TECHNISCHE UNIVERSITÄT DRESDEN

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

Travsocio

Final Presentation

GroupNo. 14

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APPLICATION SCENARIO

- One platform for knowing everything about your locality.
- Find interesting people visiting your holiday destination.
- Share experiences with friends and other users.
- Find hospitals, hotels, restaurants.. almost everything in your vicinity.
- Notify your friends if you are visiting them.

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TECHNOLOGIES USED

Server Side :

- Google App Engine (Python)
- Template Rendering : Jinja2 (Python)
- Facebook SDK (Authentication)
- Google Maps API
- Google Places API
- MediaWikiAPI
- JSON

Client Side:

- HTML
- CSS
- Javascript

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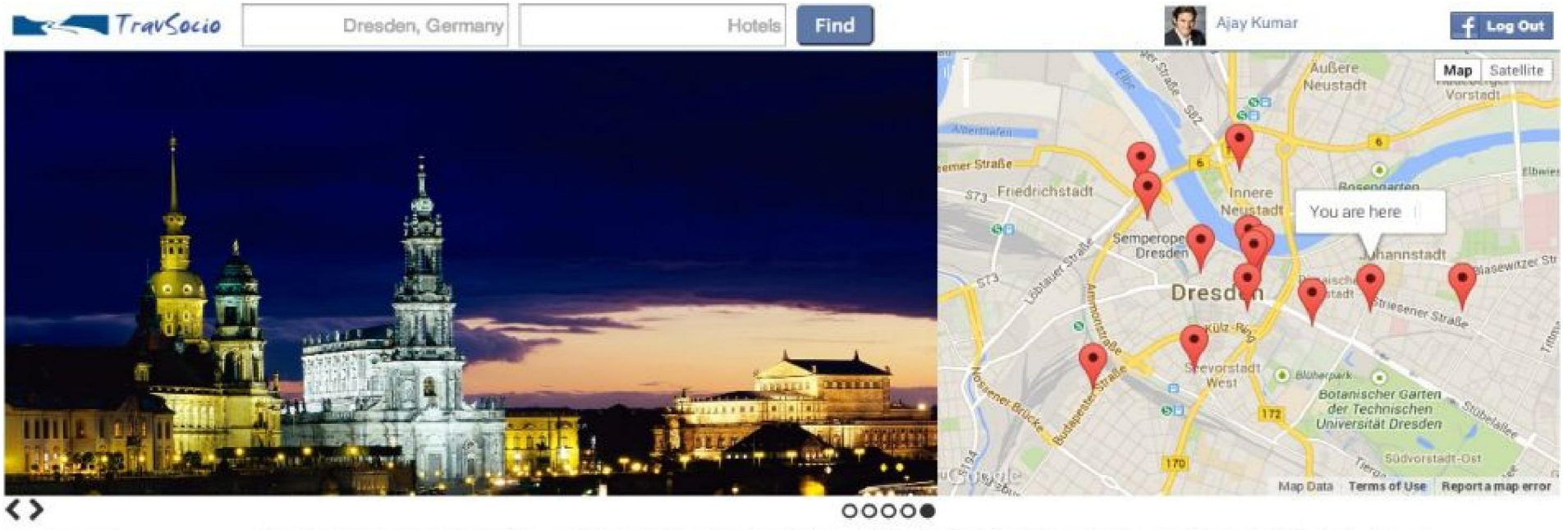
DESKTOP VERSION



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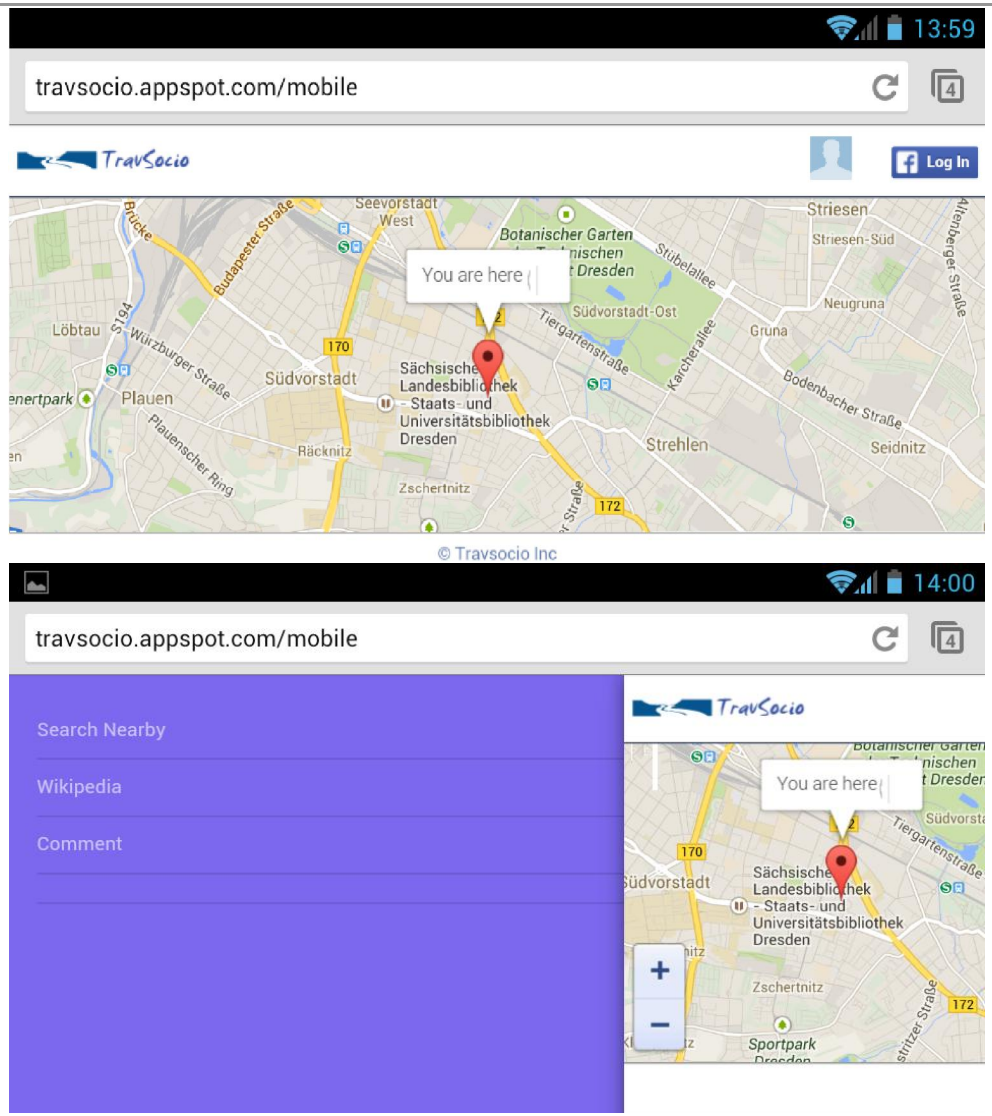
MOBILE VERSION



