



Application Development for Mobile and Ubiquitous Computing

JIRA Mobile

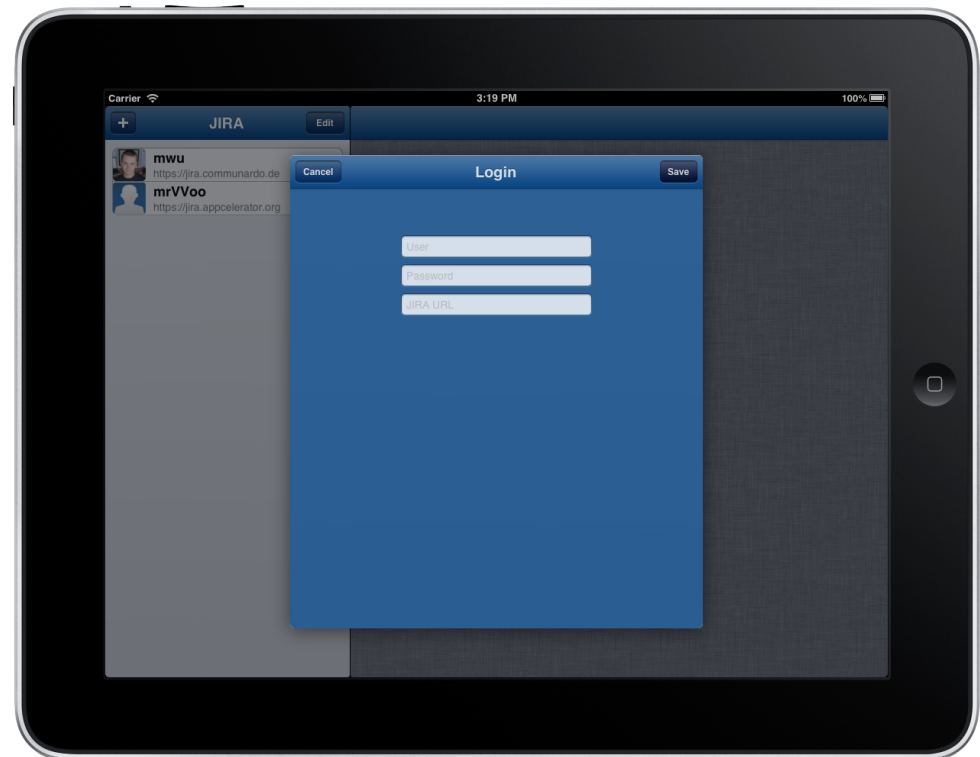
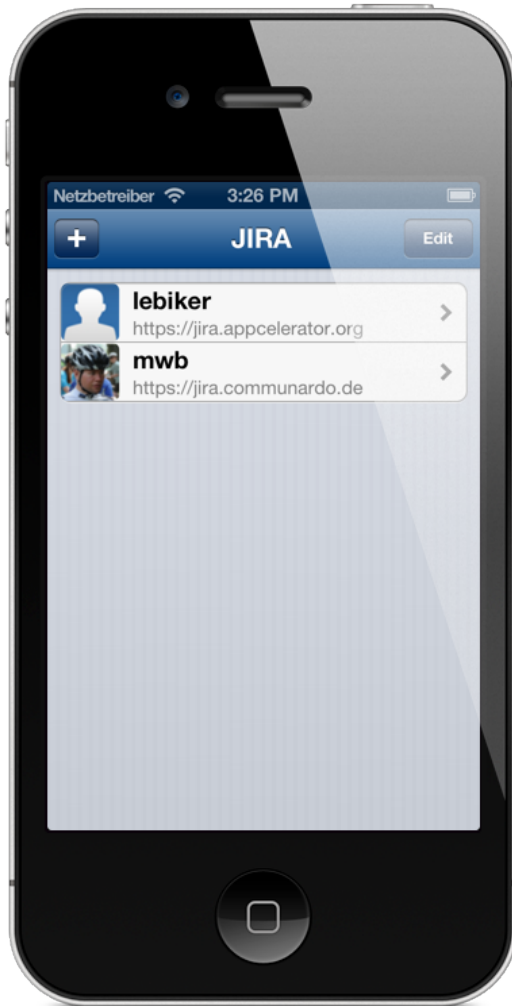
Second Presentation

