

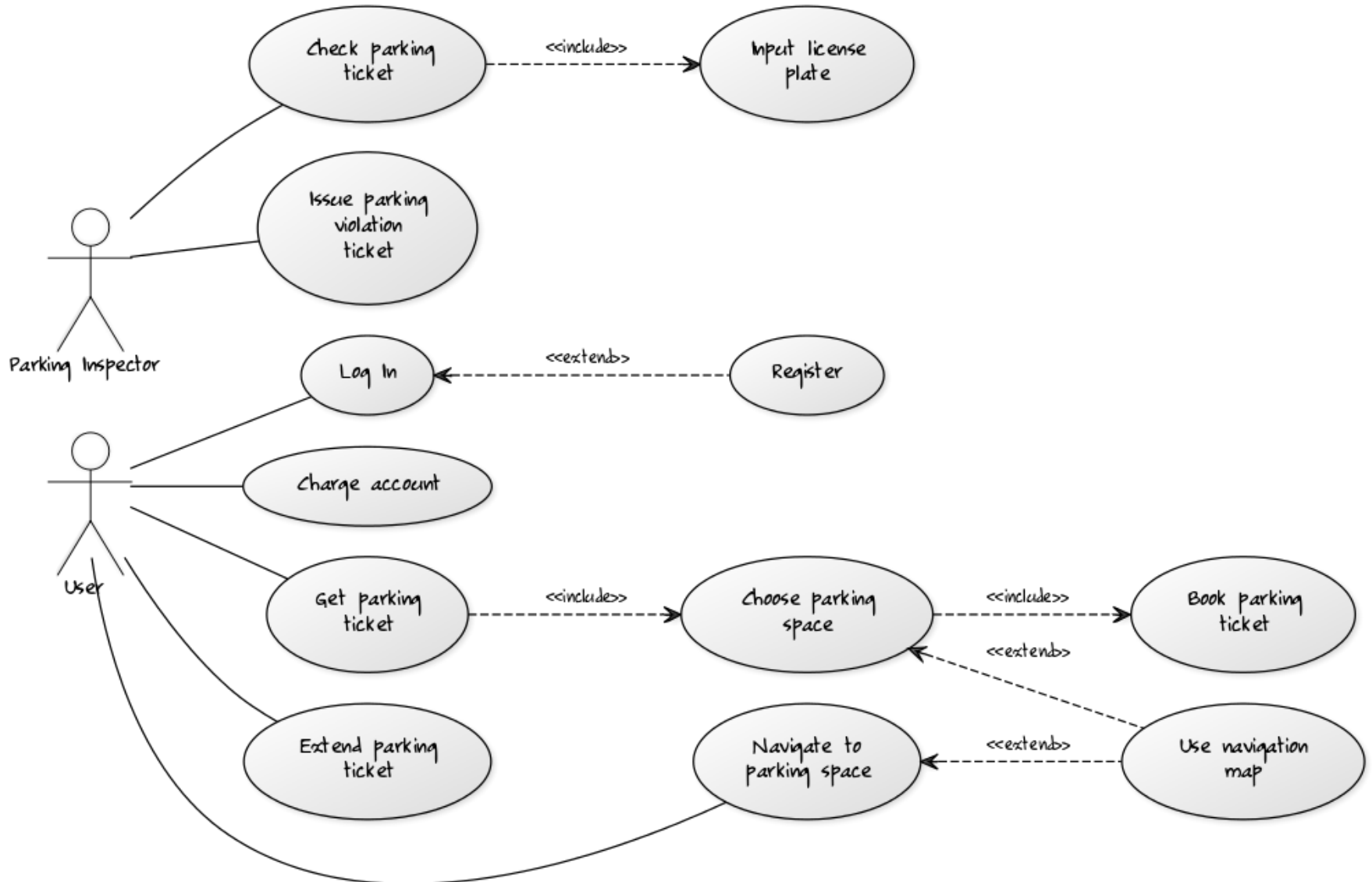


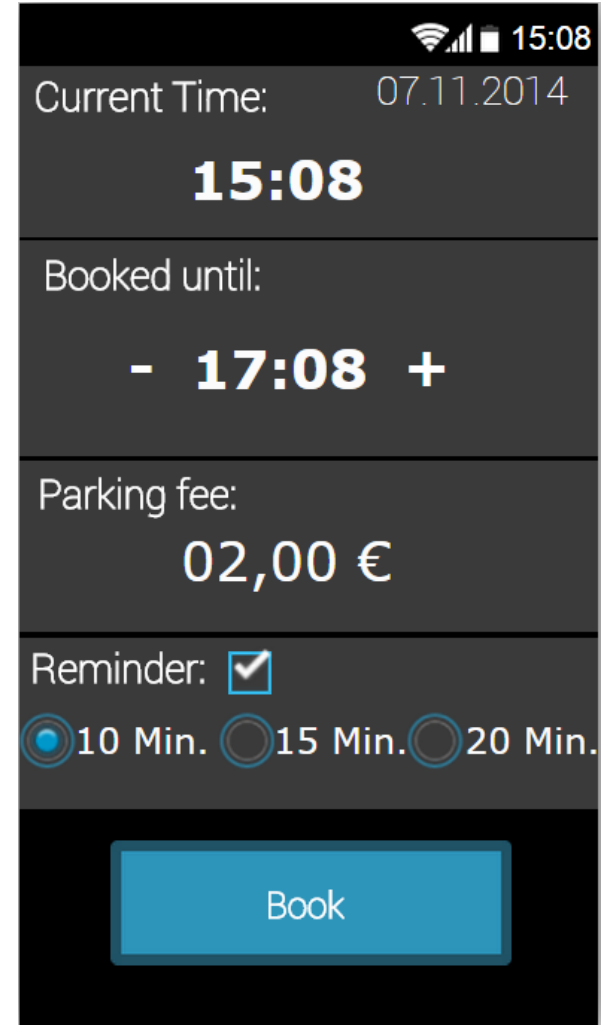
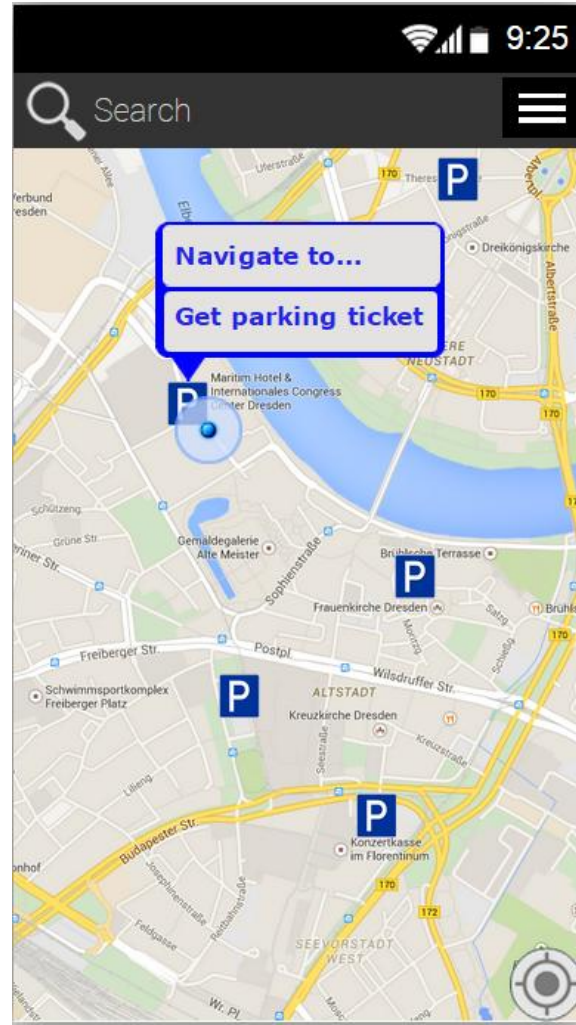
