



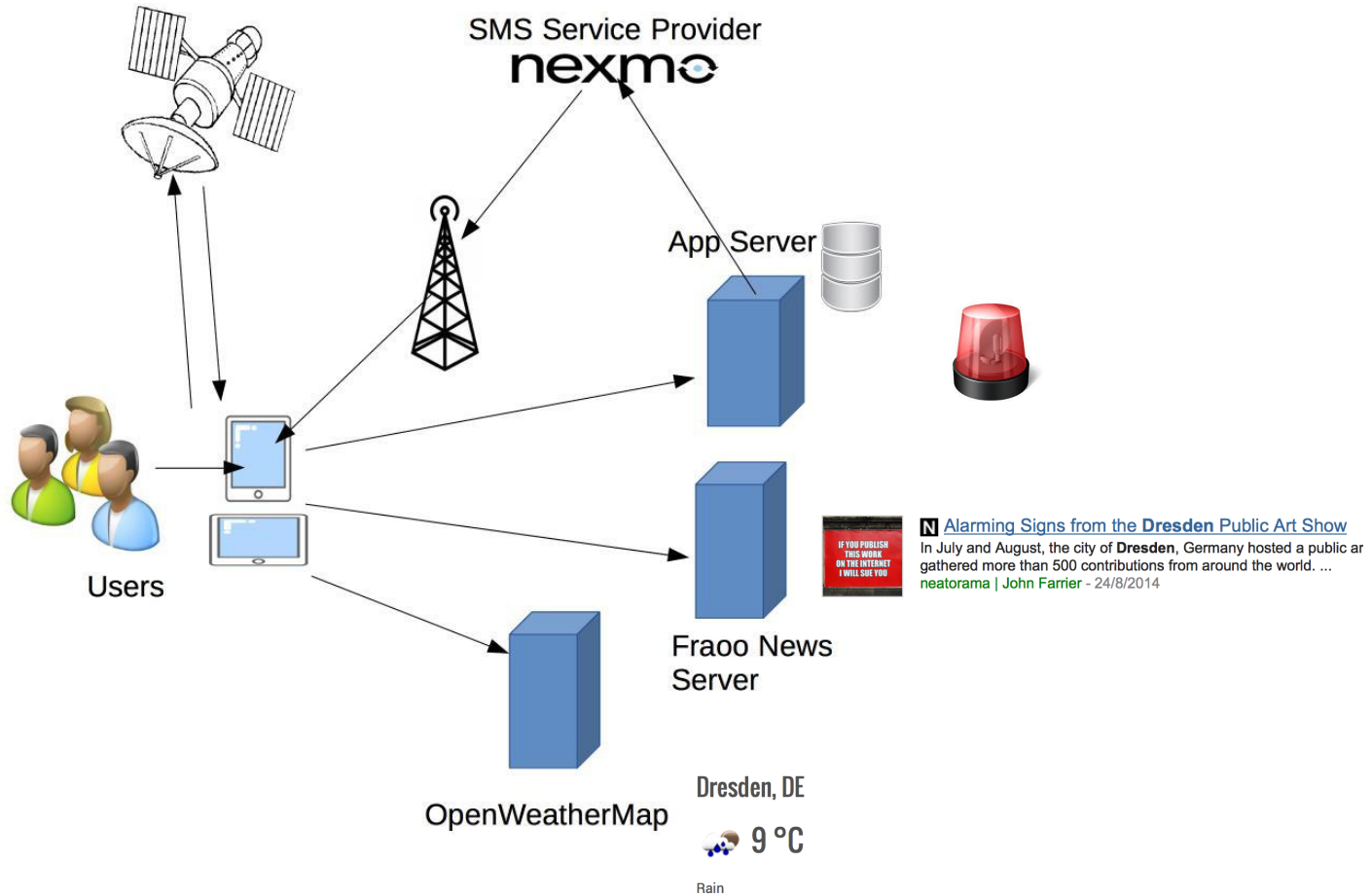
Application Development for Mobile and Ubiquitous Computing

