TECHNISCHE UNIVERSITÄT DRESDEN

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

Application Development for Mobile and Ubiquitous Computing

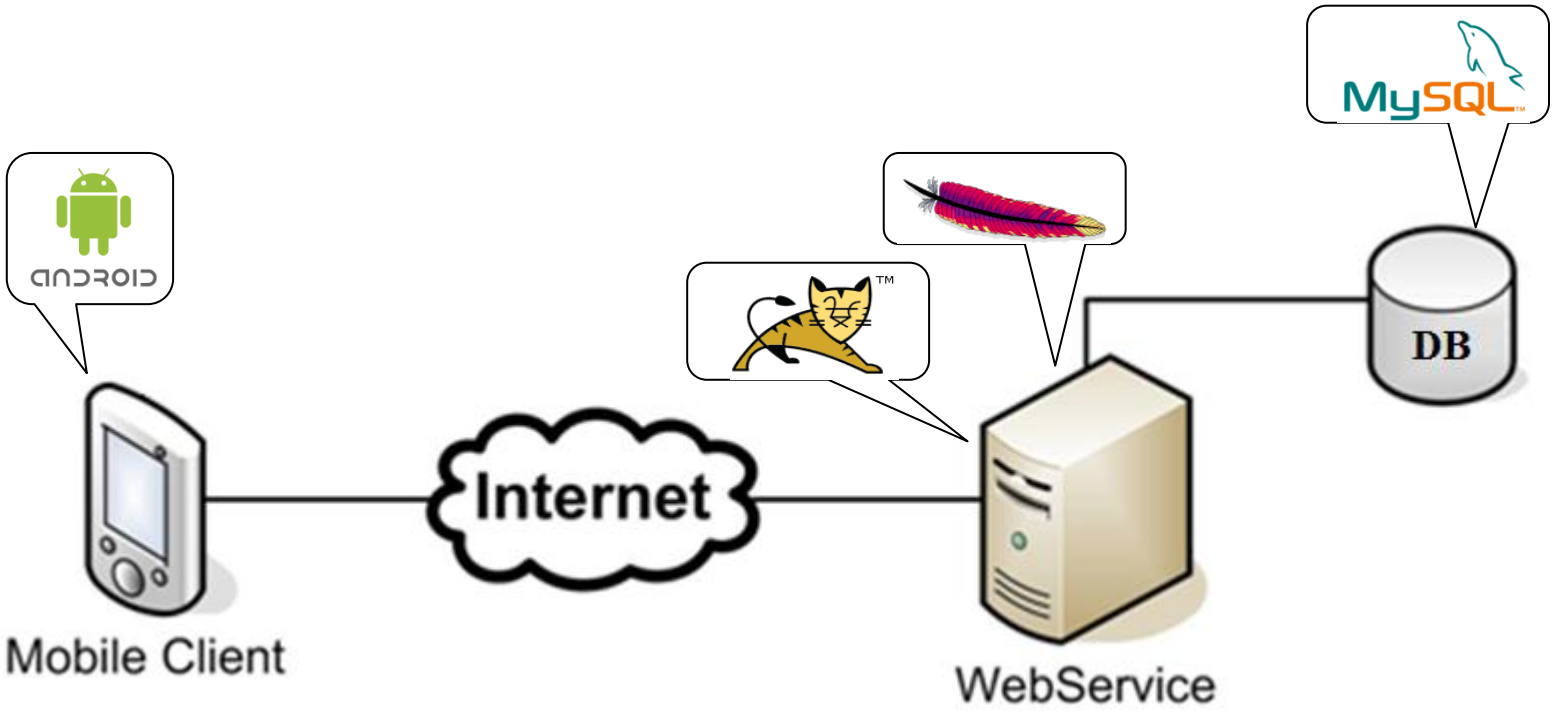
Seminar Task

Supermarket Bill - Final Presentation

GroupNo. : 2

