Application Development for Mobile and Ubiquitous Computing

Seminar Task
First Presentation

Group #12
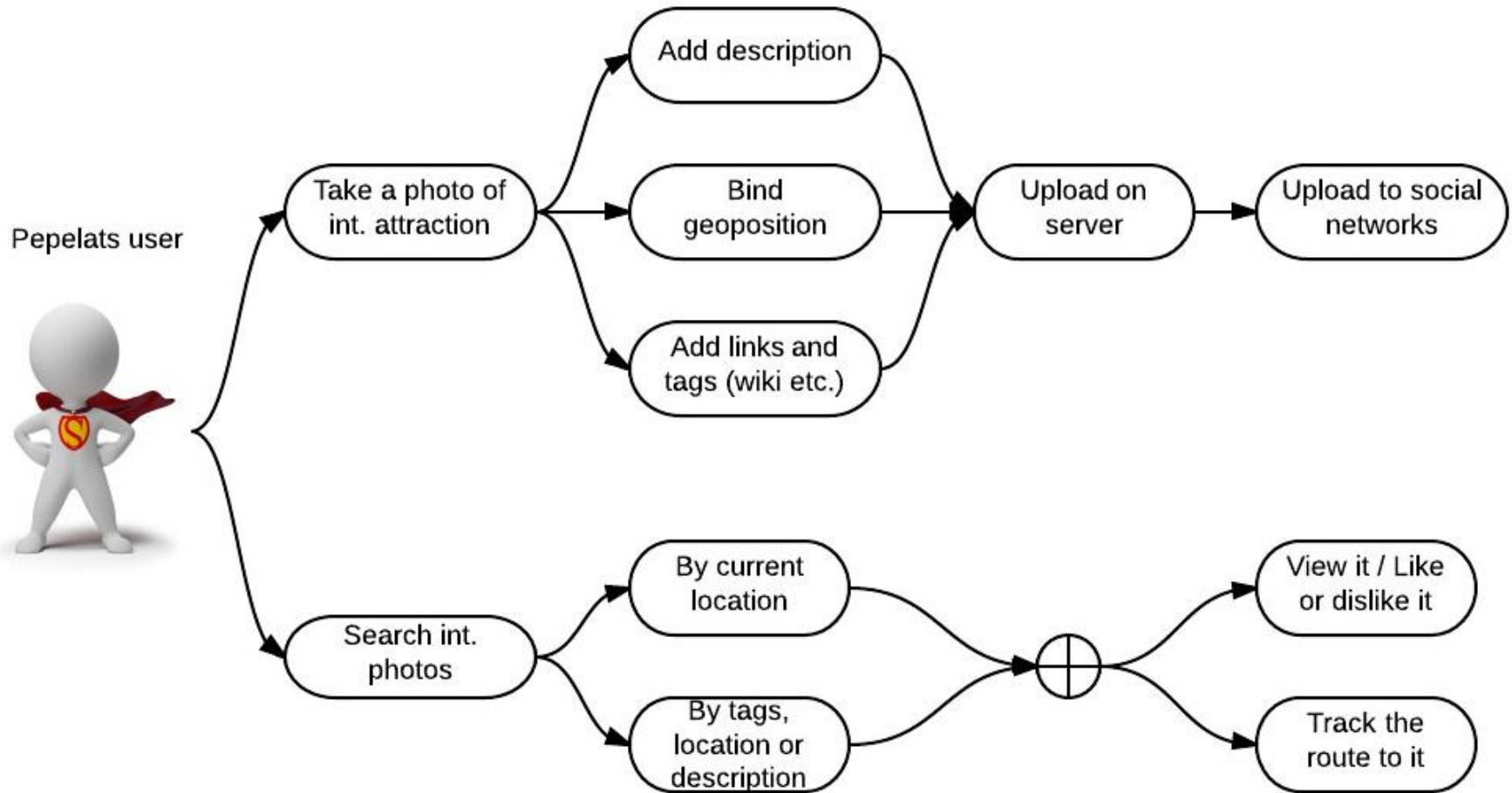Team:Oleksandr Zhdanenko
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What for?

- I want to find interesting attractions nearby my location.

- I wand to share photo of place, that impressed me.

Possibilities:

- Sharing photos of interesting places.

- Searching for interesting places or photos by location or other criteria.

- Rating of added photos.

- **Pepelats** is an App. for sharing and finding of interesting photos of attractions.

- Scenario 1: I want to take a photo of interesting place and share it.

- Scenario 2: I am looking for interesting places (By some criteria or nearest).

- Scenario 3: Rating photos.

- **Server side:**
  - Processing via PHP and SQL;

  - Communication HTTP / RESTful;

  - Data in JSON format.

- **Mobile device:**
  - Android SDK;

  - Google maps API;

  - Facebook Graph API;

  - Geolocation API;

- Agile development, usage of VSC (git)

- Provide a friendly user interface to work with application.

- Use Google maps to find locations of photos.

- Use Facebook to login and share photos, to simplify process of sharing and rating.

- Make main computations on server side, to decrease load on mobile devices (due to low computational power, and limited battery capacity).

- Defining tasks, and specification creation.

- Planning of architecture
    - Distributing of responsibilities between server and client sides;
    - DB design at server side;
    - Collaboration algorithms development.

- Development of server side of application.

- Development of client side of application.
    - UI design development;
    - Logic development.

- Application testing and debugging.