



Application Development for Mobile and Ubiquitous Computing Words Learning Second Presentation

GroupNo. 13

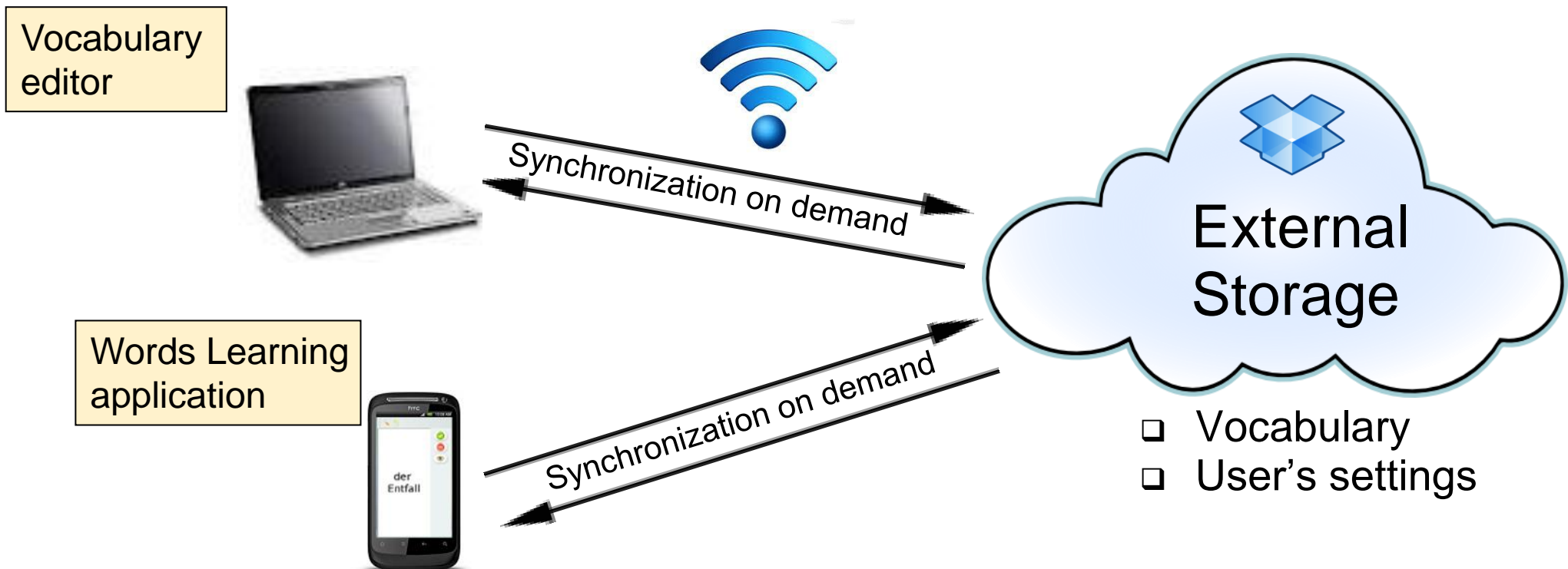
Team:

