



Application Development for Mobile and Ubiquitous Computing

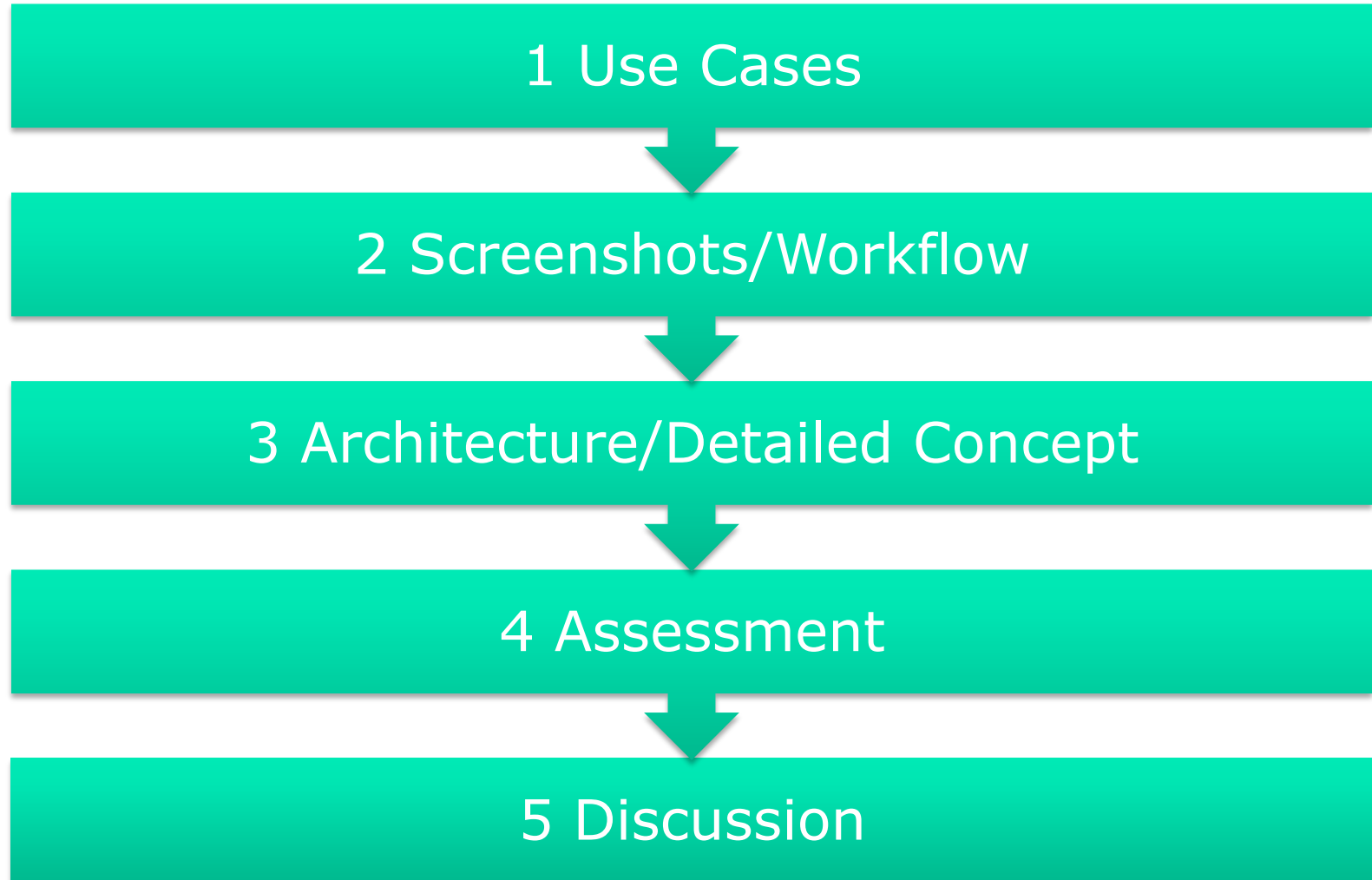
Seminar Task

