TECHNISCHE UNIVERSITÄT DRESDEN

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

Application Development for Mobile and Ubiquitous Computing

Seminar Task

Second Presentation

GroupNo. 6

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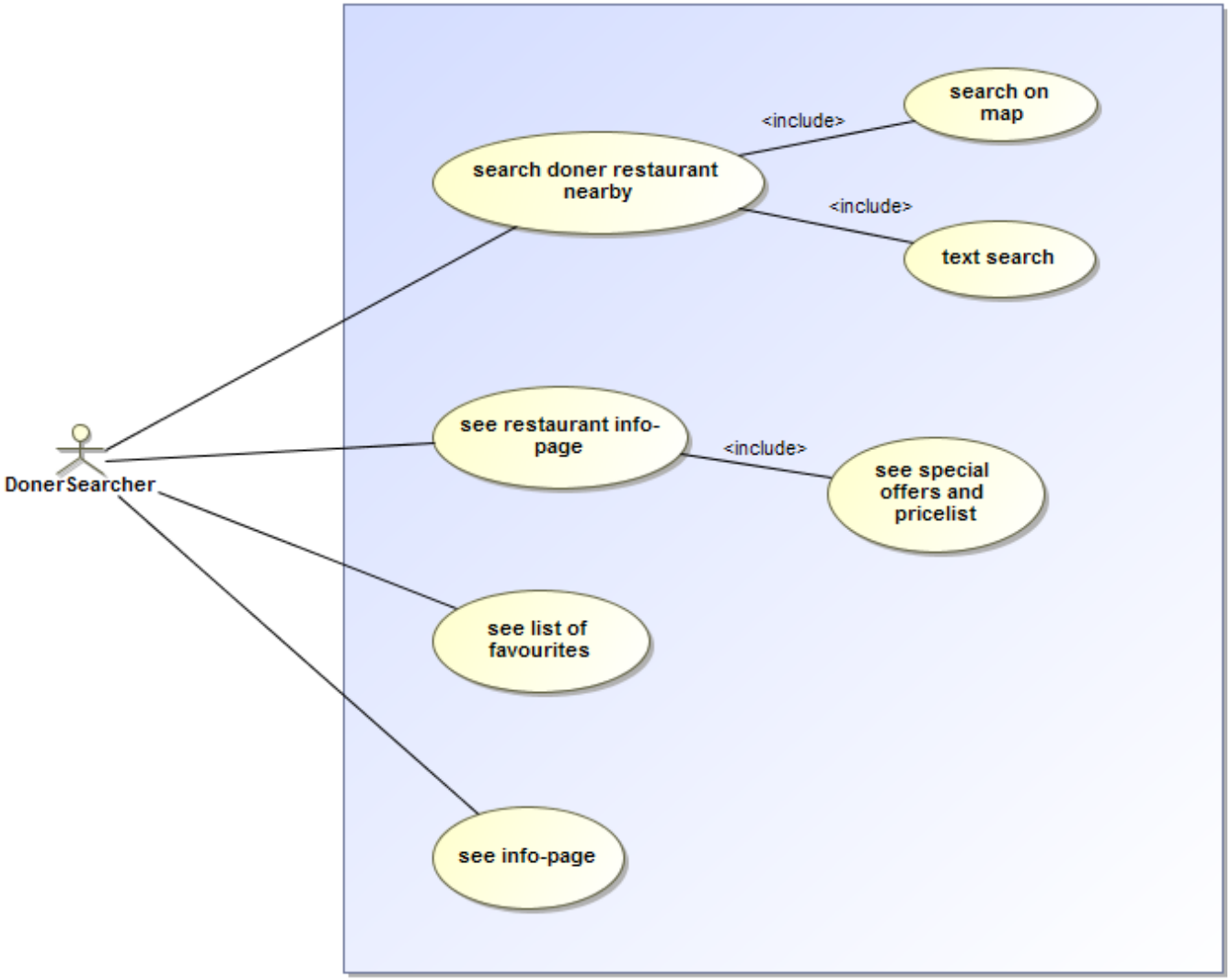
Structure