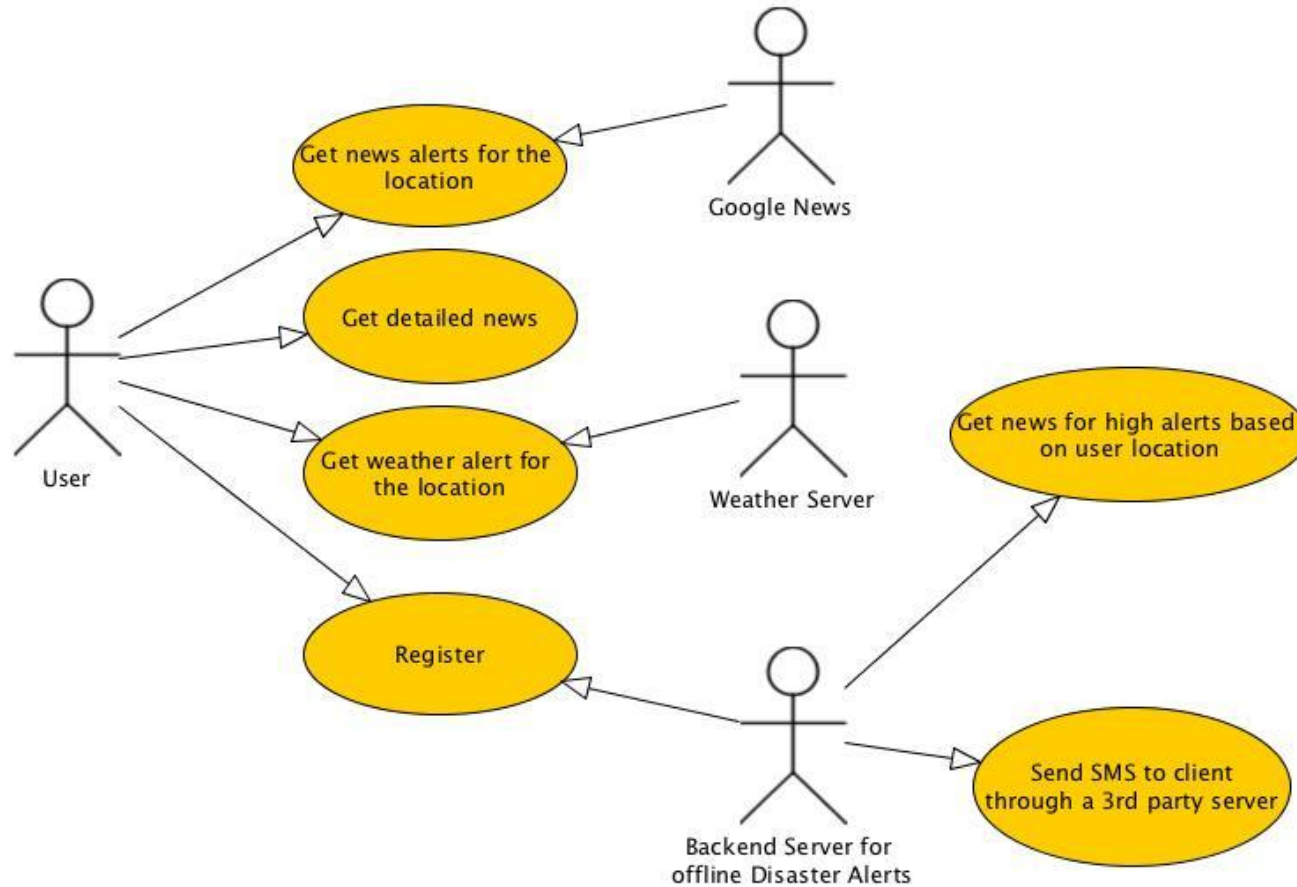
Seminar Task First Presentation

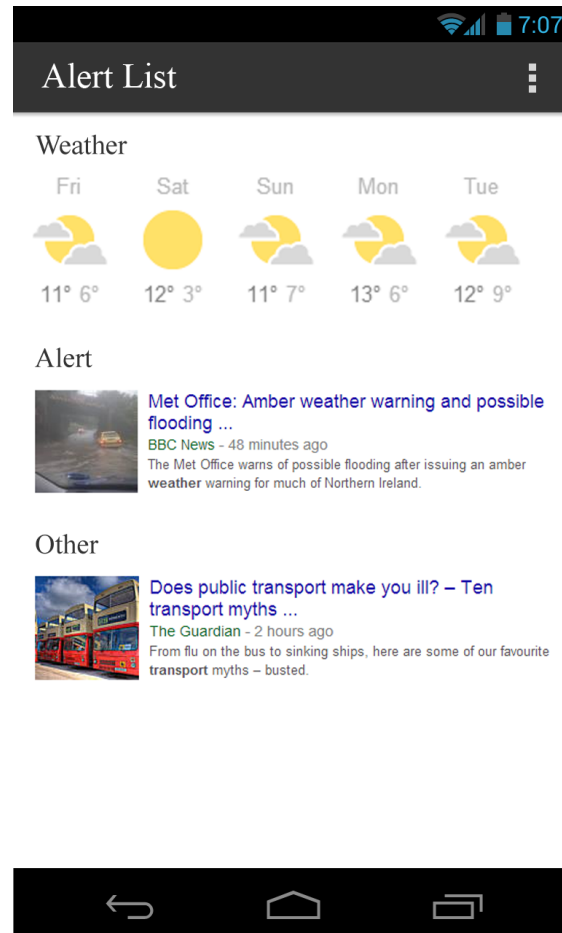
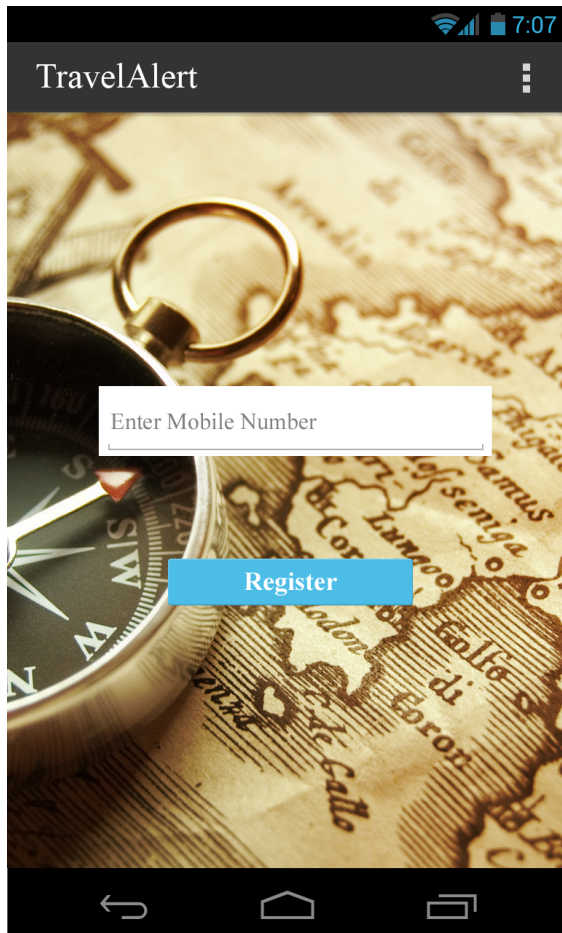
GroupNo.3: TravelAlert
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- **Application scenario**
- **System architecture**
- **Use cases**
- **Mockup**
- **Technologies**
- **Challenges**
- **Work plan**

- A traveller, with/without visit plans, just arrives a new place.
- Real-time local information (weather, trends, news, flight and trains etc) can be obtained.
- Based on that new plan can be made or old plan can be adapted.
- Without Internet connection, alerts in the high security situation (serious attack or natural disaster etc) will be sent by SMS.







- **Client side**

Android platform will be used as it has wide user base and more stable environment for mobile applications. Also the APIs required for application development are readily available.

- **Server side**

App servers running providing web services for user registration. The app server uses a database to store user specific information.

App server uses external sms services providers for sending sms in user offline mode and high alert situations.

- **Client side**
 - Understand and use Android SDK.
 - Fetches news from News Server, with minimal usage of network as user is travelling and is under roaming charges.

- **Server side**
 - High availability of the alerting services.
 - Providing reliable services.

- **Mobile application development**
 - Understand Android SDK.
 - Develop user interface.
 - Set up mobile application to access various web service for weather, news etc.

- **Web server development**
 - Development of web service for user registrations and monitoring of the user online/offline.
 - Setting up the SMS gateway for high alert situation.

Thank You!
&
Questions?