



Application Development for Mobile and Ubiquitous Computing

perapera

Final Presentation

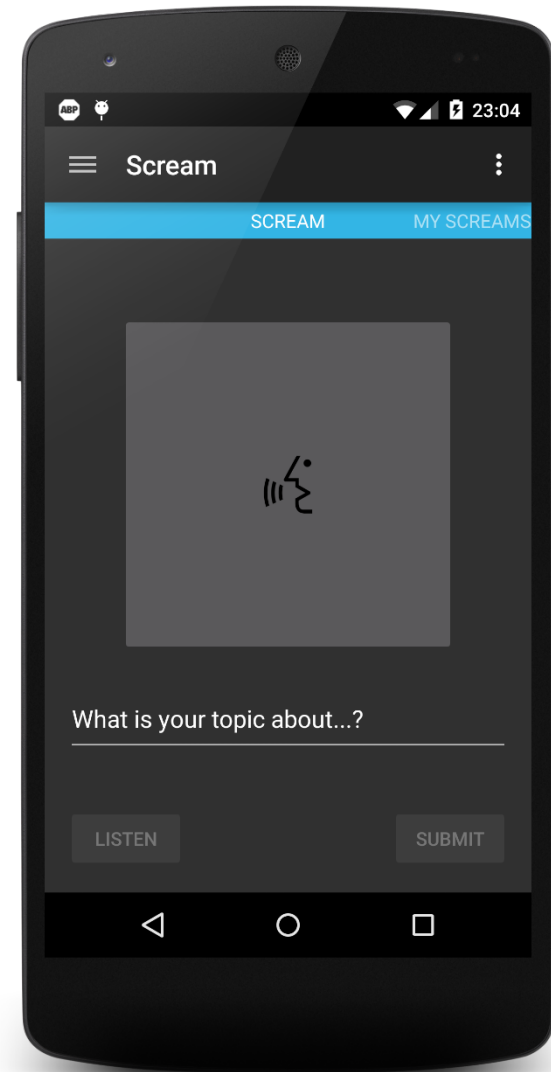
GroupNo. 2

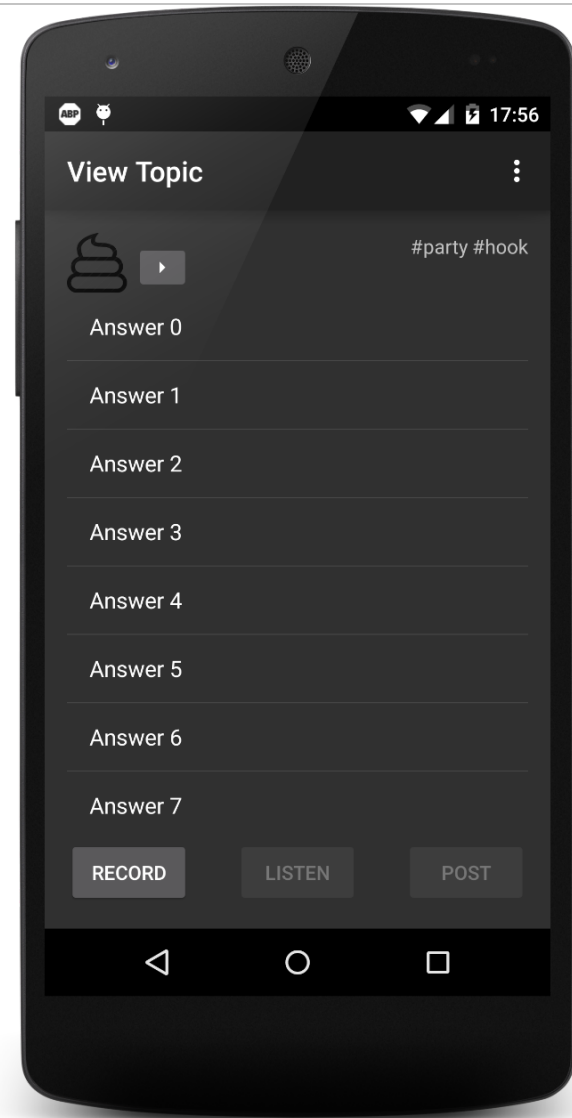
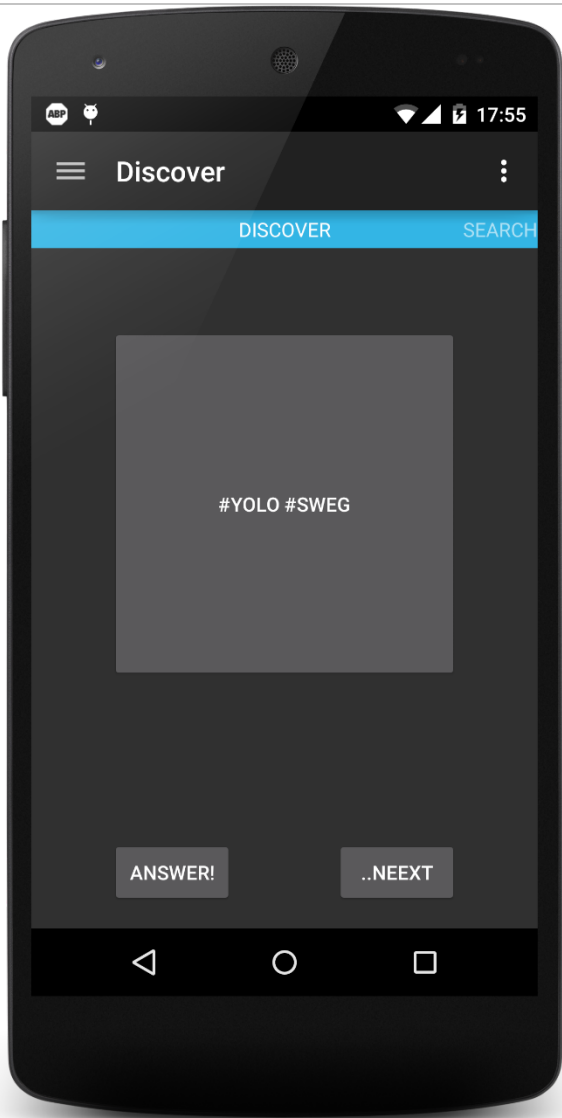
Team Awesome: Dennis Metzger and Joris Rau

