

APPLICATION DEVELOPMENT FOR MOBILE AND UBIQUITOUS COMPUTING

MusicStrore

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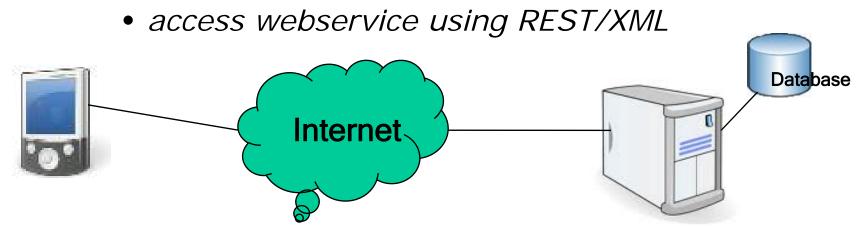


- Scenario (remind):
 - using and managing MusicStore with mobile phone
 - Customers can buy music files every where
 - instead of paying cash, they have to buy accountCard and register the account (with registercode) before buying



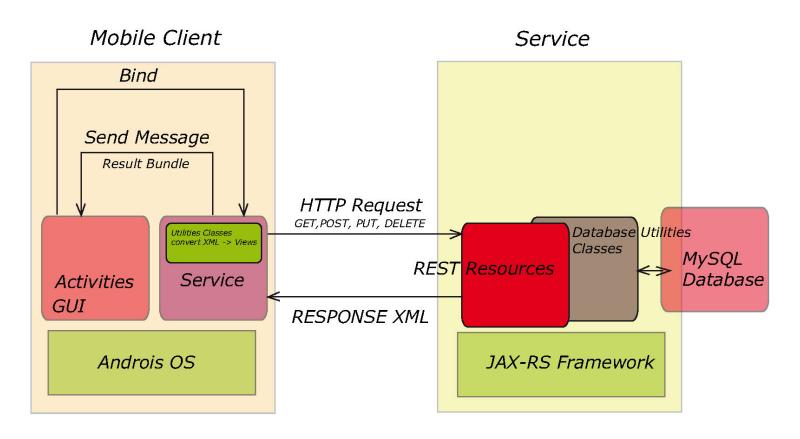
• Architecture :

- client/server architecture :
 - server implementation based on webservices
 - client application runs on mobile phone





Component Model



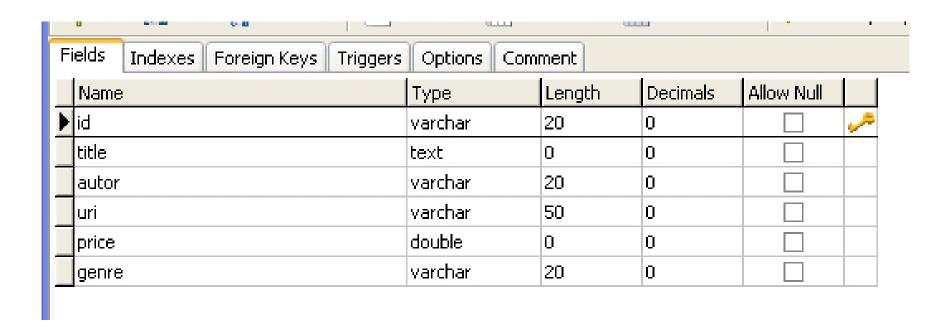


Technologies:

- server:
 - server implementation using JAX-RS jersey 1.4
 - tomcat 6.0
 - mySQL
 - mysql-connector-java-5.1.14
- client :
 - mobile phone with Android OS
 - org.apache.http.commonclient

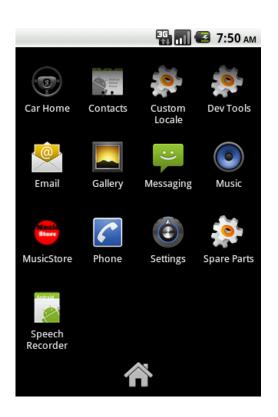


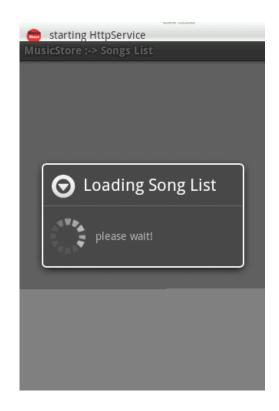
MusicItem

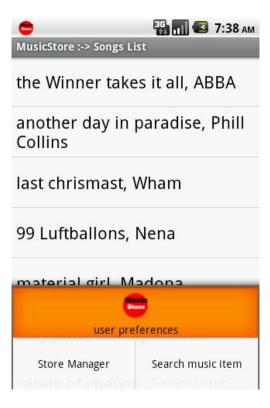




Mockups

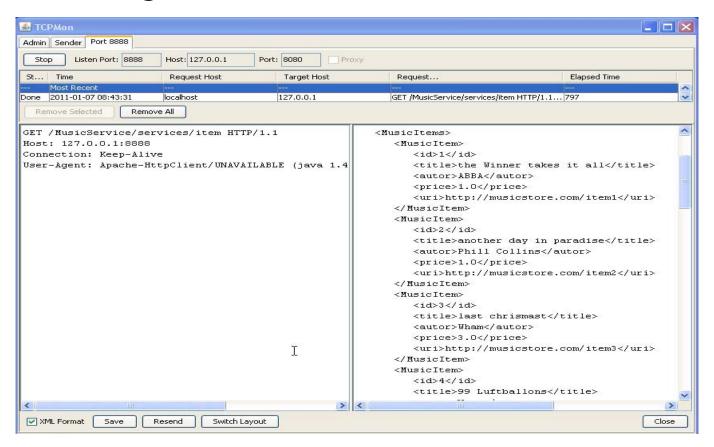




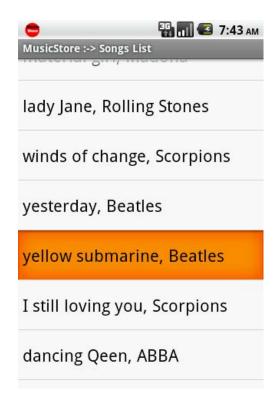


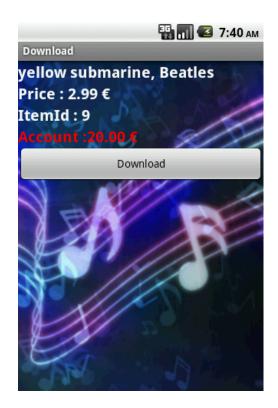


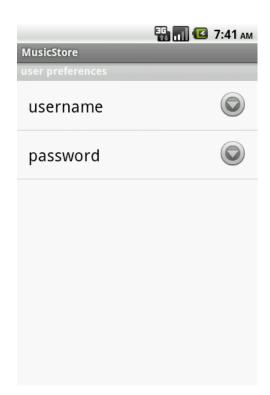
Monitoring with TCPMon













To do:

- User and Accounts managment
- Player to play the downloaded Music items