



Application Development for Mobile and Ubiquitous Computing

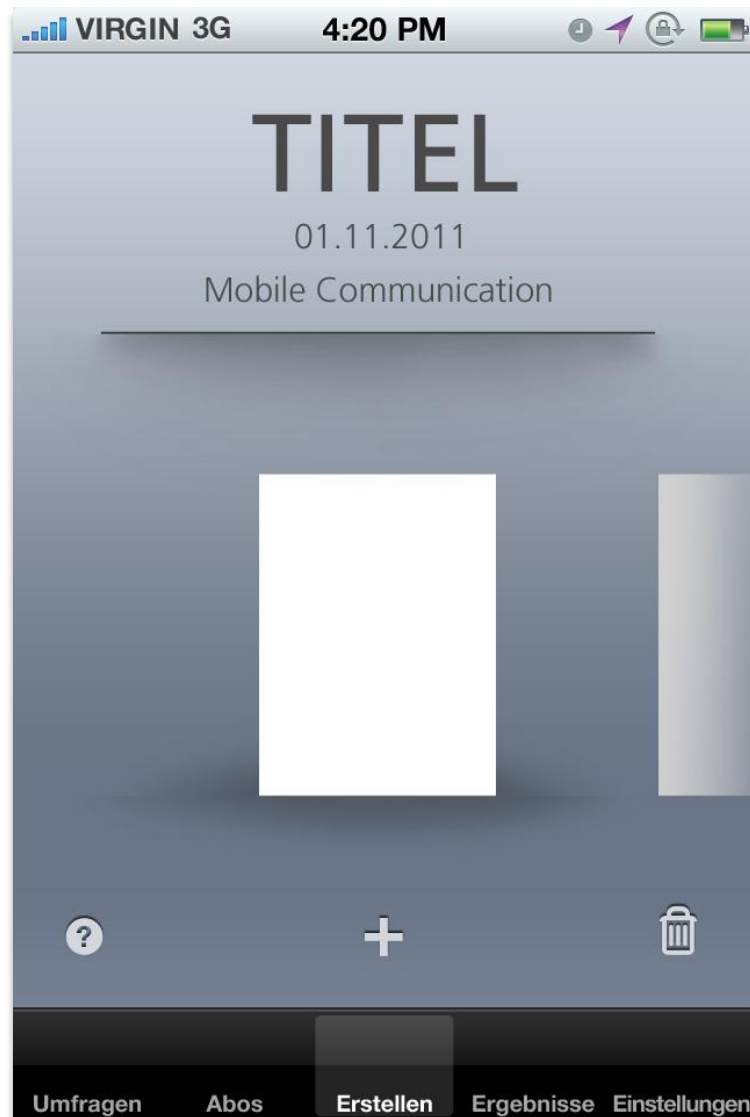
Seminar Task First Presentation