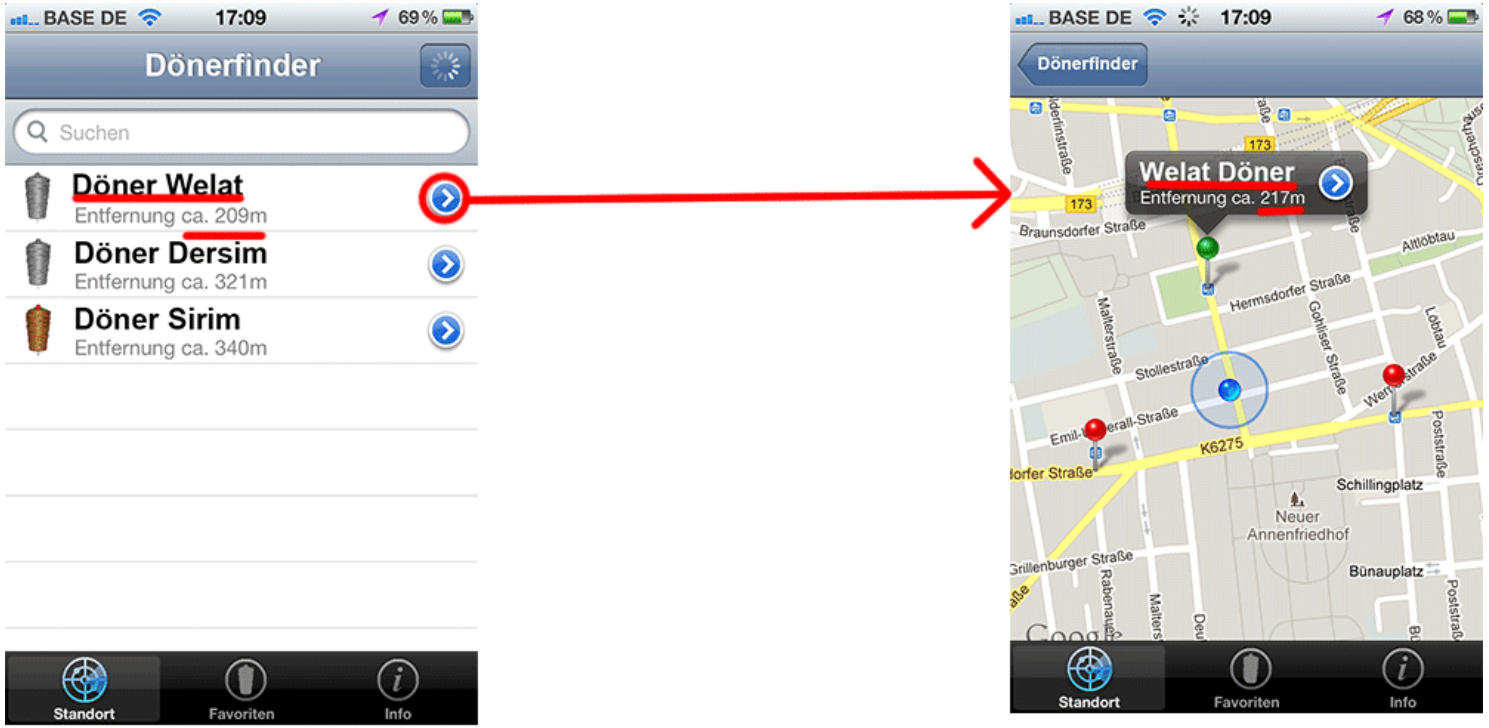
1. Concrete Use Cases
2. Detailed Application Scenario
3. Implementation Plan
4. Challenges of Mobile Computing tackled
5. Status Quo
6. Next Steps

1. Use Case


search on map
<include>
search doner restaurant nearby
<include>
text search
see restaurant info-page
<include>
see special offers and pricelist
DonerSearcher
see list of favourites
see info-page

