Application Development for Mobile and Ubiquitous Computing

Seminar Task
First Presentation

Group №10
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Outline

- Motivation
- App Scenario
- Use cases
- Technologies
- Challenges
- Work Plan

Motivation

- *What?*

  - Light, social and helpful App for reservation and eating in/out restaurants

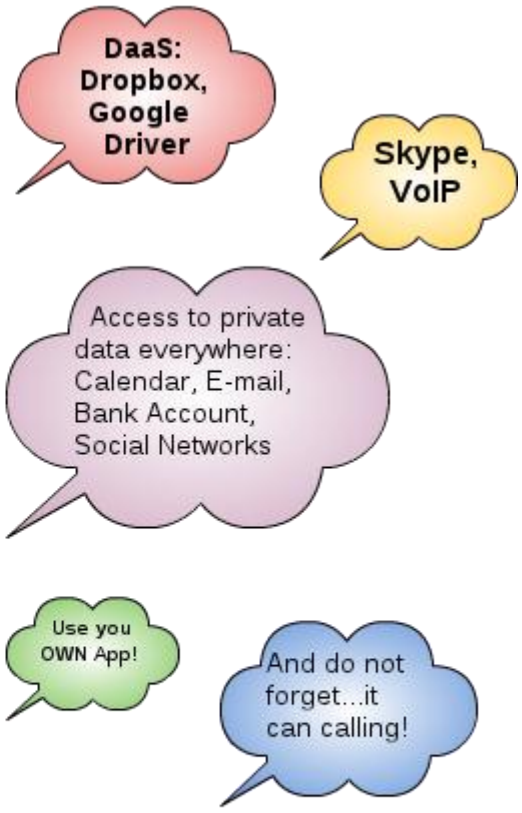
- *What for?*

  - Don't waste your time when you are waiting for dishes
  - Don't stay in "human jams"
  - Buy dishes through Internet
  - Take your meals away