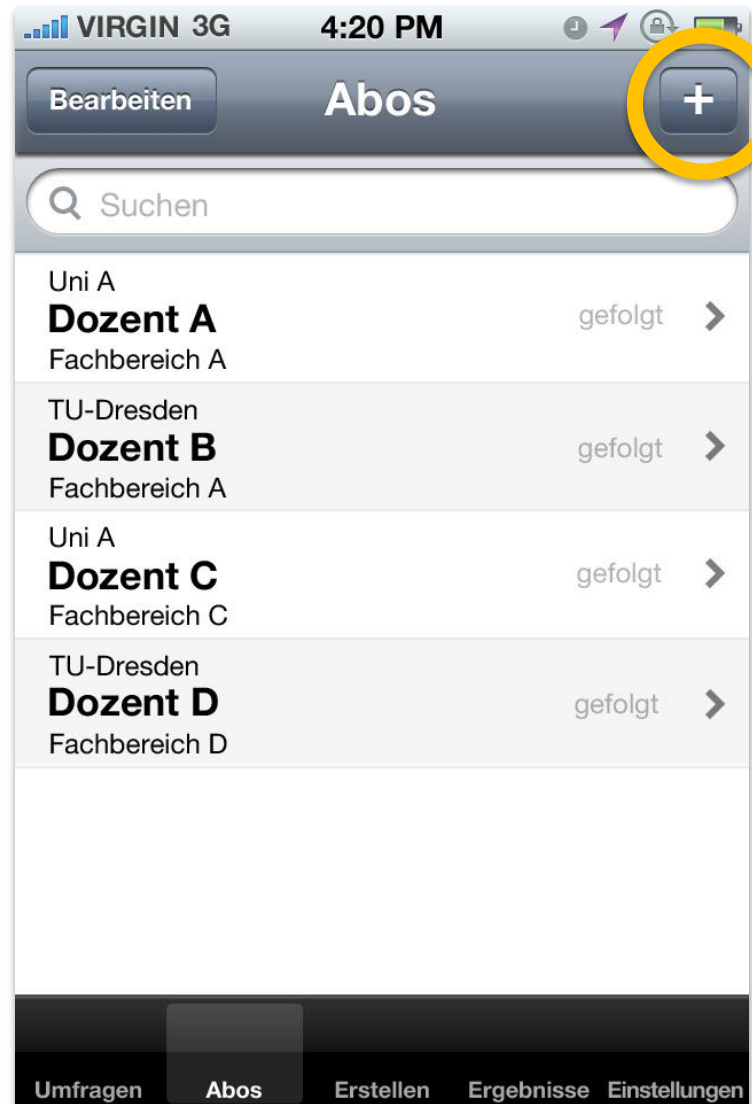
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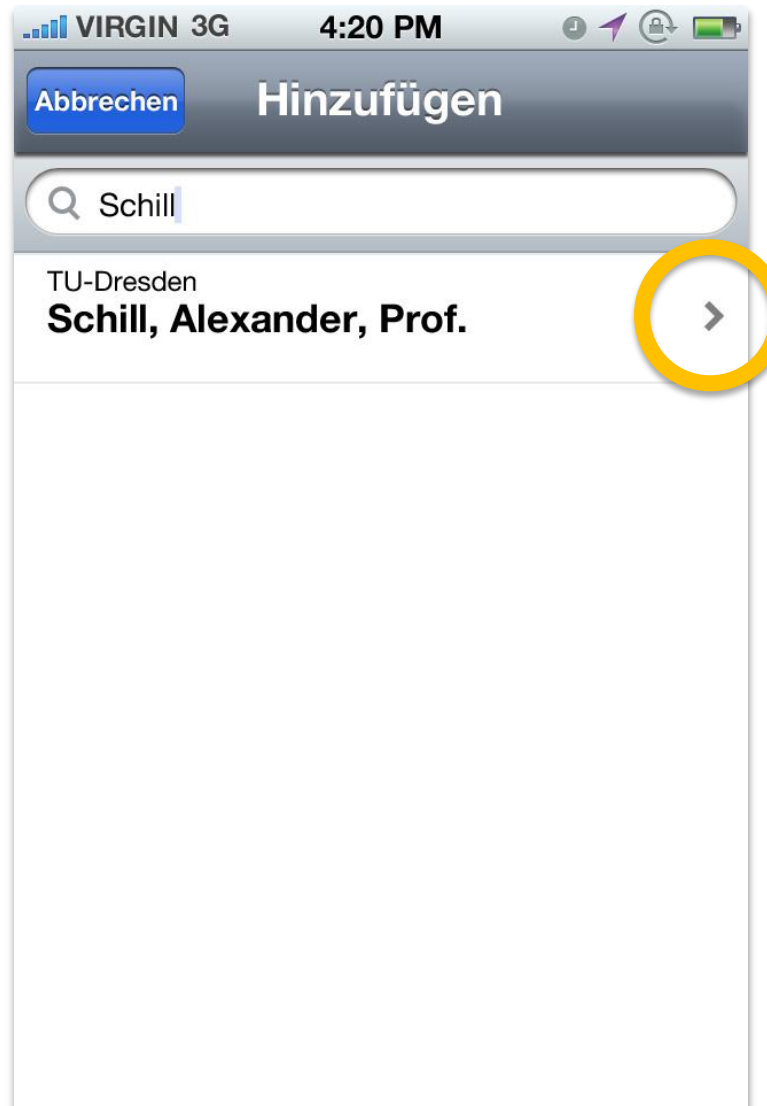
Team: Sten Anderßen, Alexander Manger

