



Application Development for Mobile and Ubiquitous Computing

Seminar Task: Final Presentation

Group 9
Team: Sebastian Herrlich
David Apsel

Structure

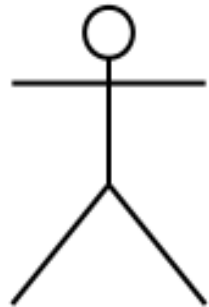
1. *Review*
2. *Final Application*
3. *Challenges*
4. *Summary*



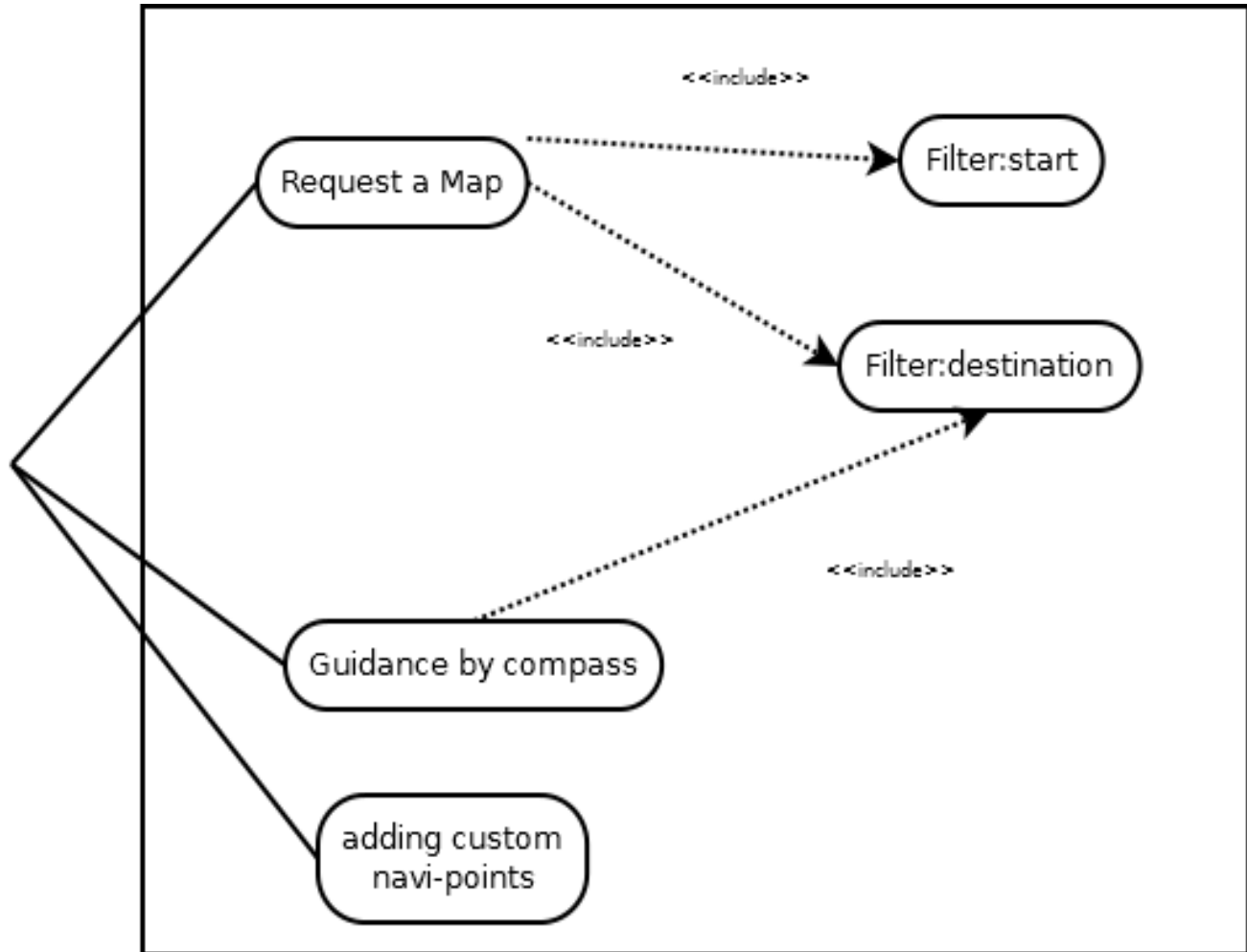
"FreshMenNavigator"

