




# Application Development for Mobile and Ubiquitous Computing

## Mobile Event Planner: Frizz Final Presentation

Group No: 3

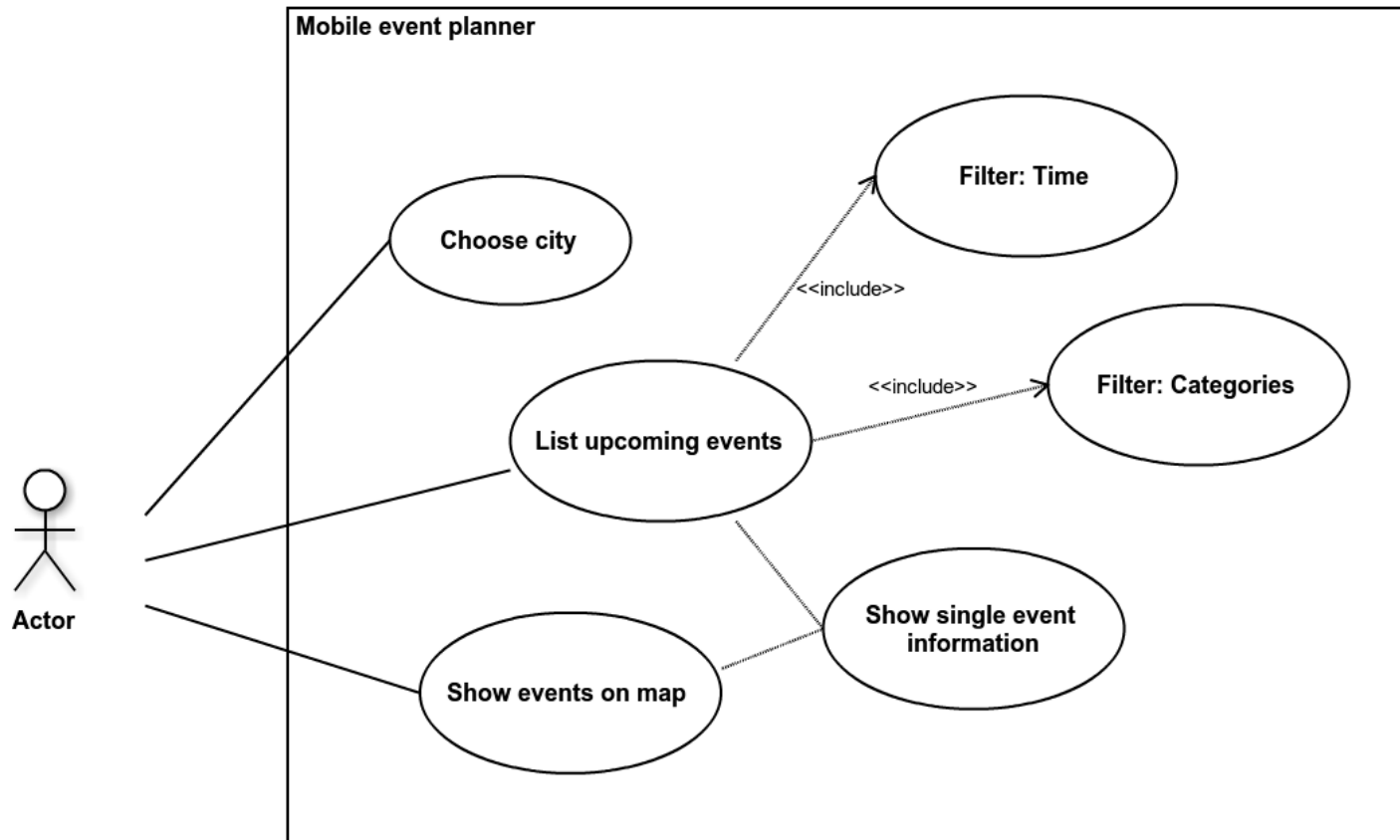
Team: Sascha Huth, Gerd Bombach

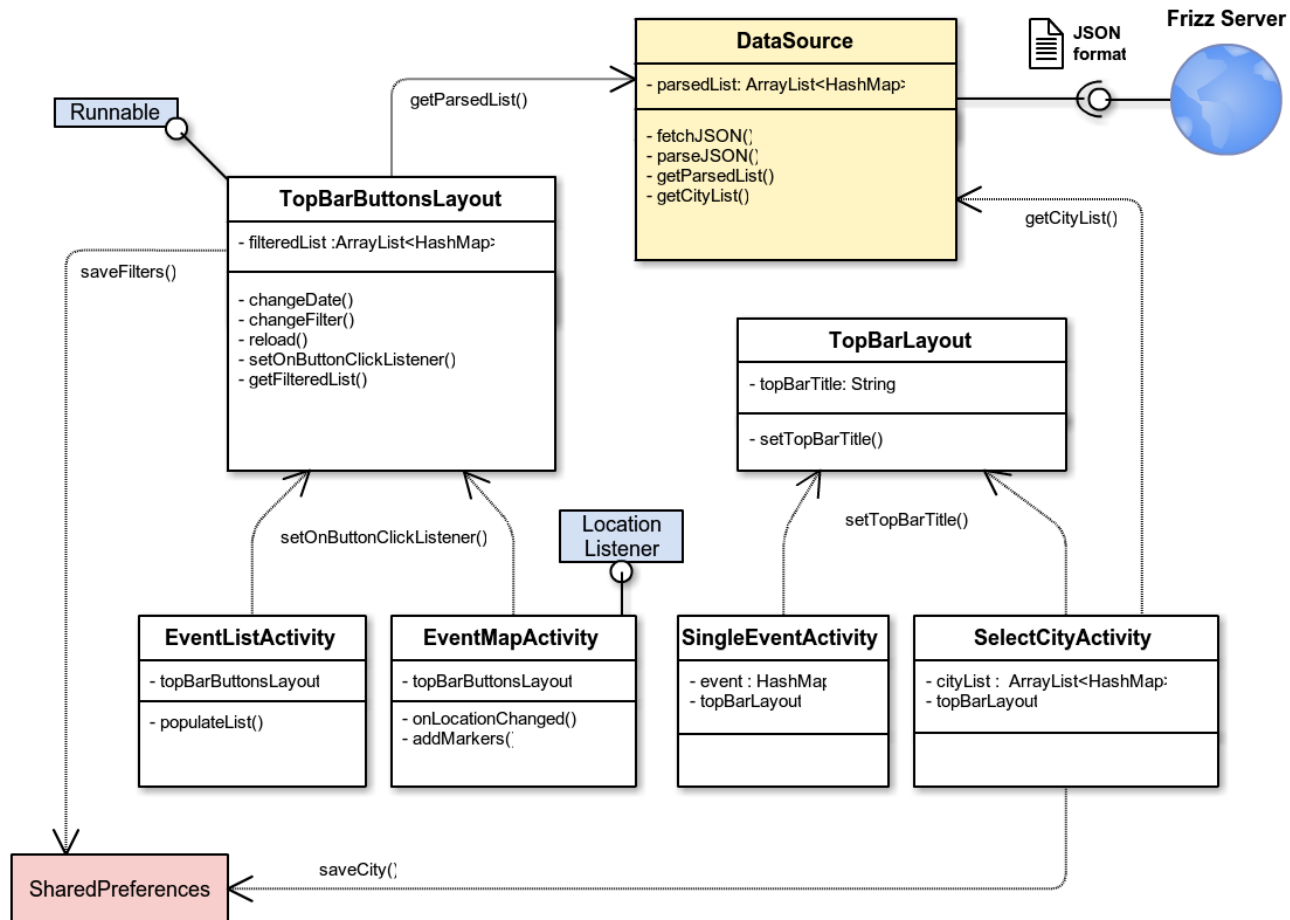
- Mobile event planer for the magazine 
  - Get an overview about the next events in your city:
    - What's on in my town today?
    - What great events just happen now near my current location?
- Users should get a fast and simple to use event planner with the latest information in their pocket

Bringing web/print...