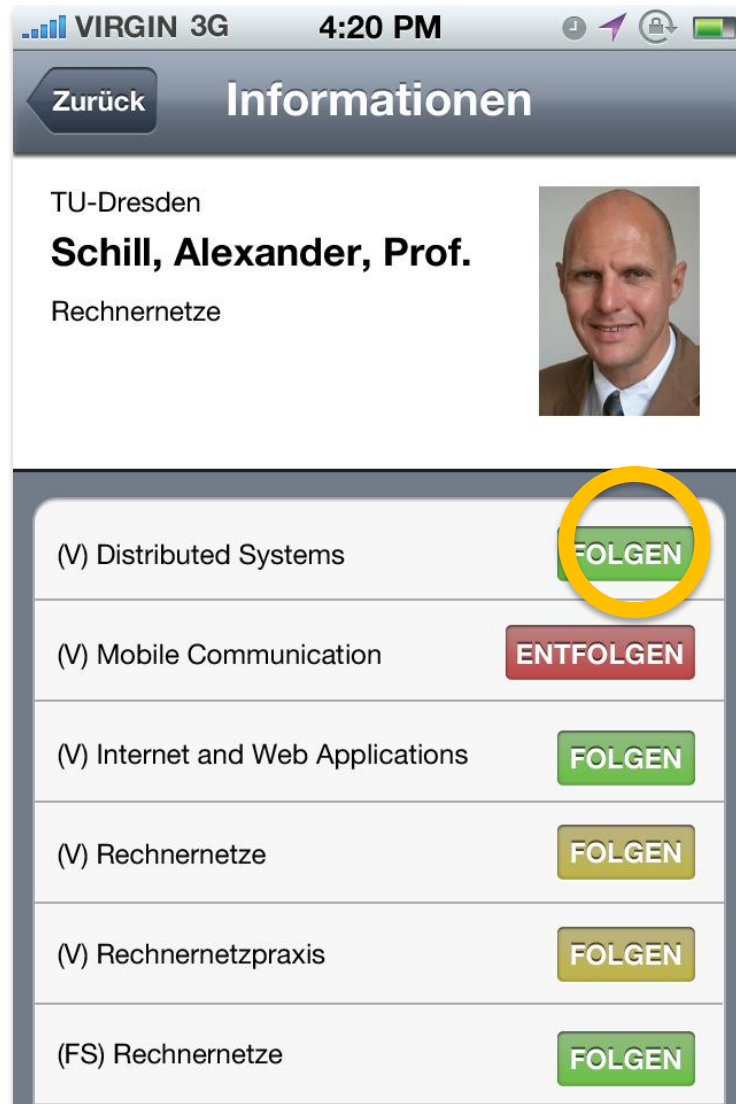
- educational voting application for use in lectures
- students feel involved (their opinion/vote matters)
- lecturer can access results in the app













- XML (polls, templates)
- server management (profiles, database)
- Objective-C, iOS 3.0+ SDK
- Push Notifications

- server based communication for profile management
- memory management in iOS
- user interface (touch, intuitive)
- joy of use
- time

- detailed UI mockups (done)
- use cases (done)
- implementation communication with server (Open Source API)
- MVC
 - model
 - user interface (Controller, View)