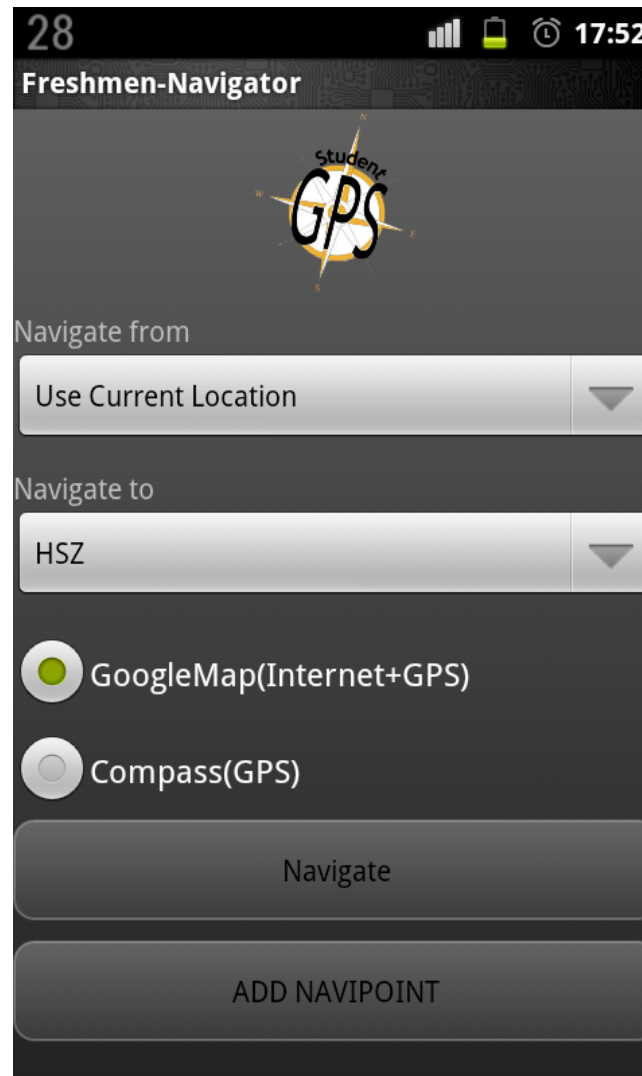


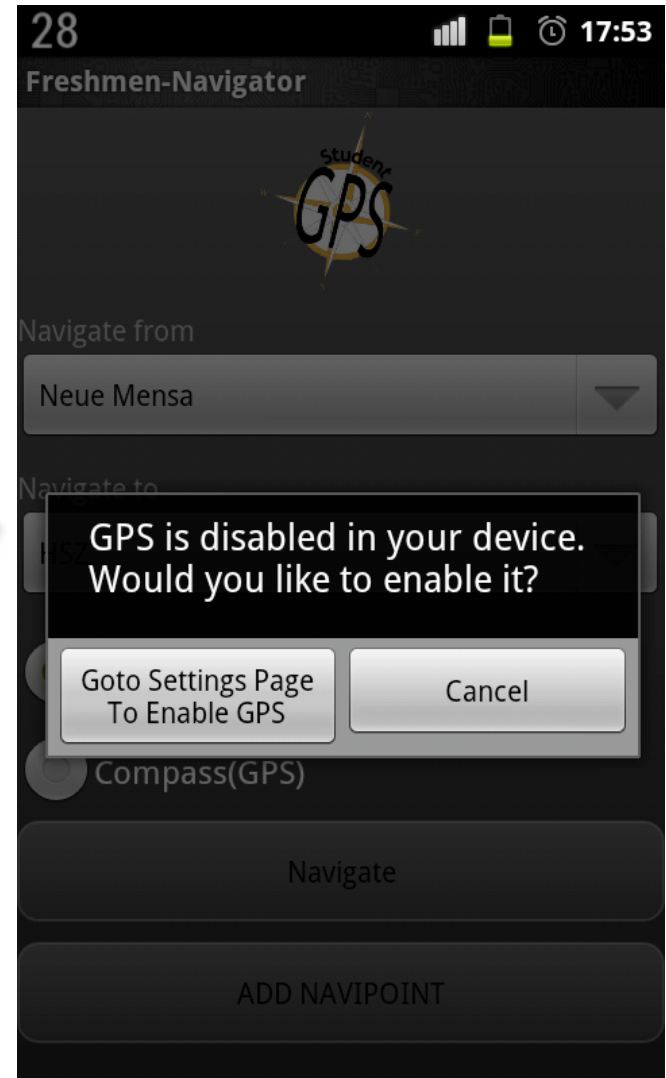
