

Application Development for Mobile and Ubiquitous Computing

Calisthenics

Final Presentation

Group No. 12

Team:

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APP IDEA

- calisthenics:
 - functional fitness without weights
 - mostly outdoor
 - often done in groups
 - very social activity
 - needs some sort of outdoor equipment
- goal:
 - Connect people who want to do functional fitness
- problem:
 - where to find spots with like-minded people, bars, etc.?
- solution:
 - create a map that contains all the spots contributed by users
 - let people contribute their spots

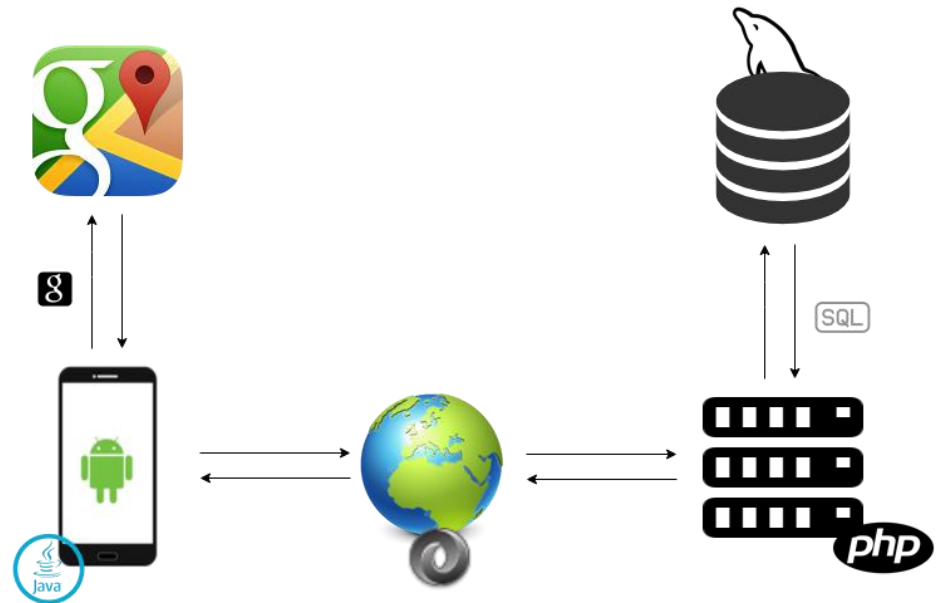




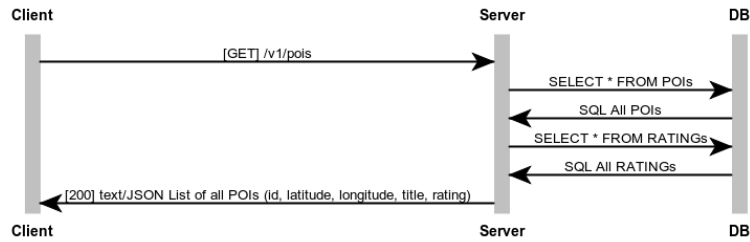
Calisthenics

ARCHITECTURE

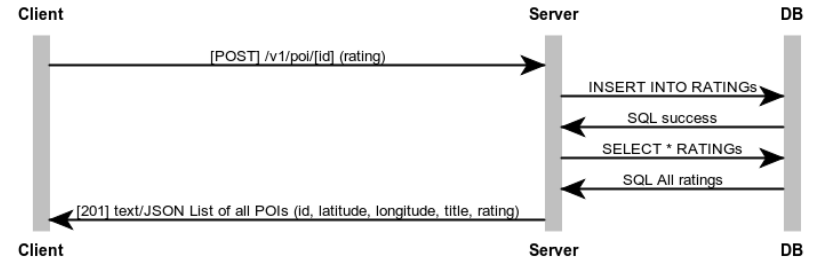
- client:
 - Android application using Google Maps API
- server:
 - remote webserver, PHP
- data transfer:
 - JSON
- database:
 - MySQL