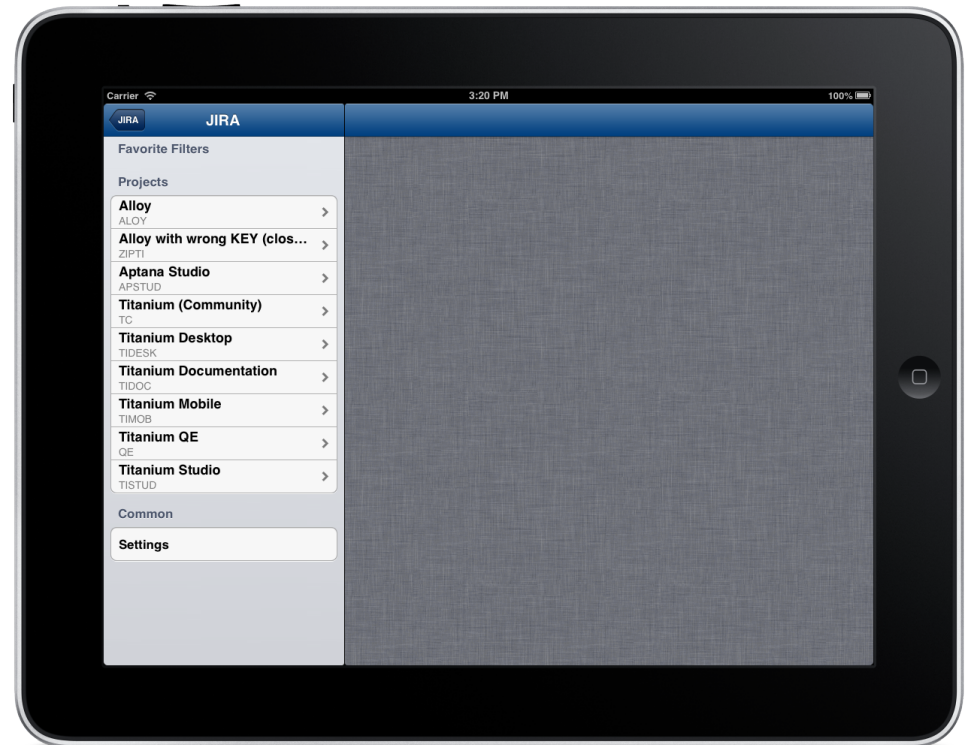
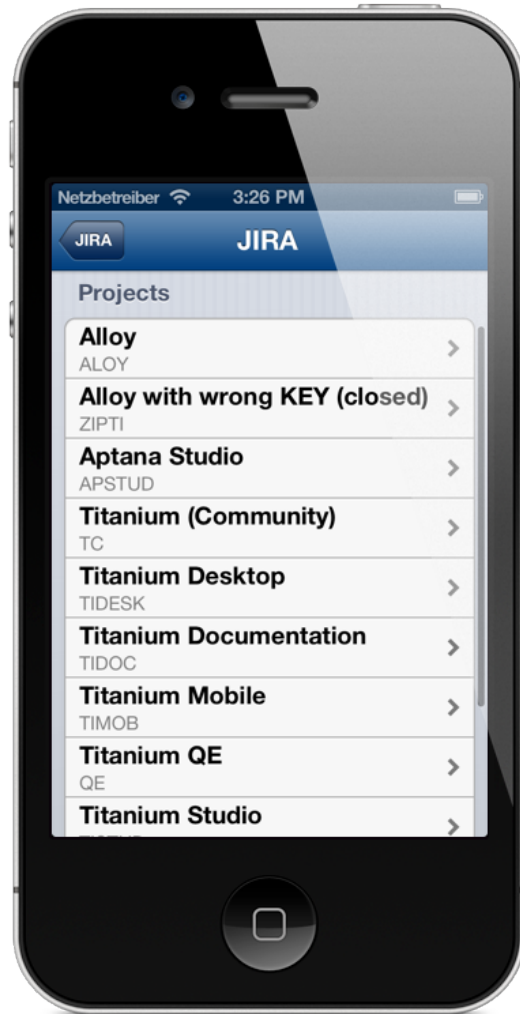
GroupNo. 5