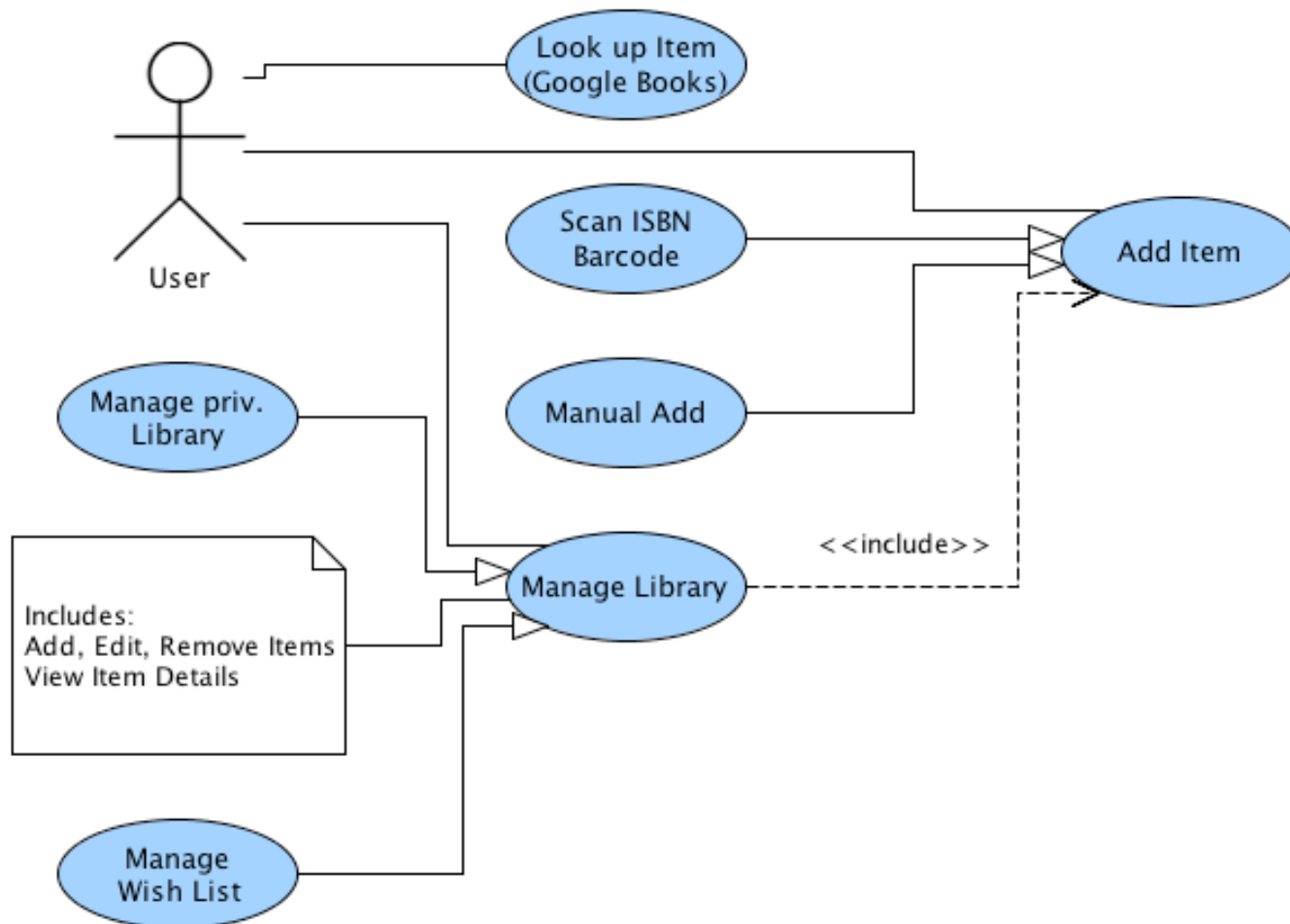
Final Presentation

Group No. 8

Team: Caroline Rausch, David Gollasch

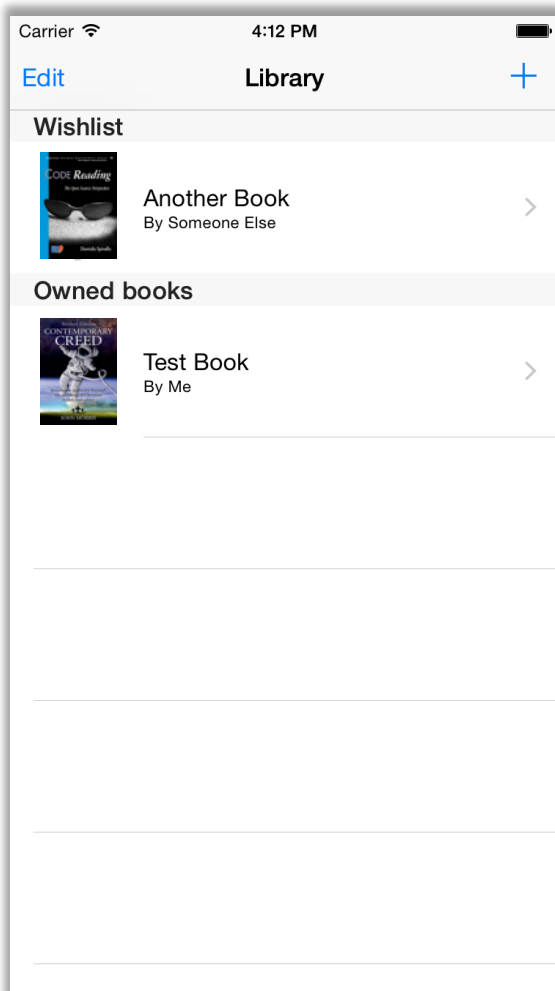
