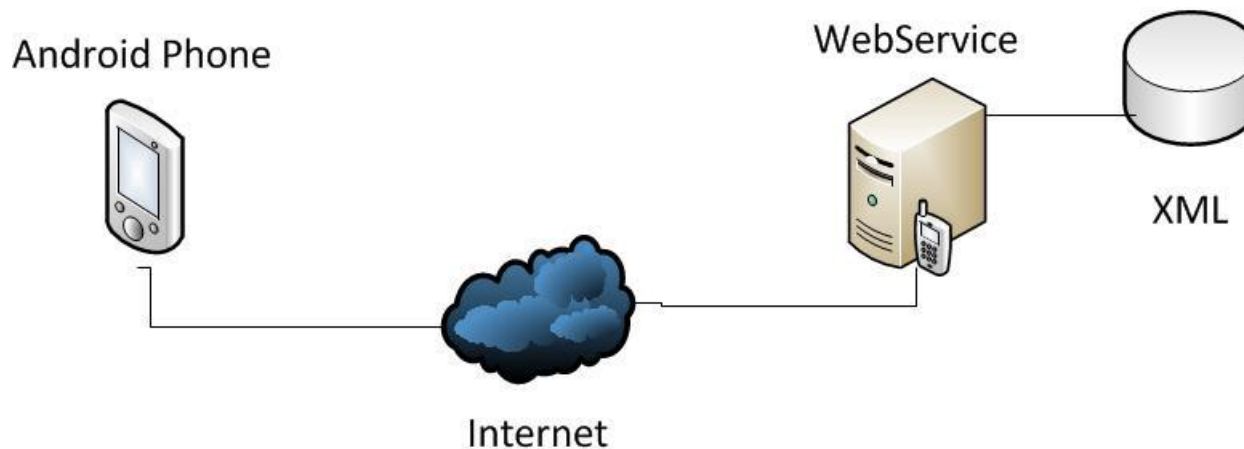
- presentation of the app

- bandwidth limitations
- send all needed data to the mobile device
  - cache on phone
  - update only if needed
- downscale images to reduce data volume
- use thumbnails to preview
- usability
- drag and drop ingredients on the pizza with native gestures
- adopt GUI to small screens
- device challenges
- limitation of resources
- process received data in time

- finish implementation of the server
- further realization of the application logic and GUI

- testing and optimizing