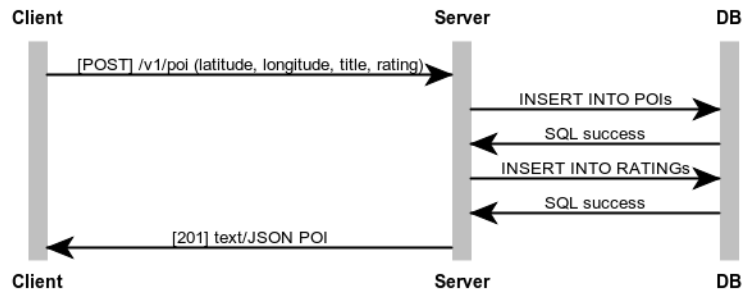
List all POIs



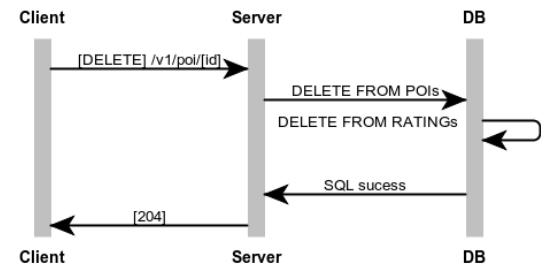
Rate POI

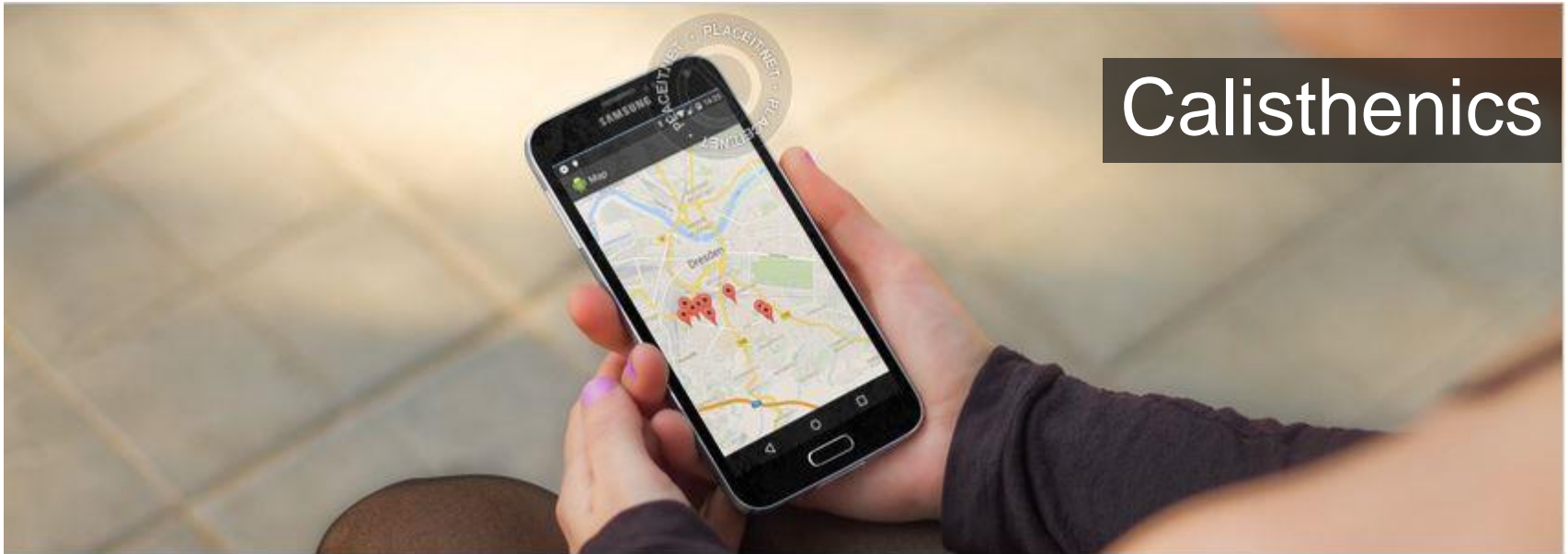