Project
BookVault



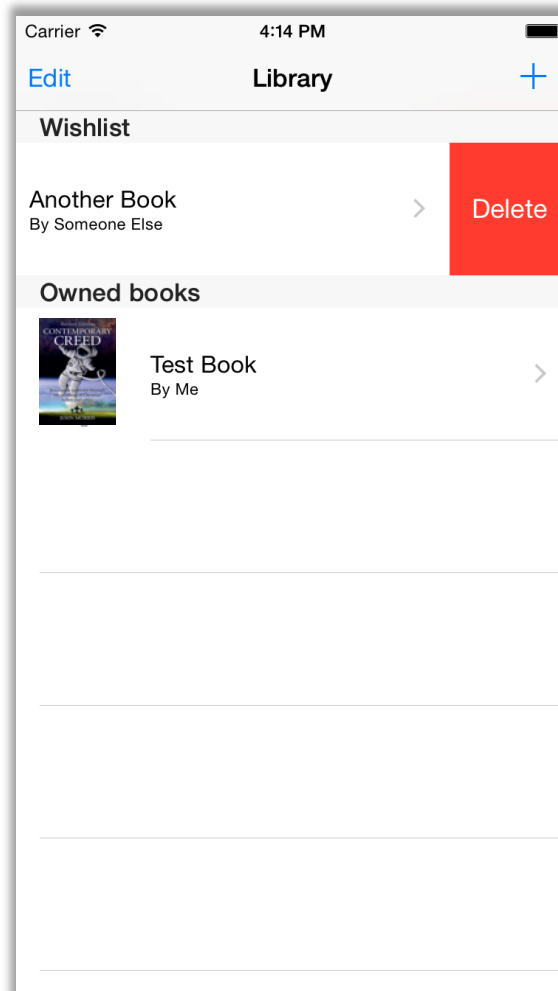


2 Screenshots (Manager)

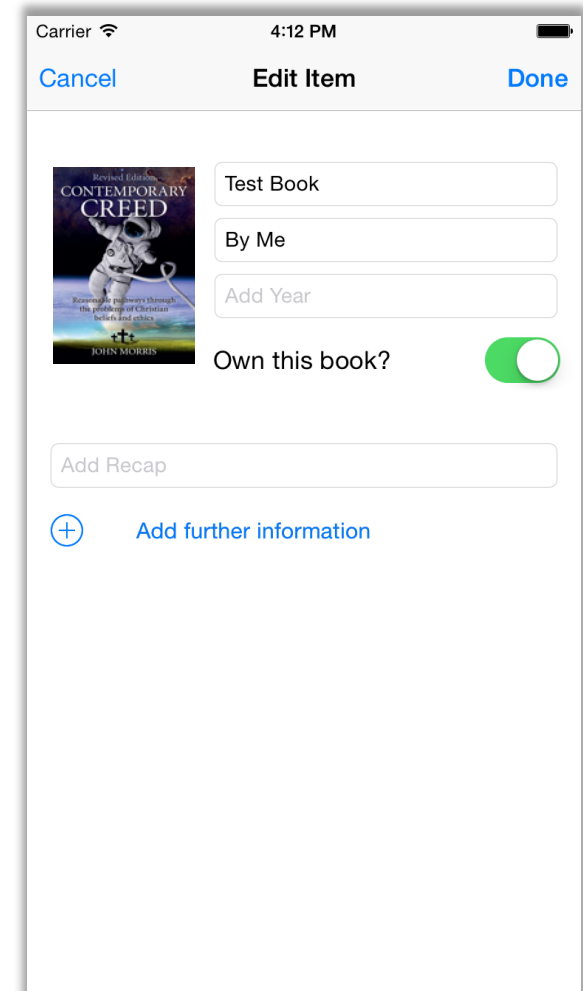
