Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

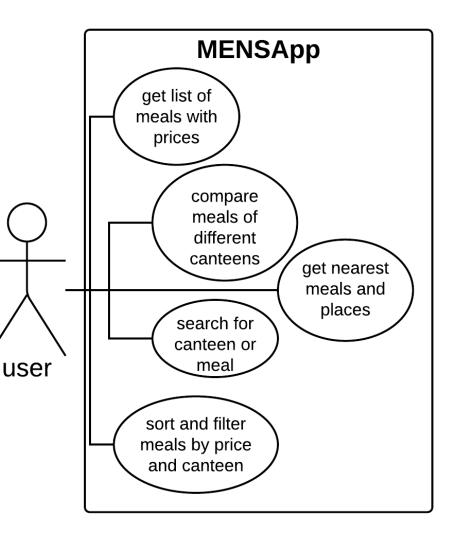
Seminar Task Final Presentation

Group 17

Team: Sharmin Khaleque & Philip Manja

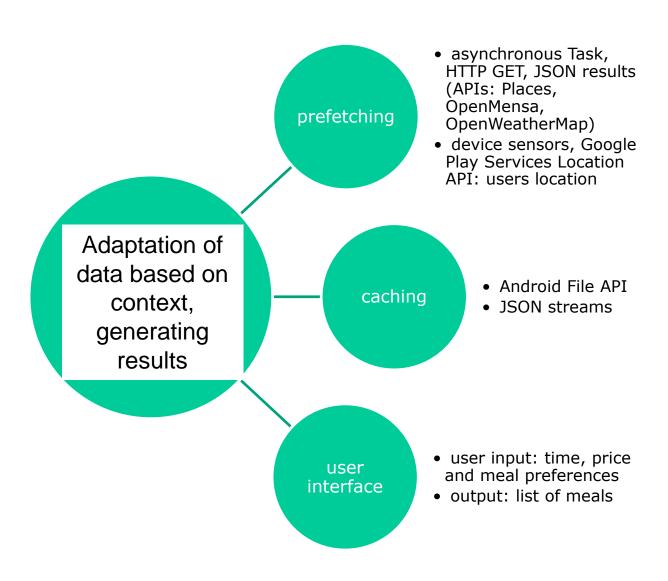


- mensa application
 - gathering data of canteens, meals, other places
- simple interface, fast interaction
 - few buttons, no complex menus
 - provide only information that the user wants
- user-centered, context-aware
 - weather, user's time and location
 - filtering and sorting data





Detailed Concept





- Asynchronous Task
 - doInBackground()
 - onPostExecute()
- APIs:
 - OpenMensa API (Mensas & Meals)
 - OpenWeatherMap API (Weather)
 - Google Places API (Places)
 - Google Play Services Location API (User's Location)
- Results in JSON
 - parsed into Java Objects



- using Android Shared Preferences
 - key value pairs
 - saving JSON Objects and Arrays as strings
- writing cache
 - cache = this.getPreferences(Context.MODE_PRIVATE);
 - cacheEditor = cache.edit();
 - cacheEditor.putInt("time", time);
 - cacheEditor.apply();
- reading cache
 - time = cache.getInt("time", 90);
- different data
 - user's location/preferences, mensas, meals, places, weather
 - will be considered as persistent for different durations

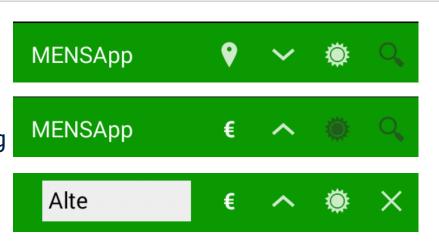


- context features
 - user's location, user's time, preferences (price, mensa, meal), weather
- content
 - mensas (name, location), meals (name, price), places (name, location)
- taking context features and content to provide a result
- adapting to the user's needs





- ActionBar
 - sort by distance/price
 - sort ascending/descending
 - toggle weather factor
 - search for mensa/meal
- SeekBars
 - user's time
 - maximum price
- ListView
 - name of meal / mensa
 - distance
 - price





Zwei Eierkuchen mit Puderzucker und Apfelmus

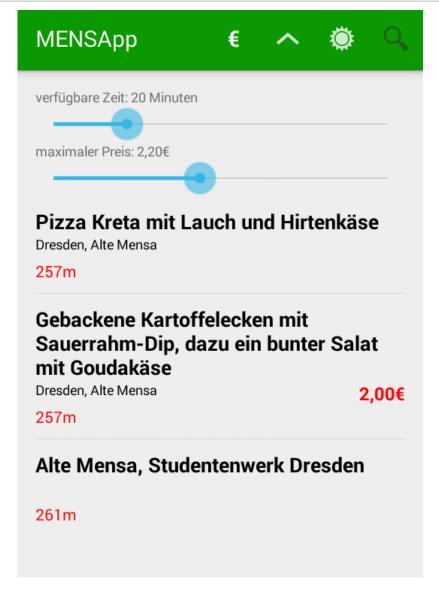
Dresden, Mensa Siedepunkt

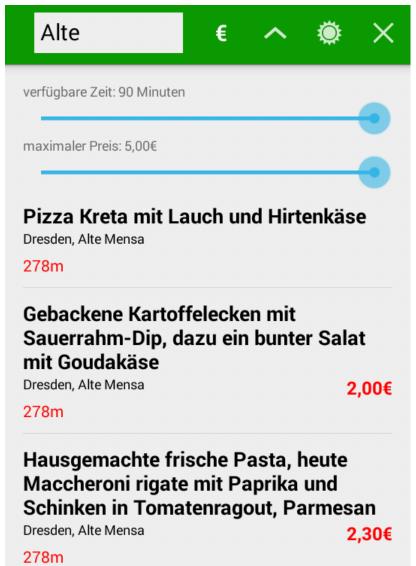
1,45€

1165m













- contributions and tackled issues:
 - caching
 - prefetching
 - user experience
- limits:
 - battery consumption
 - internet connection
 - depending on APIs
- experiences:
 - Android API and SDK change, many deprecated functions
 - issues with layout, views and activities