

Application Development for Mobile and Ubiquitous Computing

1-2-Guide

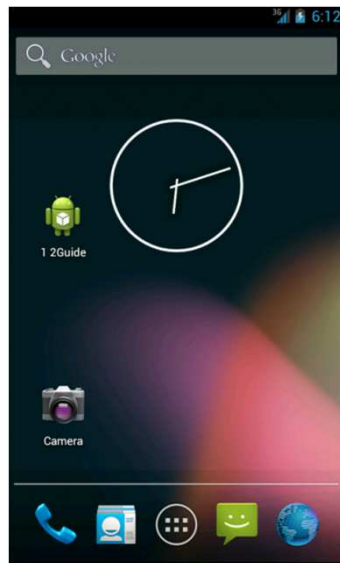
Second Presentation

GroupNo.16

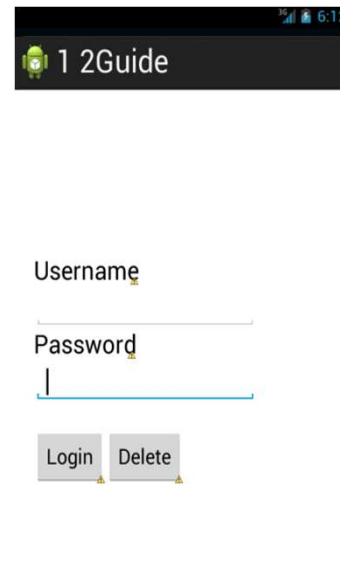
Team: Martina Barros, Pariyat Limpitheeprakan

- Designed for tourists who visit Dresden and need to find some interesting places, restaurants, nightclubs, etc.
- These categories are shown in main activity screen
- The users can check detailed information about the nearest places in the category they chose.
- The favorites places can be saved into user accounts.

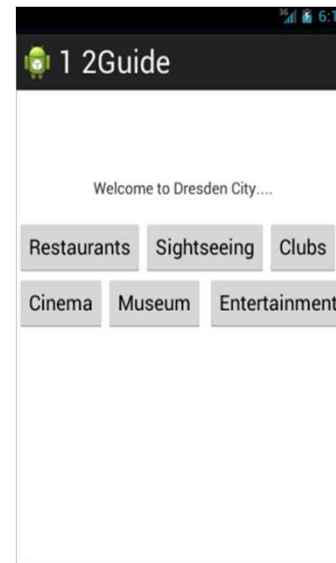
Home Screen



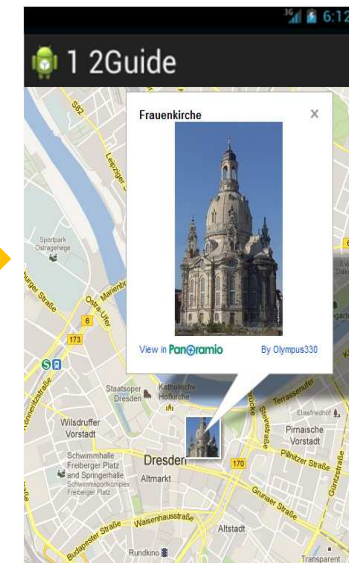
User Login Screen
(In progress)

