



Application Development for Mobile and Ubiquitous Computing

JIRA Mobile

Final Presentation

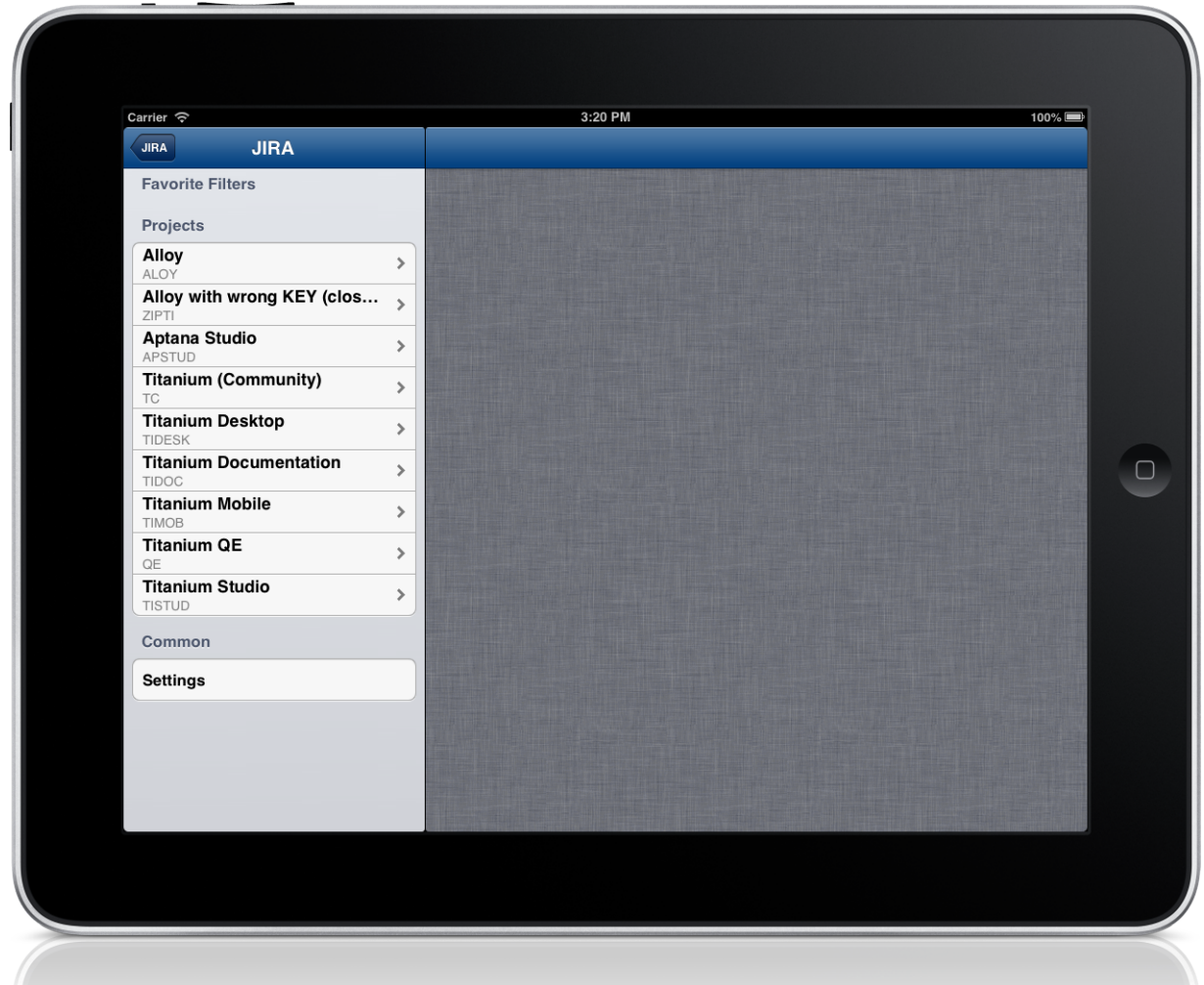
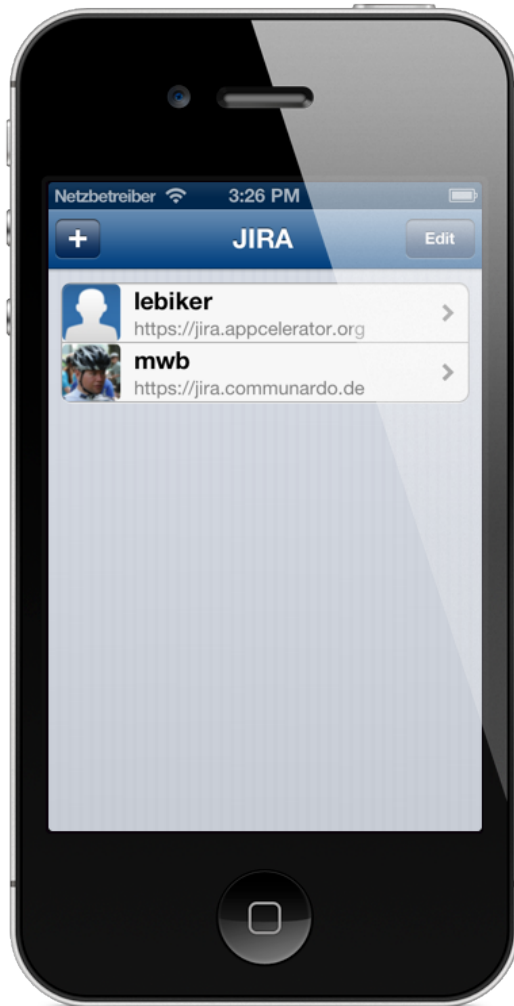
GroupNo. 5