Create POI



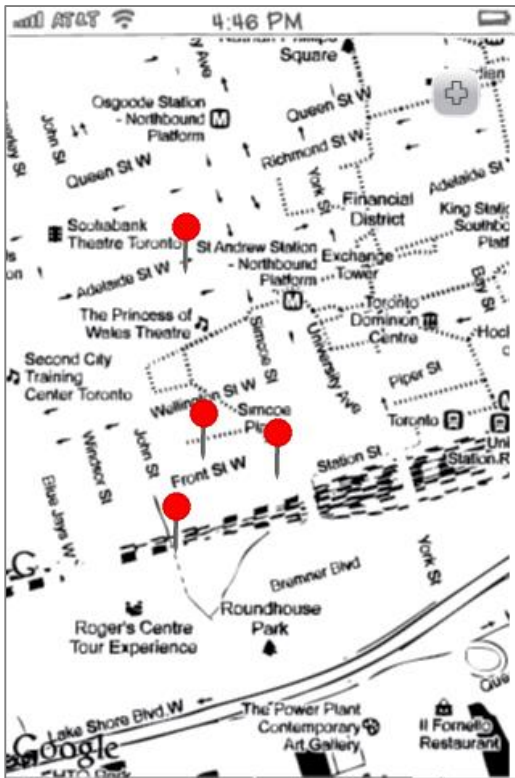
DELETE POI

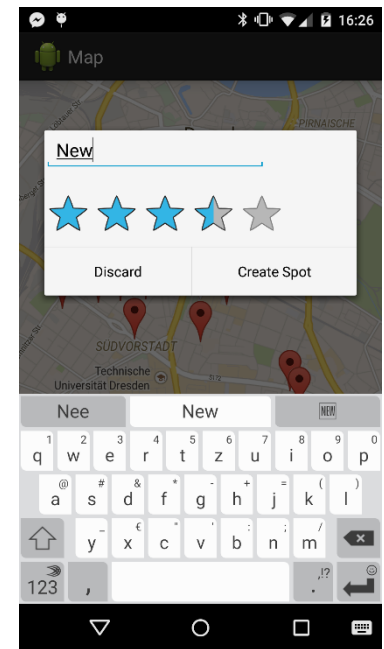
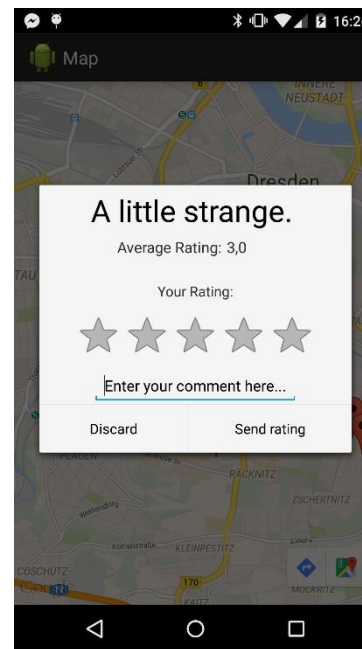