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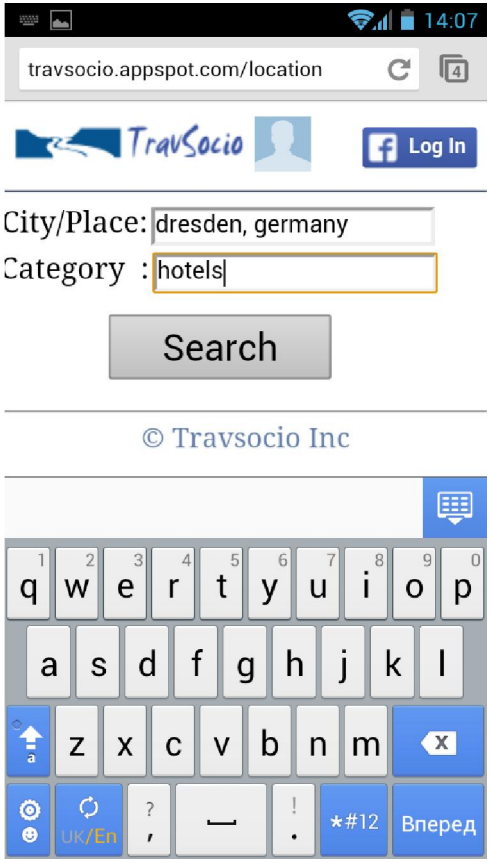
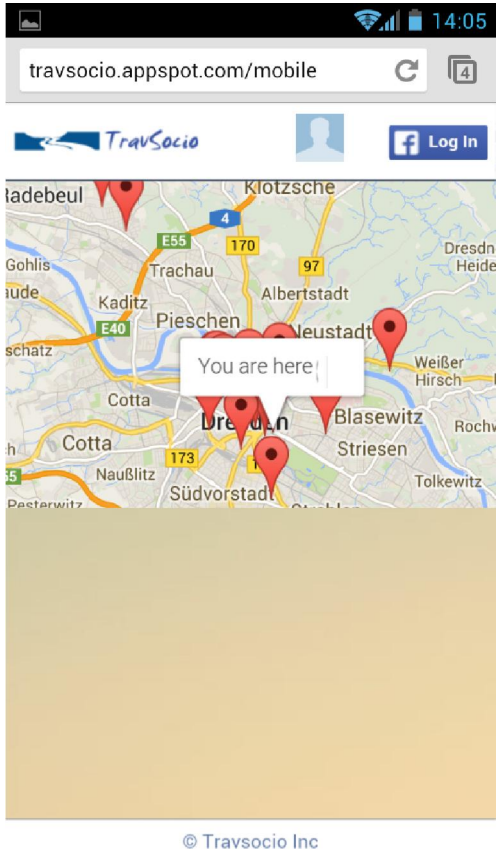
SEARCHING FOR HOTELS





ADAPTATION

Content Adaptation

based on users location and requests

Adaptation of Communication

based on user's device

Adaptation of Application

based on user's device

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WEB-BASED APP

- Not Responsive Web Design,
  but Fluid Grids and Flexible Images;

- Geolocation API,
  with accessing to the location sensors;

EXPERIENCE

- Broad range of APIs and tools to use (Google Places, Google Maps, MediaWiki etc);
- Adaptive Web Design – is important part of work (Mobile first);
- Hard to conquer native applications (higher efficiency, broader resources access);
- Errors because of parallel development may occur.

The End