

Application Development for Mobile and Ubiquitous Computing

“SocializeMe“ Second Presentation

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Since last time:

Pt. 1

- Started implementation for HTML5 Mobile Application
- Experimented with different HTML5 frameworks
- Opted for LungoJS and developed our first running application – optimized for mobile platforms
- Demo App under address: <http://dev.skorupinski.com/trunk/MBA/>

Pt. 2

- Started implementation of facebook data retrieval
- Started modelling a storage for this data on server side

Start using SocializeME:

- Login using FB data (agree to policy)
- Define own nickname
- Define attributes by which you can be found by other users
- Configure visible attributes

Map display:

- See your location and distance set for searching
- Toggle on/off people found according to criteria in search screen

One can switch to this screen from any other display

Search screen

- Input parameters to search for (criteria for finding other people)
- Input distance within which to search
- Start searching
- Results will be visible on the map screen

■ CLIENT-SIDE

Based on new HTML5 features :

- new tags for form validation
- new attributes for `<form>` and `<input>` types
- new layout tags

Using the layout prototyping by LungoJS

- Html5 style (sections and articles, header and footer, nav)
- Predefined positioning, icons and html classes

Using the Lungo Js framework

- Application init function
- Function definitions, events, routing, service and view

Using Google Maps JavaScript API v3

- Maps and geo positioning service

- Using JavaScript API for Facebook FB.api
 - friends, likes, events, photo of users gathered through Graph API
- Data stored temporarily in server SQL database
 - client JS code calls server PHP scripts to communicate with database

- Show positions of users around on facebook map
- Manage securely private data of users on server side
- Make HTML5 app to stick well with all mobile devices
 - incl. - make an easy interaction with client

- Make screens for all functionalities defined in Use Cases on first presentation
- Finish defining a database logic for temporal store of facebook data
- Enrich current application with facebook data (merge pt.1 with pt.2)
- Testing