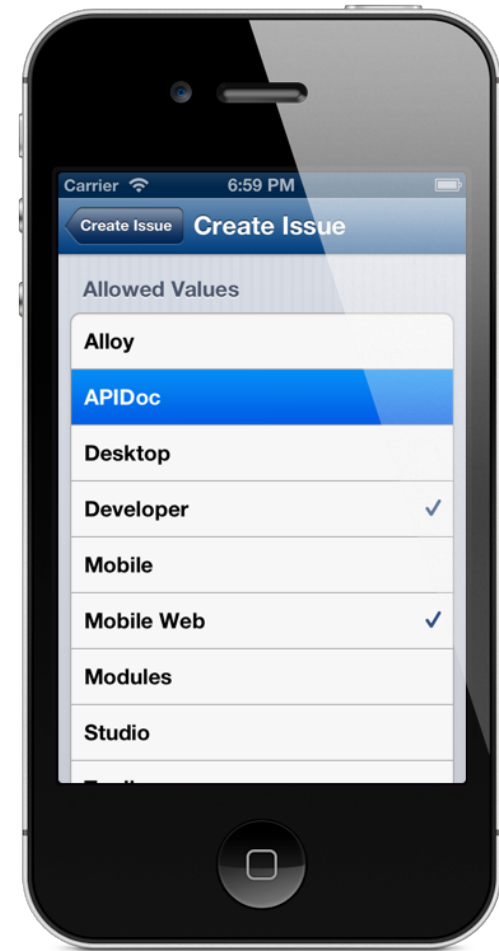
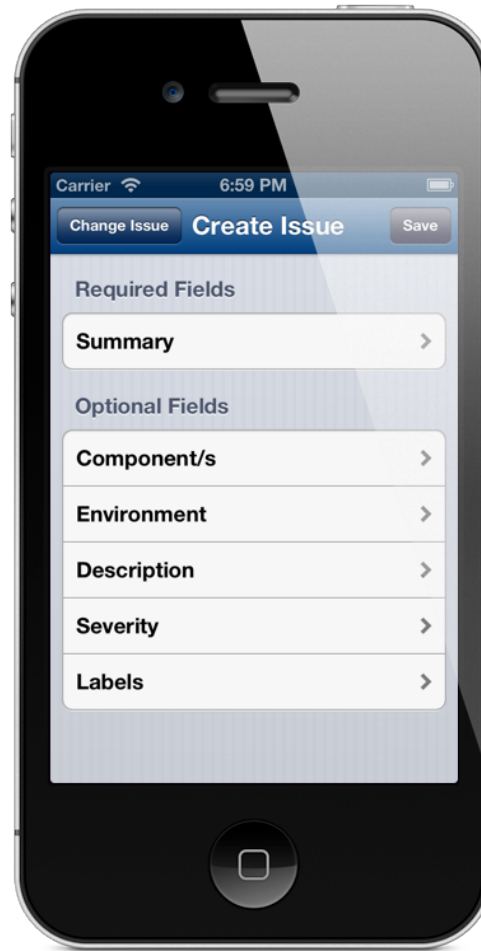
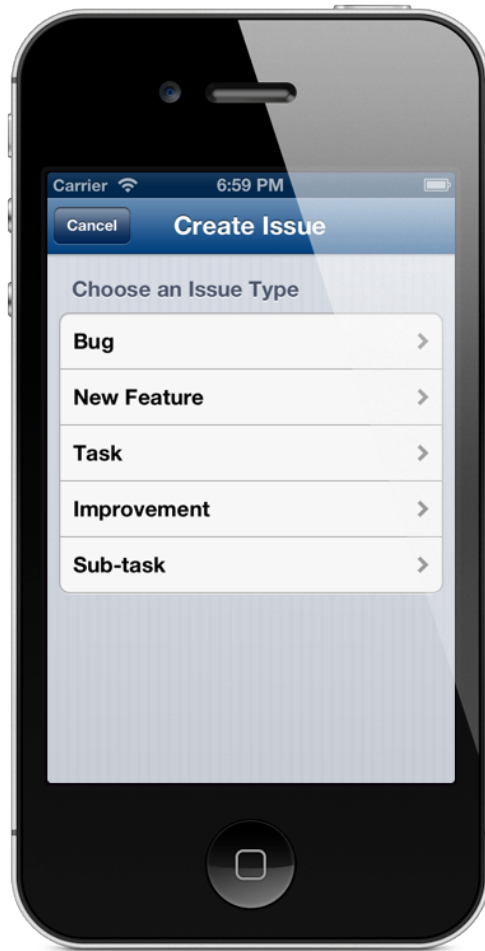
Markus Wutzler & Martin Weißbach

