

Application Development for Mobile and Ubiquitous Computing

Seminar Task Second Presentation

GroupNo. 14

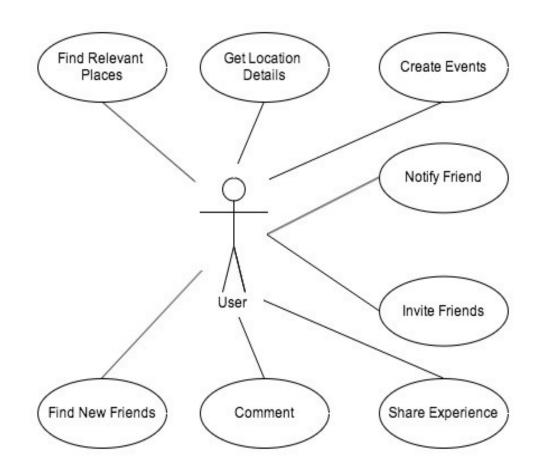
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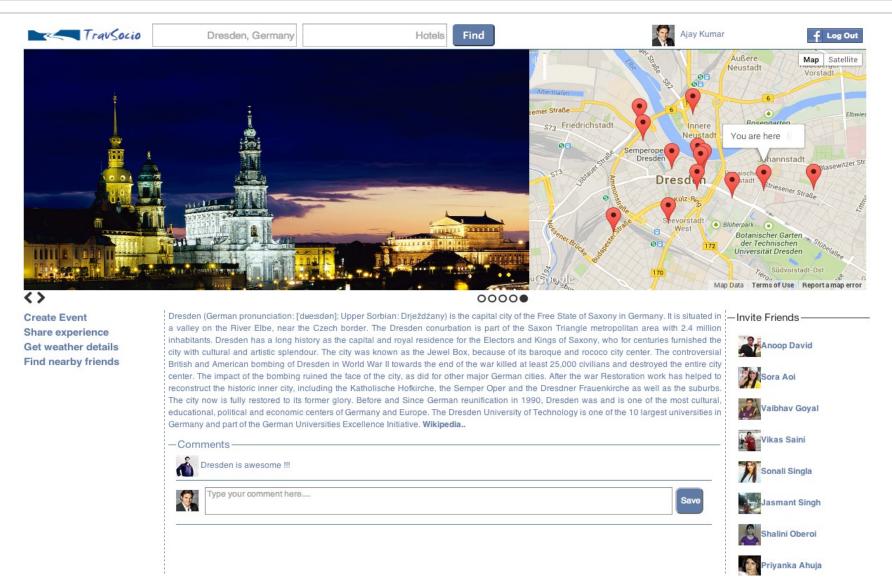
- One platform for knowing everything about your locality.
- Create events for socializing the holiday trips.
- Find interesting people visiting your holiday destination.
- Share experiences with friends and other users.
- Find hospitals, hotels, restaurants.. almost everything in your vicinity.
- Notify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







First Look @ Travsocio





Architecture and Technologies

- Server Side :
 - Google App Engine (Python)
 - Template Rendering: Jinja2 (Python)
 - Facebook SDK (Authentication)
 - Google Maps API
 - Google Places API
 - MediaWikiAPI
 - JSON
- Client Side:
 - HTML5
 - CSS3
 - Javascript



- Making the application scalable to large number of users.
- Managing the page content based on user device and location.
- Managing data-flow between the client and the server to adapt to the slow network connection.



Adaptation and Context

• Adaptation:

- Content Adaptation
- Adaptation of Communication
- Adaptation of Application (Later of future work)

Context:

- Physical Context (Location)
- Technical Context (Network)
- Social Context (Nearby Persons)



Work Plan:

- Integrate remaining features.
- Develop separate UI template for the mobile users.
- Test and deploy.

Issues:

- Limited resource available on GAE for free.
- API's have limited number of free requests per day.



QUESTIONS ??