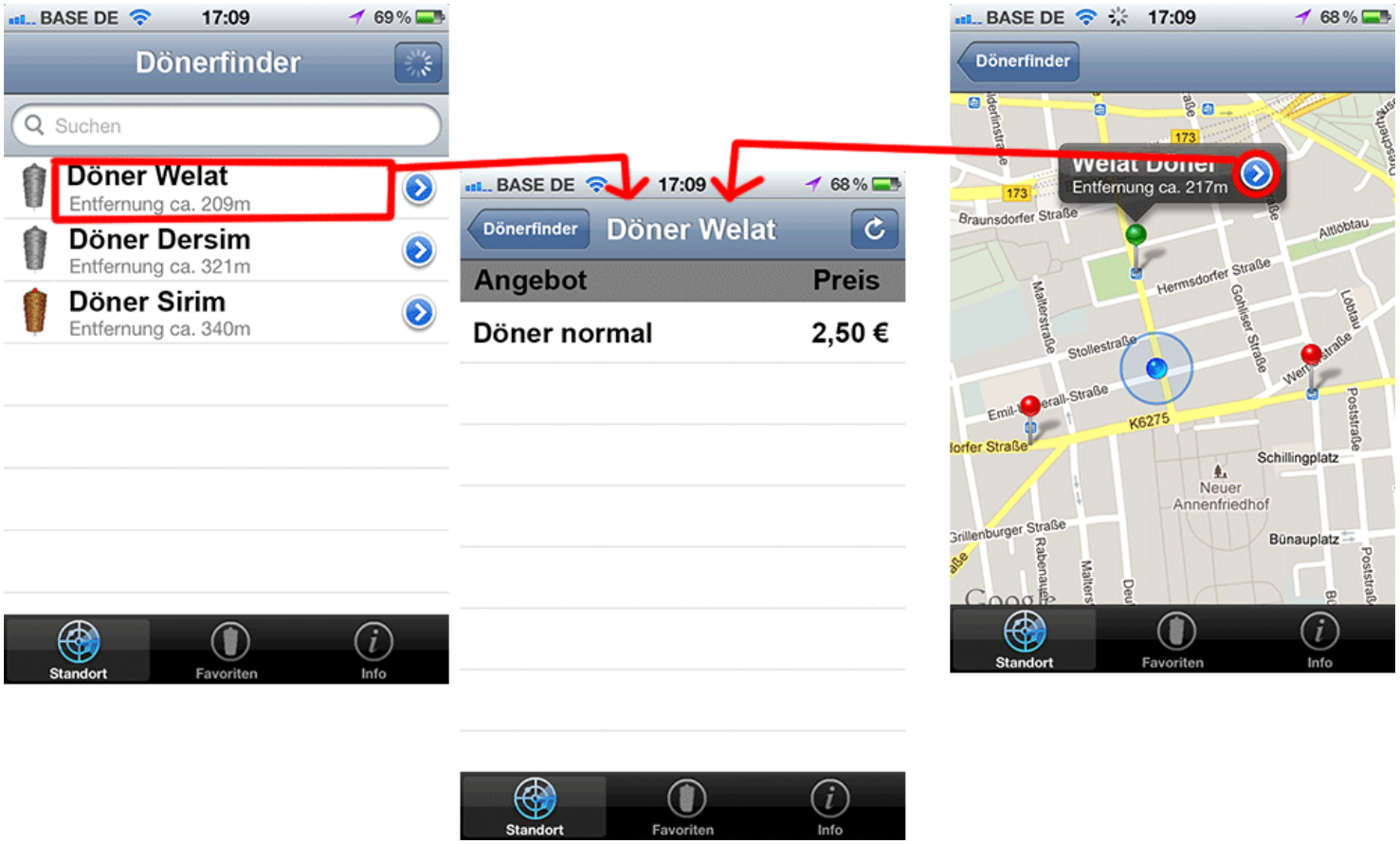
2. Detailed Application Scenario

- User stands at a certain place anywhere and wants to know
  - if there are doner restaurants nearby
  - the location of these