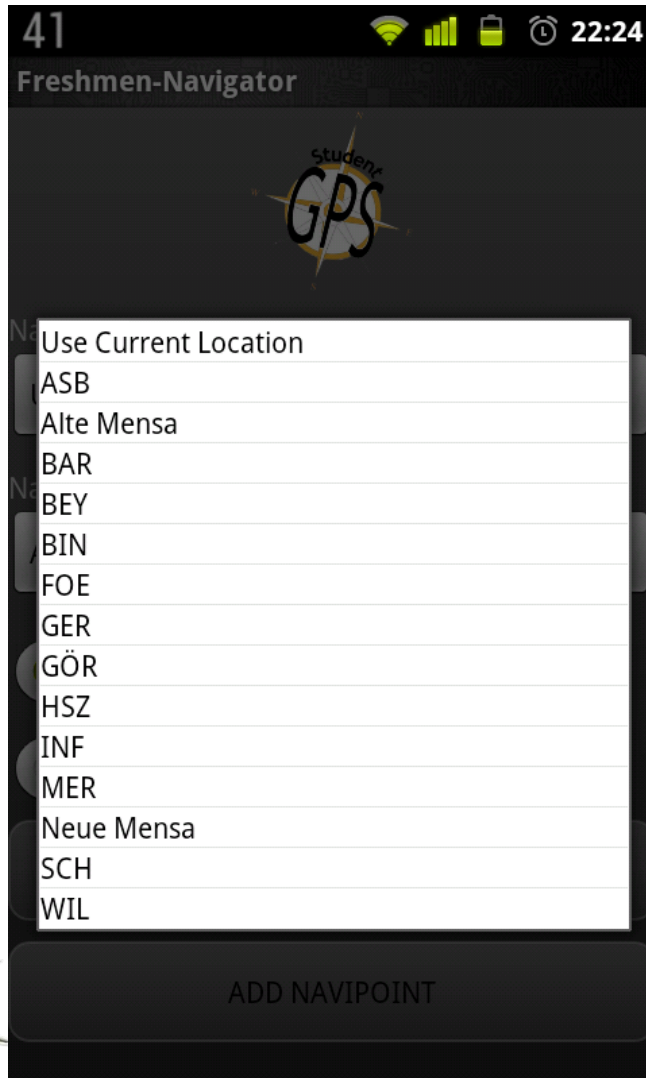
*NAVIGATOR SUPPORTING A FRESHMAN
- USING LOCATION-BASED SERVICES*






