

# Application Development for Mobile and Ubiquitous Computing

AUDITORIUM Mobile

# Notification Service

Group No.14

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## Apache Tomcat

Provides a "pure [Java](#)" [HTTP web server](#)



## Android

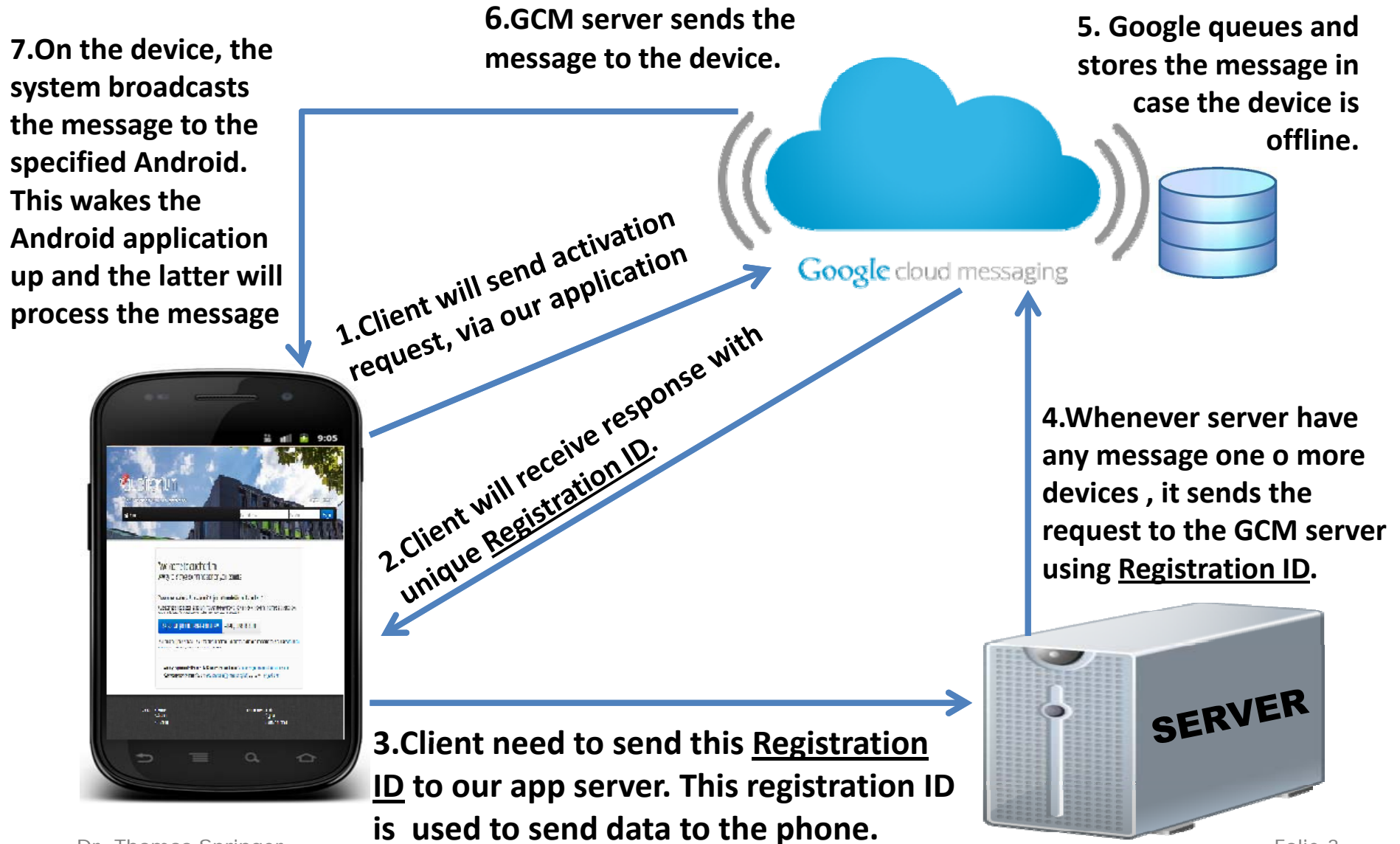
Android Phone/emulator(Google API).

