



# Application Development for Mobile and Ubiquitous Computing

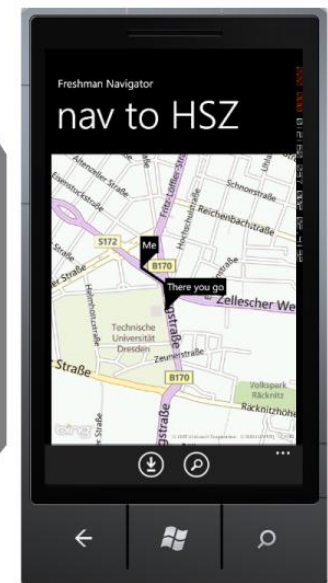
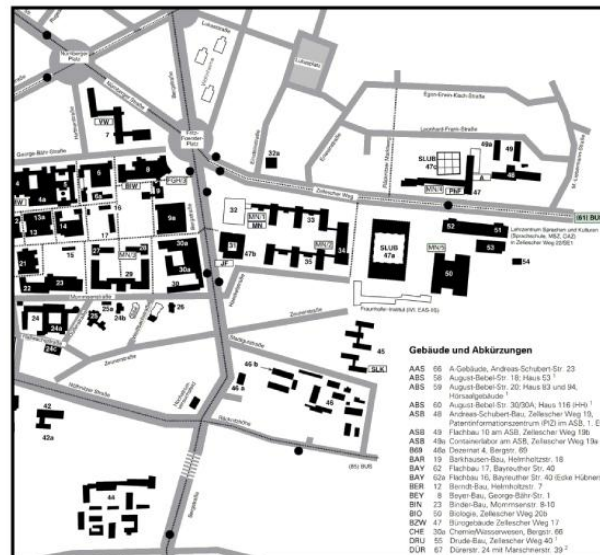
## Seminar Task First Presentation

GroupNo. xxx  
Team: Robin Wieruch  
André Lorenz

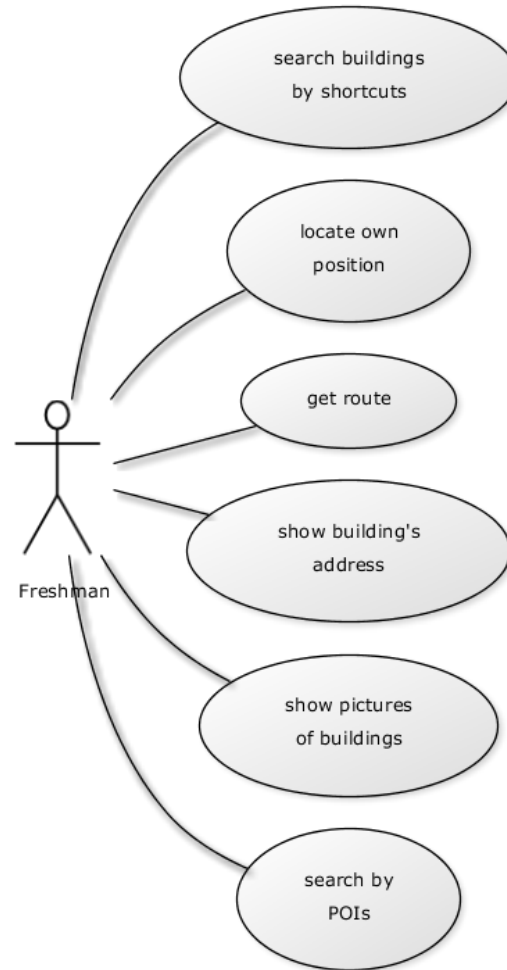
- Application Scenario
- Technologies
- Challenges
- Work plan

