



TECHNISCHE
UNIVERSITÄT
DRESDEN

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

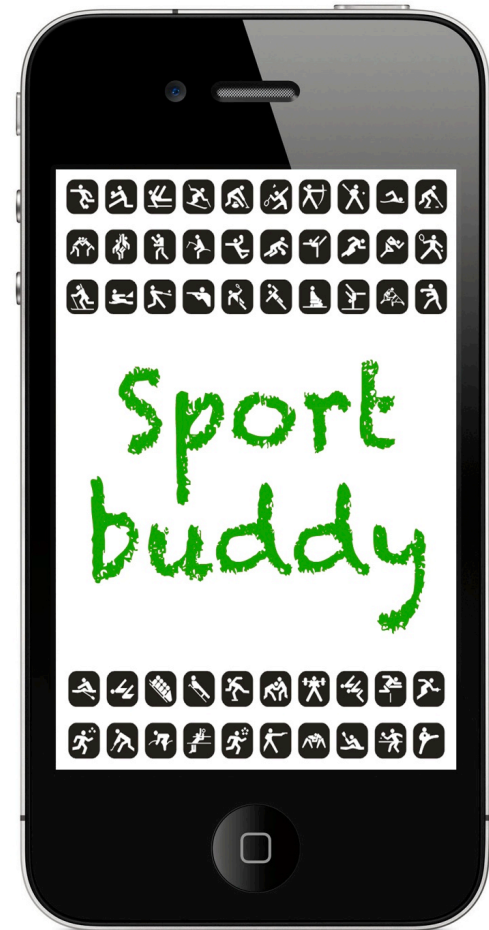
Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

Group No.7
Vincent Tissinié

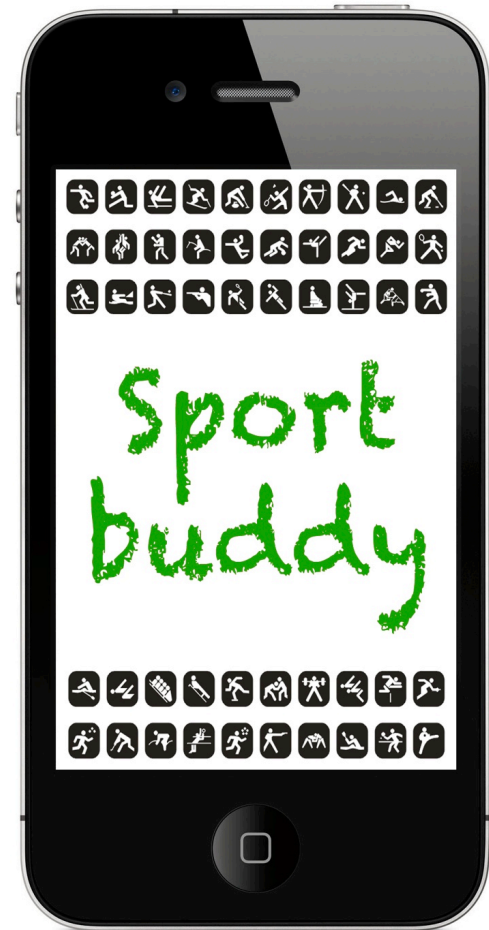
Sport buddy

- Connects people who want to practice sports.



