

# Application Development for Mobile and Ubiquitous Computing

## Seminar Task First Presentation

GroupNo.  
Team: 10

λ Stores have Closing time

- Beverage or snack are not always available
- Other might have some leftovers at home

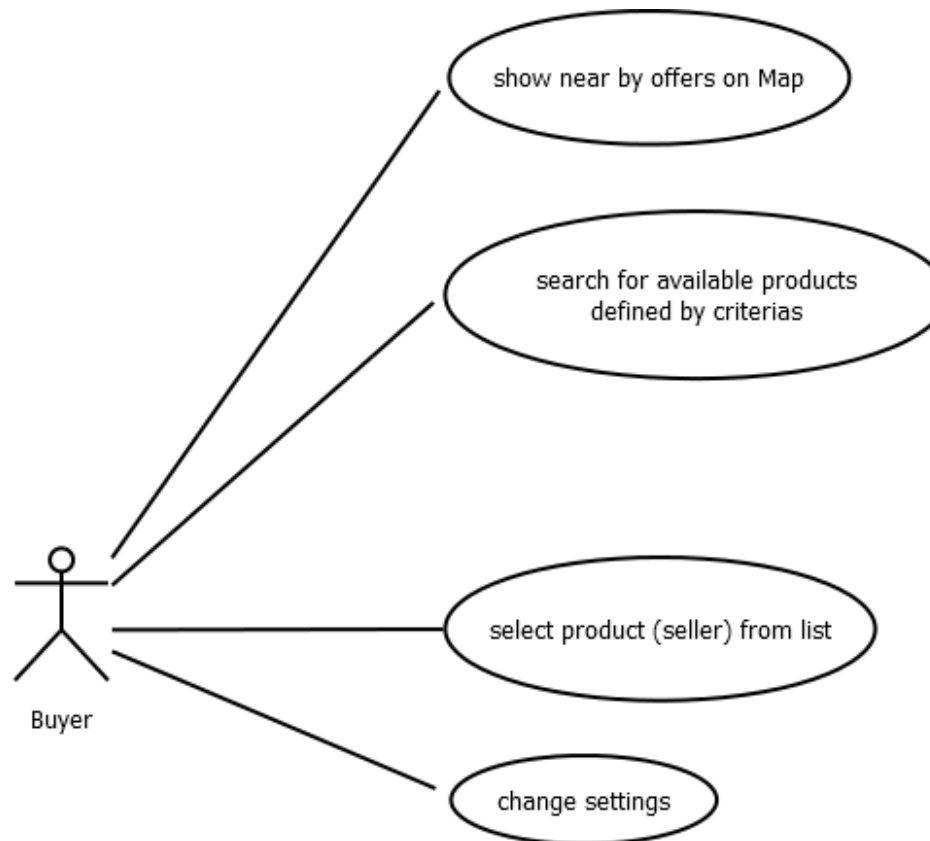
λ Problem: you have to get in touch with the other companion

Solution:

- Our App will:

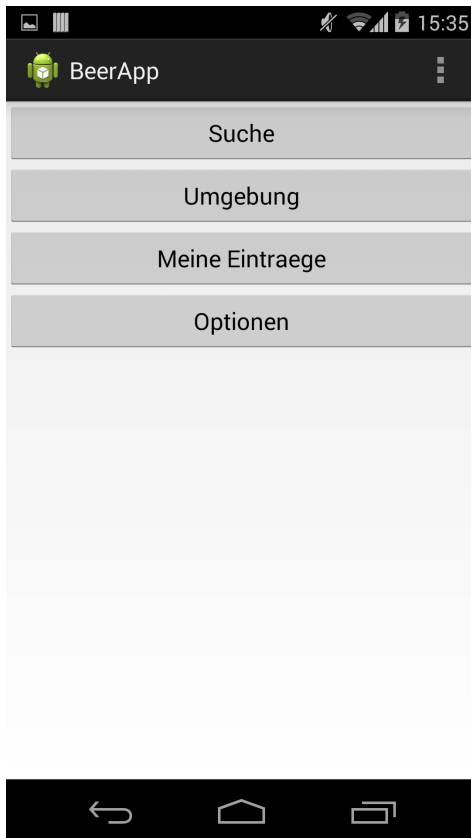
- λ show sellers in your area
- λ Gives you the opportunity to place your own offer
- λ establish contact to each other