Anna Utlik

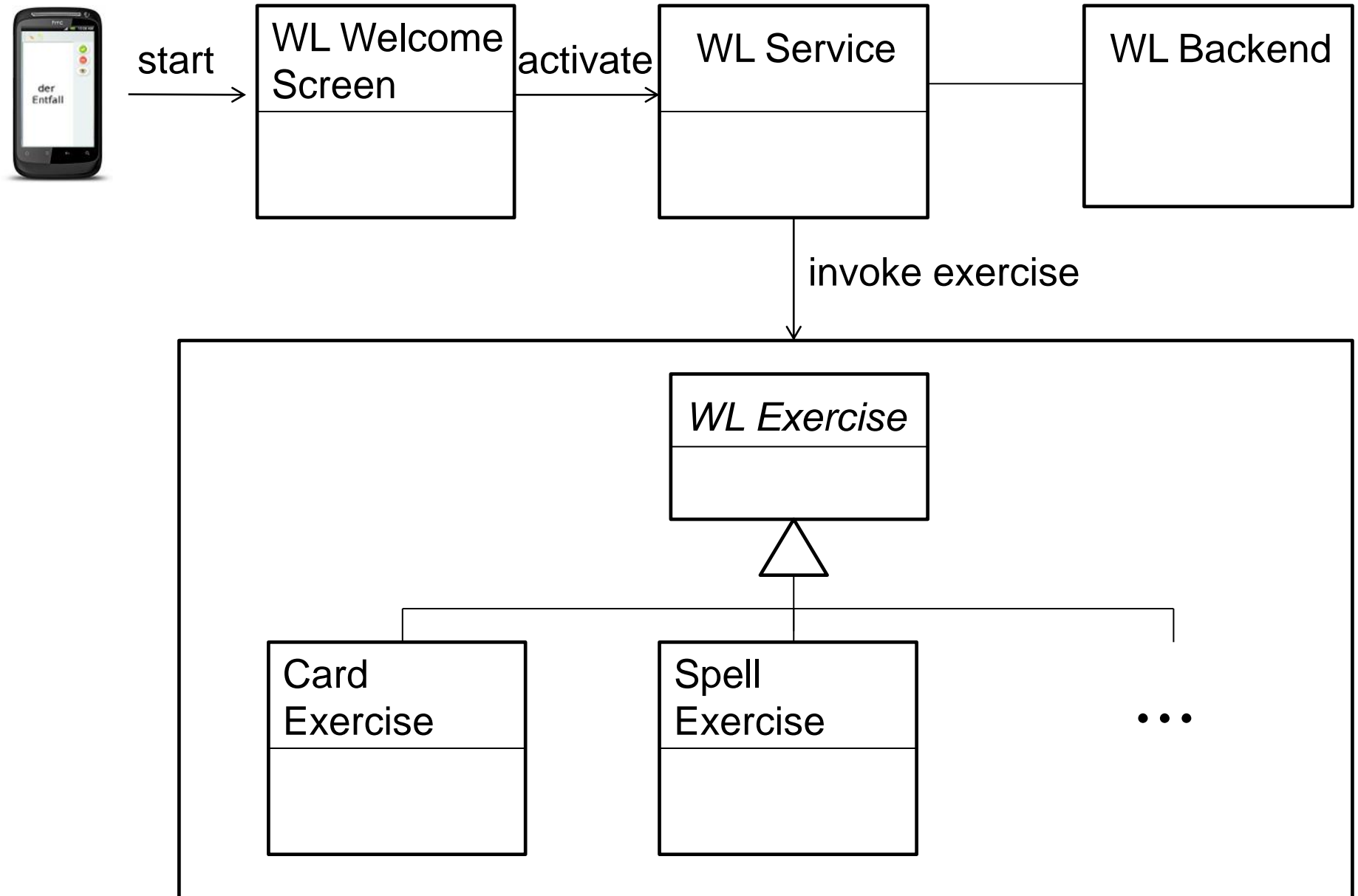
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- Standalone application for learning and improving foreign language skills
- Setting personal preferences (for example, learning new words or repeating the old one)
- Adaptation to client resources and connectivity
- Possibility to create many "Workspaces" (phone, PC, laptop)

- Users should be able to modify settings (period of notification, number of words, etc.)
- Users should be able to define custom vocabularies
- Users should be able to add new words and phrases (not restricted)
- Users should have possibility to skip the exercises



- Android SDK for creating application GUI and providing interface between application backend logic and GUI
- Java SE for developing application backend logic
- Dropbox - free service, provides easy file sharing
- Wireless Local Area Networks and Wide Area Networks for connection



WL Service is responsible for transferring the instructions and data between the backend and GUI:

- reads user's data (vocabulary, settings) from local storage;
- passes this data to backend;
- receives backend information about word and exercise ID;
- calls exercise with given ID filled in with a given word.

