

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

Application Development for Mobile and Ubiquitous Computing

iMeal Second Presentation

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< Alte Mensa				
Entfernung		5 Minuten 400 m		
Öffnungszeiten	10:45 - 15:00 Uhr Mo - Fr			
Adresse	Mommsenstraße 13 01069 Dresden			
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Morgen - Mittwoch, der 30.10.			
Donnerstag, der 31.10.			
Freitag, der 01.11.		~	
Samstag, der 02.1	1.	~	
Sonntag, der 03.1	1.	~	
Montag, der 04.11.			
Dienstag, der 05.11.			
Mittwoch, der 06.11.			
Donnerstag, der 07.11.			
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Frühlingsrolle an geschmortem Spinat mit Ingwer, Sojasoße und Knoblauch, dazu Reis

Studierende 2,20 € Bedienstete 3,85 €
Menü enthält kein Fleisch
Menü enthält Knoblauch



- a user chooses to go to the cinema with some friends
- after the movie they want to eat something
- the user opens the app and starts searching
- he looks for his favorite restaurants but they're either closed or too far away
- he chooses one of the nearest restaurants
- they have to walk approximately 10 minutes
- finally, they can order their meals













- physical context
 - location (show nearest restaurants first)
 - time (list of restaurants which are open at the moment)
- technical context
 - memory (if the device needs more memory and the app is not in use it is closed)
- personal context
 - preferences (favorite restaurants)



- iOS SDK
- Google Maps SDK
- GPS











- connectivity
 - caching map data from Google Maps
- small display
 - make buttons big enough to touch (avoid the fat finger problem)
 - make text big enough to read
- limited energy
 - use GPS only when really needed
- usability
 - heterogeneity in user requirements save favorites and show the most relevant refectories
 - heterogeneous usage scenarios different information according to your location



- final map integration
- finalizing the app