Start View



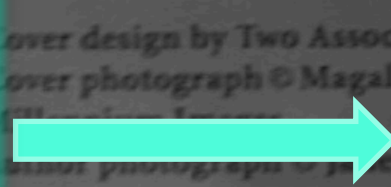
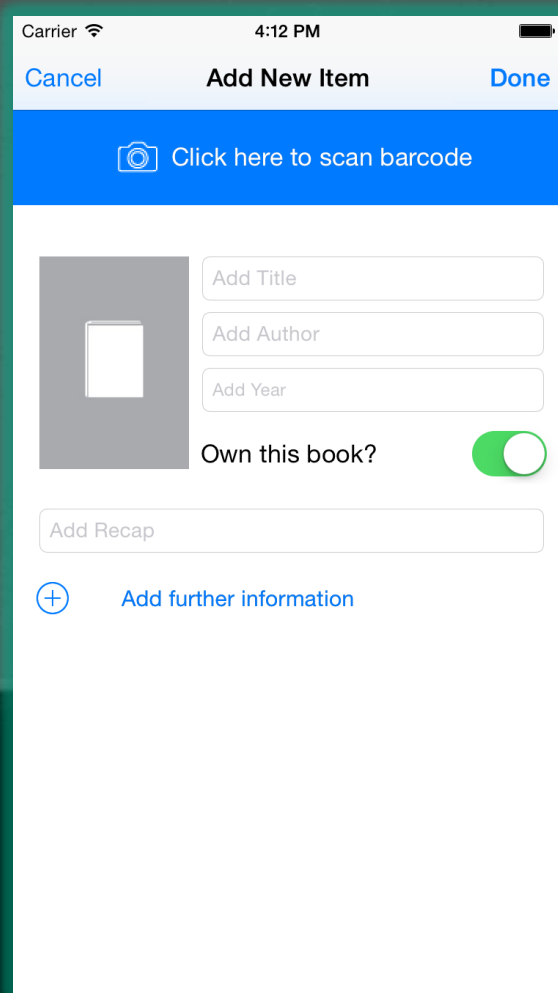
Delete an Item