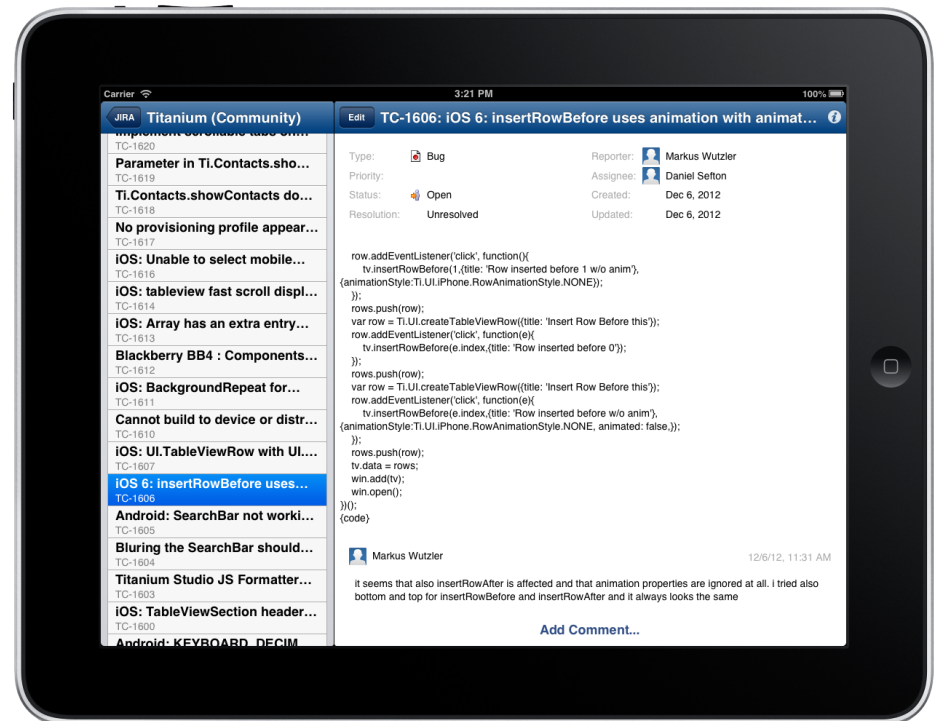
Team: Markus Wutzler & Martin Weißbach

- Use Cases implemented
- User Interface
- Application`s Architecture
- Technologies
- Mobile Computing Challenges
- Open Tasks