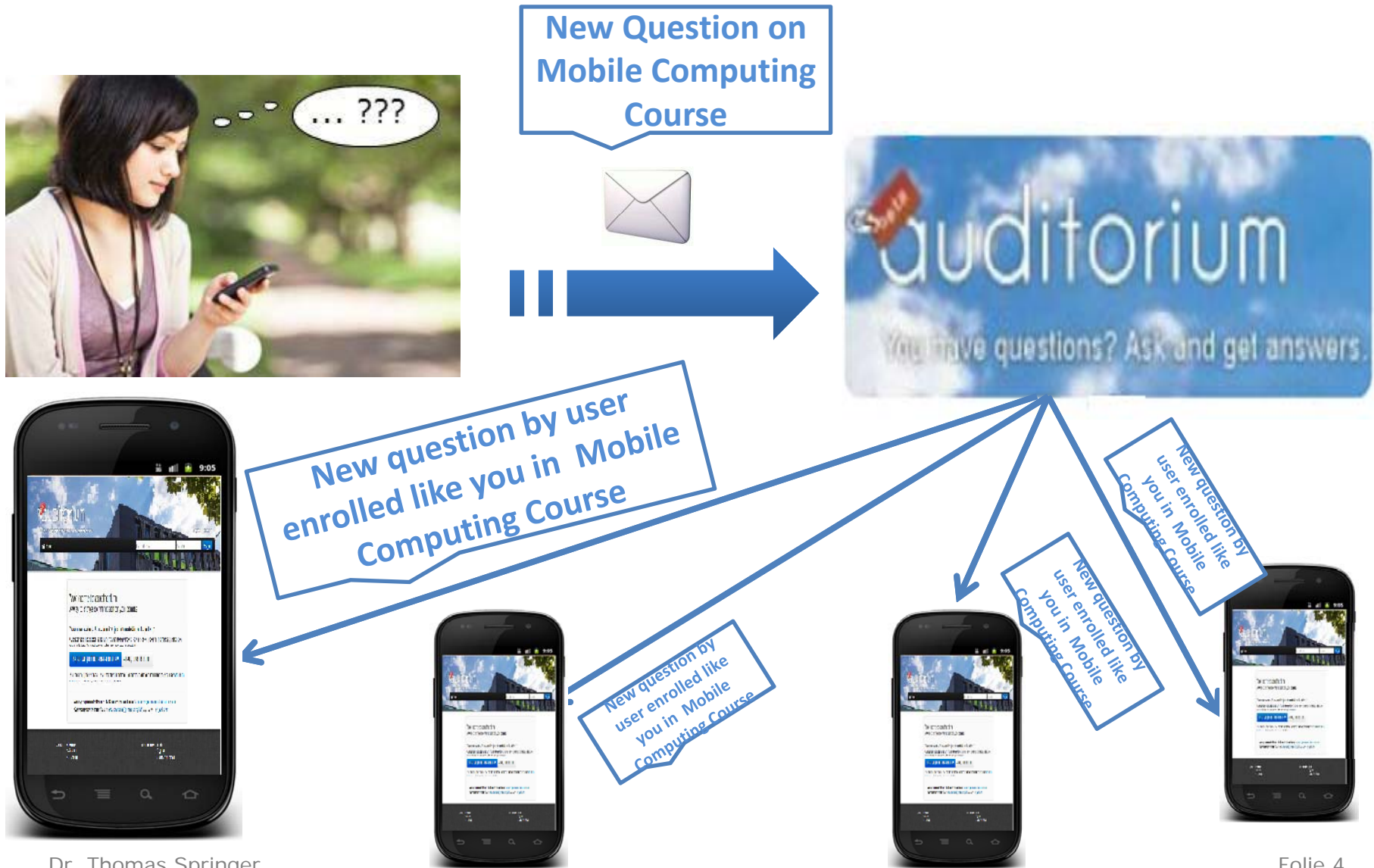


## Google Cloud Messaging for Android

Google Account.