# Use-Case Buyer

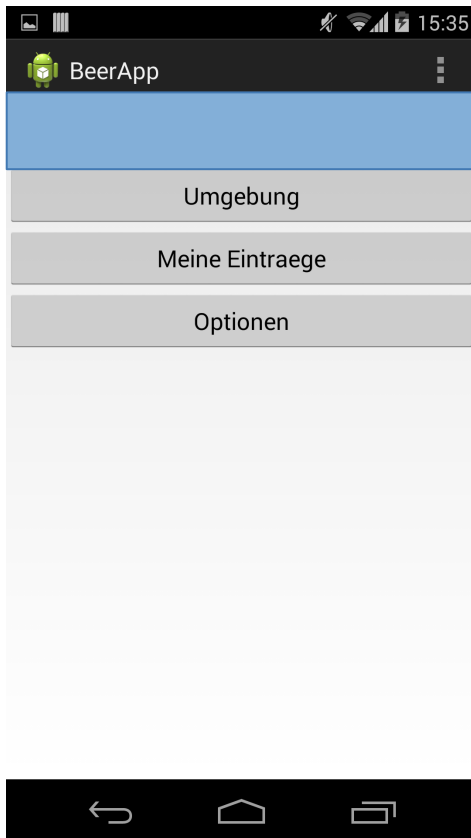


# Use-Case Seller





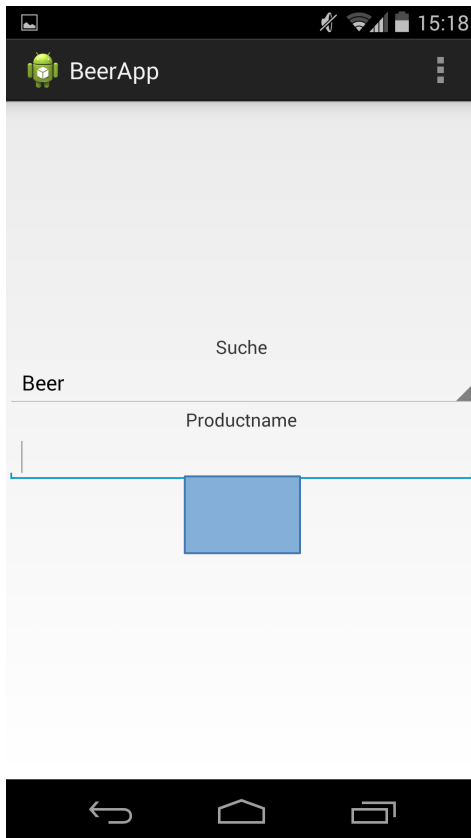
- λ Overview over the features
- λ Main navigation through the App



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- λ Main navigation through the App

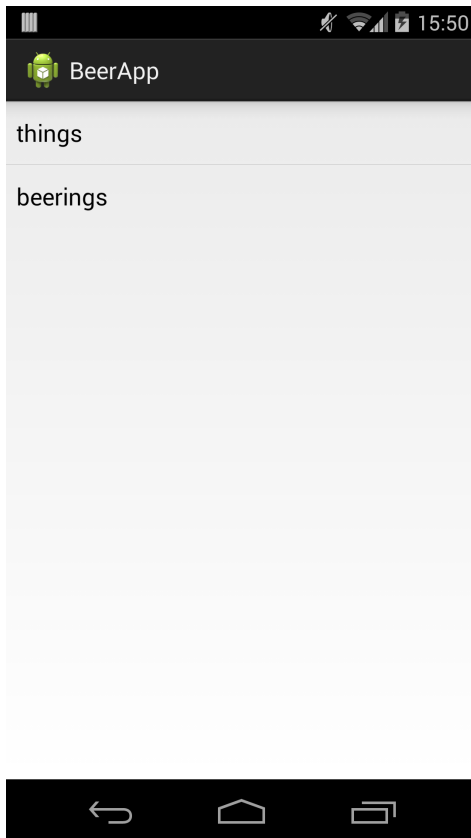


- λ Helps you find a offer fitting your needs
- λ Search for a specific
  - Product
  - Categorie