## Freshman`s Navigator

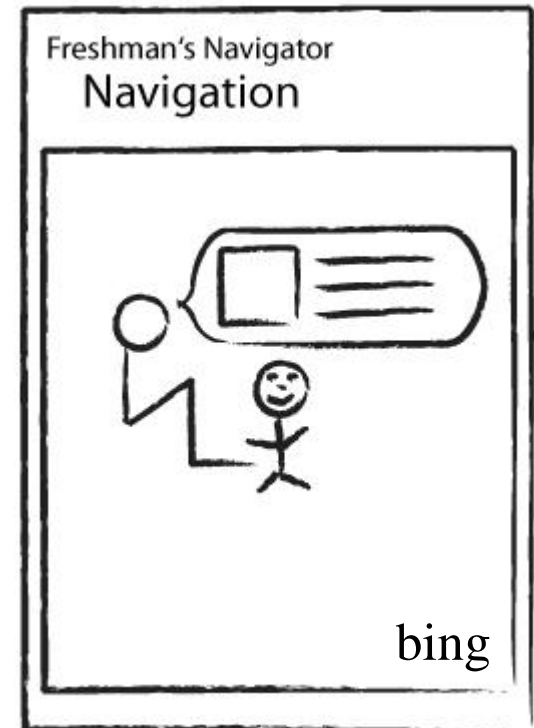
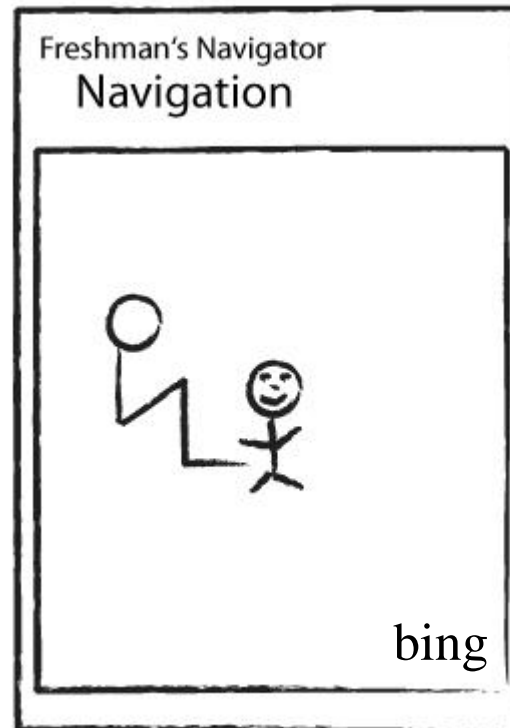
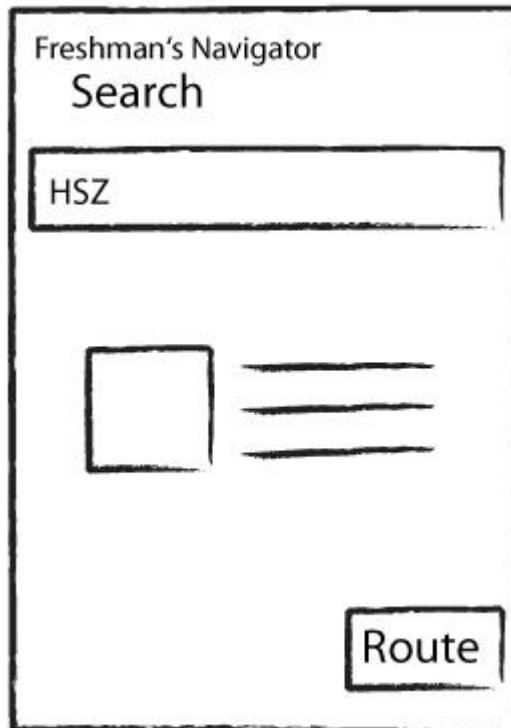
- Navigation across campus
- Use of building-shortcuts



## Use Cases:



## Mockups:



- Platform: Windows Phone OS 7.1
- Silverlight-Framework
- Programming language: C#
- Webservice as backend: Bing Maps
- GPS-feature of Mobile Phone
- GUI in Windows Phone Metro Style

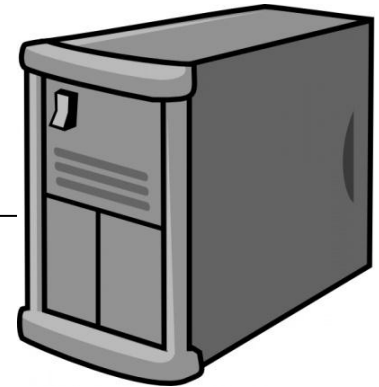


## Mobile Client



Internet

## Web-Service



- Dynamic Computing Environment:
  - Localization of user through GPS
  
- Resource Restriction:
  - Location-tracking only on map-view
  - Server maps and routes data
  - Metadata-retrieval on demand
  - Energy-efficient programming (Bing-API)
  
- Usability
  - Recommendations when searching for building
  - Thumbnail-preview for building images on map



- Set up Git repository for versioning
  
- Installation:
  - Microsoft Visual Studio 2010
  - Windows Phone Toolkits
  
- Implementation:
  - GUI-design
  - Functionality
  - Test-driven development