Akteur







28    17:52

Freshmen-Navigator

Create a Navi-Point:

NAME

Name

ABBREVIATION

Abbreviation

Receive Location

LONGITUDE

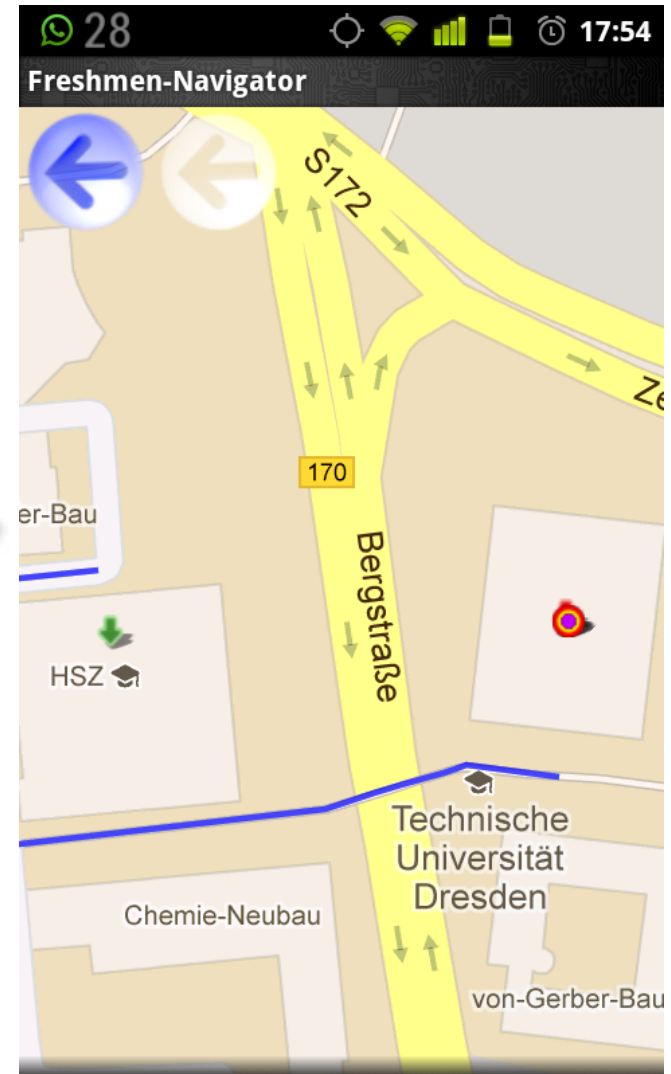
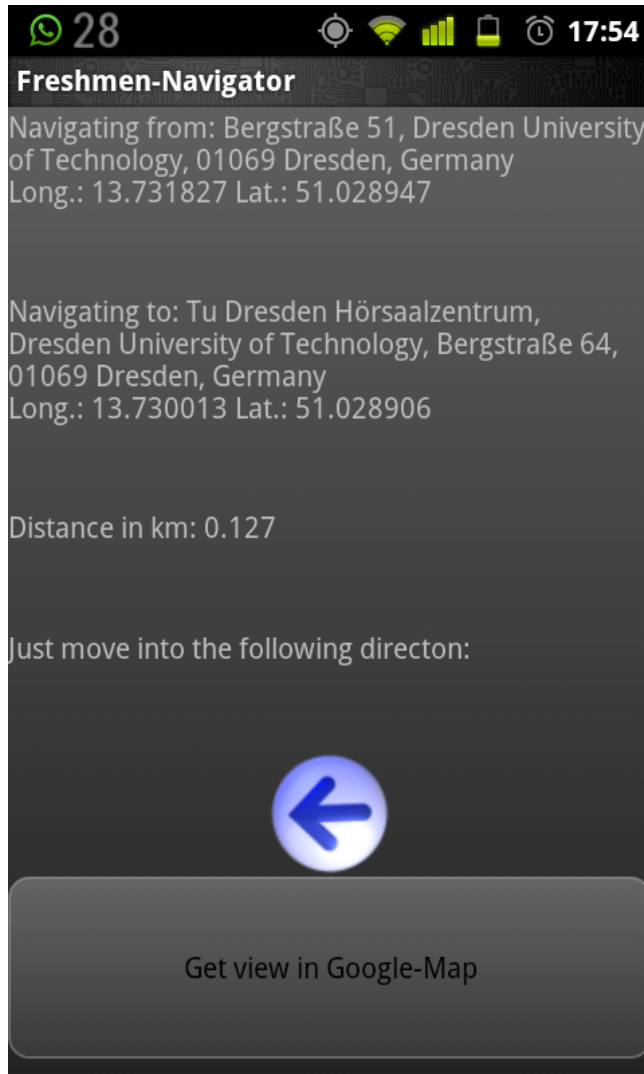
Longitude

LATITUDE

Latitude

SAVE





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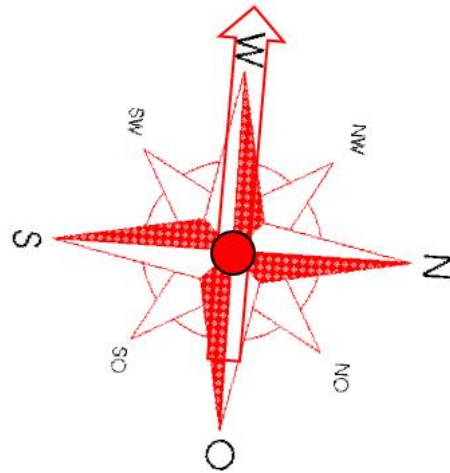
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Freshmen-Navigator