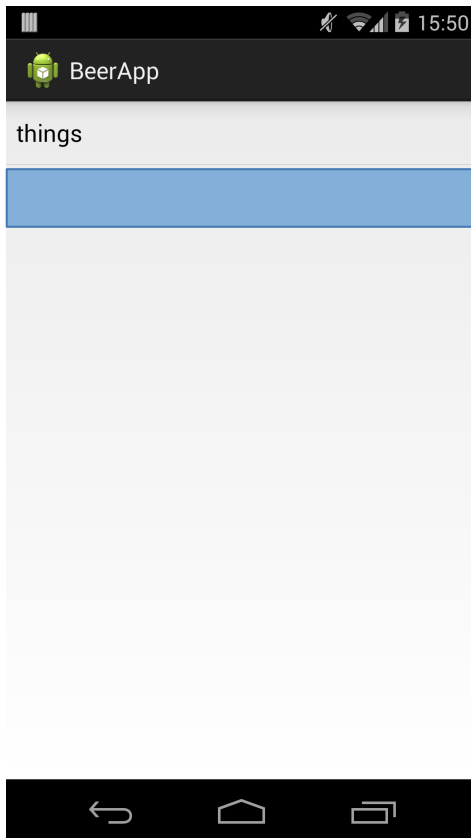
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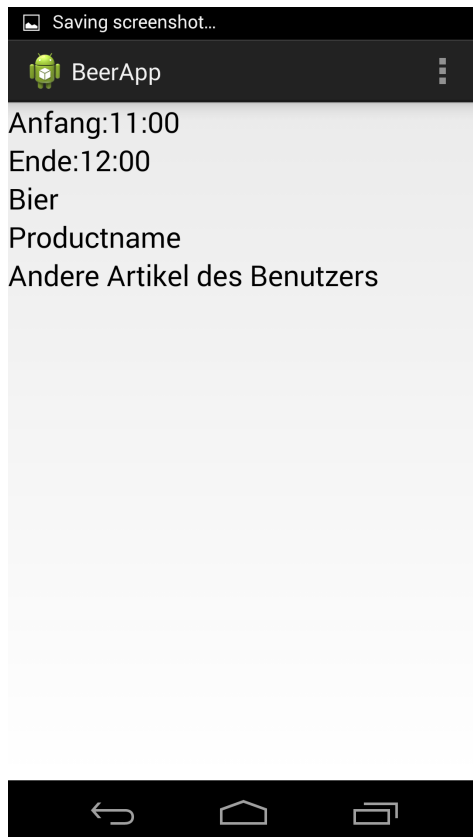


$\lambda$  Shows your search  
result

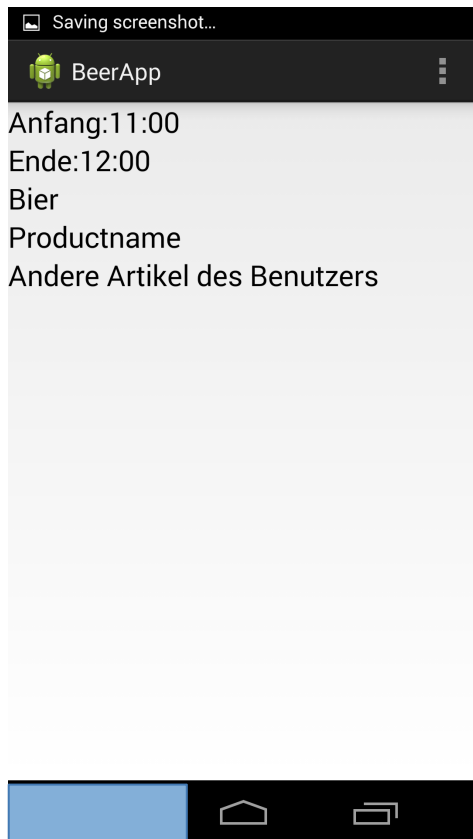
$\lambda$  Shows just requested  
items



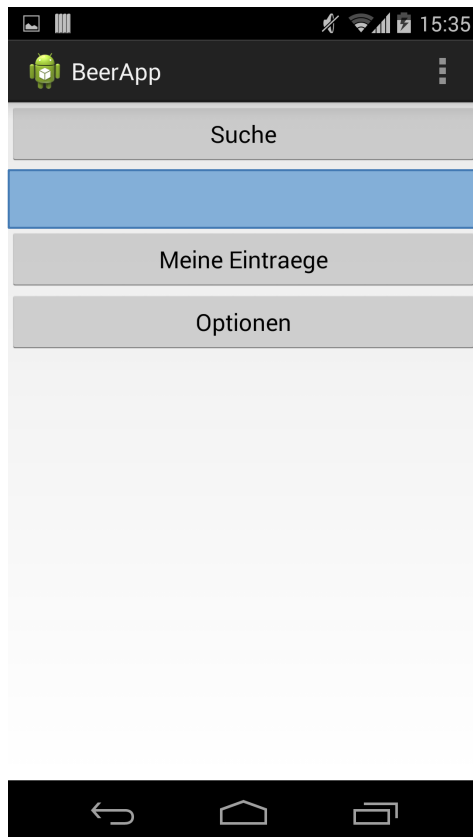
- λ Shows your search result
- λ Shows just requested items