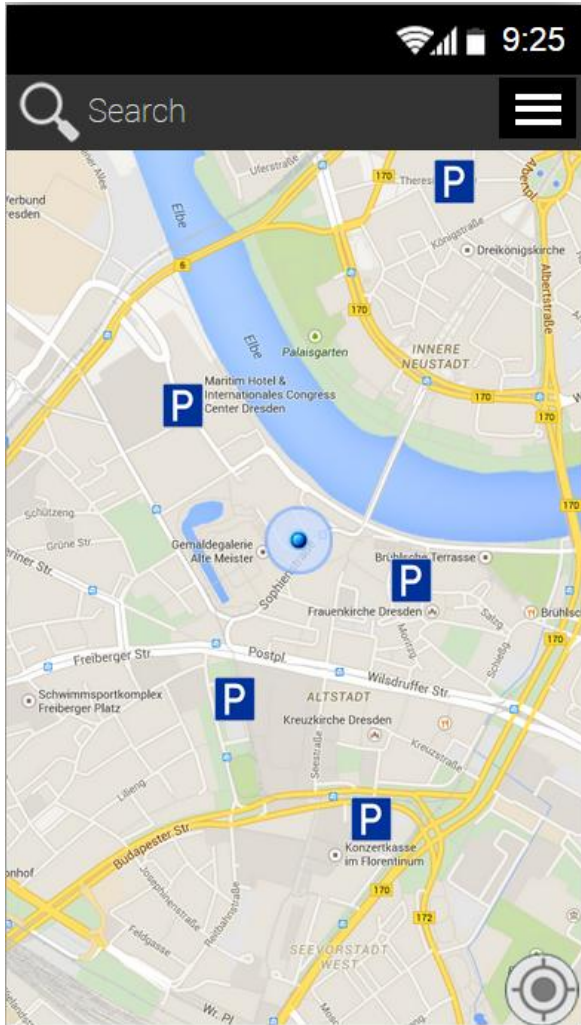
# Application Development for Mobile and Ubiquitous Computing

