



Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

GroupNo. 15

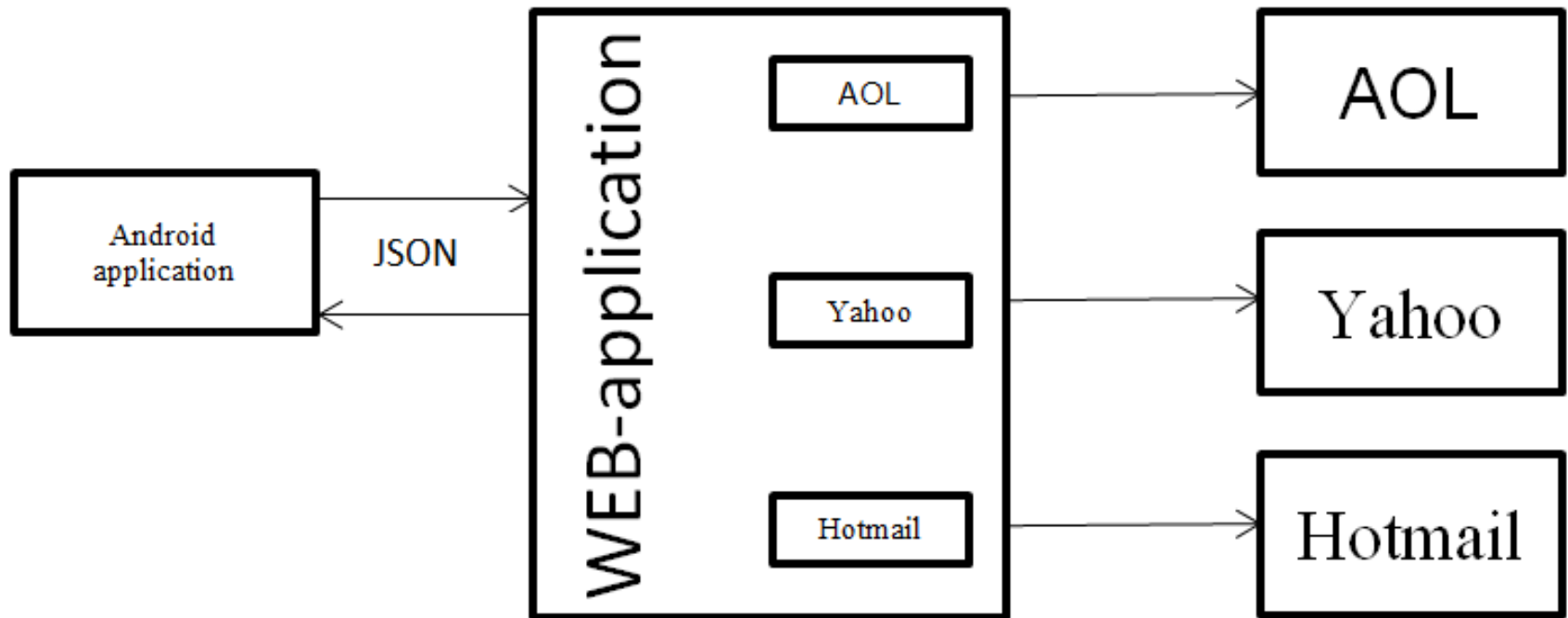
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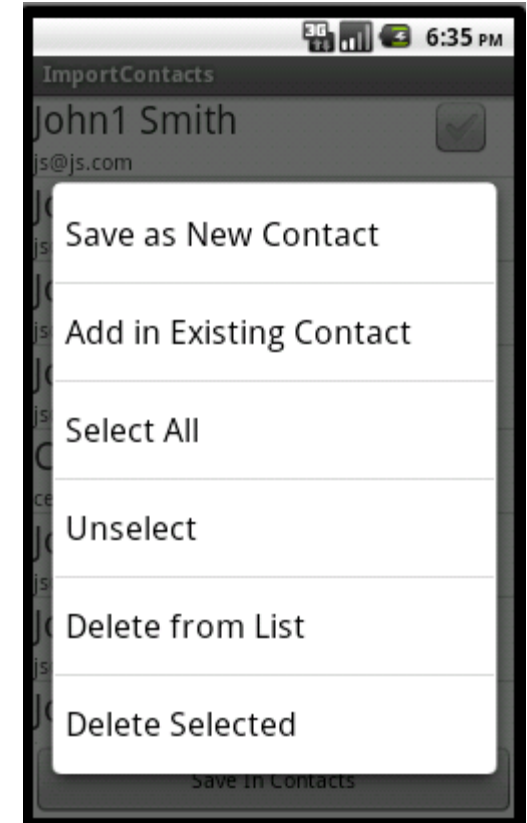
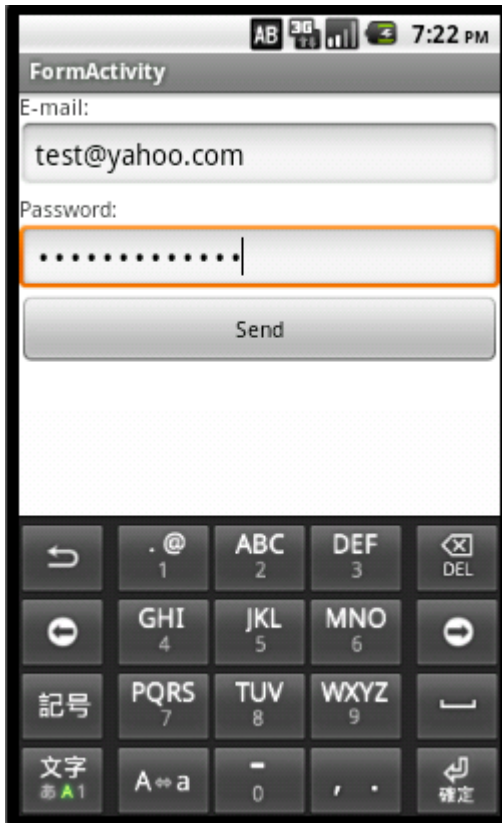
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- Application Scenario
- Technologies
- Challenges
- Work plan

- user sends request with login and password to our server
- our server sends request to mail server and receives list of contacts
- our server generates JSON file with contacts and sends response to the application
- application creates ListView with contacts
- user decides what to do with the contacts:
 - save all list in Contacts
 - update existing contact
 - save account data (login and password) locally for later synchronization with phone contact list





- For a front-end we employ Android 2.3
- The web-app is a Sinatra application, which is a lightweight Ruby framework.
- Ruby itself was chosen due to its easily comprehensible nature and some facilitating plugins for Contacts Import.

- Fragmentation of Android smartphones:
 - application should look the same on the different devices
- Limited bandwidth:
 - generate as little traffic as possible
- Usability:
 - intuitive and fast UI on limited screen space
- Reduce the use of resources on device

- Develop a mock source of contacts (to be able to develop the interface independent of backend)
- Develop the back-end structure (controllers and models)
- Develop parsing strategies for each provider or employ existing open-source parsing tool.
- Wrap-up all components in a working system
- Test the system