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CONCEPT





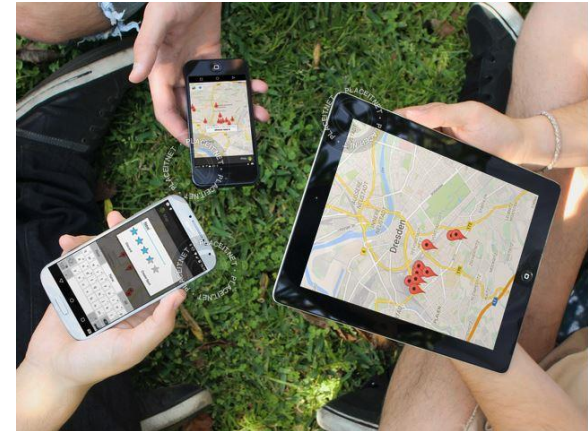


ARCHITECTURE

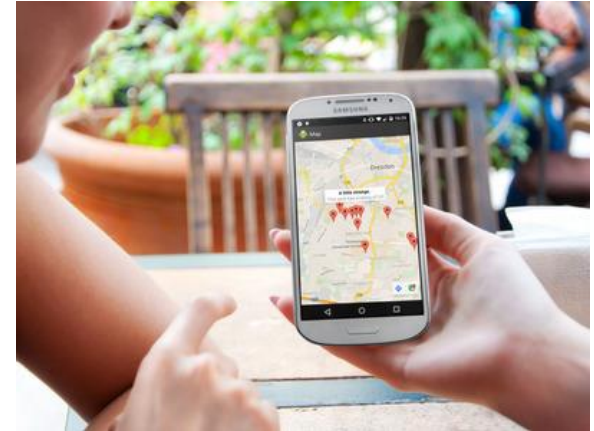
- usability challenge:
 - build a UI with good User Experience on a small screen
- connectivity challenge:
 - cope with bad or no connection
 - limited bandwidth
- offline challenge
 - provide service even when offline

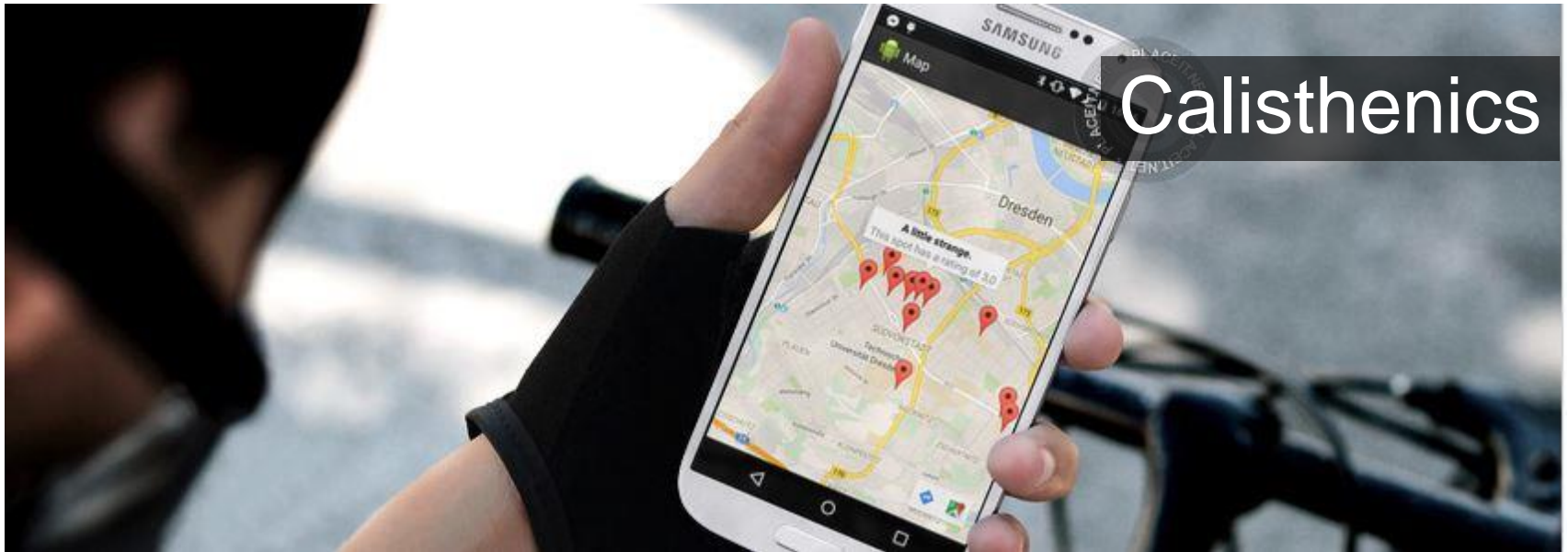


- usability challenge:
 - very useful features provided by Android
 - dynamic layouts to make use of screen real estate
- connectivity / offline challenge:
 - create a new POI when offline and send it when a connection is established
 - gather the POIs once and display them even when offline
 - further improvement: load only points that are within the users current zoom level



- setting up server / API
 - hard to debug whether the problem caused by server or the app
- asynchronous events in Android
 - not so easy to understand the event-driven approach
 - how to get data from a thread?





DISCUSSION ASSESSMENT

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