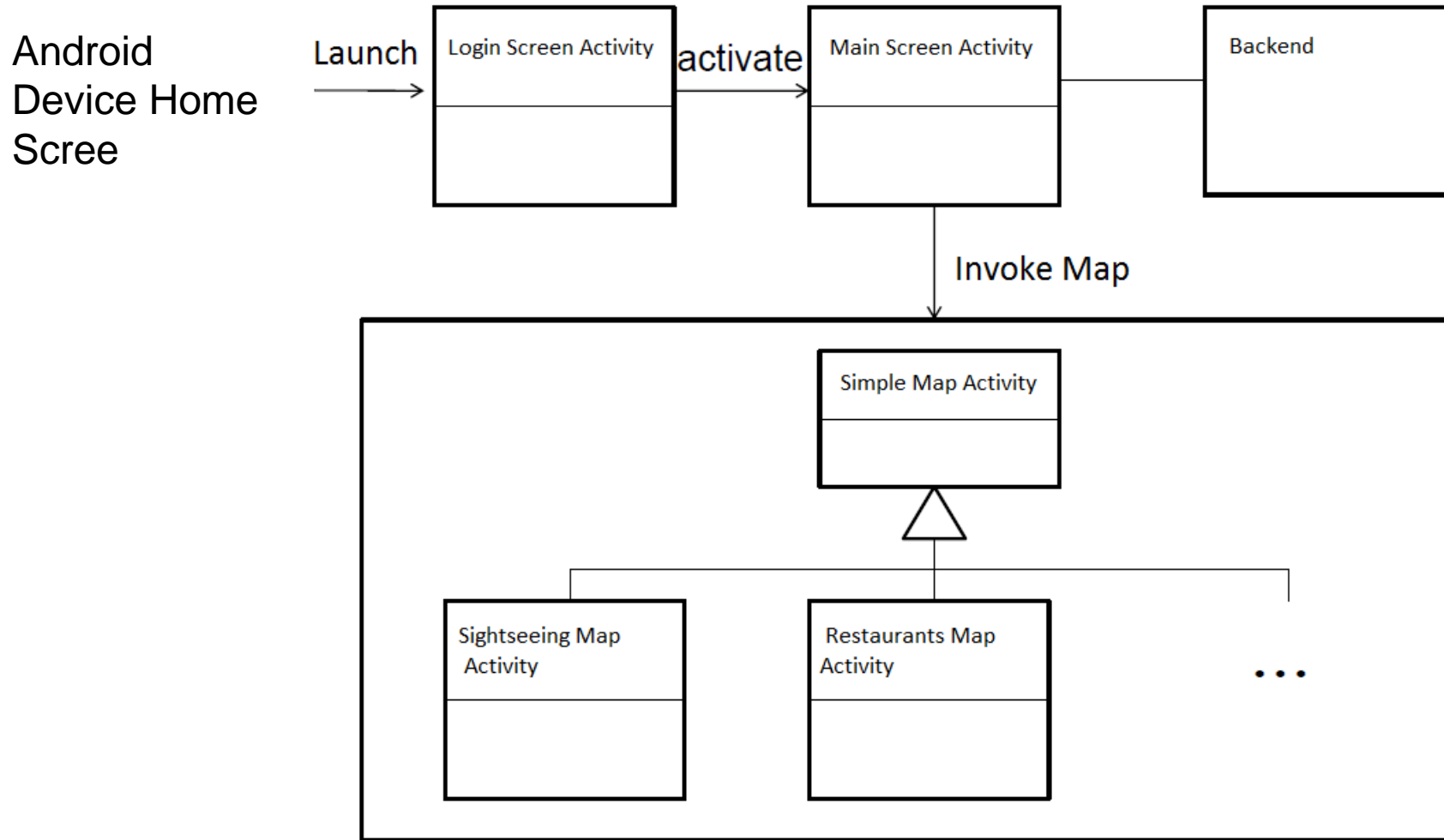


MainActivity Screen
(Need to enhance)

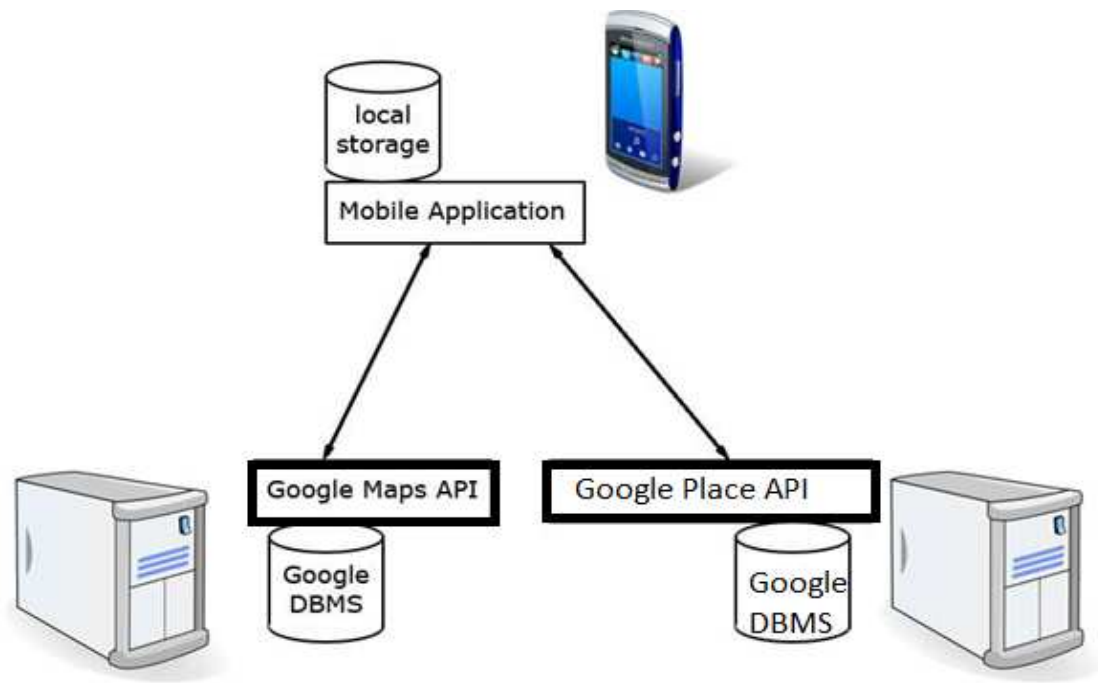


MapActivity Screen
(Need to add Place API)





- Android 4.2 API level 17 + Google API Plug-in
- Account Manager + OAuth2 Services
- Google Map APIs
- Google Place APIs



- Device compatability:
 - Adopt GUI to small screen of mobile device
- Integrating multiple external APIs, e.g. Google Android Map APIs, Google Place APIs.
- Synchronization:
 - synchronization of the local storage and external storage.

- + Enhance GUI Layouts, e.g. add apps launch icon, button icon.
- + Integrate Google Place API for providing information of the nearest places.
- + Implement user account database with Android's Account manager
 - Testing application on different devices