- *How?*

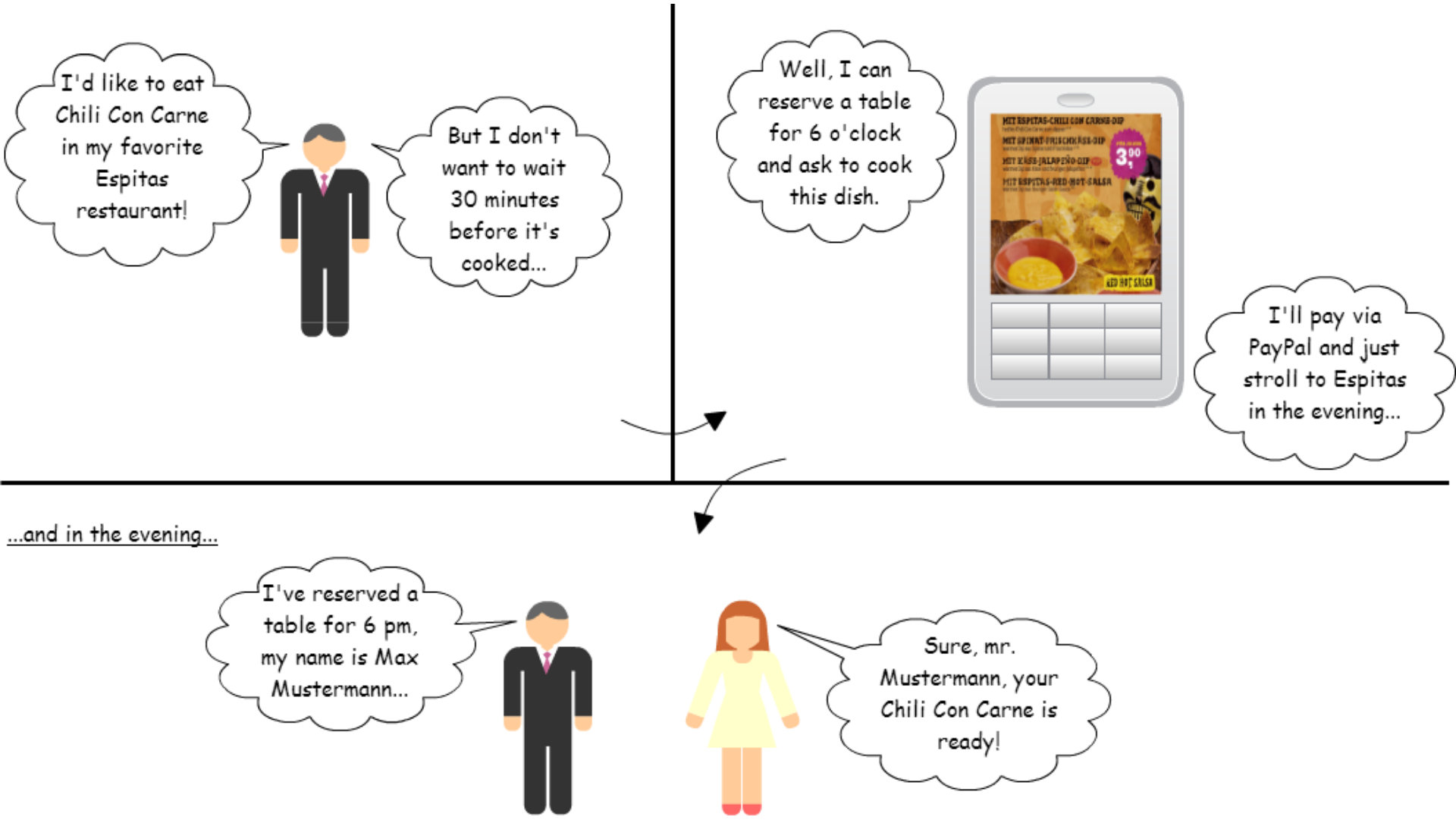
  -> App scenario

App Scenario

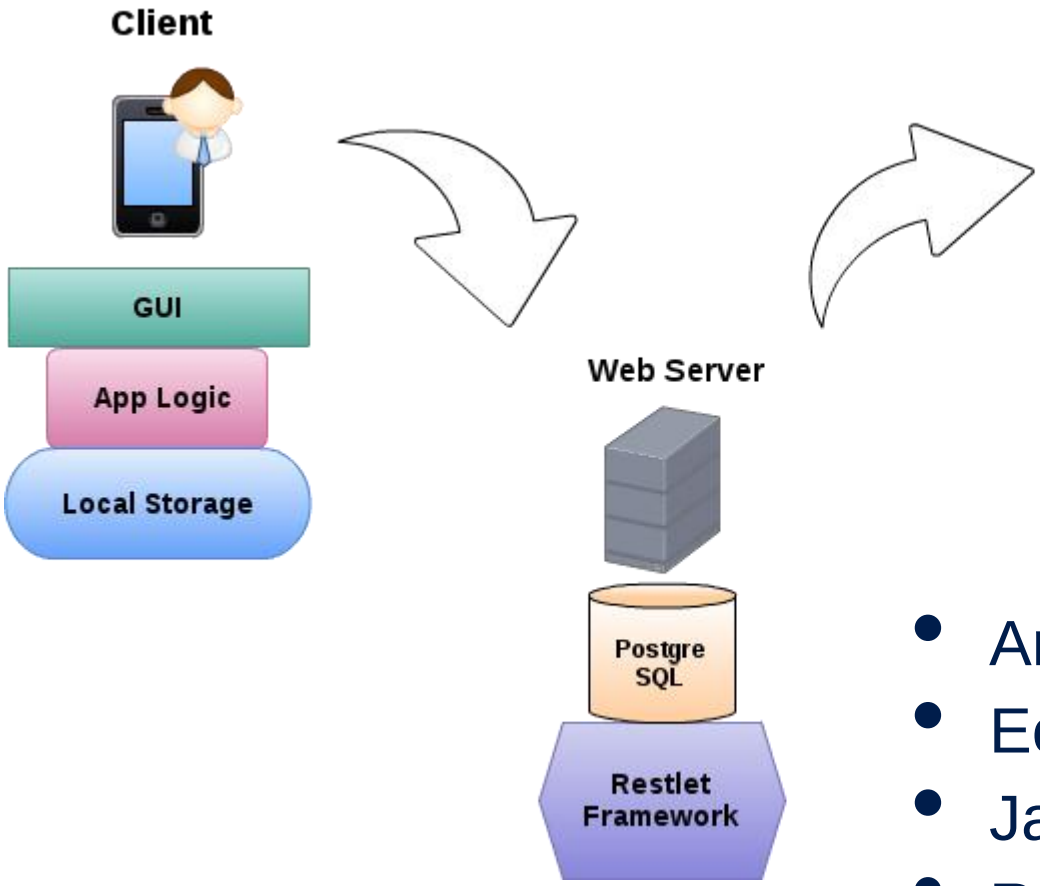


- System with backend and frontend for reservation of meals and tables
- Location-based map with opportunity to find restaurants nearest to your current location & see real-time table availability
- Adaptation to client resources and asynchronous mode for synchronization of data
- See restaurant menus & OpenTable diner ratings and reviews.

App Scenario: Use Case



Technologies



- Android SDK
- Eclipse IDE + ADT plugin
- Java SE
- Restlet Framework 2.0
- PostgreSQL

Challenges

- **Backend:**
  - Provide RESTful API for reservations
  - Take into account which tables/dishes left
- **Frontend:**
  - Connect to reservation server
  - Easy navigation through available menus
- **Adaptation:**
  - (geo) Locate nearby restaurants
  - (history) Remember choices
  - Adopt GUI to the small screen of a mobile device

Work plan

- Analyze existing products, define all adv-/disadvantages
- Define core features
- Develop App architecture
- Develop GUI
- Web Server configuration + DB implementation
- Program App logic
- Testing, Testing, Testing
- Integration with social feeds and different cashflow systems

Questions?