## Seminar Task First Presentation

GroupNo. 6  
Team: Mario Hildebrandt  
Felix Verwoner

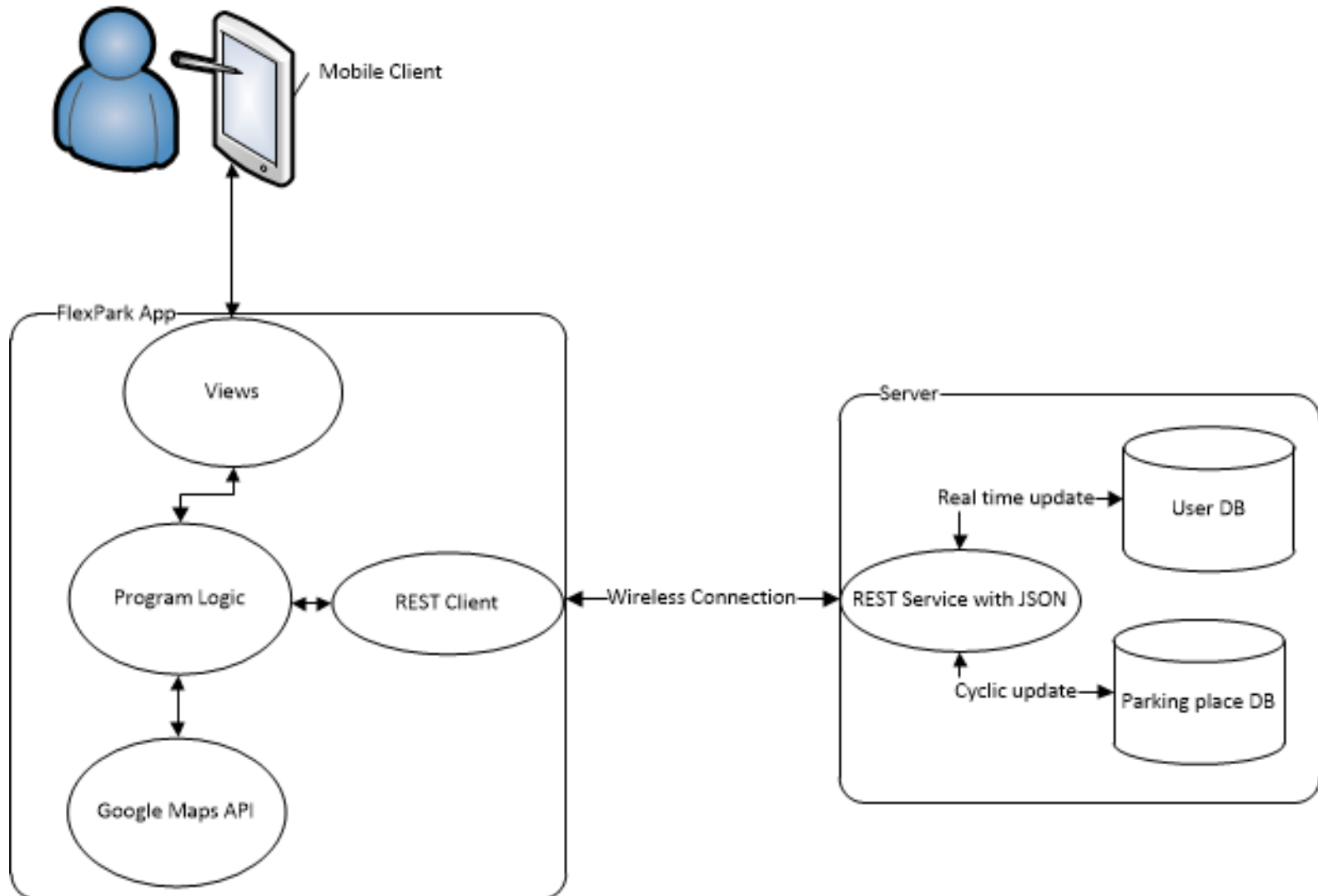
- App-Name: FlexPark (Paperless Parking)
- User Scenario
  - User parks on a fee required / charged parking place
  - Uses Smartphone-App to get paperless parking ticket
  - Can easily extend parking time later
- Parking Inspector Scenario
  - Checks cars by license plate
  - (Issue parking violation tickets via app)





- Connectivity Challenge
  - Reduce data traffic and use pre-buffer technologies
- Offline Challenge
  - Parking place localization offline
    - To find parking places only GPS should be necessary
    - Parking places stored locally
    - Buffer Map to a certain degree
  - Offline extension of car park ticket
    - Extensions collected and cached by App and sent after re-establishing connection
    - cancel possible parking violation tickets issued in temporary improper parking time
- Usability Challenge
  - Adaptable layout (Smartphone, Tablet, ...)
  - Decrease necessary user-input by reducing parking place choices (localization via GPS)

- Client
  - Android device
  - Java
  - REST Client
  - Google Maps API
  - GPS (for localization)
  
- Server
  - REST interface
    - Se-/Deserialization via JSON
  - MySQL Database



- Tasks until 19.12.2014:
  - Setup:
    - Server with REST interface
    - Android SDK
  - Define prototype of views and program logic
  - Iterative enhancing and refining of the app
  - Create adaptation concept document
  
- Tasks until 30.01.2015:
  - Test program logic, interfaces and usability
  - Continue Iterations of enhancing and refining the app
  - Bug fixing
  - Create final presentation