

Application Development for Mobile and Ubiquitous Computing

Seminar Task Final Presentation

GroupNo.10 Team:BeMyStore





BeMyStore



- Similar to other Share economy project like:
 - BlaBlaCar
 - AirBnb
- You can share your leftover goods
 - You can sell, buy leftover groceries
 - In the current version
 - Beer, soda, snacks
- An example:
 - you have leftover from a party the night before
 - Other people search desperately for beer in the middle of the night
 - We connect both parties



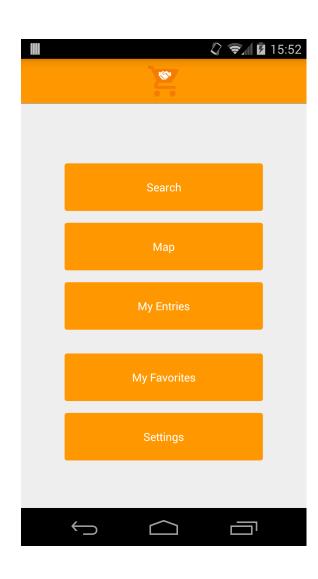
Concrete Concept - Seller

- the Seller can open what we call "Entries"
- he can specify the Category, a Productname and his Contactdetails
- his current coordinates received from the GPS modul will be used to locate his shop
- he can edit his product or add new ones
- Able to activate/deactivate own Entries

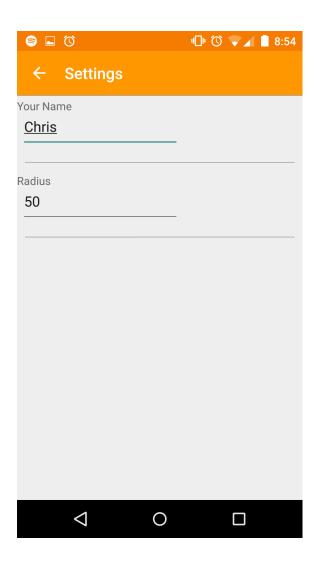
Concrete Concept - Buyer

- The Buyer can search for Entries other users opened
 - He can search by
 - Category
 - Productname
 - Only currently activated Entries will be shown
- He can also search his surroundings using a map
 - Can select shown Entries for details
- He will just get Entries which are in his area
 - Able to set a radius in which he would like to see all Entries