- λ Shows you all relevant information for the offer
- λ Shows other offers of the same seller



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- λ Shows other offers of the same seller



- λ Overview over the features
- λ Main navigation through the App



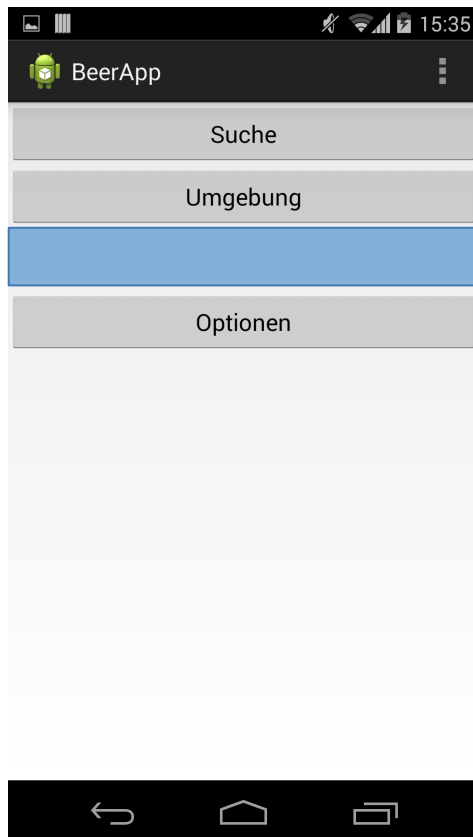
λ Map allows a good overview over the offers close to you

λ Will show you important information on the first sight



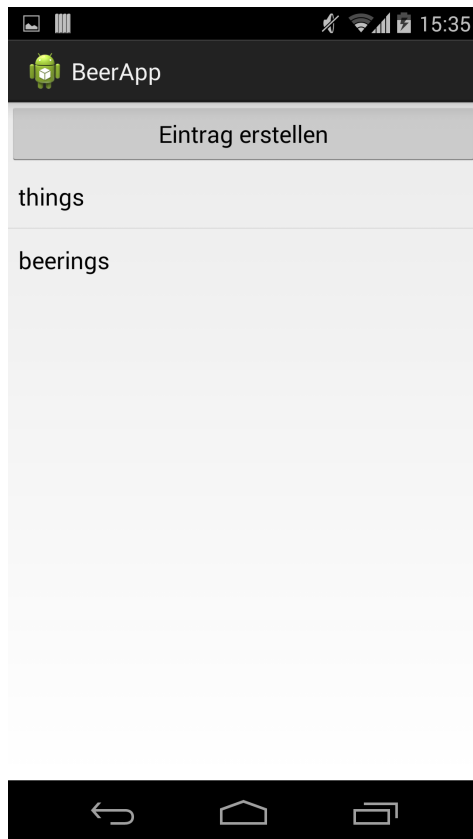
λ Map allows a good overview over the offers close to you