Team: Luiz Alberto de Assis Borges
Chinthaka Henadeera

Prototype



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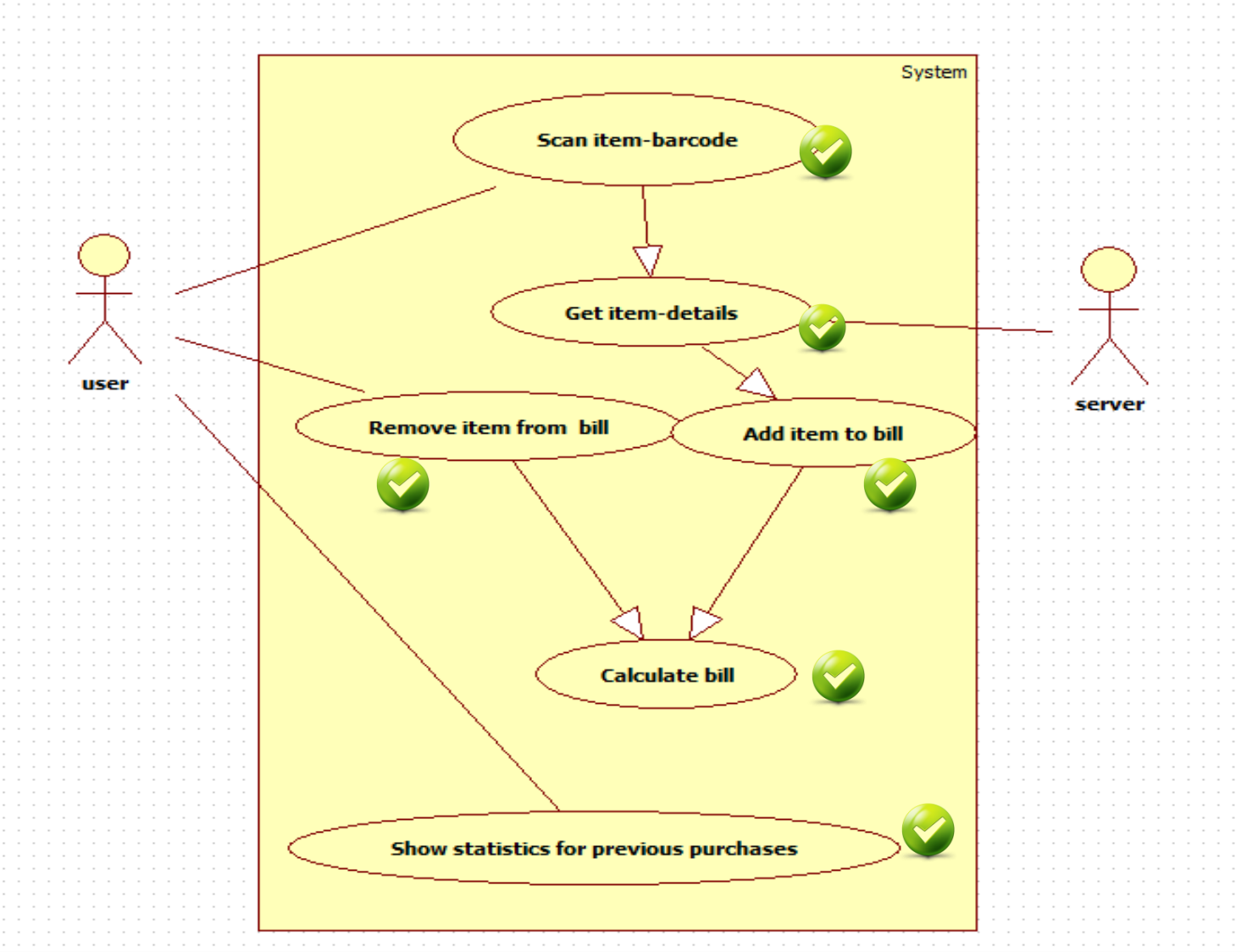

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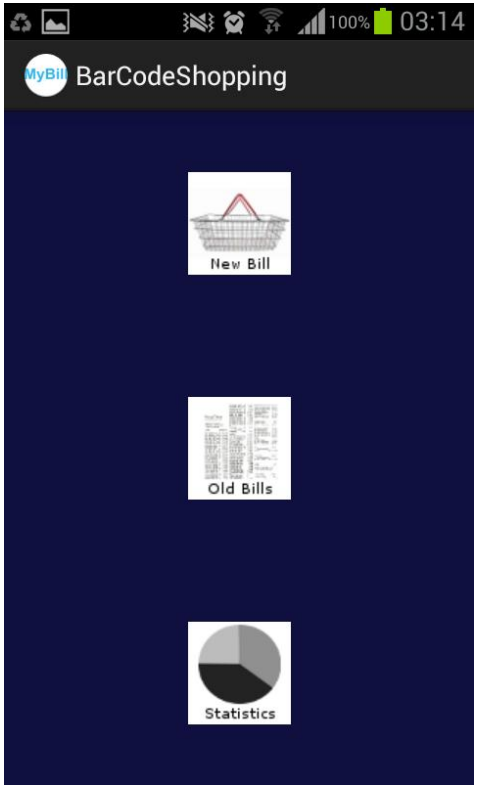

