Application Development for Mobile and Ubiquitous Computing
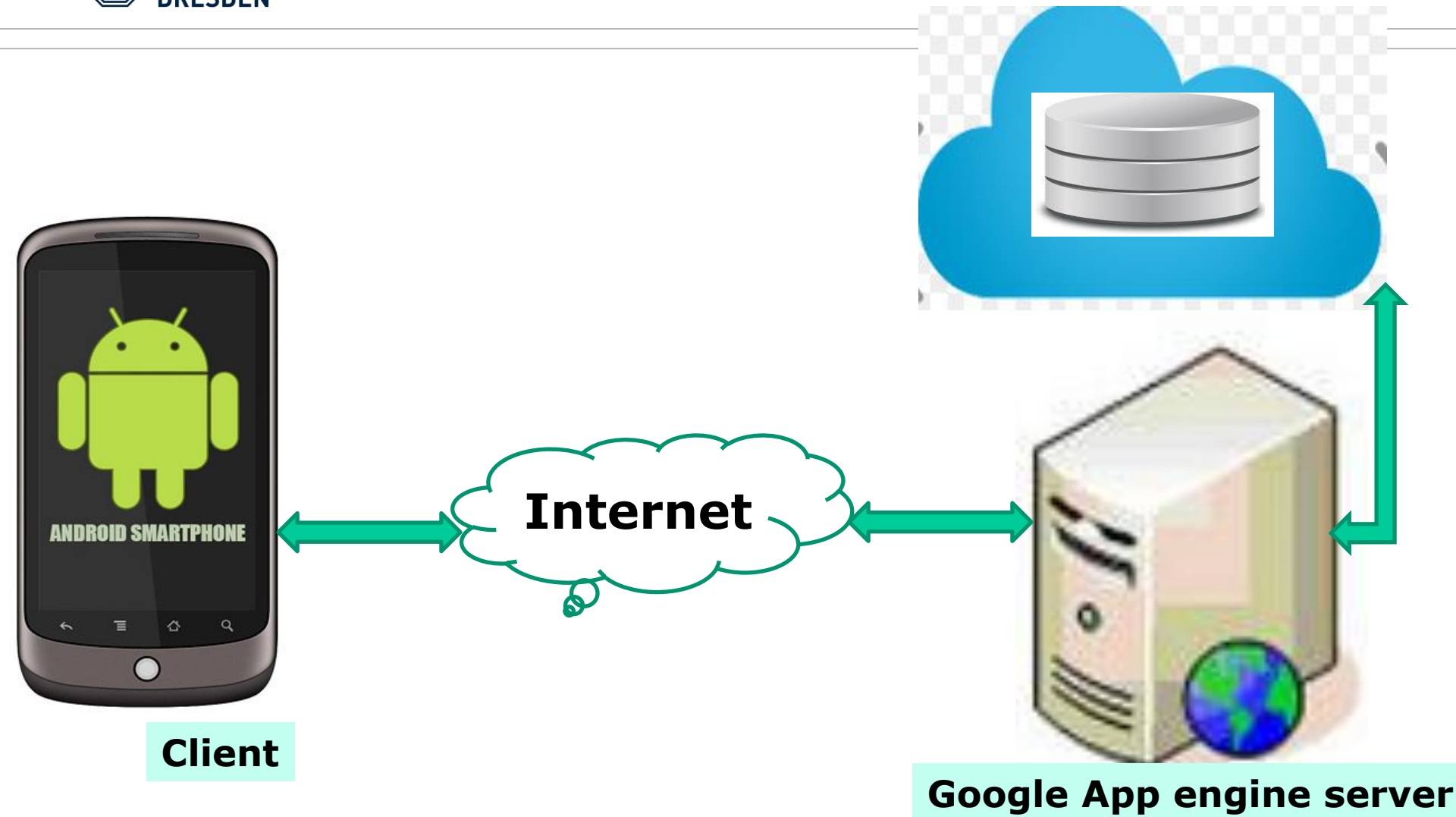
Seminar Task
First Presentation

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- Scenario is to find the resturants nearby based on nationality.

- At first, based on the location of the client, the list of some resturants that are nearby is shown, also a dropdown of the nationalities is shown, so the client can find his favorite resturant based on nationality.

- By clicking on the name of the resturant, additional information are shown, including:

- Address, contact information, rating, commenting, price range.

- At first querying the current location of the client.

- Then by contacting the server, the nearby resturants are fetched from database and are sent to the application via JSON.

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- If the client wants to know further details, by clicking on the name of the resturant, other data are fetched from the database and shown to the user.

Internet

Client

Google App engine server

- **Client**

Android phone

- **Server**

Google App engine

- **JSON**

as the protocol for data communication between the server and application

- **DB**

 In Google App engine

- **Google map installed in the android phone**

For showing the place of the resturant in the map

- Usability of application in low bandwidth situations

- Determine user's location

- Be able to locating the user, if he is moving while doing the operation.

- Scalability of The map that is shown to the user

- **First phase :** be familiar with
  - o Android ADK
  - o Google app engine server and
  - o different technologies which enables us to do this project.

- **Second phase :**
  - o requirements analysis
  - o mock-ups
  - o concrete project goals, concepts, and
  - o start implementation.

- **Third phase :** basic implementation of our work

- **fourth phase :**
  - o Test
  - o debug and
  - o finalize our work implementation.

- **Any questions?**