λ Will show you important information on the first sight



- λ Overview over the features
- λ Main navigation through the App

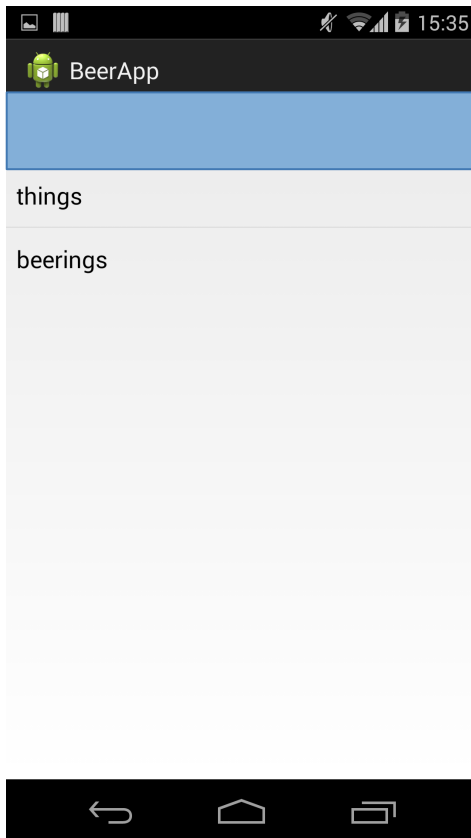




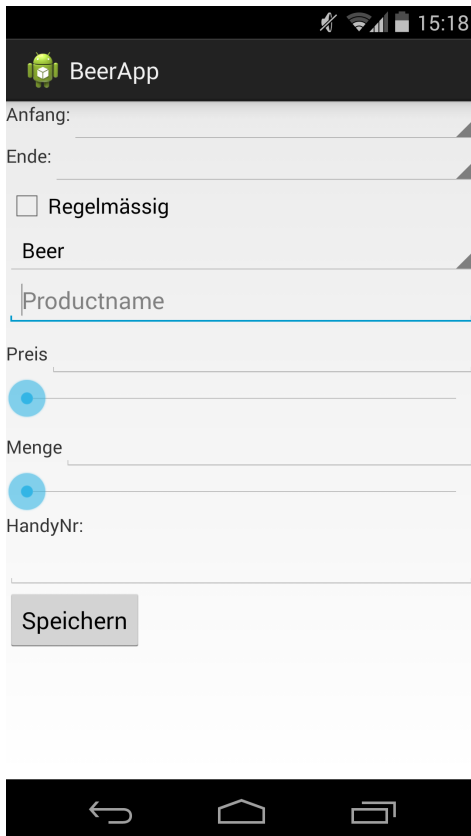
$\lambda$  Shows your own offers

$\lambda$  Modify offers

$\lambda$  Create new offers

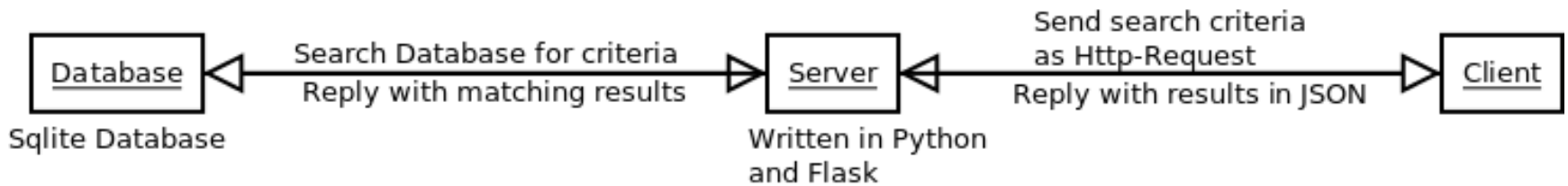


- λ Shows your own offers
- λ Modify offers
- λ Create new offers



The screenshot shows the 'BeerApp' interface on an Android device. At the top, the status bar displays the time as 15:18 and various system icons. The app title 'BeerApp' is visible in the dark header. Below the header, there are several input fields: 'Anfang:' and 'Ende:' for start and end times, a checkbox labeled 'Regelmässig' (Regularly), a dropdown menu currently showing 'Beer', and a text input field for 'Productname'. Below these are two slider controls for 'Preis' (Price) and 'Menge' (Quantity), both with blue circular indicators. At the bottom, there is a text input field for 'HandyNr:' (Mobile Number) and a grey button labeled 'Speichern' (Save). The bottom of the screen shows the standard Android navigation bar with back, home, and recent apps icons.

- λ Start/End time
- λ Continuously
- λ Name of the Product/  
Brand
- λ Modify price and  
quantity
- λ Contact details



## λ Client:

- Android SDK
- Google Maps API
- JSON Parser
- GPS for location tracking
- HTTP Connection to Server

## $\lambda$ Server

- Python

- Flask

- Sqlite

- JSON Parser

## $\lambda$ Offline Challenge:

- An offer can be stored for offline use

## $\lambda$ Connectivity Challenge:

- Search will be implemented on server-side

- $\lambda$  Just the relevant Data will be send to the device

## $\lambda$ Usability Challenge

- Optimize for different Android phones and their resolution

- λ 11/07/14 Concept
- λ 12/01/14 Client Prototype
- λ 12/14/14 Server Prototype
- λ 12/20/14 Merging
- λ 01/15/15 Last fixes and polish GUI
- λ 01/25/15 Debugging