Department for Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

MyLocationGuide Second Presentation

Group 5
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MyLocationGuide

User makes photos with GPS data

- Wants to share interesting locations with friends, family, etc.
- Uploads images to Flickr and makes a set

User logs in to our service

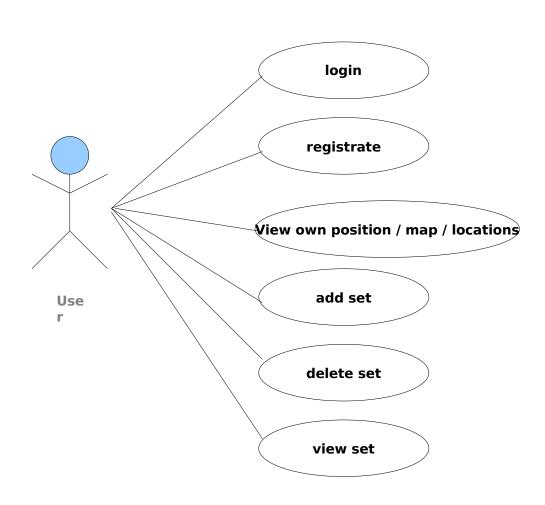
- Registers set
- Gets an ID

User shares ID with friends, etc

Friend use our mobile app

- Inserts ID
- Gets map with their actual location and the recommeded locations of the images
- Can easily find locations





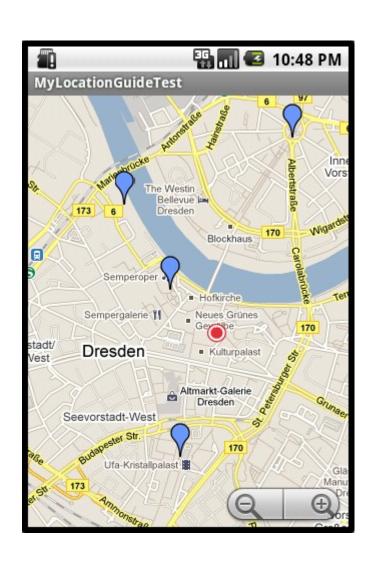


User Interface - Start Screen



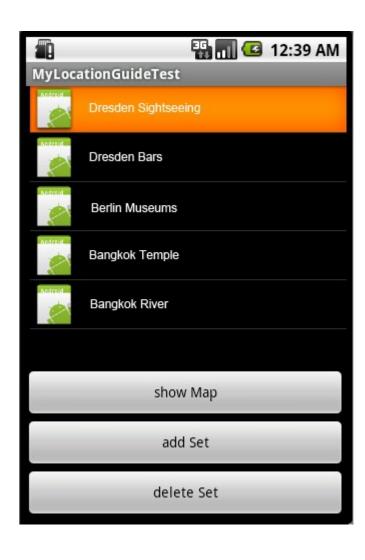


User Interface – Map View

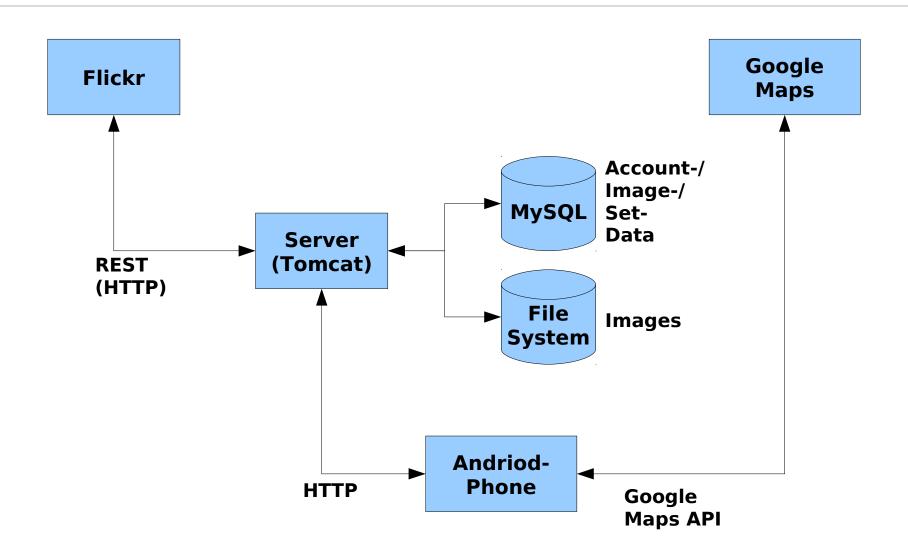




User Interface - Sets View











Server:

- Java
- Servlets
- JavaBeans
- SQL

Phone:

- Java
- SAX

Communication:

- HTTP
- Simple Messaging (OK, ACK)
- XML



Challenges and Solutions

Traffic, Communication:

- Small images, prescaling
- Small messages
- XML for complex data structures
- Single image loading

Others:

• Server capacities: parallelization and limitation



Open tasks and Issues

Open tasks:

- Some work on the phone app
- Failure case implementation
- Testing
- Documentation