



# Application Development for Mobile and Ubiquitous Computing

## Seminar Task First Presentation

GroupNo. 21

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## Android Application: Droid Fridge

**Organize your Fridge**

**Create shopping lists**

**Get new recipes online or create your own**

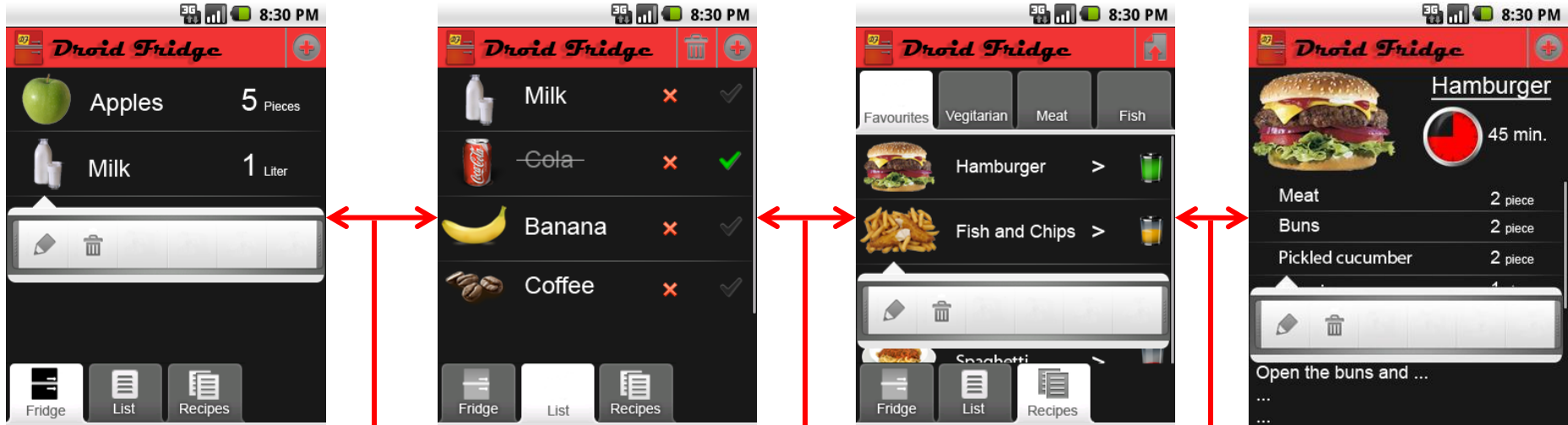
“Never worry about recipes again”

“No longer forget what to ingredients to buy”

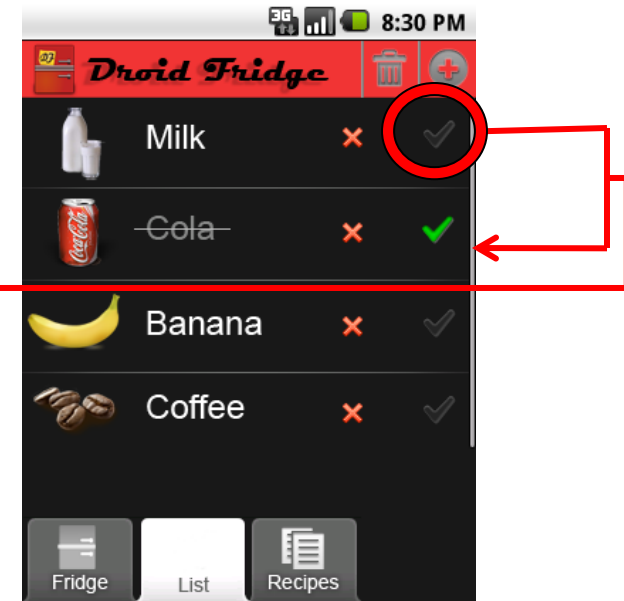
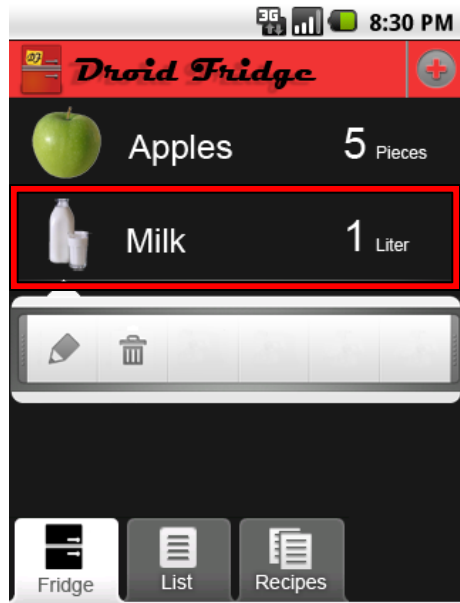
“Be inspired”



- Start Droid Fridge
- Slide to ingredients, recipes and shopping list
- Alternatively use tabs for navigation
- Tab recipes to get all ingredients to your shopping list
- Check your shopping list
- Create own recipes and ingredients on your device