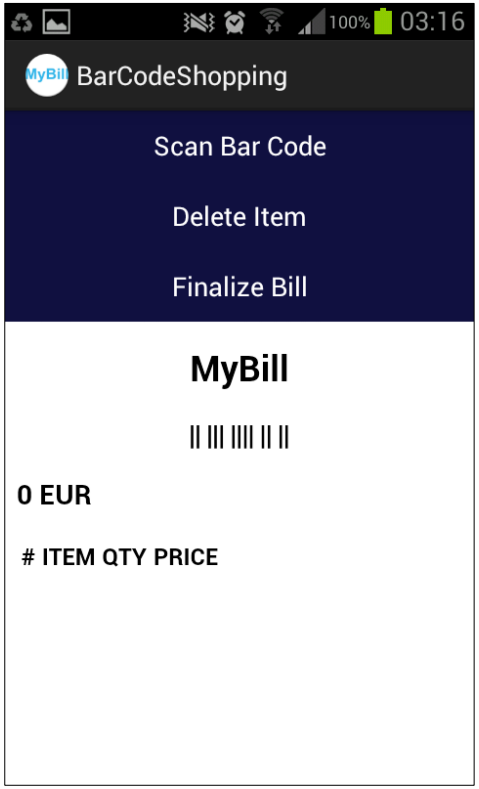

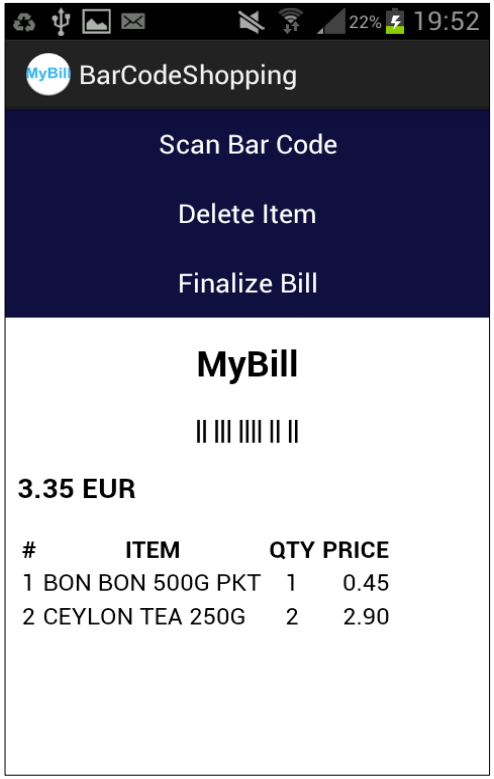

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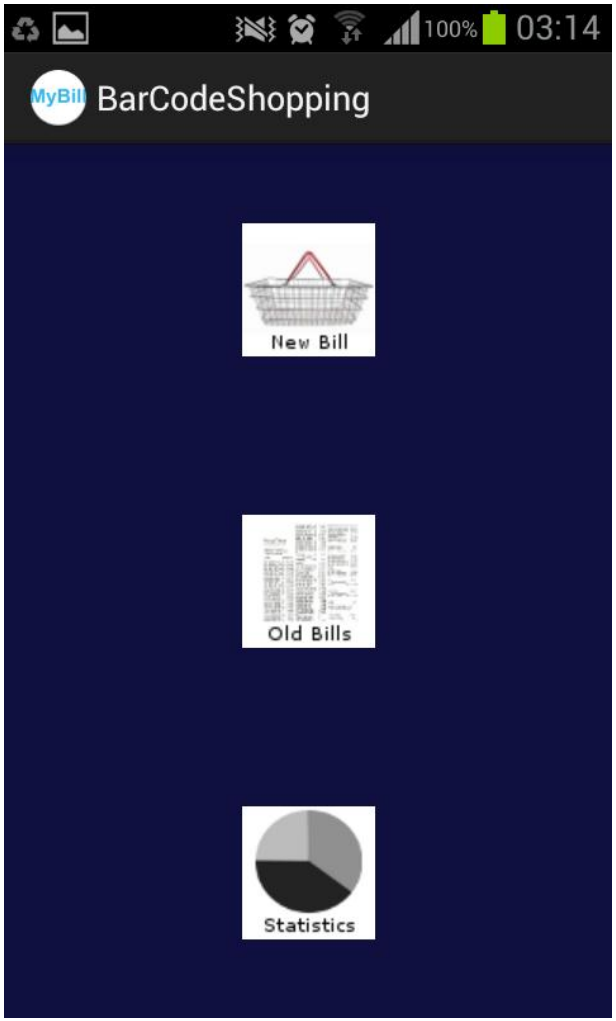