Navigating from Neue Mensa

Navigating to HSZ

Distance in km: 0.127



28

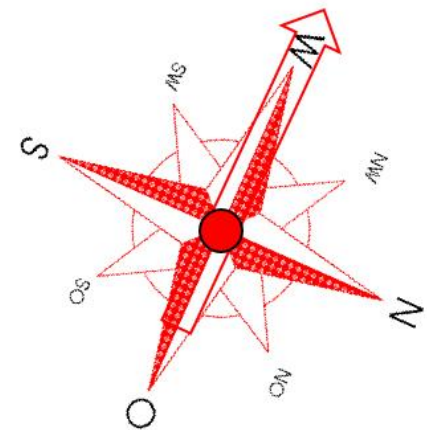
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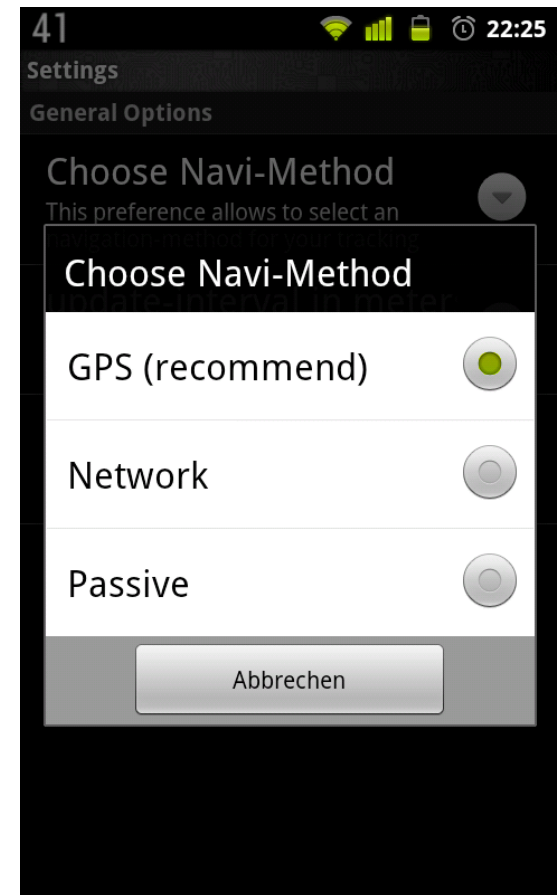
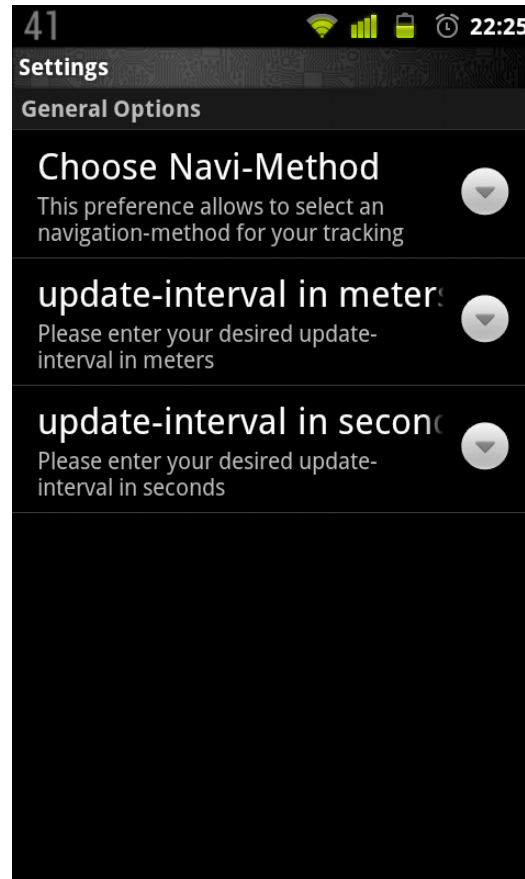
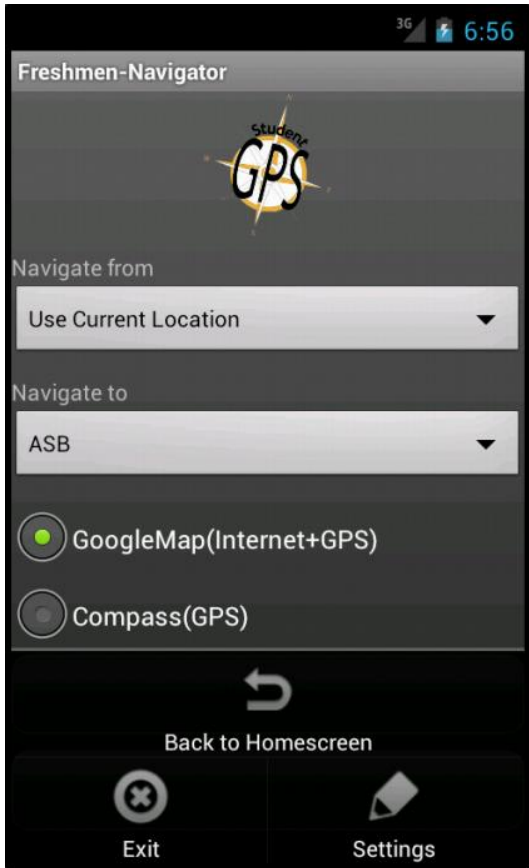
Freshmen-Navigator

Navigating from Neue Mensa

Navigating to HSZ

Distance in km: 0.127





- Challenges
 - Usability:
 - Easy
 - Simple
 - intuitive
 - Handling of Energy consumption
 - Settings
 - different location-determination (GPS, Network)
 - Handling of Listeners in Lifecycle



■ Features

- integrated compass
- adding custom navi-points
- two ways for navigation chooseable
- using google-service (reverse geocoding)
- settings



Thank you for your
attention!

Any questions?