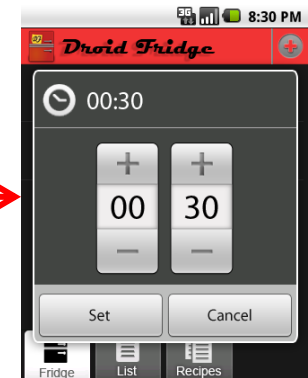
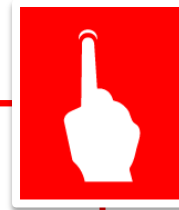
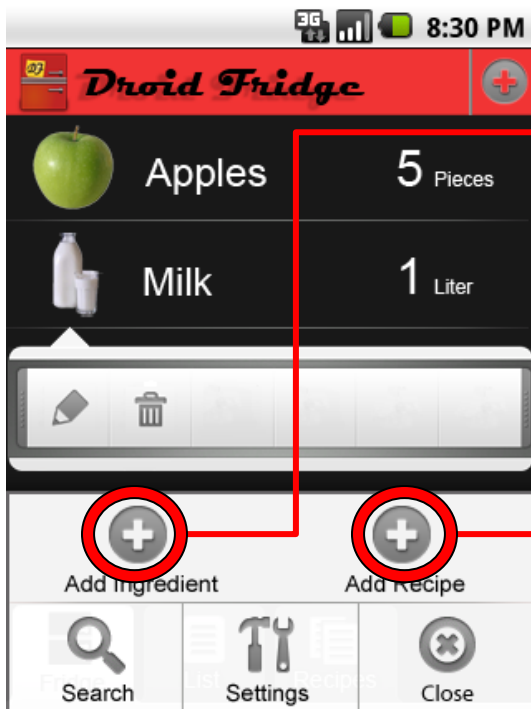
**Slide between the tabs**