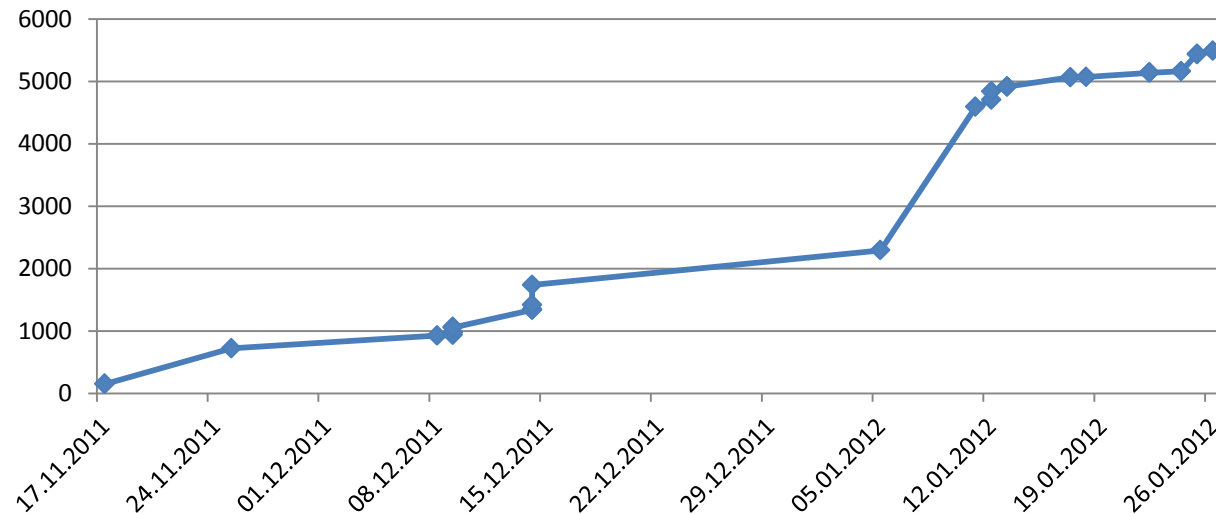
... to mobile:







## Lines of code per date:



- Total lines of code: 5492
- Total commits: 31 (average 2.1 commits per active day, 0.4 per all days)
- Total files: 184 (Java: 23, XML: 41)

Frizz application in action:

<http://youtu.be/e8PtvGE TE>

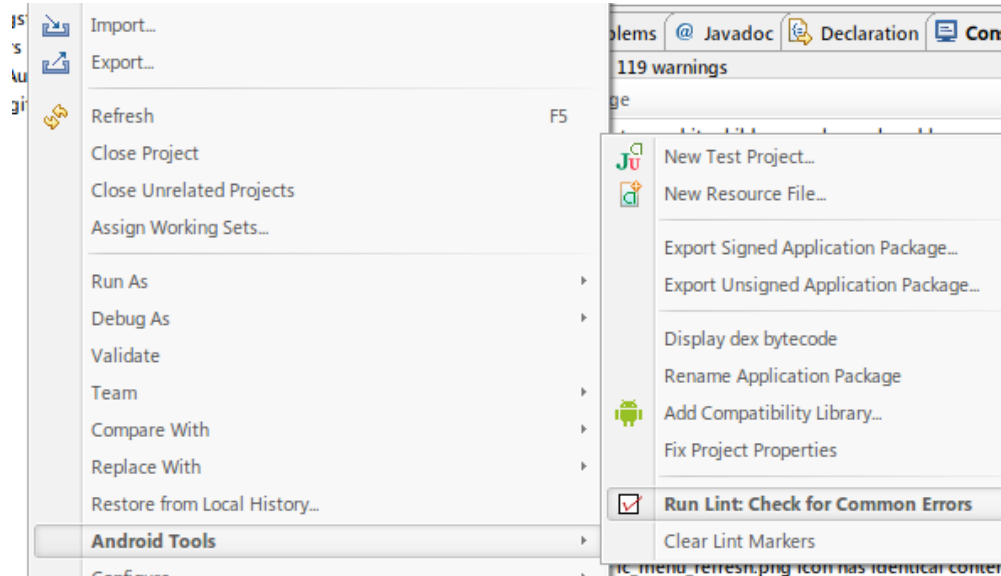
- Some adopted technologies for the Android platform:
  - Inherit from `ListActivity` and `MapActivity` to easily access respective functionality
  - Use `LocationListener` interface to access current location
  - Use `Runnable` interface to process data in extra thread
  - Extend `LinearLayout` to encapsulate top bar and functionalities (e. g. dialogues)
  - Top bar provides `Listeners` to allow hooks on button clicks
  - External lib: `uk.co.jasonfry.android.tools.jar` to show `SwipeView` in `SelectCityActivity`



