



Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

GroupNo. 7

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“MobileChef”

- web application
- suitable for mobile browsers
- customizable interface to search and view recipes
- create and upload your own recipes



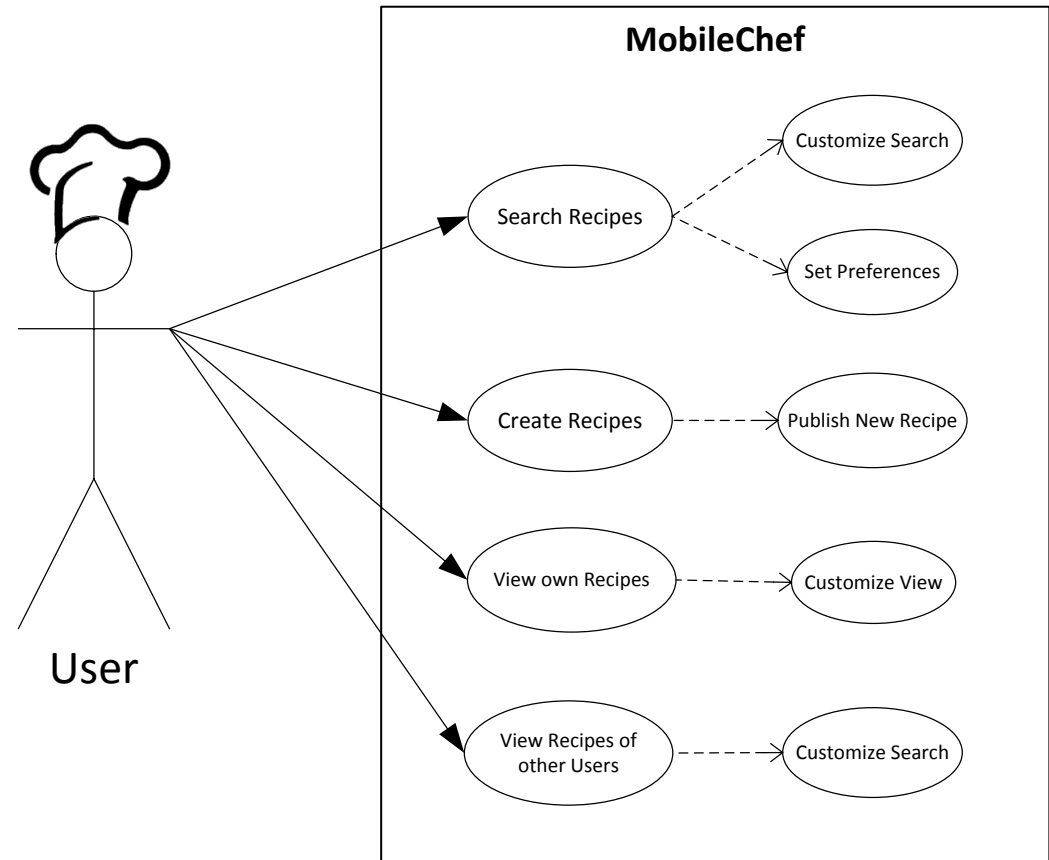
“MobileChef”

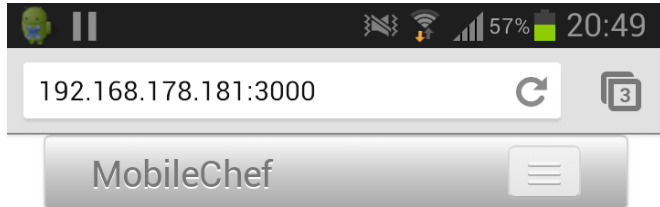
main feature :

- search for recipes
- find suitable dishes for ingredients you already have

additional features:

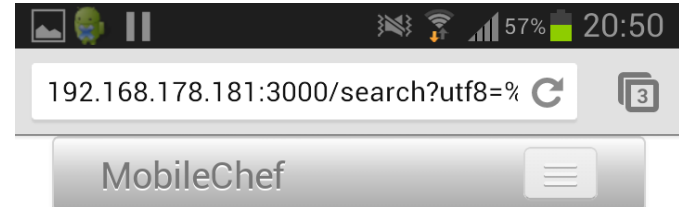
- customize search
- customize views
- create recipes
- upload own recipes





Homescreen

Mobile Chef



Search View



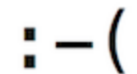
Zitronenfalter



Himmelstochter



Ostertorte



Schichtkuchen mit Nesquik



Vogelmilch

MobileChef Search Link2 Link3

SIDEBAR

[Link1](#)

[Link2](#)

[Link3](#)

Mobile Chef



no ingredient is left behind

Search recipes

Desktop - Homescreen

MobileChef Search Link2 Link3

SIDEBAR

[Link1](#)

[Link2](#)

[Link3](#)



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



1a Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pizza



Pfannkuchen pikant vom Blech

localhost:3000/path3

Desktop – Search View

Ruby on Rails

- web application framework for Ruby language
- fast web development
- easy to maintain and extend

Twitter Bootstrap

- framework for front-end development

web services as a recipe database

- using popular websites for sharing recipes

using the web service of ***chefkoch.de*** (main goal)

- HTTP-GET Interface
- JSON data as response

creating our own web service to share recipes (optional)

- REST-service for uploading and retrieving recipes

using location to view shopping possibilities

- Google Maps API

support device and connection

- scale images to a proper size
- image filesize should be small
- cache recent queries to reduce response time
- support commonly used web browsers

usability features

- search preferences
- view customization
- context awareness
 - get matching recipes depending on existing ingredients
 - find shopping possibilities based on your location

iterative development method

- cycles of two weeks
- test driven development
- defining tasks which suit one cycle
- working software at the end of each cycle

testing on several mobile devices

using git for version control

Questions