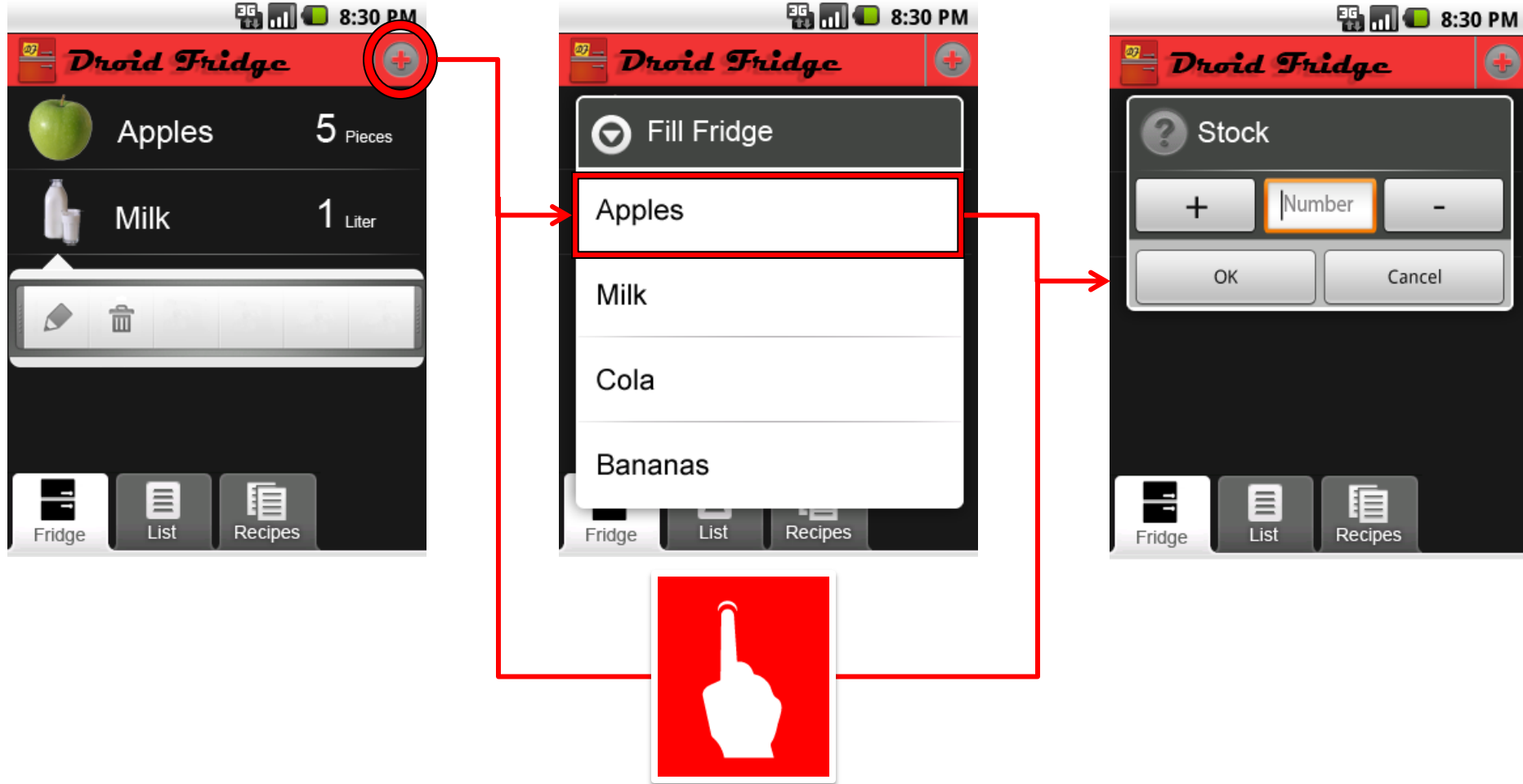


**Use Quick Actions on list items**

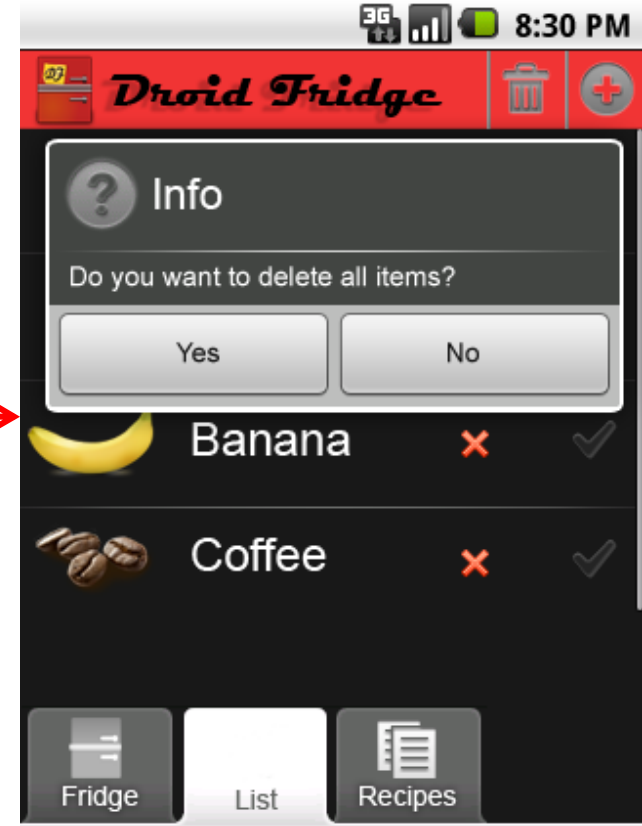
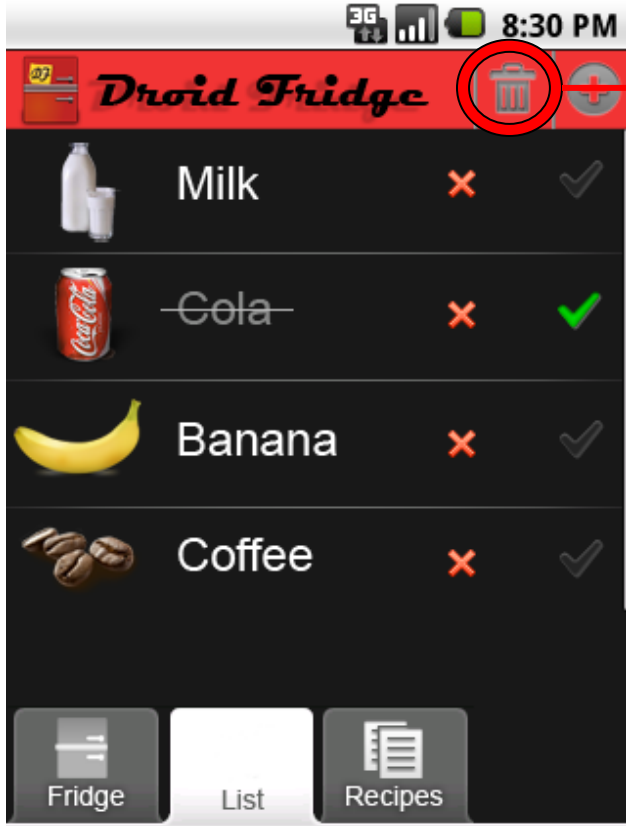
**Toggle list items**

## Use globale menu button for more functionality





## Individual Action Bar for each View





- OS
  - Android 2.2
  - Java, XML
  
- Android UI Patterns
  - „Quick Action“
  - „Action Bar“
  
- Architecture
  - Include patterns to order the chaos
  - Use ORM (object-relational mapping) to handle objects
  
- Use what you get
  - „Text-to-Speech“ or „Voice-to-Text“
  - Camera or scanner



- Easy and intuitiv navigation
- Less effort for the user
- Good and quick overview
- Data management

1. Create GUI elements (2 weeks)
2. Implement all concrete functions (3 weeks)
3. Test on Devices (1 week)
4. Second presentation
5. Improve functions and design (2 weeks)
6. Input special features (2 weeks)
7. Buffer (2 weeks)
8. Last presentation