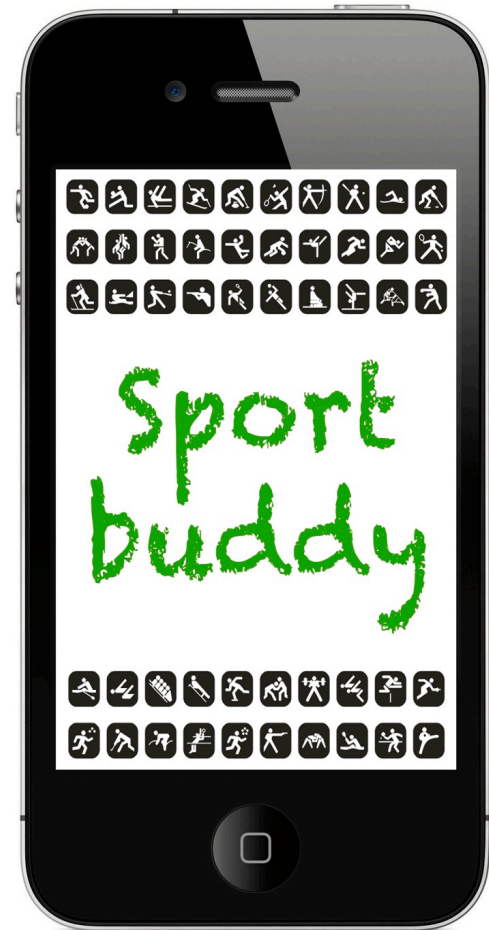
Sport buddy

- Connects people who want to practice sports.
- Easy to use

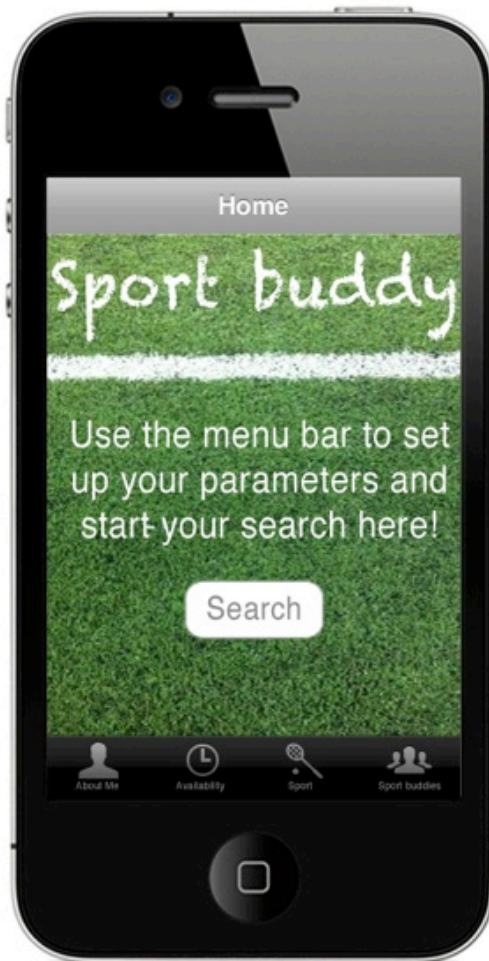


Sport buddy

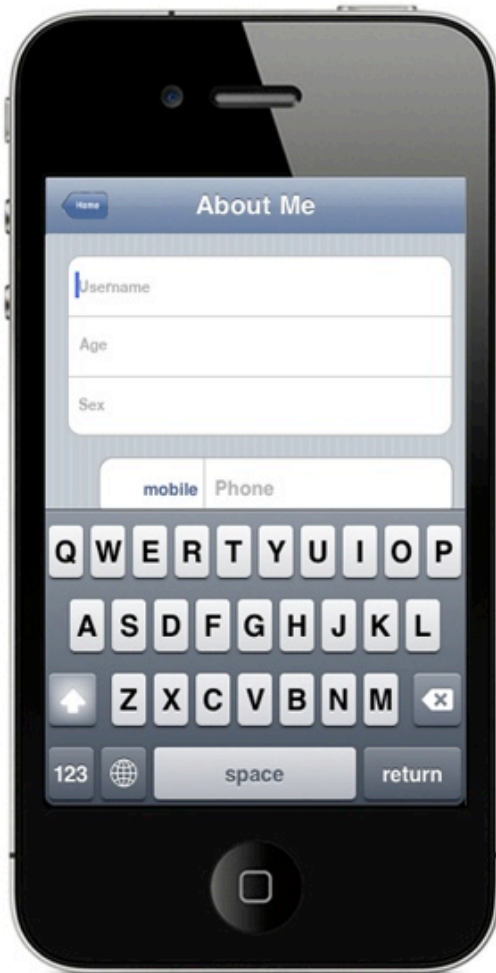
- Connects people who want to practice sports.
- Easy to use
- Is a fast way to find a partner



The Home page



- A „One button“ page
- Menu bar (tab bar)



Personal Information

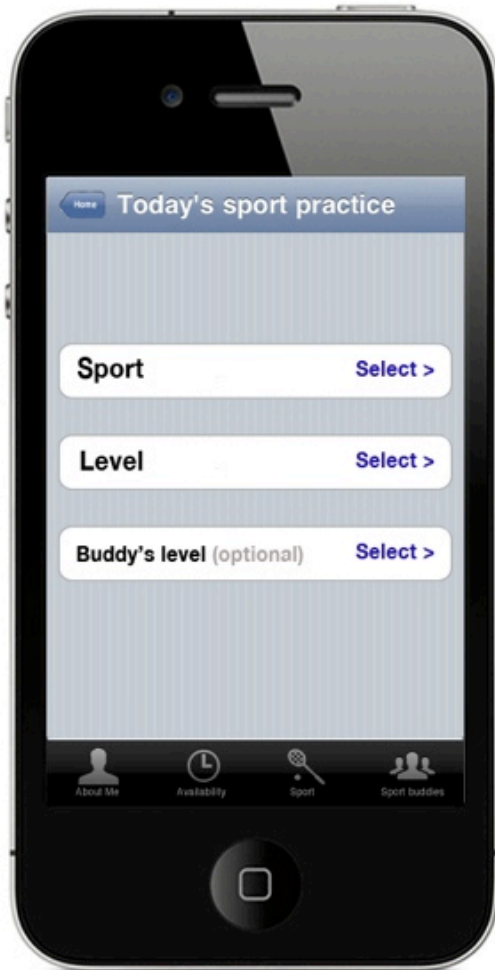
- Username
- Age
- Sex
- Email / Phone N° / Facebook
- „vanishing“ keyboard