2. Detailed Application Scenario

- He wants to see the pricelist of the nearest restaurant



2. Detailed Application Scenario

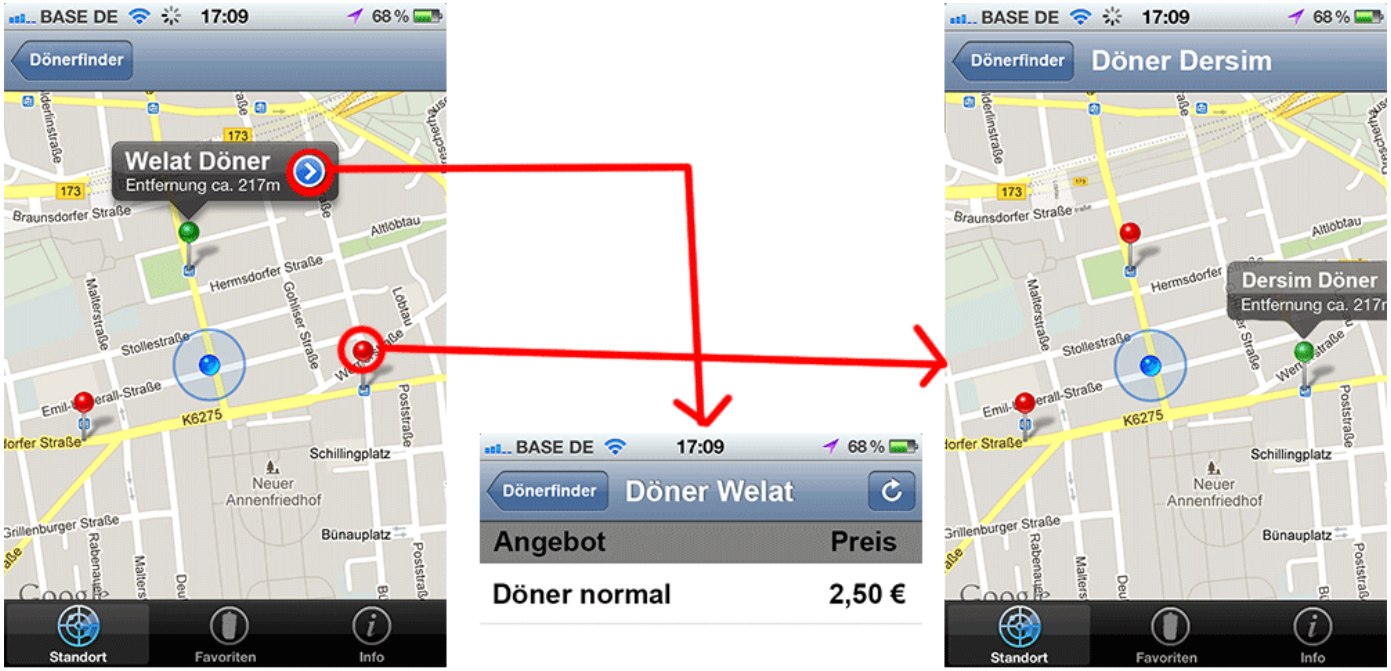
- Now he'd like to know the way to reach the restaurant