Detail View



2 Screenshots (Barcode Scan)



Scan Barcode
by Accessing
the Camera



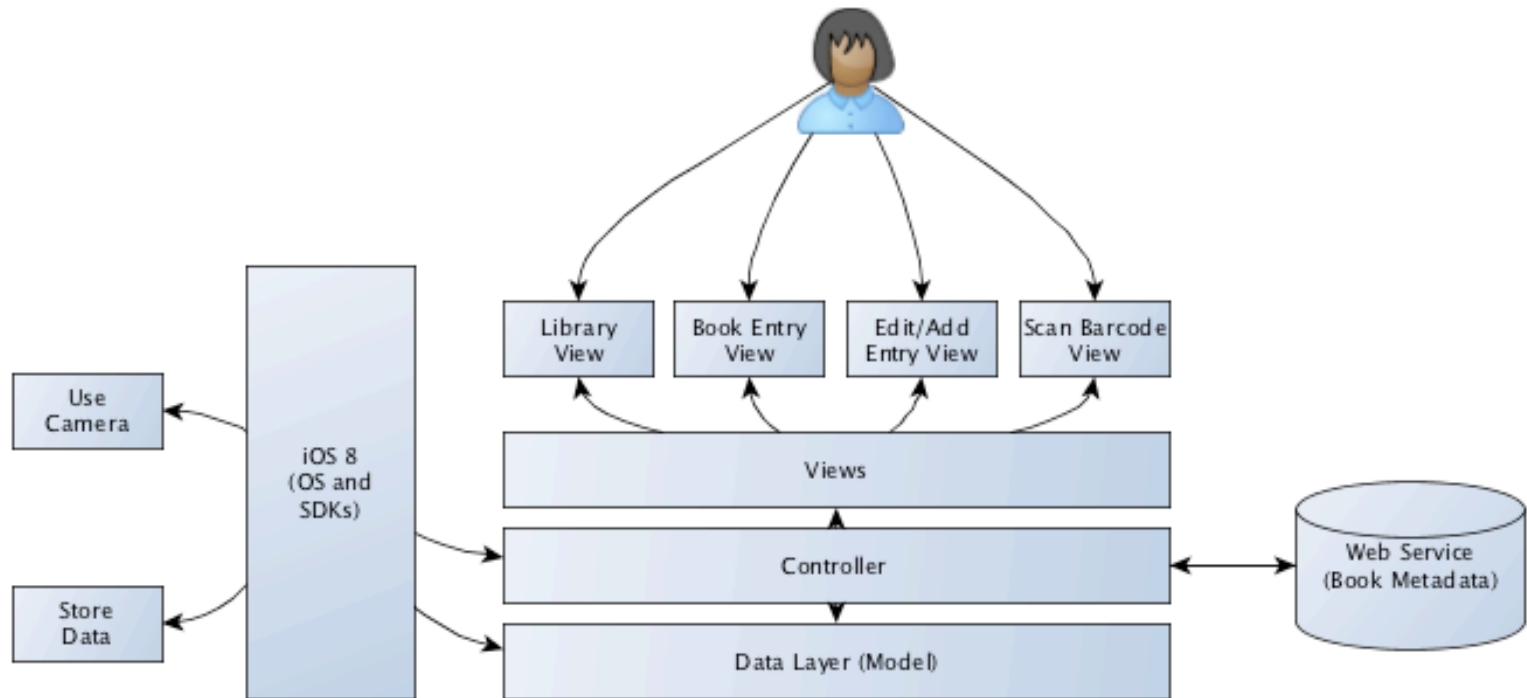
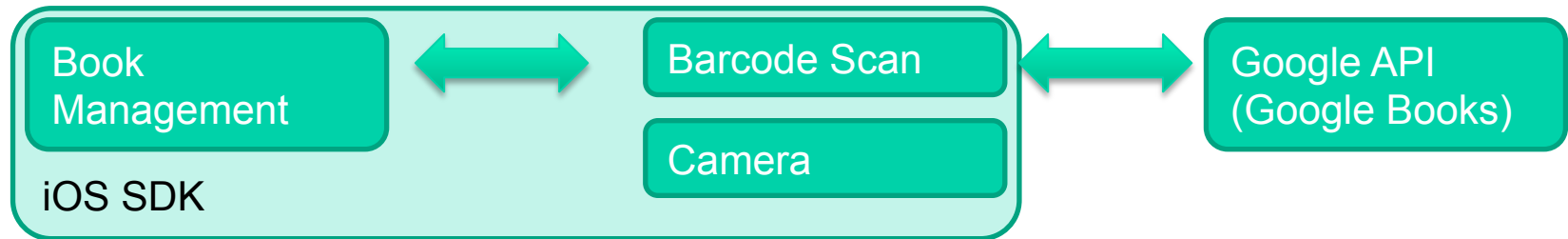
Challenges:

- Connectivity
- Offline
- Usability

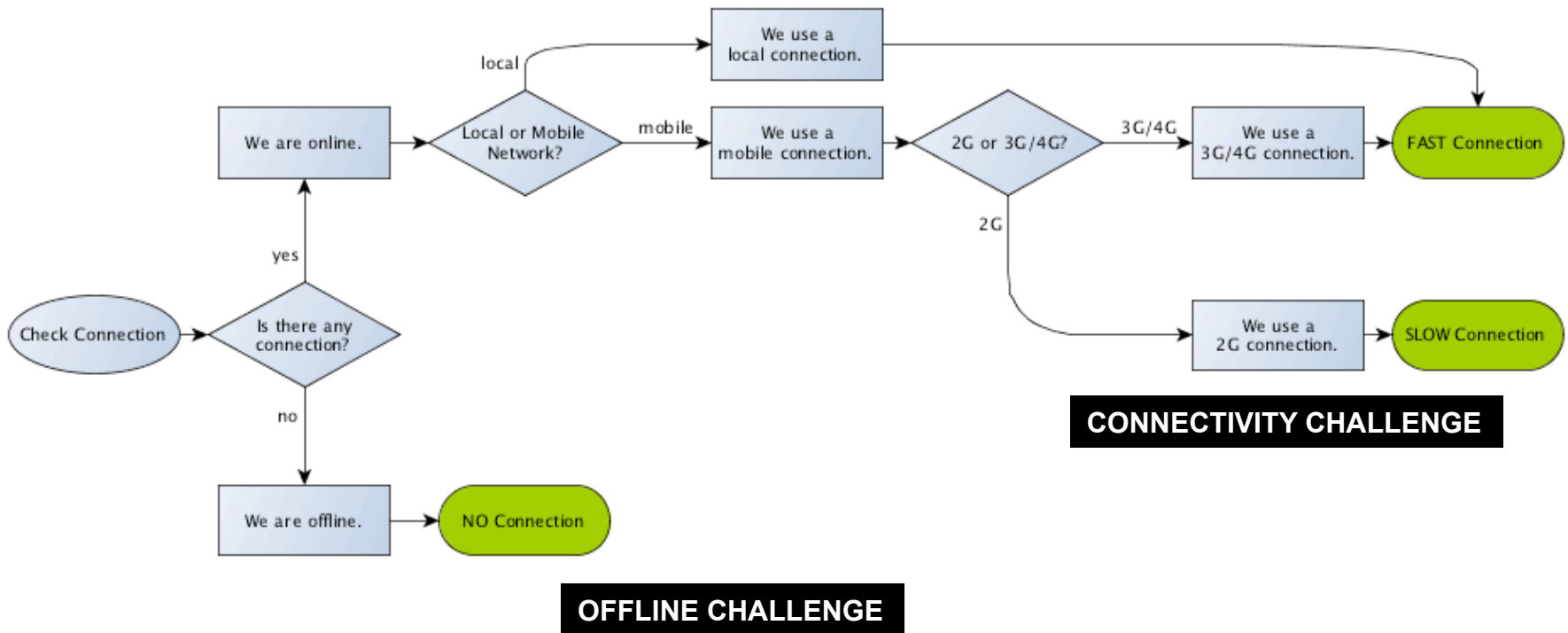


Get Meta Data
via Google
Books





4 Tackled Mobile Computing Issues



Interaction with other apps problematic in iOS compared to Android

- e.g. using an existing Barcode scanner app

Border cases not respected

- Large amounts of books
- Google Books related issues

Convenience features not yet implemented

- Load book covers once the user is back online with higher bandwidth if this has been filtered due to connection issues.

Generally

- How to develop an app. (Swift is a great programming language!)

Software Engineering

- Relatively simple application architecture
- Interaction with online services is challenging

Preparation Required

- First steps in app development need the development of an understanding for the app development process itself.
- Extended planning of the app has major impact on the implementing phase

Thank you for your attention!

END