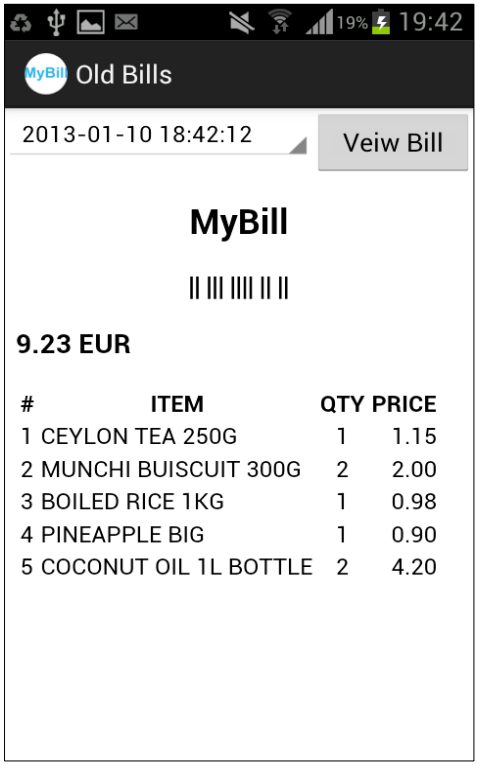

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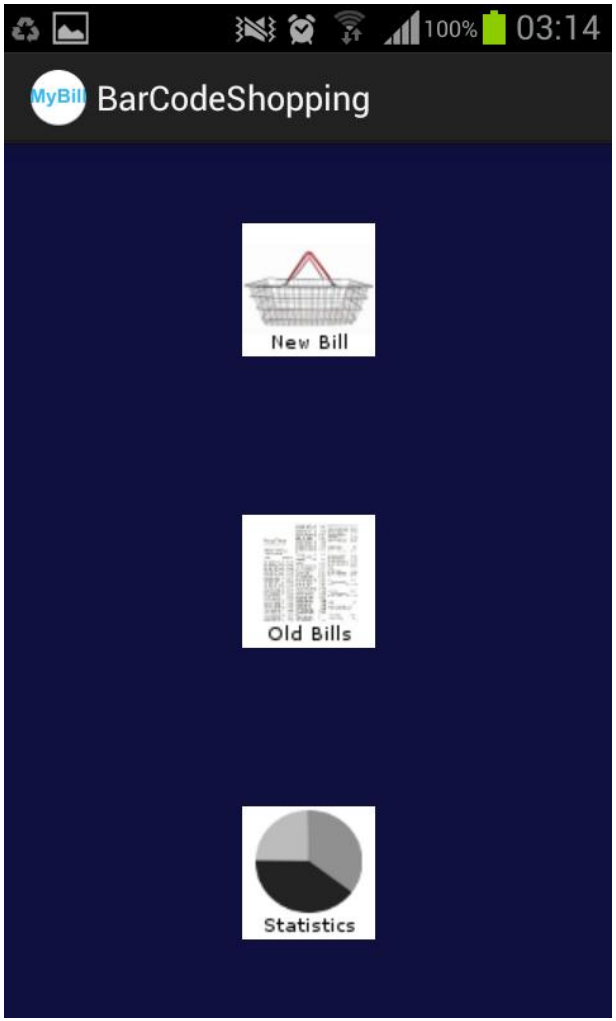

Discussion/Assessment

- Main issues in mobile computing we had to tackle are

  - Concurrency control at packet losses, packet delays, packet reordering environments. Our implementation is lock free.

  - Simple xml parsing (no standard xml marshalling or unmarshalling method as we deal with a small xml) . We used array based method.

  - Same array based method is used to http error handling.

Pit falls and experiance

- There are still trivial known issue in concurrency control of our android client. But practically difficult to experiance for the real world users.
- We experianced an unkown problem with SQLite when dropping databases. We guess this is related to root permission of the android O/S.
- This was our first Android & SQLite experiance. Hence we had to spent long time to learn about the groundwork.