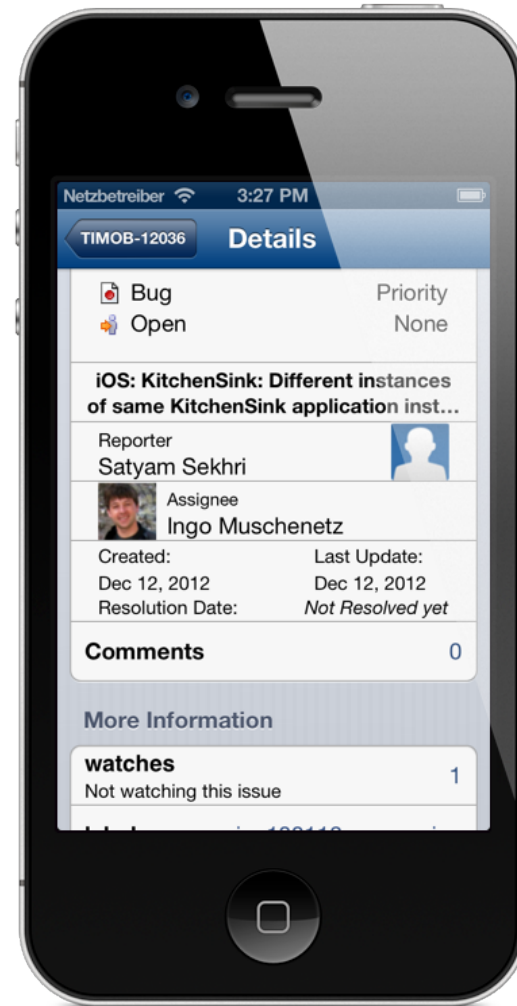
Use Cases – Multiple Instances [NEW]

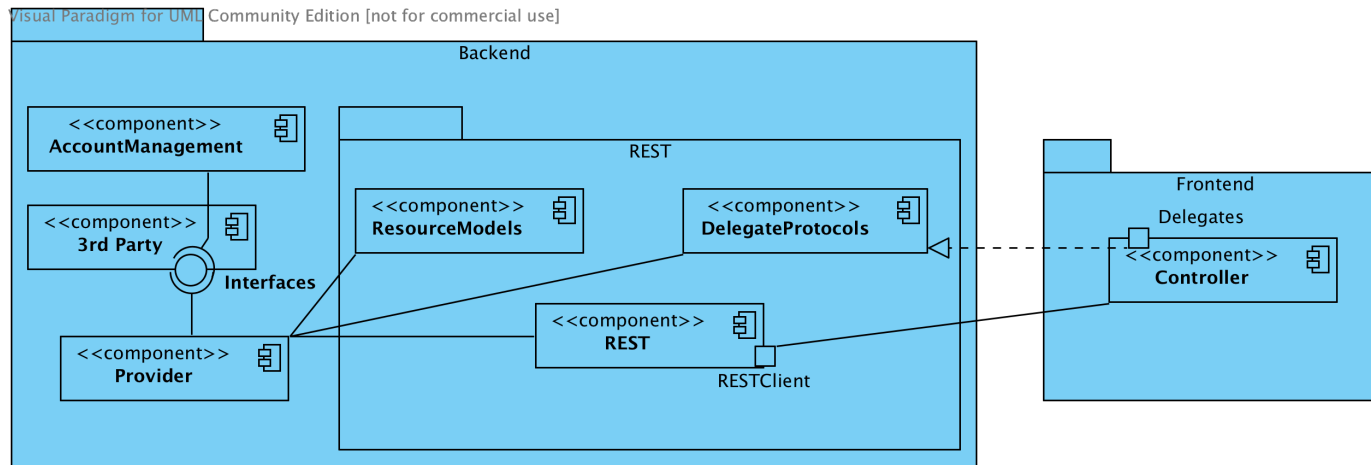






Use Case – Issue Details (iPhone)





- DelegateProtocols – provide interface for Controllers on how to react on asynchronous responses
- RESTClient – singleton to provide basic REST information and application delegation
- 3rd Party – Component containing employed 3rd party libraries

- Use of basic UI components (TableView)
- Reuse of View Controllers for iPhone and iPad
- SBJson, ASIHTTPRequest, Keychains

- Security
 - AccountManagement (via hash encryption and KC)
 - ASIHTTPRequest via Basic Authentication

- Data Compression
 - ASIHTTPRequest (Json & gzip)

- Responsive UI
 - Reuse controllers for both iPhone and iPad
 - No information on UI structure of issues via REST

- Write and Edit access to JIRA
 - Creating and Updating issues
 - Missing structure information of issues is a major difficulty
 - Commenting
 - Watch`n`Vote

- Attachment handling

- Testing

- Do some cracking good UI