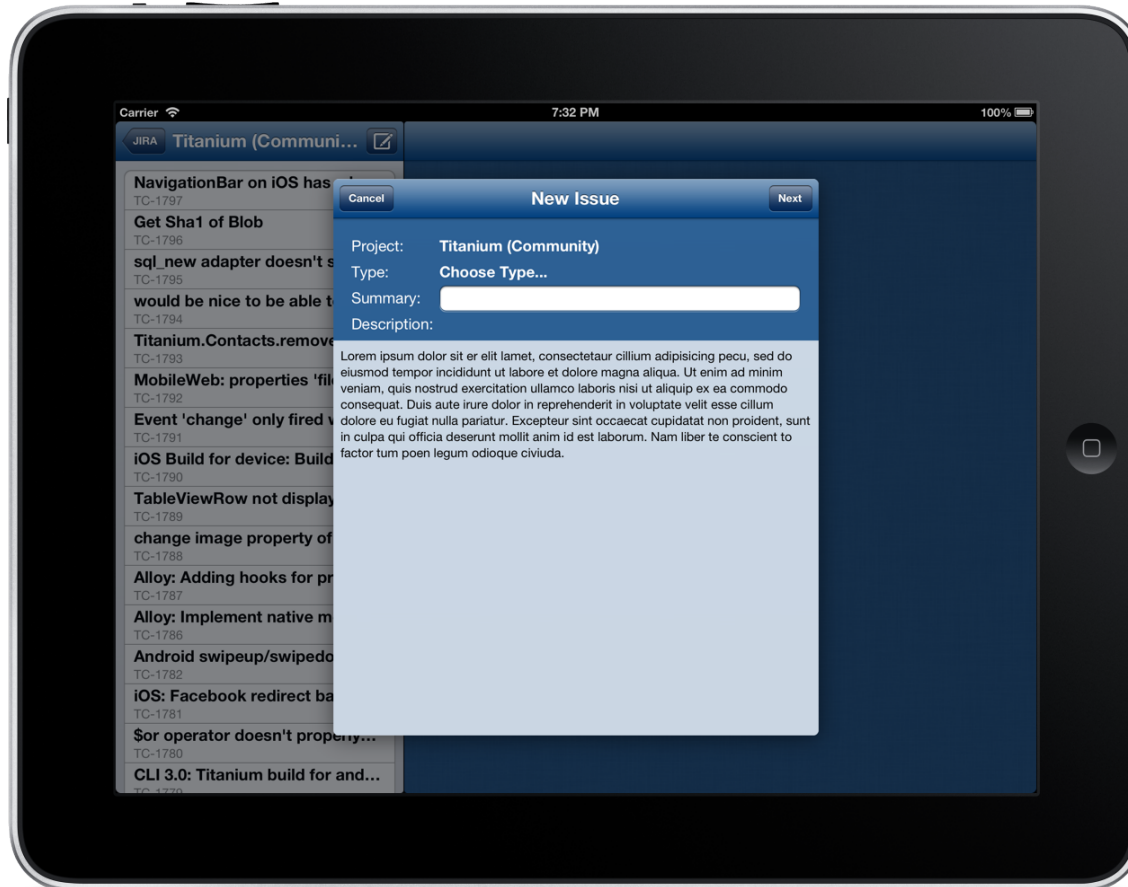
Issue Tracking on iPhone and iPad made simple