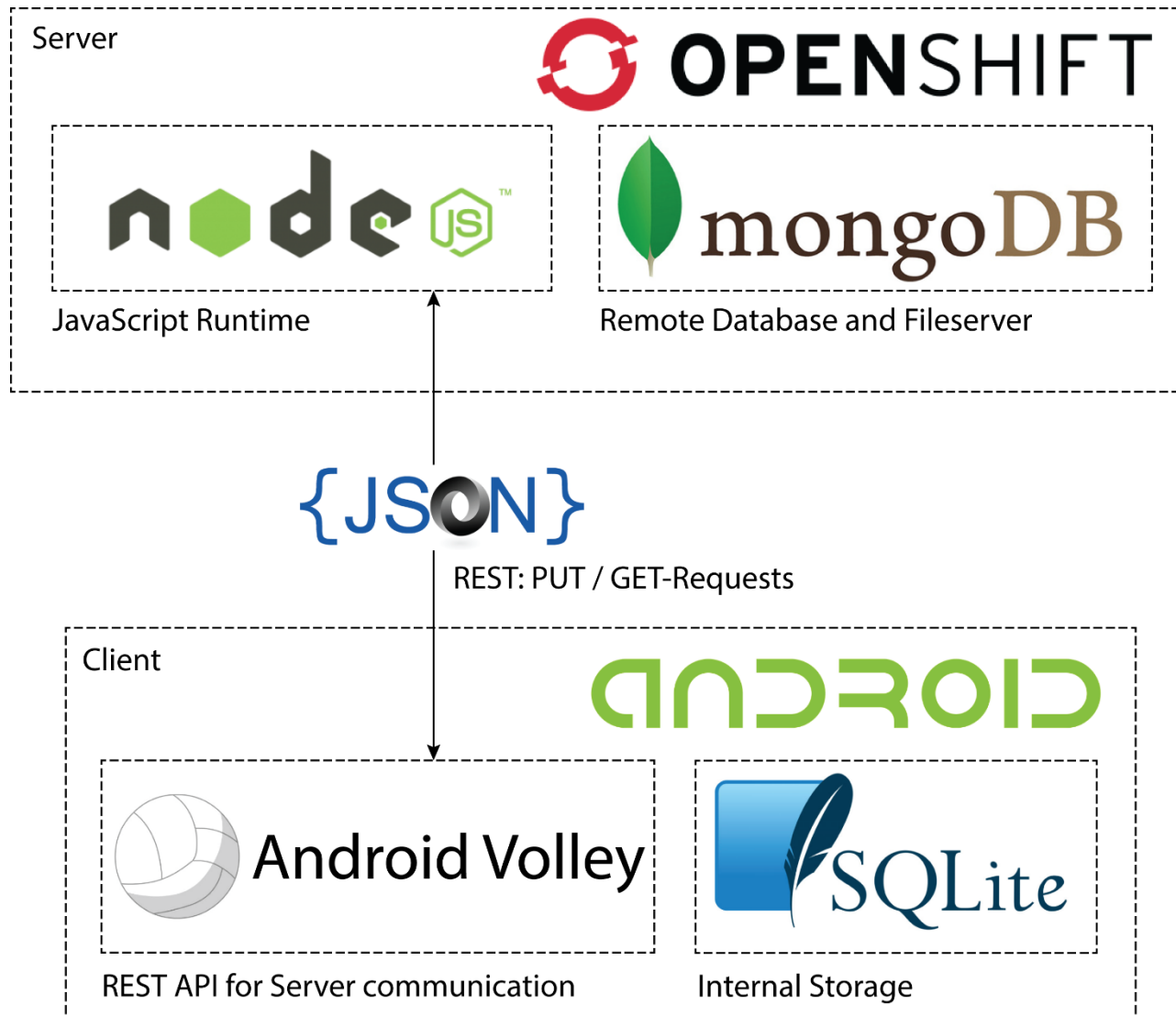


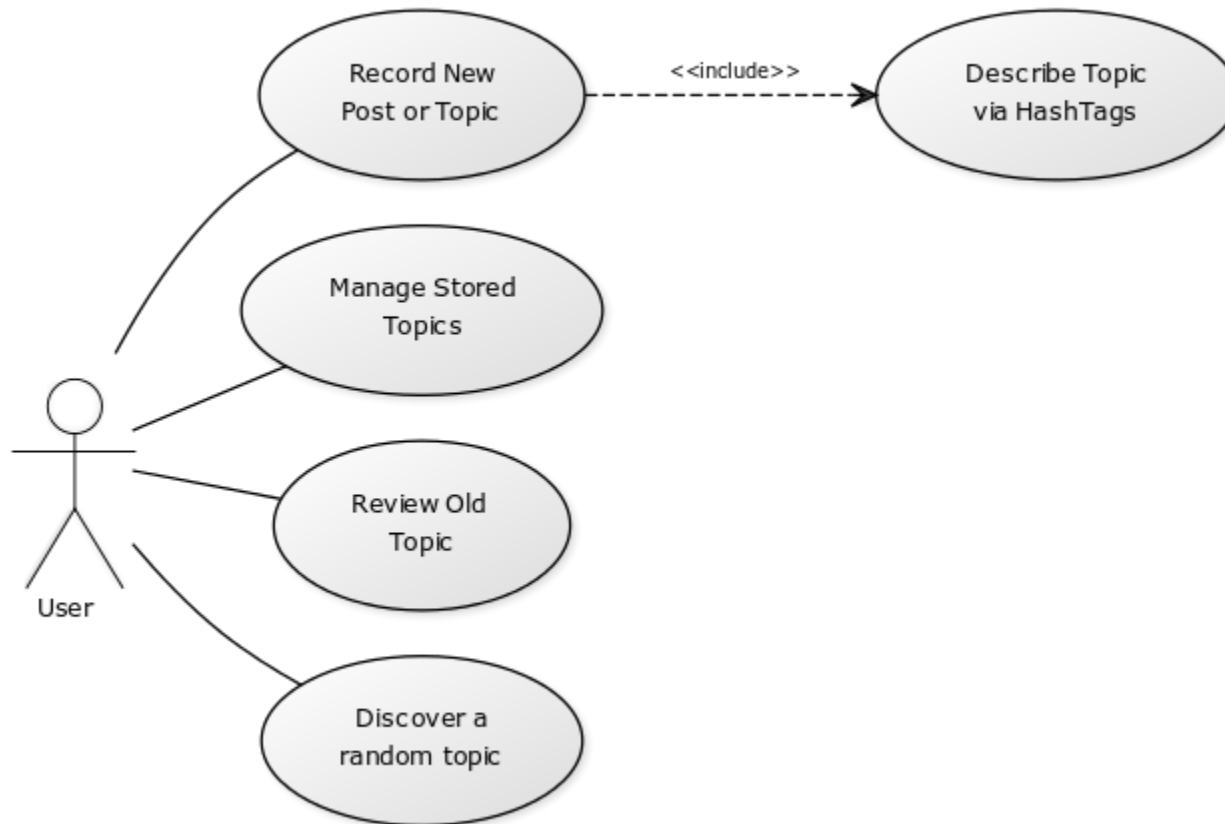
Main features

- Socialized Q&A app
- Talk with other users about a topic
- No user account required
- Talk about a random topic via discover









Connectivity

- Optimized filesize through 3GP
- Volley handles RetryPolicy

Timeout: 3s, Num of attempts: 2, Back Off Multiplier: 1

Offline

- Store Topics and Posts on internal SQLite database

Usability

- Simple, intuitive user interface
- Reuse of interface components
- Maximum sound file length of 30s
- UI Feedback for remote tasks

Pitfalls

- Android debugging without compatible device is uncomfortable
- Java is very beautiful
- Android API tends to be very complex
 - Takes a long time to become acquainted with it
 - Many different API versions (e.g. Android developer guides are too old)
- Finding and setting up the remote server took longer than expected
 - Remote JavaScript debugging was tedious

Experiences

- Interesting to create an android client-server application