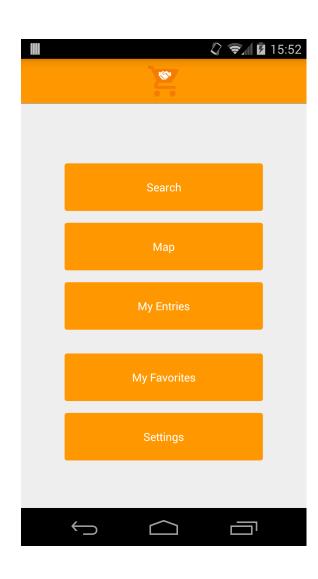




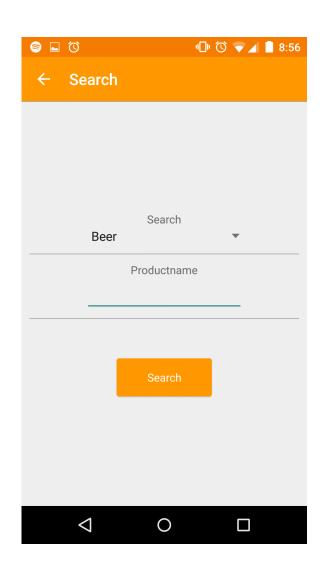


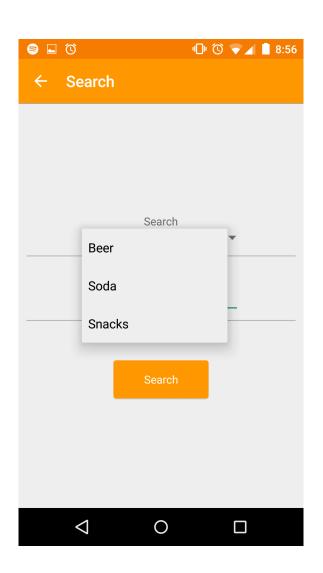




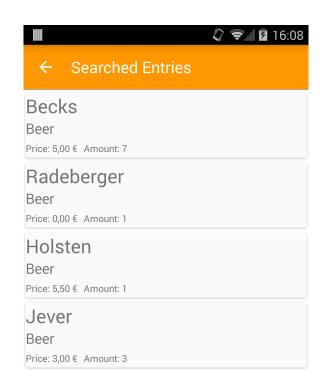






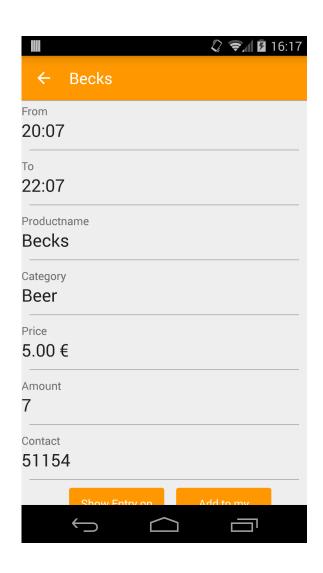


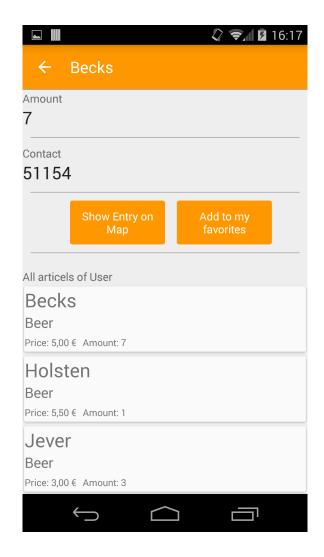




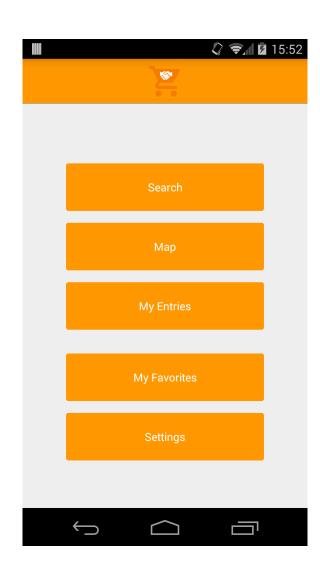






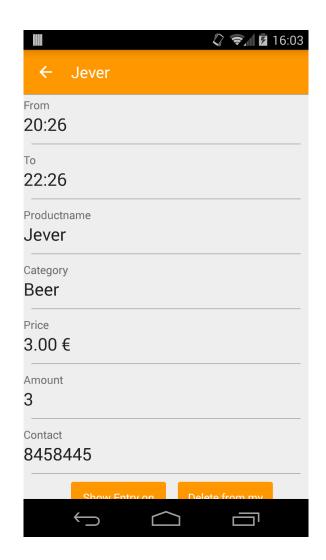




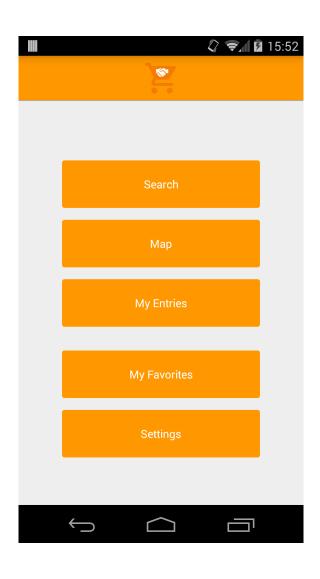




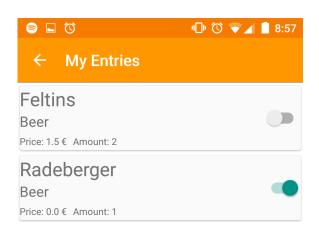




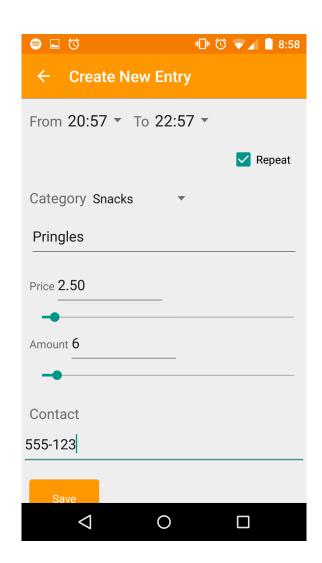




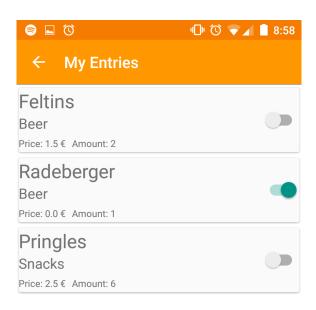






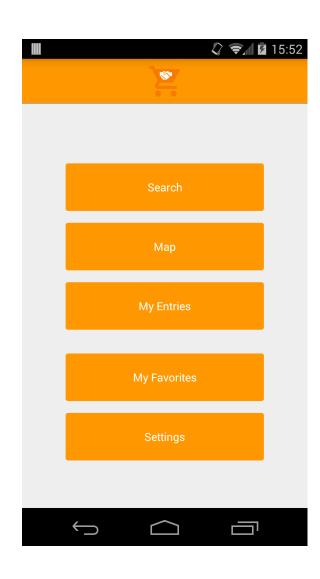




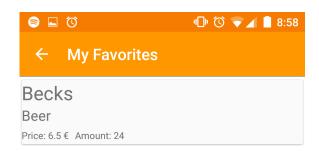






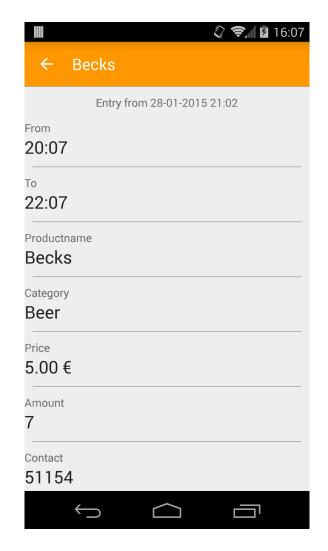






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- Features
 - The App uses the current Position of the user
 - It calculates all shops in the users area
 - The user can decide to use Googles GPS service
 - Will save the last known location
 - Helps if user enters a building for example
 - It uses a radius set by the user to determinate the search radius the user would like to use
- Limits of this implementation
 - App mostly useless when there is no GPS data available
 - Not even Googles GPS service



Challenges - Offline Challenge

- Features
 - If the app is unable to pull latest results it uses the last pulled results
 - Until app will be closed or internet connection is available
 - You can specify so called "favorites"
 - They will be saved to your smartphone
 - Available even if you lose your connection
- Limits of this implementation
 - The Data may be old and the shop is not available anymore
 - Favorites can be very old, probably even weeks or month



Challenges - Connectivity Challenge

- Features
 - amount of data send and handled is reduced to a minimum
 - Saves data usage
 - Service is available even on very poor connections
 - battery is saved because calculations are done server sided
- Limits of this implementation
 - smartphone has to connect very often to get current data



- It is pretty hard to ensure consistency on server and smartphone
 - Sometimes twice the work
- Synchronization is pretty hard
 - difficult if connection can not be ensured
- Highly relying on GPS can be dangerous because a lot of buildings block GPS