Application Development for Mobile and Ubiquitous Computing

1-2-Guide

Final Presentation

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Main Appication Scenario:

Designed to provide tourists who need to find places according to place categories, e.g. cafe, restaurants, nightclubs, etc.
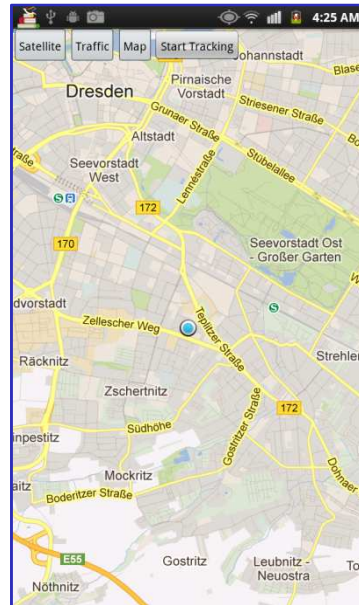
What's New

- No more user login.
- List and show nearest searched places on maps (radius = 5 Km).
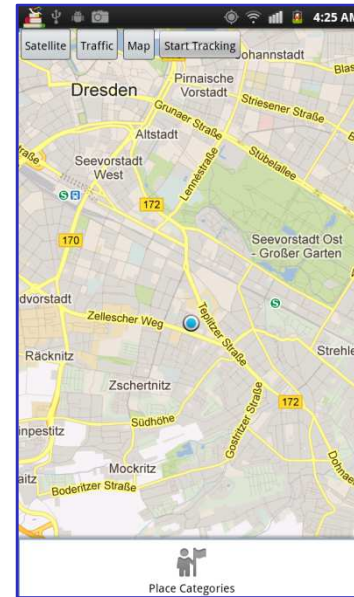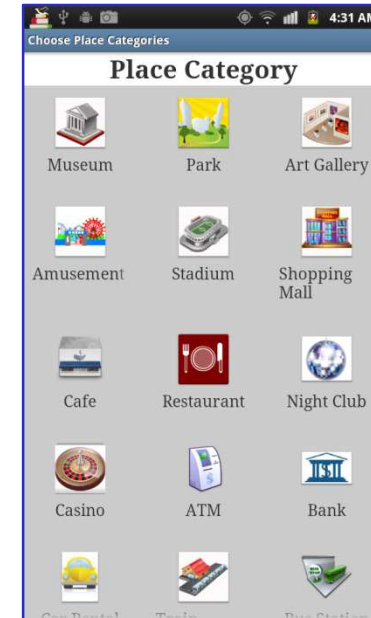- GPS Tracking.
- Lower target API level to API level 11.

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Home Screen
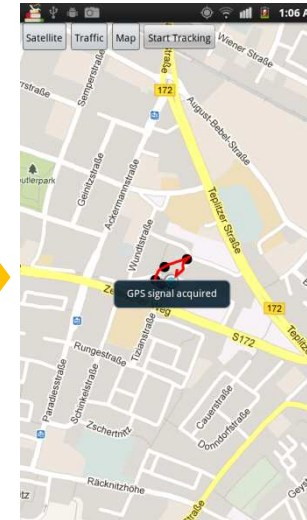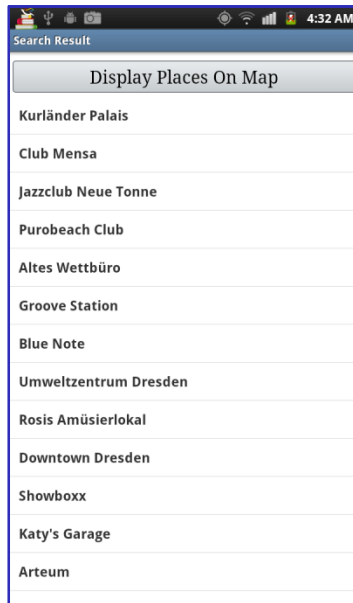

MainMapActivity

Place Search Menu

PlaceMenuGridActivity

MainMapActivity

NearPlaceActivity

SinglePlaceActivity

AlertDialog
show place
details

GPS Tracking

- Not all intended places catogories supported by API
- In our app, we choose some of places categories, such as café, museam etc. considering intended users as tourists.
- Processing speed.
- Limited search radius (5 km), assuming use case in urban area of city.
- Provided contents.
  - Places images and reviews needed.

- Interference-prone due to GPS, internet connection.
- Limited coverage
- Processing speed of devices and OS platform itself.

What we've experienced:

- Make our apps such that it can tolerate all special error cases (GPS, internet connection etc.)

- Android development online resource, e.g. stackoverflow.com, AndroidHive etc.

- Google Map API version.

- Not all intended place type supported by Google Place API

- Google API Library version not compatible with other external library(JSON,).

- Depreciated Methods in some class.

- Add Place details
- Further UI layout optimization.
- User and device testing
- User preference.
- Try integrate with Qype API
- Add weather forecast function.

Thank you for your attention.