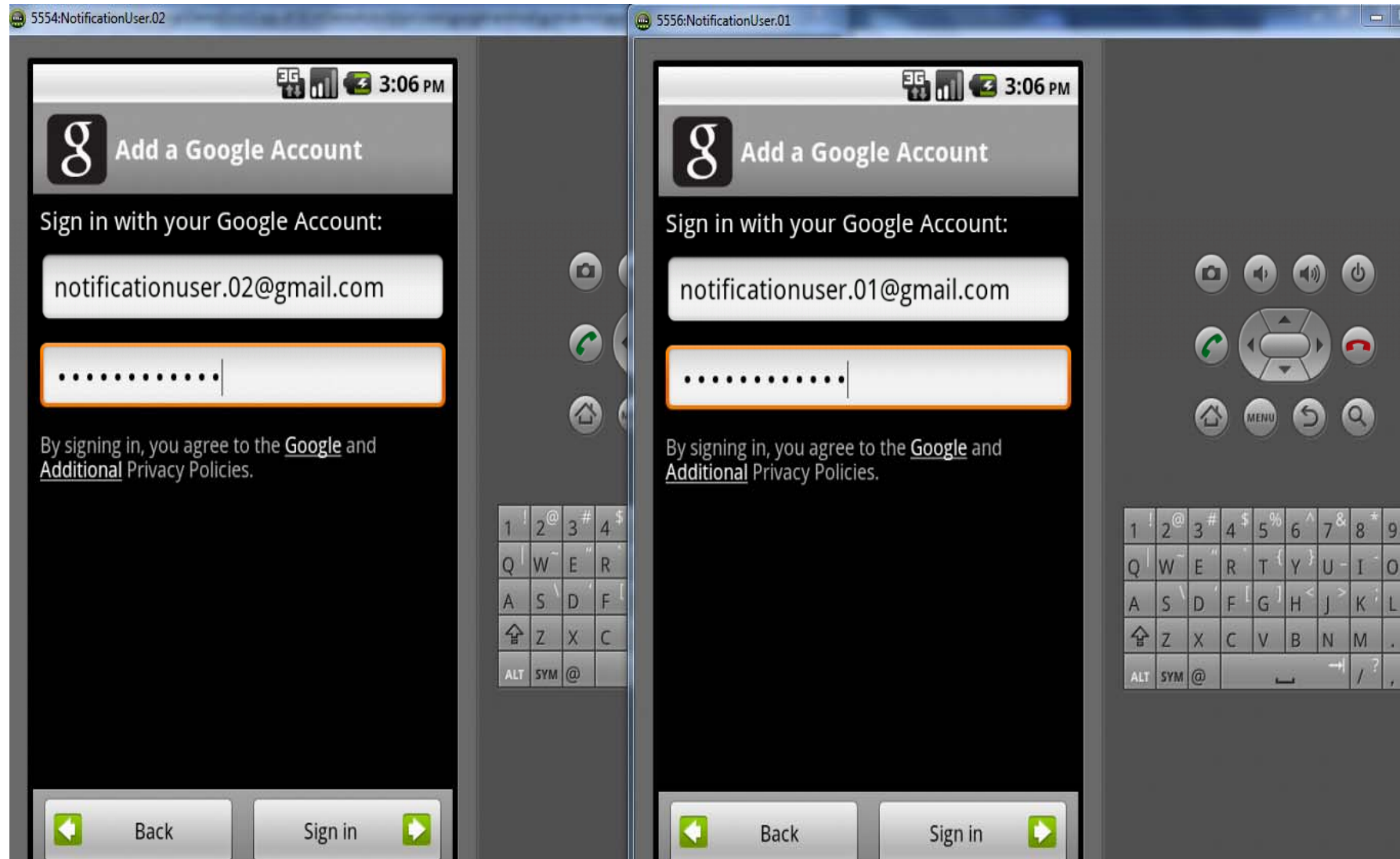


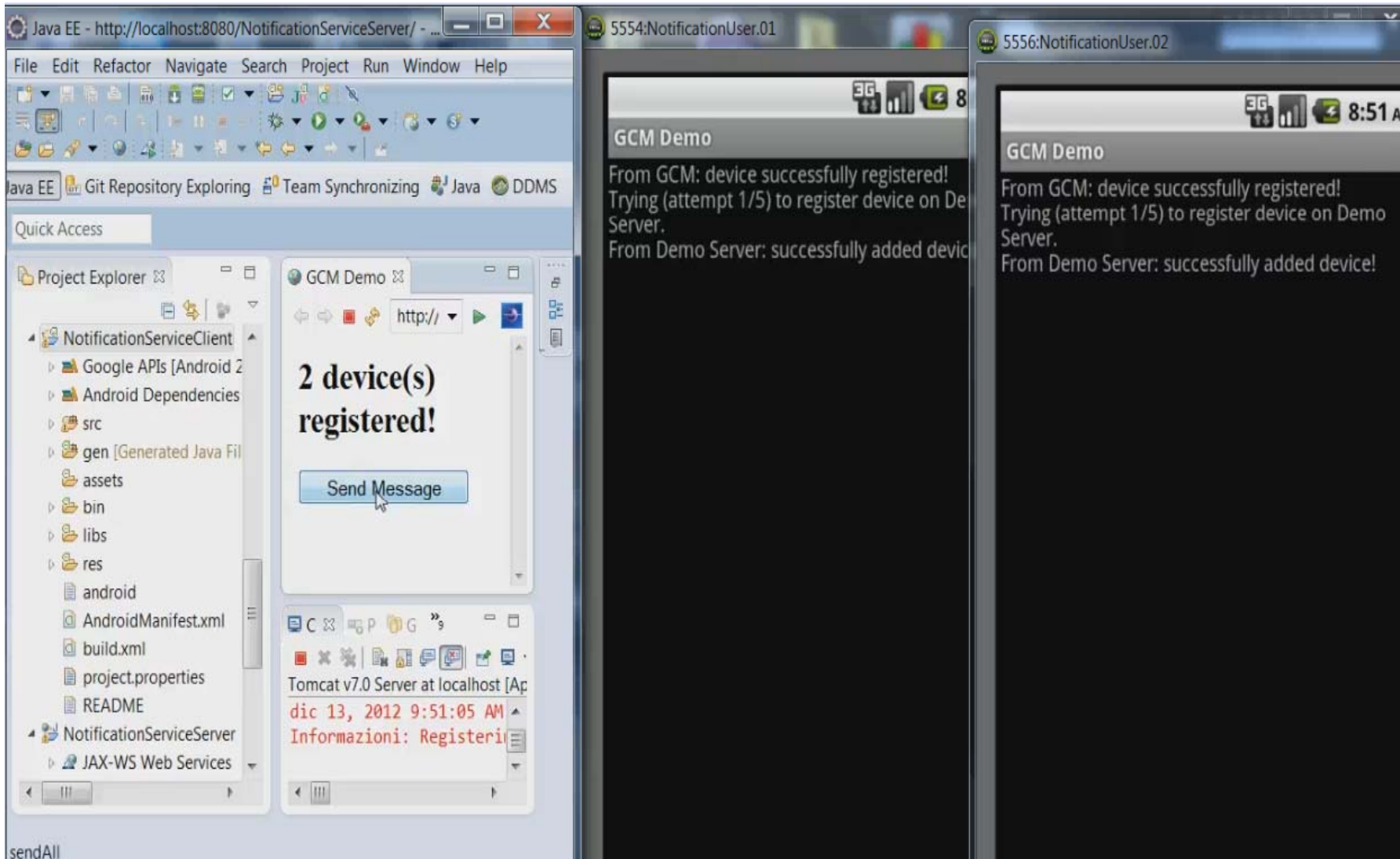


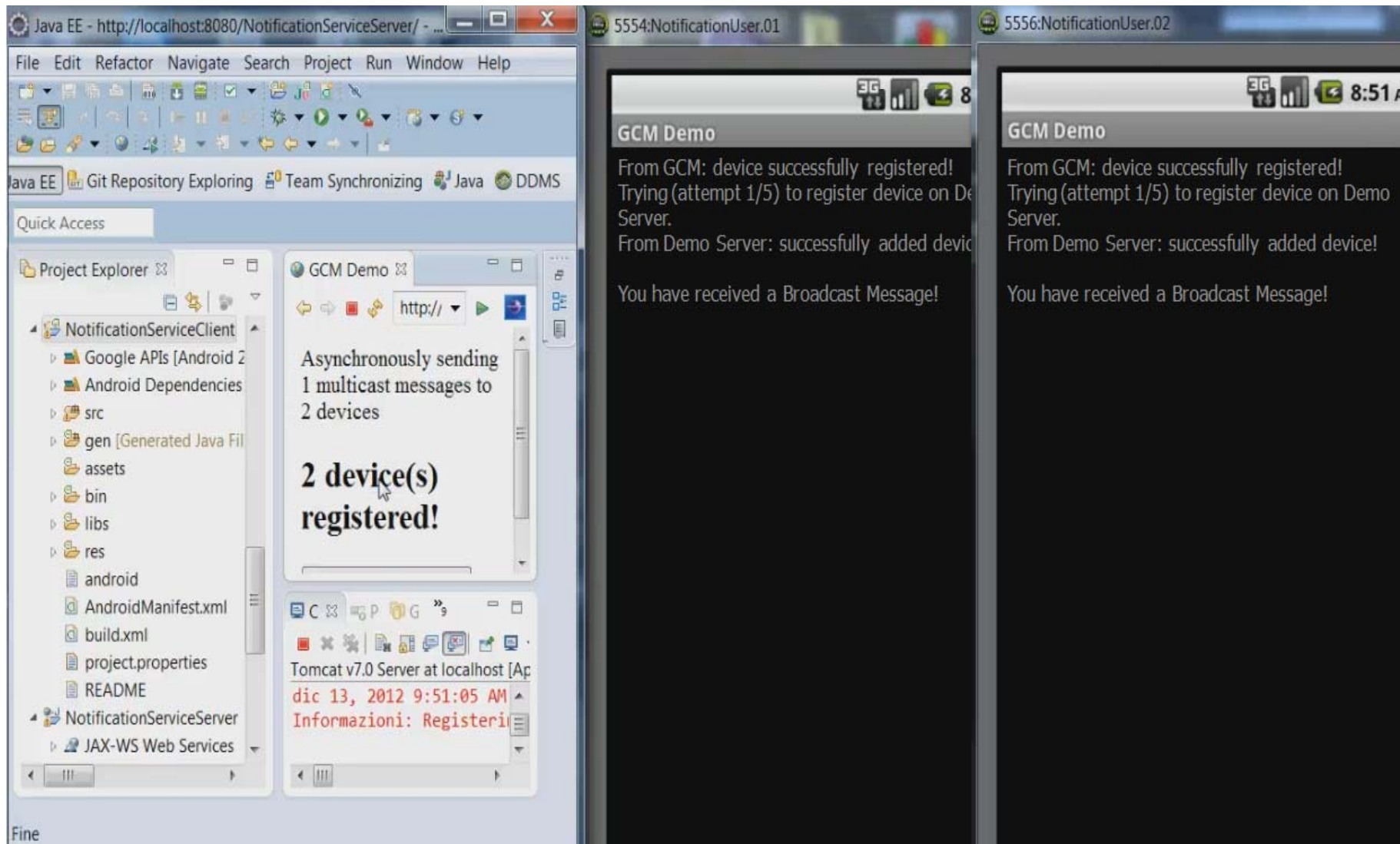


# Use case and Thecnologies











## Mobility

- ❖ We don't need to support dynamically changing "local" addresses as mobile device moves through network because server uses the API key and registration id to send payload to device through GCM server.
- ❖ GCM supports multicast messages and multiple senders so we don't worry about routing issues.

## Privacy and Security

- ❖ It is not a problem for a notification service because we don't use it to send a sensitive user information (i.e. account name, private information, etc).

## Portability

- ❖ Better battery efficiency and system resource usage ( memory , CPU ) is possible by the use of GCM.  
In fact we don't need to a background process to polling the server for information and the application doesn't need to be running in the background for receiving data messages.
- ❖ To tackle the problem of small local storage, GCM gives us the possibility to have a lightweight message like a notification that telling us there is new data(for example an answer to our question) to be fetched from the server.

- 1. Notification when someone answer your question(half of January)**
- 2. Notification when someone comment your question(in parallel)**
- 3. Productization phase (End of the year):** test, debug and finalize implementation.

# Questions?

Soon in Auditorim mobile....

Thanks for your attention and good luck with your projects