Availability



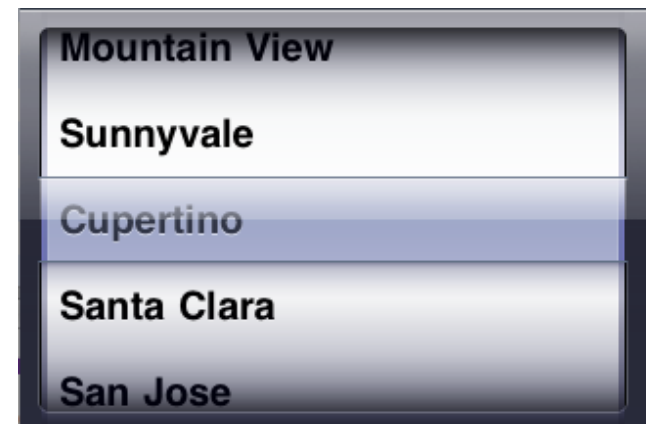
- Day, Time
- Using a „Date Picker“

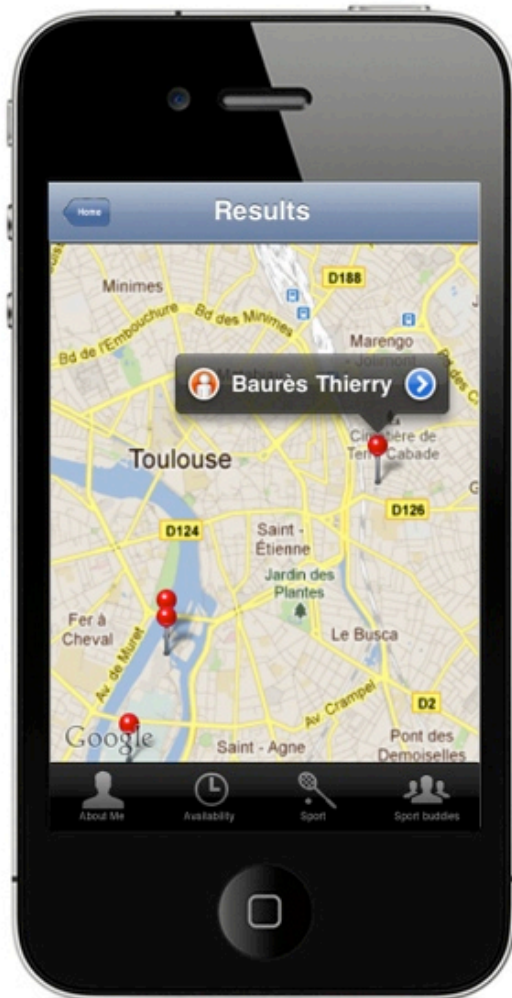
Sport selection



- Type of sport
- Your level
- Your partner's level

- Using a „Picker“



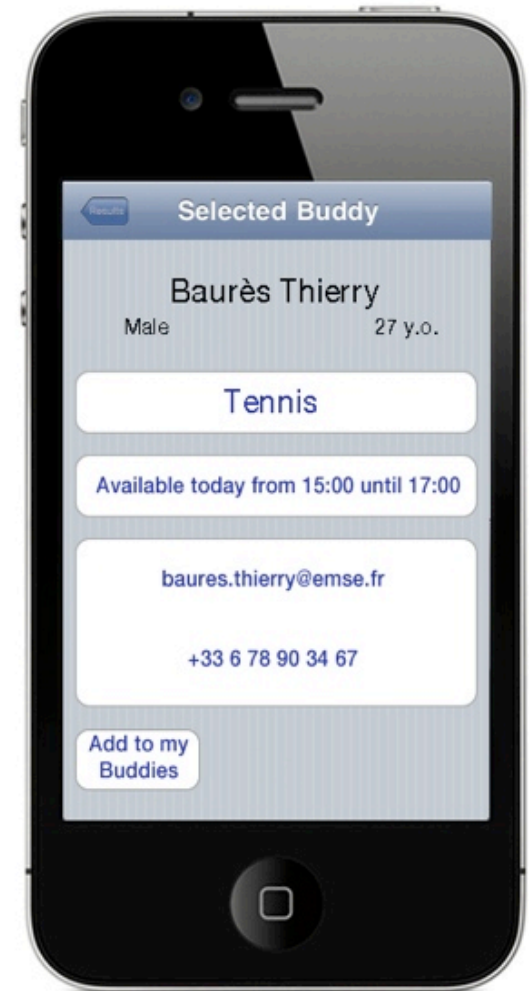


The Results

- Localization of your potential partners around you

The Results

- Localization of your potential partners around you.
- Selection of a buddy
- Direct link to Phone and Mail functionalities.



Your Buddy Repertory



- Save the partners you enjoyed to play with.

- Geolocation (GPS + Google maps)
- iOS 5
- Xcode 4 + iPhone SDK (Software Dev Kit)
- Objective C



- Develop my first iPhone App
- Respect the basics of mobile computing...
 - Clarity
 - Usability
 - Speed
 - ...
- ...while complying with the device's abilities
 - Memory
 - Battery

- Learn the basics of Objective C
- Become familiar with the iPhone SDK
- Learn how to use MKMapView
- Implement the App.