



Application Development for Mobile and Ubiquitous Computing

TravSocio
(Socialize Travel)

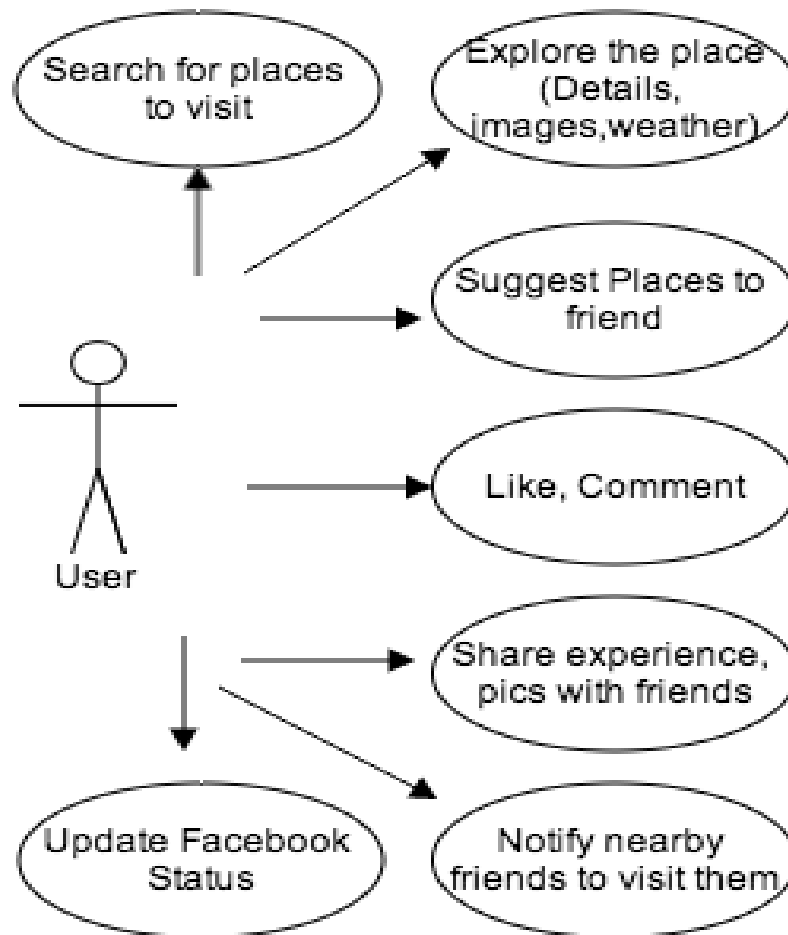
First Presentation

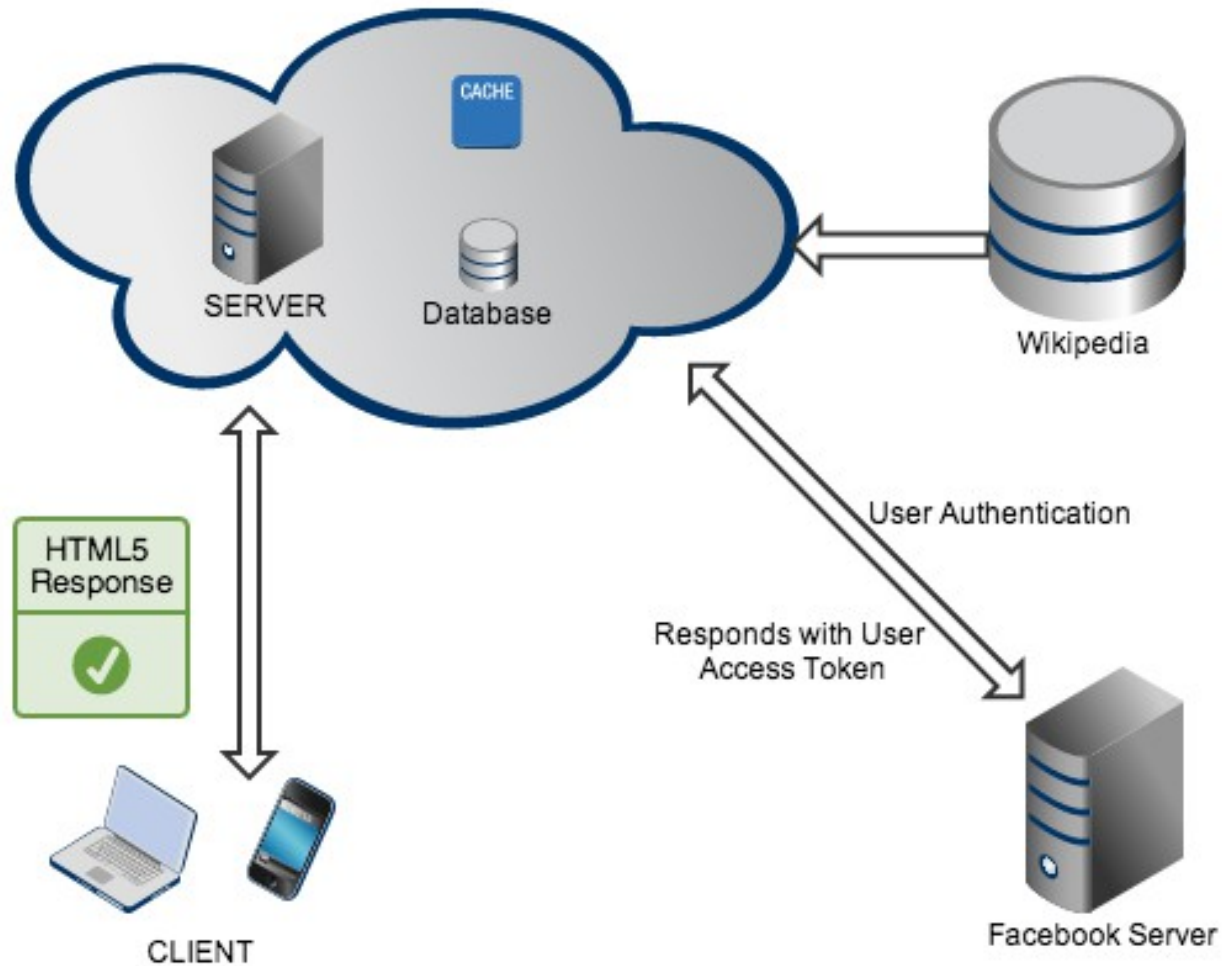
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- ✓ What TravSocio is all about?
- ✓ How it interacts with users?
- ✓ How about its architecture?
- ✓ What technology does it use?
- ✓ What challenges does it needs to tackle?
- ✓ How are we going to implement it?

- A highly flexible, cross-platform web application that will socialize your holiday trips.
- Likes, reviews, comments will help users to find the best holiday destinations around the globe.
- A platform to share images and experience of the holidays with your loved ones through facebook.
- A platform for getting all the information about your favorite destination like history, best places to visit, weather conditions and many more.

HOW IT INTERACTS?





Server Side:

- Google App Engine
- Python
- Datastore API
- Facebook SDK API
- JSON

Client Side:

- HTML5
- CSS3
- JavaScript (AJAX and jQuery)

- Creating the interactive web-service that is highly scalable with number of users.
- Managing the content of the page according to the target device.
- Managing the amount of data-flow based on the network traffic and internet speed.
- Making the application as adaptive as possible to the common used platforms and web browsers.

- Breaking application into modules (Like session management, information retrieval, Interface Design etc).
- Developing each modules with a highly flexible web interface that can adapt to user devices like smartphones, tablets and computers.
- Unit testing each modules
- Integrating the modules and deploy a test version on GoogleAppEngine cloud.
- Test the application for security and compatibility issues.
- Deploy the beta version of application on the web.

- Google Developers-<https://developers.google.com>
- Facebook Developers-<https://developers.facebook.com>
- <https://www.code.google.com>
- Python Documentation - <http://docs.python.org/2/>

THANKS FOR UR PATIENCE