2. Detailed Application Scenario

- Finally he desides to search another restaurant nearby
  → 2 different ways

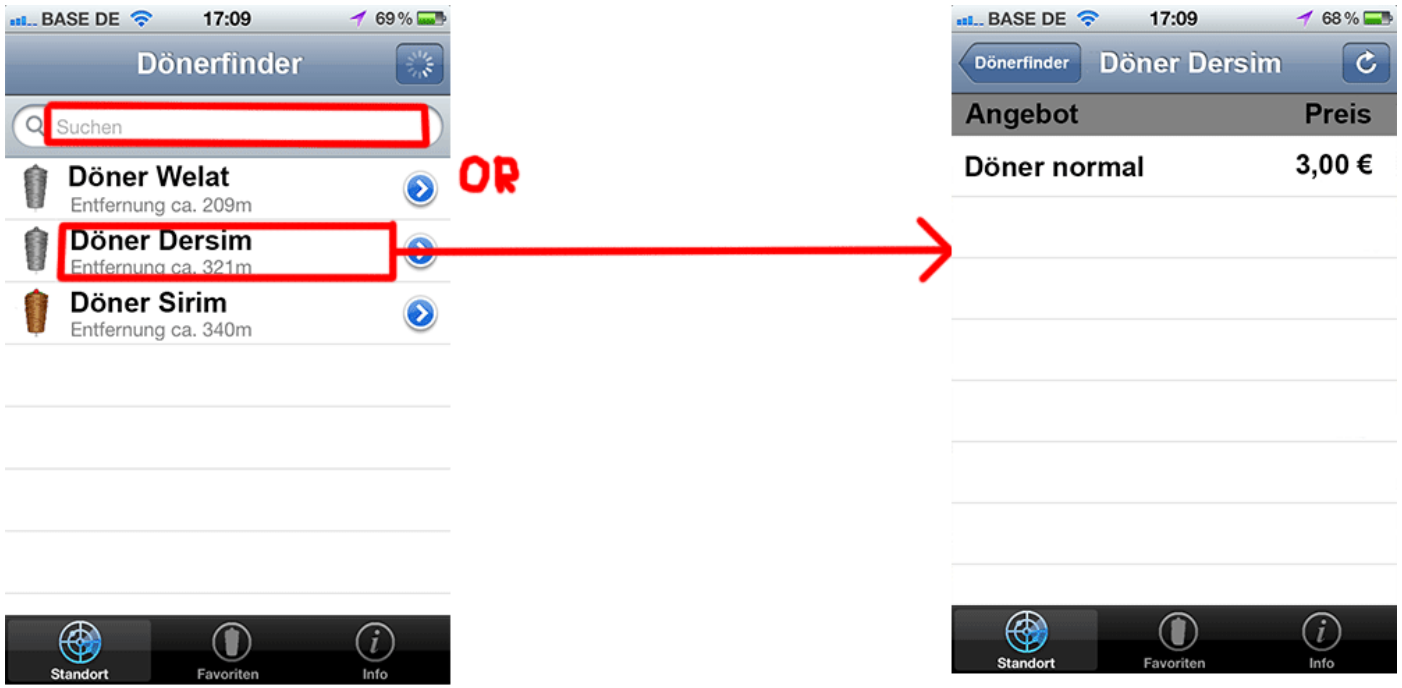
2. Detailed Application Scenario

- Finally he desides to search another restaurant nearby
  → 1st way



2. Detailed Application Scenario

- Finally he desides to search another restaurant nearby
  → 2nd way



3. Implementation Plan

- Created a webspace with json-file containing our relevant information
  - Reason: there is no uniform website containing all information needed
  - Advantage: basis for building other apps on other devices (e.g. Win8)
  - Maybe interface for changing
- Simple modification/extension via XML/json
- Information is loaded by app from website
- Create a template for the app (map-view, table-view)
- Include loaded information into template
- We want to save the information on devices
  - possibility to work offline

4. Challenges of Mobile Computing

- **Usability**
  - use conventional UI elements and patterns (tab view, list view) → intuitive handling
  - simple navigation between pages
  - Information loaded via website

- **Navigation**
  - determine user's location
  - user movement during operations
  - map is freely scalable (need to use new iOS6-maps)

5. Status quo

- Created a webspace with json-file containing our relevant information ✓
  - Maybe interface for changing
- Information is loaded by app from json-file ✓
- Create a template for the app ☐
  - map-view ☐
  - table-view ✓
- Include loaded information into template ☐

6. Next Steps

- Test prototype on real device
  - Reason: „Virtual Box“ doesn‘t get the map-view right
- Include loaded data in the map
- Implement favourites-system
- Connect all features → smooth workflow
- Testing, testing, testing… ☺

Thanks for your attention!

Any questions?