JIRA MOBILE



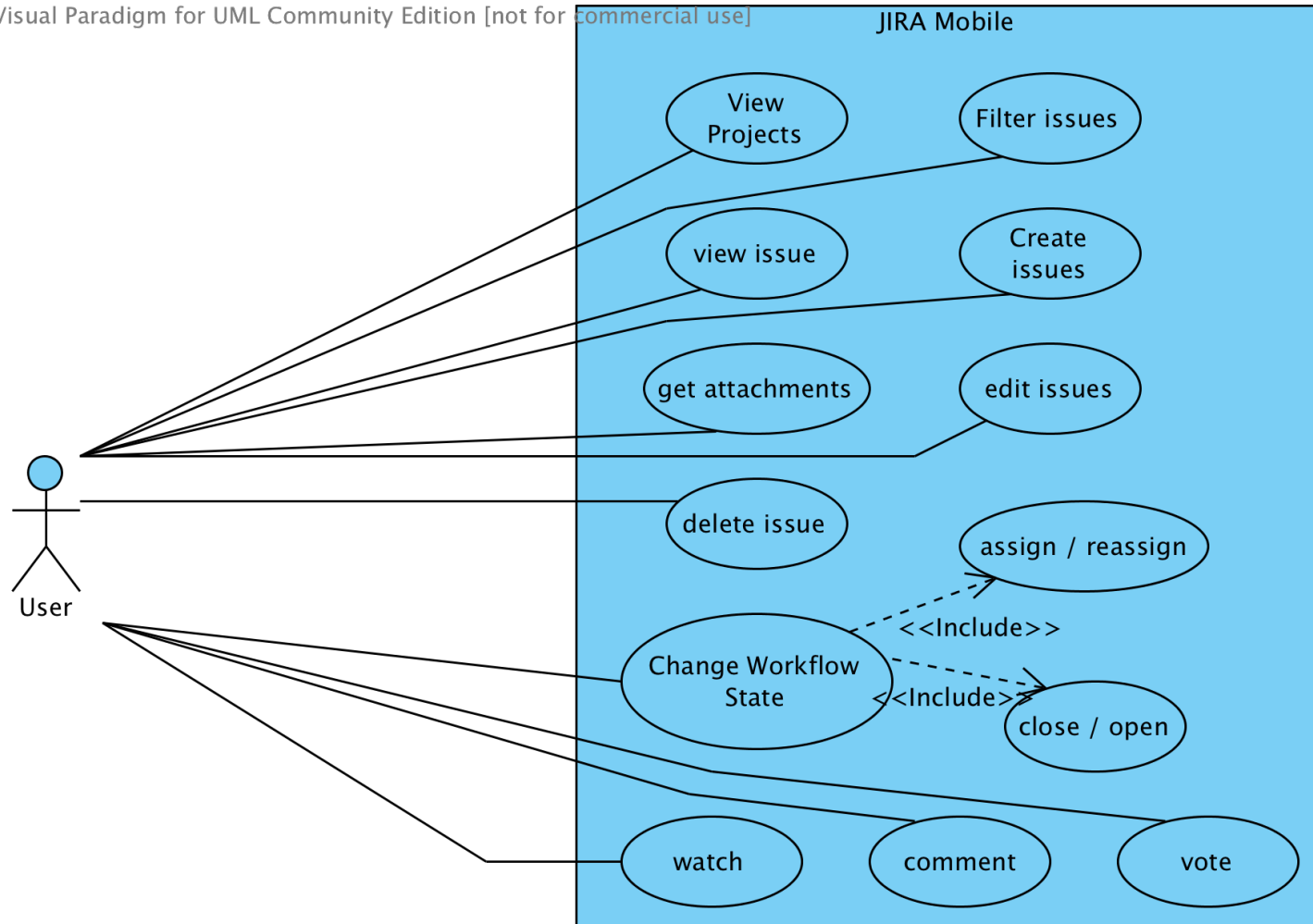






- Employed Storyboard
 - Usually two views handled by one controller
- Delegation principle and Blocks often used
- 3rd Party libraries
 - ASIHTTPRequest, SBJson, Base64
- 6045 LOC written so far

Visual Paradigm for UML Community Edition [not for commercial use]



	iPhone	iPad
View Projects	✓	✓
View Issue	✓	✓
Create Issue	✓	✓
Edit Issue	✗	✗
Delete Issue	✗	✗
Assign / Reassign	✓	✓
Comment	✓	✓
Change Workflow State	✗	✗
Watch	✓	✗

- Traffic decrease
 - Json
 - Caching of Images and Resources on the client
 - Improvements possible
- Security
 - SSL encrypted communication
 - Credentials stored in Keychain
 - Basic Authentication
- Responsive UI
 - Landscape support for writing on iPhone
 - Support or remove Wiki syntax
- Memory Management

- Backend Development quite easy
 - high code reusability (even on Mac OS X because of Layered Cocoa Architecture)
 - Lots of 3rd Party Libraries available for free
- Use Case made UI Development very difficult
- Full reuse of controllers not possible although storyboard has been used
- JIRA API very complex but still limited