- **Limited bandwidth**
  - Only get events from a chosen city & date
  
- **Usability**
  - *Conventional and innovative* UI elements
  
- **Adapt to device specifications**
  - Provide LDPI, MDPI, HDPI resources
  - Optimize portrait and landscape view
  
- **Benefit from smartphone features**
  - Use location-based search

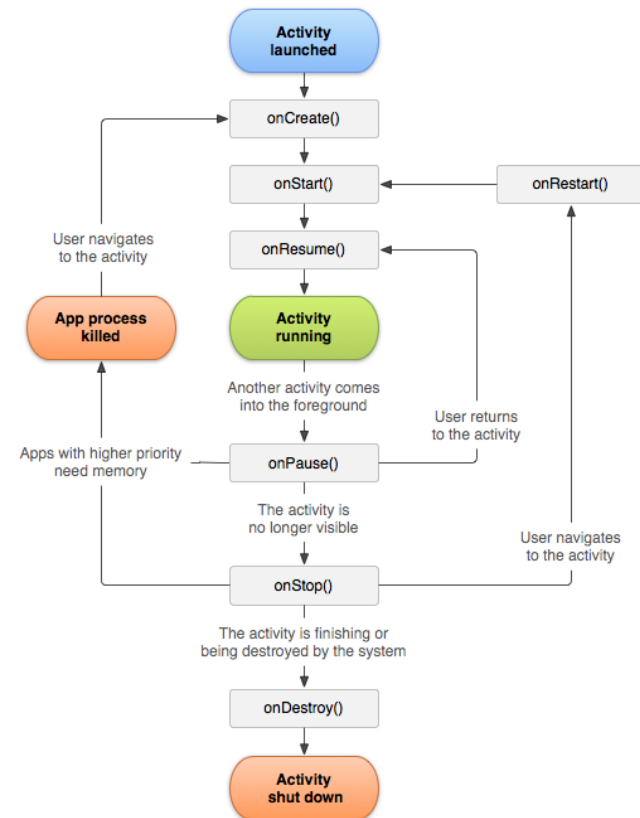
## What we've learned:

- Test all special cases (sensors activated, network connection, parse errors, ...) to avoid NullPointers
- [stackoverflow.com](https://stackoverflow.com)!
- Use "Lint Check" to improve layout performance



## What we've learned:

- Useful libraries available (SwipeView, MapViewBalloons)
- Always mind Android Activity lifecycle!
- Tools: Git, BitBucket (Online repository host), GitStats, Cacao (Online UML diagrams)



Source: <http://developer.android.com/reference/android/app/Activity.html>

## **What lies ahead:**

- JSON interface issues
- Some (really) small bugs
- Further layout optimization for Android tablets
- User and device testing
- Publish in Android Market ;)

**Thank you  
for your attention!**