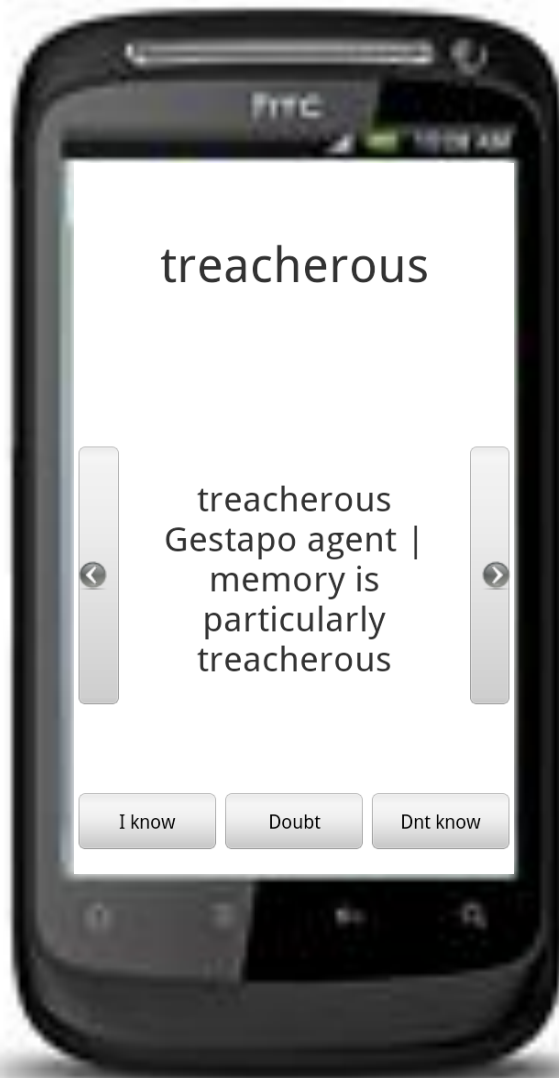
WL Backend provides the following functionality:

- resolving current user settings;
- keeping temporary data about currently learned words;
- selection words from the vocabulary;
- selection exercise for the particular word;
- handling user answer on exercise.

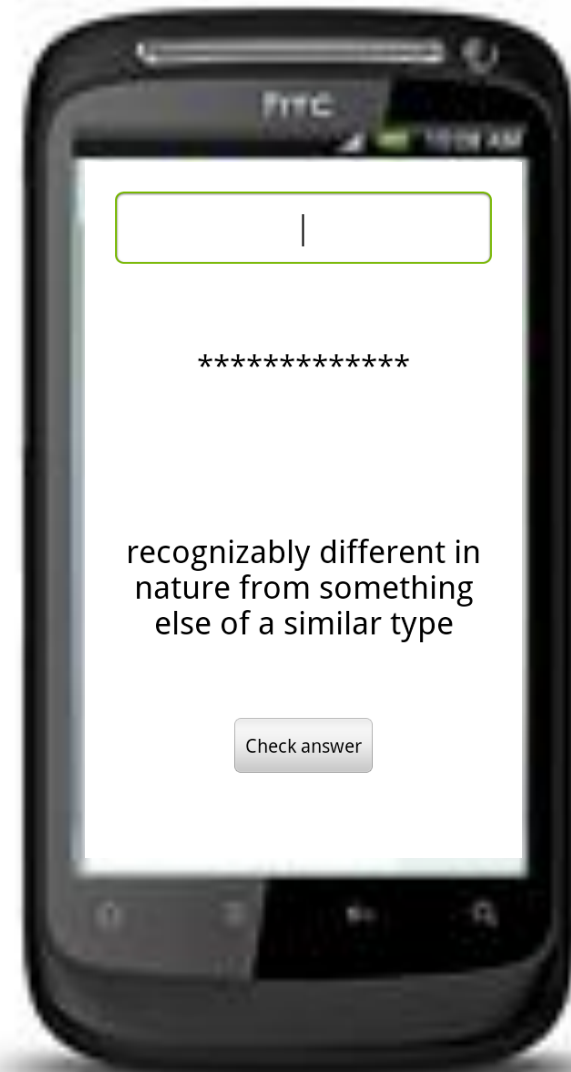
Exercises

- different type of exercises with different GUI;
- handling user interactions.

Card Exercise



Spell Exercise



- Device resources:
 - Adopt GUI to small screen of mobile device
 - Optimize usage of processing power by using efficient library for implementing periodic tasks
- Connectivity:
 - Provide low dependence on the Internet connection
 - ✓ by using local storage for vocabulary and settings
 - ✓ on demand synchronization with external storage
- Synchronization:
 - synchronization of the local storage and external storage for providing possibility to work with several instances (mobile phone, laptop, PC)

- Creating more types of exercises – Synonym Exercise, Select Exercise
- Implementing “waiting in background”
- Synchronization of local storage on mobile device and external storage
- GUI style
- Testing application on different devices